Alpha Strike Companion
(Version 1.6)

The following is a compiled rules errata for the first printing of *Alpha Strike Companion* as of 6 December, 2022.

FULL ERRATA

This section combines all previously issued errata with the new additions of version 1.6, so that every ruling is in order and in one place. Entries new to a given errata release in the 1.X series are numbered (e.g., any item that was new to v1.1 is marked with a "①", any item new to v1.2 is marked with a "②", etc.). Entries new to v1.6 can also be found in the *New Additions* section. All errata here is for the first and only printing (2014) of the *Alpha Strike Companion*.

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.

SPECIAL NOTE: The *Alpha Strike Companion* was a sourcebook for the original edition of *Alpha Strike*. As such, some of this errata makes reference to passages and rules that only exist in that edition, and does not reflect further changes made in *Alpha Strike: Commander's Edition*. In case of a contradiction between the errata here and the wording in the most recent printing of *AS:CE*, the latter book takes precedence. In general, this errata should only be consulted for players using the original edition of *Alpha Strike*, or if referencing material not reprinted in *AS:CE* (primarily the Conversions and Point Value chapters).

Alpha Strike Tactical Annex

③ **Hull Down (p. 11)**
Replace the entire section with the following:

A ground unit may use the Hull Down Movement Mode to find low-level cover. 'Mechs and ProtoMechs duck or crouch, while most vehicles take advantage of integral suspension system controls to settle deeper into their position behind the cover.

A unit spends 4" of movement to find a hull down position. An infantry unit, or Quad or Tripod 'Mech reduces the movement cost to 2". After spending the movement cost, the unit rolls 2D6: on a 7+ the unit has achieved a hull down position. The unit may subtract 2 from the target number if the unit occupies terrain with an additional movement cost, or if within 2" of an elevation change. If a scenario or ability provides a pre-made hull down or fortified position (see *Fortified Positions*, p. 32), the hull down roll automatically succeeds. The unit may continue to make additional hull down attempts as long as it has enough remaining movement to pay the hull down movement cost again. A unit using Hull Down Movement Mode cannot use its Move for anything except finding a hull down position.

A unit in a hull down position unit gains +1 to-hit modifier to any attacks made against it, unless they are from the rear attack direction. The unit is considered half its normal height for line of sight.

A hull down vehicle can only attack using weapons and special abilities listed in its turret (TUR). BattleMech and IndustrialMech units reduce all attack values by 1 (minimum of 0* as long as the unit had a non-zero attack value initially). Other units reduce all attack values by half (rounded down, to a minimum of 0).

Once hull down, a unit cannot move until it leaves the hull down position. A hull down unit must spend the same hull down movement cost to leave a hull down position, but there is no roll necessary to leave the hull down position.

① **Skid Modifiers Table (p. 14)**
1) Under "Modifier", remove "0.68" in the first row.

2) *Under "Unit's Available Move is"*

   22" to 48"
   <u>Change to:</u>
   35" to 48"

① **Collision/Charging Table (p. 14)**
Under the first column ("Size 1")

36" to 43"
<u>Change to:</u>
37" to 43"

① **Area Knowledge (p. 17)**
Second paragraph, first sentence

The maximum number of units that may be hidden by virtue of a higher BI score equals the total number of units that force is bringing to the battlefield, divided by the number of those units that possess the Recon (RCN) special ability (see p. 108, *AS*), rounded normally.
<u>Change to:</u>
The maximum number of units that may be hidden by virtue of a higher BI score equals the total number of units that possess the Recon (RCN) special ability (see p. 108, *AS*).

① **Variable Damage (p. 21)**

   1) *First paragraph, last sentence*

      For each die result of 4 or more, the attack delivers 1 point of damage (up to its maximum damage potential).
      <u>Change to:</u>
      For each die result of 3 or more, the attack delivers 1 point of damage (up to its maximum damage potential).

   2) *In between the first and second paragraphs insert the following new paragraphs:*

      Overheat, NARC, bonus damage from attacking to the rear, and special abilities and other effects that add to damage are also checked for variable damage, each point rolled for as described above. For example, a unit with 2/2/2 attacking at Short range to the rear of the target would roll three times: twice for its 2 damage at short range and once for attacking from the rear. However, special abilities that apply effects other than damage (such as HT#/#/#) always have their full effect even when using variable damage.

      AMS, armor special abilities and other damage reduction effects are applied after checking for variable damage. For example, if a unit with damage values of 3/3/2 and the IF special ability attacks a unit with AMS at medium range, the attacker rolls three dice (for its 3 damage at medium range). The total damage is then reduced by 1.

   3) *Before the example text insert the following new paragraphs:*

      Minimal Damage: A successful attack always delivers a minimum of 1 point of damage, even if all of the Variable Damage roll results yield a 2 or less.

      0* Damage: When using the Variable Damage rule, units that deal 0* damage forego their usual damage roll. Instead, its controlling player must make a 1D6 roll. If the result is 5 or higher, the attack delivers a single point of standard damage. Otherwise, the attack still hits, but delivers no damage.

      If a 0* variable damage attack is successfully delivered against a unit that is underwater or operating in vacuum, and is susceptible to hull breaches, the attack will prompt a hull breach check even if it delivers no damage at all.

      Area Effect Damage: Area effect damage is resolved separately for each unit in the area of effect.

      Physical Attacks: Variable Damage does not apply to physical attacks.

   4) *Example text, first paragraph, last sentence*

      As three of those dice are 4 or higher, the Awesome *delivers only 3 points of damage to its target.*
      <u>Change to:</u>
      As three of those dice are 3 or higher, the Awesome *delivers only 3 points of damage to its target.*

   5) *Example text, second paragraph, last sentence*

      Despite executing a successful attack, the Bushwacker *fails to deliver any actual damage to its opponent.*
      <u>Change to:</u>
      Despite executing a successful attack, the Bushwacker *only deals 1 point of damage to its opponent.*

② **Armed Buildings (p. 25)**
Remove the first paragraph on the page ("Attacks against building-mounted emplacements…")

③ **Cybernetic Augmentations (p. 27)**
Under "Sensory Implants", last sentence

Multi-modal sensory implants will improve weapon damage by such units as well, but this must be factored at the time of the unit's conversion.
<u>Change to:</u>
Multi-modal sensory implants lower the unit's Skill Rating by 1, to a minimum of 0.

① **Towing (p. 31)**
   1) *First paragraph, last sentence*

   This trailer must also be a wheeled or tracked vehicle to use the following rules (otherwise, the unit can only be dragged or carried as above).
   <u>Change to:</u>
   This trailer must also be a wheeled or tracked vehicle, and also have the HTC special of the Trailer Hitch Quirk, to use the following rules (otherwise, the unit can only be dragged or carried as above).

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

   A unit may tow multiple trailers, as long as the towing unit and each trailer have the HTC special or the Trailer Hitch Quirk. The total Size of the trailers must be less than or equal to the towing unit's Size plus one, and the total Size of all trailers is used to modify the towing unit's speed as described above.

① **Ballistic-Reinforced Armor (p. 35)**
Replace the second paragraph with the following:

   Thus, if a unit that delivers normal attack values of 5/4/2, with an AC2/2/0 special, delivers a successful normal attack against a unit with the BRA special at Short range, the attack will be reduced by 3 points (half the damage value at Short range, rounded up), dropping the normal total of 5 points to 2. If the same unit makes a special AC weapon attack against a unit with the BRA special at Medium range, the attack will be reduced by 1 point (half the AC special ability's Medium range), dropping the AC total of 2 points to 1.

① **Improved ATM (IATM#) (p. 37)**
Replace the entire entry, including the title, with the following:

   Improved ATM (IATM#/#/#)
   Units with the IATM#/#/# special may conduct missile attacks using Improved ATM munitions. These alternate munitions are:
   Indirect Fire: This represents an IATM firing standard long-range missiles, which enables the unit to execute an attack as if it has an IF value equivalent to its IATM Long-range value (i.e., an IATM2/2/2 special can also act as an IF2 special).
   Magnetic Pulse: Using this alternate munition attack, the unit's normal attack is reduced by 1 point at Short range. But if this attack hits a target in the Short range bracket, the target suffers a loss of 2 inches of Move, as well as a −1 to-hit modifier for all weapon attacks, throughout the following turn. (Multiple magnetic pulse hits will not stack these modifiers.)
   Improved Inferno: Using this alternate munition attack, the unit's normal attack is reduced by 1 point at both Short and Medium range. But if this attack hits a target in those range brackets, the target also suffers the effects of a HT#/#/# special attack equal to the numerical value of the unit's IATM#/#/# special at those ranges, to a maximum of 2 points at any range bracket (i.e., IATM3/1/- will translate to a HT2/1/- effect).

③ **Four-Legged (Quad) 'Mechs and ProtoMechs (p. 40)**
Replace the "Firing Arcs" and "Control Rolls" paragraphs with the following:

Firing Arcs: Four-legged 'Mechs and ProtoMechs have a much more restrictive firing arc, due to their inability to rotate their torsos properly. Because of this, the four-legged 'Mech can only execute its own attacks using the 90-degree Fore firing arc described for Large Support Vehicles (see p. 35, *AS*).
Control Rolls: A four-legged 'Mech receives a –2 modifier to Control Rolls.

③ **Three-Legged (Tripod) 'Mechs and ProtoMechs (p. 41)**
Replace the "Control Rolls" paragraph with the following:

Control Rolls: A three-legged 'Mech receives a –1 modifier to Control Rolls.

③ **Superheavy 'Mechs (p. 42)**
Remove the Superheavy 'Mechs section.

① **Land-Air BattleMechs (p. 43)**
   1)   *Under "Conversion and Movement", after the last bullet point insert the following new paragraphs:*

   If a unit converts from Fighter to BattleMech mode while airborne, the unit immediately crashes.
   Converting from Fighter to AirMech can only be done at the beginning of the movement phase when it begins the turn in the Inner Ring of the Radar Map. When the conversion to AirMech mode is announced, the unit is placed on the ground map as if the beginning of a flight path, based on which Inner Ring it is moving from. It then moves from that location as an AirMech.
   For converting from AirMech to Fighter, when the conversion to Fighter mode is announced, the unit is immediately moved to the Central Zone of the Radar Map. The unit must then move as normal for an aerospace fighter by leaving the Central Zone.

   2)   *Under "Combat Phase", insert the following new paragraph:*

   Attacks in AirMech Mode: LAMs add a +2 to-hit modifier to all attacks made while in AirMech mode.

① **Environmental Specialization (p. 47)**
At the end of the section, insert the following new paragraphs:

Some terrain and/or environmental conditions may not have an effect on movement or to-hit modifiers. If there are no movement costs, the following Improved Mobility option may be used. If there are no to-hit modifiers, the following Improved Combat option may be used.
Improved Mobility: If the terrain and/or condition has no additional movement cost, the unit may add 2" to its Move for the turn, as long as it does not pay any increased movement costs during the move for terrain and/or environmental conditions and the unit begins and ends its move in the specialized terrain and/or environmental condition.
Improved Combat: If the unit occupies the specialized terrain or affected by the specialized environmental condition when attacked, the unit receives a +1 terrain to-hit modifier as long as the attack does not receive any terrain, environmental, or cover to-hit modifier.

① **Animal Mimicry (p. 51)**
Second paragraph, append the following to the end of the last sentence:

"until after the next Movement Phase."

① **Antagonizer (p. 51)**
Replace the second paragraph with the following:

Once per turn, a unit with Antagonizer may trigger its ability at any single point along its path while moving. At that time, every enemy unit within 6 inches of the unit triggering this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes enraged. Enraged units must move as close as possible to the Antagonizer unit, taking the most direct, passable and legal route toward the Antagonizer. The enraged unit ignores increased movement costs or possible damage inflicted by its path for determining the most direct path.

The enraged unit can only make attacks against its Antagonizer, unless the enraged unit has no attack that can target the Antagonizer. If the unit has multiple attacks, and only some of those attacks can target the Antagonizer, the enraged unit can make attacks against other targets only with those attacks that can't target the Antagonizer. Attack from the enraged unit with an area of effect must include the Antagonizer in attack's targeted area of effect.

If the enraged unit begins any phase more than 24" from or without line of sight to the Antagonizer, the unit is no longer enraged. This ability has no effect versus aerospace units.

① Blood Stalker (p. 52)
Replace the second paragraph with the following:

If the Blood Stalker starts its Movement with its chosen enemy out of line of sight or destroyed, the Blood Stalker may choose a new enemy to stalk. If using the Zellbringen rules (see p. 133, *AS*) or other challenge rules and a unit that is not your chosen enemy challenges the Blood Stalker, the Blood Stalker may immediately select that challenger to be the chosen enemy instead.

① Combat Intuition (p. 52)
Second paragraph, before the last sentence insert the following:

If an aerospace unit with Combat Intuition engages another aerospace unit, the engaged unit may make a roll to break the engagement before taking its move (see *Ending Air-to-Air Engagements*, p. 61, *AS*).

① Demoralizer (p. 52)
Replace the second paragraph with the following:

Every enemy unit that comes within 6" of a unit using this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes intimidated. Intimidated units reduce their Move by half (round down) and suffer a +1 to-hit modifier for all attacks made against the Demoralizer. The reduced Move rating does affect its target movement modifier.

If a demoralized unit begins any phase more than 24" from or without line of sight to the Demoralizer, the unit is no longer demoralized. This ability does not function at all versus aerospace units.

① Forward Observer (p. 53)
Replace the second paragraph with the following:

A Forward Observer may serve as a spotter for multiple artillery attacks against one target. If the Forward Observer makes its own attack, any indirect attacks it spots for (IF or indirect Artillery) do not take the to-hit modifier for the spotter attacking.

① Hopper (p. 54)
Replace the first paragraph with the following:

The MechWarrior with this special pilot ability has an extremely fine sense of balance—so fine, in fact, that he can even remain mobile after one of his 'Mech's legs has been blown off. A unit controlled by a pilot with this SPA can ignore the effects of the first MP Hit it receives (it still occurs, for the purposes of any event which tracks critical hits; only the effects are ignored).

① Hot Dog (p. 54)
Replace the entire entry with the following:

This MechWarrior or fighter pilot knows how to ride the heat envelope. The unit acts as if it was one level lower on the Heat scale, and can sustain 4 points of Heat before automatically shutting down rather than the usual 3. At 4 points of Heat, the unit loses 6" of ground movement and suffers a +3 to-hit modifier instead of shutting down.

① Human TRO (p. 54)
At the end of the first paragraph insert the following:

In addition, the Human TRO may look for a weak spot in a target unit once per game. The use of this ability must be declared before rolling to hit. If the attack hits, the attacker may roll once on the Determining Critical Hits Table, in addition to any such rolls required for any other reason.

① Iron Will (p. 54)

Change SPA Cost from 2 points to 1 point.

① Marksman (p. 54)

Replace the entire entry with the following:

He may not be a sharpshooter yet, but the gunner with this SPA is skilled at placing his shots for maximum effect. As long this unit stands still during its Movement Phase, any successful weapon attack it executes against a target within its weapon's range will deliver only half damage (rounded down, to a minimum of 1 point)—but if the attack scores a MoS of 3 or more, the Marksman also makes an additional Critical Hit check against its target. This critical check is made even if the target still has armor.

① Multi-Tasker (p. 55)

First paragraph. After the second sentence ("At the player's option…") insert the following:

You may await the results of the first attack before declaring the target of the second, and the same unit may be targeted twice.

① Oblique Artilleryman (p. 55)

First paragraph, second and third sentences

A unit benefiting whose gunner possesses this special pilot ability receives an additional –1 to-hit modifier for attacks using any ART special abilities. Furthermore, the scatter distance for any artillery shells that *do* miss their target is reduced by 2 inches (to a minimum of 0 inches).
<u>Change to:</u>
A unit that possesses this special pilot ability receives a –1 to-hit modifier for indirect attacks using the ART special ability.

Oblique Attacker (p. 55)

Second sentence

This unit receives a –1 to-hit modifier for attacks using ART or IF special abilities,
<u>Change to:</u>
This unit receives a –1 to-hit modifier for indirect attacks using the IF special ability,

① Range Master (p. 55)

Replace the entire entry with the following:

This warrior's ability to strike at their enemies has a certain comfort zone. Choose one range bracket other than the Short or Horizon brackets. The gunner for this unit specializes in attacks at that bracket: apply a –2 to-hit modifier for attacks in the specialized bracket, but a +2 to-hit modifier for any attack made in the Short range bracket.

Range To-Hit Modifiers with Range Master and Sniper SPAs

	S	M	L	E
Standard	+0	+2	+4	+6
Sniper	+0	+1	+2	+3
Medium Range Master	+2	+0	+4	+6
Long Range Master	+2	+2	+2	+6
Long Range Master w/Sniper	+2	+1	+0	+3
Medium Range Master w/Sniper	+2	+0	+2	+3
Extreme Range Master w/Sniper	+2	+1	+2	+1

① Sniper (p. 56)

Replace the entire entry with the following:

The sniper prefers to fight from a distance. This gunner's SPA reduces their unit's to-hit modifiers at Medium, Long, and Extreme range to +1 (Medium), +2 (Long), and +3 (Extreme), but does not affect the Short or Horizon range modifiers. Sniper also has no effect on indirect fire (IF) or artillery (ART) attacks.

① **Tactical Genius (p. 57)**
Second paragraph

In addition, if the Battlefield Intelligence rules are in play (see pp. 82-83, *AS*), this unit is treated as if it has the MHQ special ability.
Change to:
In addition, if the Battlefield Intelligence rules are in play (see pp. 16-17), this unit is treated as if it has the MHQ4 special ability.

① **Weapon Specialist (p. 58)**
Replace the entire entry with the following:

The weapon specialist is a superlative expert with certain types of weapons, and can deliver much more accurate fire when he sticks to those guns alone. If the unit makes a standard weapons attack and misses by 1, the attack deals half damage (round down, to a minimum of 1 point).

③ **Positive Design Quirks (p. 60)**
Adjust the "Brief Description" text for the listed quirks as follows:

Improved Targeting (Medium)   Unit receives bonus to-hit at Medium range
Improved Targeting (Long)   Unit receives bonus to-hit at Long range

Abstract Space Combat

① **Step 2: Establish Engagement Control (p. 78)**
After "DropShips and WarShips" insert the following new paragraph:

Aerodyne DropShips: Aerodyne DropShips have three Firing Arcs (Fore, Right Wing, Left Wing) that can all target a single Unit in the forward arc. They can each be used, as separate attacks, against the same target, or against separate targets that are each in the forward arc (see *Multiple Weapon Classes and Firing Arcs*, below). However, an aerodyne has no Right Side or Left Side attacks: any unit targeting them from the sides cannot be attacked in return by an aerodyne DropShip.

① **Step 4: Determine To-Hit Numbers (p. 80)**
Under "Capital and Standard Weapons", second paragraph, second sentence

Remember that capital weapons and capital missiles will apply additional modifiers for targeting smaller units […]
Change to:
Remember that certain capital and sub-capital weapons apply additional modifiers for targeting fighter and small craft units (see p. 81) […]

① **Ending Aerospace Engagements (p. 83)**
At the beginning of the second paragraph insert the following:

Units choosing to continue an engagement must declare they are using their front firing arc in that engagement. If the engagement continues (see below for resolving continuing engagements), the front firing arc may not be used against any other target. If the unit has already attempted (successfully or not) to continue an engagement this turn, the unit automatically is forced to choose not to continue any other engagements it is in.

① **Space Bombers (p. 85)**
Under each of the three subsections ("Air-to-Air Arrow Missile", "Anti-Ship Missile", and "Anti-Ship Electronic Warfare Missile"), remove the sentence in the first paragraph referring to multiple bomb slots ("Each counts as X normal bombs for the purposes of movement rate calculations.").

BattleTech Conversions

Alpha Strike Size Class Table (p. 92)

1) ⑥ Add the * footnote marker next to the following Size Class entries in the Support Vehicles section:

Fixed-Wing   100.5-200
Hover   50.5-100
Rail   300.5-600
Satellite   100.5-300
Tracked   100.5-200
VTOL   30.5-60
Wheeled   80.5-160
WiGE   80.5-240

2) ④ Remove the asterisk from the Superheavy 'Mechs entry.

① Convert Movement (MP) and Movement Modes (p. 93)

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

Regardless of the unit type or any special equipment mounted, as long as the unit uses Movement Points, after all rounding has been applied, the unit rounds its Movement Points up to the nearest 2" increment. For example, a unit with MASC that, after all rounding is applied, winds up with 25" of movement would then round that up to 26".

③ (p. 95)

Before "Converting Armor" insert the following new section:

TARGET MOVEMENT MODIFIER

The Target Movement Modifier is generated for ground units based on its primary movement mode. For 'Mechs, this is the untyped, non-jumping, non-submersible movement. For vehicles, this may be wheeled, hover, tracked, or VTOL. For infantry, this is their non-foot movement mode if they have one, or foot if that is their only movement mode.

The Target Movement Modifier is based on the Move rating of the primary movement mode.

Target Movement Modifier Table

Move	TMM
0-4"	+0
5"-8"	+1
9"-12"	+2
13"-18"	+3
19"-34"	+4
35"+	+5

If the unit has a jump or submersible movement mode with a different Move rating that the primary movement mode, it should be checked for the Jump Jets and/or Submersible Special Abilities. Calculate what the TMM would be for the jump and/or submersible movement mode using the Target Movement Modifier Table above. If the jump and/or submersible movement mode would have a different TMM than the primary movement mode, then the unit gets the respective Special Ability.

If the jump movement mode TMM is higher than the primary TMM, the unit receives the Jump Jets, Strong (JMPS#) Special Ability with a value equal to the difference in the two TMMs.

If the jump movement mode TMM is lower than the primary TMM, the unit receives the Jump Jets, Weak (JMPW#) Special Ability with a value equal to the difference in the two TMMs.

If the submersible movement mode TMM is higher than the primary TMM, the unit receives the Submersible, Strong (SUBS#) Special Ability with a value equal to the difference in the two TMMs.

If the Jump movement mode TMM is higher than the primary TMM, the unit receives the Submersible, Weak (SUBW#) Special Ability with a value equal to the difference in the two TMMs.

For example, a *SHD-2H Shadow Hawk* has a Move of 10"/6"j. The 10" ground Move gives the *Shadow Hawk* a TMM of +2. The jump of 6" would give the *Shadow Hawk* a TMM of +1. The *Shadow Hawk* gets the JMPW1 Special Ability for having a jump move TMM of 1 less than its ground move TMM.

③ **Conventional Infantry Conversion (p. 96)**
Third paragraph, second sentence

—it must multiply its damage divisor by 2.
<u>Change to:</u>
—it must divide its damage divisor by 2.

① **Special Armor Types (p. 97)**
  1) *Replace the Reflective Armor and Reactive Armor paragraphs with the following:*

  Reactive Armor: If all of a unit's armor is reactive armor, the unit receives the Reactive Armor (RCA) special ability.
  Reflective Armor: If all of a unit's armor is reflective armor, the unit receives the Reflective Armor (RFA) special ability.

  2) *Under "Patchwork Armor", replace the first paragraph with the following:*

  Patchwork armor is a rare oddity in which the unit features multiple different armor types. To find the *BattleTech* armor factor, it is necessary to group like armor types together and apply their appropriate multipliers (if any) before finding the final sum. For example, a 'Mech which features hardened armor over its torso, but standard armor on its arms, legs and head, would double the armor point value of its torso (to account for the hardened armor).

② **Converting Armor (p. 97)**
Before "Mobile Structures" insert the following new subsection:

Buildings
  Standard buildings use the buildings rules (see p. 83, *AS*) and do not need converting. Advanced buildings may have more equipment, armor, or even weaponry, and so would be converted as if they were a unit. One to eight *Total Warfare* hexes of buildings can be converted to a single *Alpha Strike* building. A building's armor is equal to its total armor, divided by its Damage Scaling modifier (use its "to Building" value; see p. 115, *TO*), and then divided by 30 (round normally). Capital damage scaling is treated as a Damage Scaling modifier of 0.1. If the building doesn't have a listed Damage Scaling to Building, use a value of 1.0.

② **Converting Structure (p. 99)**
Before the "Mobile Structures" subsection insert the following new subsection:

Buildings
  Buildings receive a Construction Factor (CF) rather than a Structure rating. The *Alpha Strike* CF value of the unit starts with its *BattleTech* construction factor (CF) value, divided by its Damage Scaling (use its "to Building" value; see p. 115, *TO*). Capital damage scaling is treated as a Damage Scaling modifier of 0.1. Then divide by 30 and round this figure up to the nearest whole number. If the building doesn't have a listed Damage Scaling to Building, use a value of 1.0.
  Damage absorption starts with 0 for light, 1 for medium, 2 for heavy and 3 for hardened. This is divided by the building's Damage Scaling to Buildings value. This value is the non-infantry Damage Absorption. It is doubled for infantry Damage Absorption. A 0 for non-infantry Damage Absorption becomes a 1 for infantry Damage Absorption.
  Collapse damage is 0* for light, 1 for medium, 2 for heavy and 3 for hardened. This is divided by its Damage Scaling to Units modifier (see p. 115, *TO*). Treat a 0* as 0.5 if the building has a Damage Scaling modifier. Any result less than 1 is a 0*.

① **Mobile Structures (p. 99)**
Replace the entire entry including the title with the following:

Advanced Buildings and Mobile Structures
  For Advanced Buildings and Mobile Structures, the *Alpha Strike* Structure value of the unit is equal to its *BattleTech* construction factor (CF) value, divided by the CF Modifier shown below based on the unit's classification. Round the result up to the nearest whole number. Like armor, the Structure value for a Mobile Structure applies on a per-section basis, rather than across the entire unit.

Classification	CF Modifier
Tent, Fence, Hangar, Standard, Wall, Bridge	30

| Gun Emplacement, Fortress | 15 |
| Castle Brian | 3 |

① General Conversion Rules (p. 99)

1) *Third paragraph, last sentence*

Otherwise, round all damage values up to the nearest whole number.
<u>Change to:</u>
Otherwise, if the unit does not track heat, round all damage values up to the nearest whole number.

2) *Under "Adjustment for Heat", in between the first and second sentence insert the following:*

As such, do not perform any damage rounding at this stage.

General Firing Arc Restrictions (p. 100)

1) ③ Second paragraph, delete the second sentence ("If, however, the unit can deliver…").

2) ⑤ *Under "Rear Weapons", first sentence*

Note that 'Mechs, ProtoMechs, and fighter units equipped with rear-mounted weapons may receive a special unit ability to reflect this feature.
<u>Change to:</u>
Note that 'Mechs, ProtoMechs, vehicles, and fighter units equipped with rear-mounted weapons may receive a special unit ability to reflect this feature.

① Converting Weapons [example text] (p. 100)

1) *First paragraph, last sentence*

Combined, this means the Mad Cat Mk II*'s Short range value would be 6 points ([1.245 × 2 Gauss rifles] + [0.7 × 4 ER medium lasers] + [0.6 × 2 LRM 10s] = 6.49, rounded normally to 6.)*
<u>Change to:</u>
Combined, this means the Mad Cat Mk II*'s Short range value would be 7 points ([1.245 × 2 Gauss rifles] + [0.7 × 4 ER medium lasers] + [0.6 × 2 LRM 10s] = 6.49, rounded up to 7.)*

2) *Replace the last two paragraphs with the following:*

Finally, at Long range, the Clan Gauss rifles continue to deliver 1.5 points per weapon, but the ER medium lasers deliver nothing as they are now out of range. The LRM 10s aren't, however, and continue to produce 0.6 damage each at this bracket. This yields a Long range value of 5 ([1.5 x 2 Gauss rifles] + [0.6 x 2 LRM 10s] = 4.2, rounded up to 5).
Before adjusting for any other factors—such as the Mad Cat Mk II*'s heat management capabilities—this gives the 'Mech an* Alpha Strike *damage value of 7/7/5.*

⑤ Targeting Computers (p. 101)
Second paragraph, second sentence

1) Change the title of this subsection from "**Targeting Computers**" to "**Targeting Computers and AES**"

2) *After the last paragraph insert the following:*

All weapons in an arm with an Actuator Enhancement System (AES) multiply the damage value for those weapons by 1.05.

① Alpha Strike Weapon Conversion Tables (p. 101)
Delete the "Adjustment for Heat" paragraph and insert the following:

Damage Values: The conversion process requires several different types of damage values at different points. Each type is explained below:

- Damage Subtotal: A unit's total damage at a given range bracket modified by everything except heat (such as ammunition or targeting computers). No rounding is applied.
- Heat-Modified Damage: Any unit whose heat production is significantly greater than its dissipation will have to reduce its damage. This process is covered in *Converting Heat* (see p. 115). However, even if the unit does not reduce its damage due to heat, or even if the unit does not track heat at all, the damage subtotals are rounded to the nearest tenth and the results are still referred to as the unit's heat-modified damages.
- Final Damage: The damage after all possible modifications and rounding have been performed (see p. 116).

Be sure to keep a record of each damage value as you make your way through the process, as you will need to consult them at different times.

① Ammunition (p. 101)
First paragraph

The damage value for any ballistic or missile weapon that does not have at least 10 shots assigned to it must be multiplied by 0.75, with the following additional conditions.
<u>Change to:</u>

For each ballistic or missile weapon, divide the number of shots for that weapon the unit carries by the number of such weapons on the unit. If the result is less than 10, the damage value for each such weapon must be multiplied by 0.75, with the following additional conditions.

① Battle Armor Infantry (p. 102)
Under "Battle Armor Vibro-Claws"

Add 1 point of damage to the total damage value a battle armor unit delivers at Short range if its individual suits are equipped with one vibro-claw manipulator of any kind. If the suits are equipped with 2 vibro-claw manipulators, increase the unit's total damage added to the unit to 2 points at Short range.
<u>Change to:</u>
Add 0.1 points of damage to the total damage value a battle armor unit delivers at Short range if its individual suits are equipped with one vibro-claw manipulator of any kind. If the suits are equipped with two vibro-claw manipulators, increase the unit's total damage by 0.2 points at Short range.

② Converting Weapons (p. 103)
Before "Mobile Structures" insert the following new subsection:

Buildings

In *Alpha Strike*, buildings receive four basic firing arcs—Front, Left, Right, and Rear—plus a possible turret, for a maximum of five firing arcs. Calculate separate damage values for each arc for all non-turret weapons in that firing arc.

Building Turrets: Unlike most other turret-equipped units, the damage values from a building's turrets are not combined with the rest of the unit's base damage by facing; they are treated in gameplay as a wholly separate firing arc.

Capital or Sub-Capital Weapons: Some buildings may even possess capital or sub-capital weapons (including capital or sub-capital missiles) in their capabilities. If so, the unit must combine these weapons by arc separately from the standard-scale weapons it otherwise carries. These capital and sub-capital weapons are assigned their own damage values per firing arc, rather than combined with the other weapon types, in the same fashion as found with DropShip or WarShip conversions.

① Alpha Strike Weapon Conversion Table: Inner Sphere Standard Weapons (p. 104)
1) Hyper-Velocity AC/10: reduce its Extreme range from 1 to 0.

2) *Under "Direct-Fire Ballistic", insert the following new entry*

   'Mech Taser   6   0.1   —   —   N   Taser

Alpha Strike Weapon Conversion Table: Inner Sphere Standard Weapon (Continued) (p. 105)
a) ③ ER Flamer: under Notes, add "Point Defense".
b) ① Small Pulse Laser: under Notes, add "Point Defense".

① **Alpha Strike Weapon Conversion Table: Inner Sphere Standard Weapon (Continued) (p. 106)**
Replace Heat and Short, Medium and Long ranges for the Re-engineered Lasers with the following values:

Large Re-engineered Laser	9	0.945, 0.945, —
Medium Re-engineered Laser	6	0.63, 0.63, —
Small Re-engineered Laser	4	0.42, —, —

① **Alpha Strike Weapon Conversion Table: Inner Sphere Standard Weapon (Continued) (p. 107)**
1) MRM 40: change the Short range damage from 2.28/24 to 2.28/2.4

2) *At the end of "Torpedoes" footnote insert the following:*

Torpedo damage values are used only for the Torpedo (TOR) special ability (see p. 132), and are not added to the base Short, Medium or Long damage values with other weapons.

③ **Alpha Strike Weapon Conversion Table: Clan Standard Weapon (Continued) (p. 109)**
Underneath "Flamer" insert the two following rows:

Heavy Flamer	5	0.4	0.4	—	—	N	Heat
ER Flamer	4	0.2	0.2	—	—	N	Heat, Point Defense

Alpha Strike Weapon Conversion Table: Clan Standard Weapon (Continued) (p. 110)
1) ③ Under "SRM 4", change the damage from 0.6/0.8/0.84 to 0.6/0.6/0.63.

2) ⑥ Under "Streak LRM 5", change the Heat from 3 to 2.

3) ① Under "Improved ATM 6", change the Long range damage from 1 to 0.6.

4) ① *At the end of "Torpedoes" footnote insert the following:*

Torpedo damage values are used only for the Torpedo (TOR) special ability (see p. 132), and are not added to the base Short, Medium or Long damage values with other weapons.

① **Alpha Strike Weapon Conversion Table: Artillery Weapons (p. 111)**
Update the Damage for all artillery weapons as follows (artillery with asterisks include their primitive equivalents):

Artillery Name	Damage	Artillery Name	Damage
Arrow IV (Inner Sphere)*	2	Cruise Missile/90	9/4
Arrow IV (Clan)	2	Cruise Missile/120	12/5
Thumper	1	Battle Armor Tube Artillery	1
Sniper	2	*Artillery Cannons*	
Long Tom*	3/1	Thumper Cannon	0*
Cruise Missile/50	5	Sniper Cannon	1
Cruise Missile/70	7/2	Long Tom Cannon	2

Alpha Strike Weapon Conversion Table: Additional Inner Sphere Battle Armor Weapons (p. 112)
1) ① Under "Direct-Fire Ballistic Weapons", for both Light Mortars and Heavy Mortars, remove the "Indirect Fire" note.

2) ⑥ Under "Direct-Fire Ballistic Weapons", for Heavy Mortars, add Medium-range damage of 0.3.

3) ⑥ Under "Direct-Fire Energy Weapons", for the Man-Portable Plasma Rifle, under "Notes" add "Heat".

4) ⑥ Under "Missile Weapons", change both Rocket Launcher 3 damage entries to 0.019 and the Rocket Launcher 4 and 5 damage entries to 0.029.

5) ⑥ Footnotes: add a new "Note" entry that reads "When converting battle armor that have weapons that deliver Heat, the Heat values of the weapons carried must be multiplied by the Infantry Troop Factor Table (see p. 102) for their

squad size. A squad of four battle armor carrying flamers would have a Heat Value of 2/–/– for the flamer, multiplied by the Infantry Troop Factor of 3. A 6/–/– is enough to qualify for HT1/–/–.

① Alpha Strike Weapon Conversion Table: Additional Clan Battle Armor Weapons (p. 113)
Under "Direct-Fire Ballistic Weapons", for the Battle Armor LB-X Autocannon, under "Notes" add "Flak".

① Alpha Strike Capital and Sub-Capital Weapon Conversion Table (p. 114)
Under "Capital Ballistic Weapons", change the Naval Autocannon/25 (NAC/25) Short-range damage from 23 to 25.

① Converting Heat (p. 115)
Replace this entire section with the material found in *ASC - Converting Heat Errata v1.3.pdf*

① Determining Final Damage Values (p. 116)
Replace this entire section with the material found in *ASC - Converting Heat Errata v1.3.pdf*

① Special Unit Ability Damage Values (p. 116)
First paragraph, second sentence

This is similar to how a unit's normal attack values are computed, except that these values include only those for the weapons specified by the ability, and are not subject to heat modification.
Change to:
This is similar to how a unit's normal attack values are computed, except that these values include only those for the weapons specified by the ability.

④ Anti-Missile System (AMS) (p. 117)
Under "Conversion", second paragraph

Note that non-fighter, space-capable aerospace units (Small Craft, DropShips, JumpShips, satellite support vehicles, space stations, and WarShips)
Change to:
Note that aerospace units (fighters, Small Craft, DropShips, JumpShips, satellite support vehicles, space stations, and WarShips)

Alpha Strike Special Unit Abilities Table (p. 118)
1)   ③ *After "Flight Deck", insert the following new entry:*

    Fuel   FUEL#

2)   ① Under "Improved Narc Missile Beacon", change INARC to INARC#

① Alpha Strike Special Unit Abilities Table (Continued) (p. 119)
Under "Narc Missile Beacon", change CNARC and SNARC to CNARC# and SNARC#

⑥ Barrier Armor Rating (BAR) (p. 120)
At the end of the "Conversion" paragraph insert the following:

A unit with 0 Armor does not receive the BAR special.

⑤ Basic Fire Control (BFC) (p. 120)
Replace the "Conversion" paragraph with the following:

    Conversion: To receive this special ability, the unit must be a Support Vehicle specifically equipped with Basic Fire Control or an IndustrialMech not equipped with Advanced Fire Control. (Basic Fire Control is the default for IndustrialMechs.)

① C³ Systems (p. 121)
1)   Under "C³ Emergency Master (C³BSM#)", change the title of this entry to **C³ Emergency Master (C³EM#)**

2)   *Under "C³ Slave Computer (C³S)"*

A unit receives this special ability if it lists at least one standard C³ Slave computer in its weapons and equipment inventory.
Change to:
A unit receives this special ability if it lists at least one standard C³ Slave or C³ Emergency Master computer in its weapons and equipment inventory.

④ CASE (CASE) (p. 122)
Under "Conversion", first paragraph, first sentence

Any non-infantry unit built with a Clan technology base that carries ammunition or Gauss rifles will receive the CASE special ability.
Change to:
Any non-infantry unit built with a Clan technology base that carries explosive components (see *Energy (ENE)*, p. 123, for a list) will receive the CASE special ability.

Energy (ENE) (p. 123)
1)   ④ Add BattleMech Tasers to the list of explosive components

2)   ⑥ *Add the end of the "Conversion" paragraph insert the following:*

Plasma Weapons, even if using ammunition, do not count as explosive components. Neither do Rocket Launchers.

④ Flak (FLK#/#/#/#) (p. 124)
1)   *Under "Conversion", second sentence*

To find the final damage values for this ability, add up the damage for all of the unit's Flak-capable weapons, and round all sums normally
Change to:
To find the final damage values for this ability, add up the damage for all of the unit's Flak-capable weapons, calculated as a separate attack including heat adjustment, and round all sums normally

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

If the unit's Flak attack value at any range, after heat-modification and before final damage rounding, is greater than 0 but less than 0.5, the unit receives a 0* attack value at that range, indicating that the Flak attack is subject to the *Minimal Damage* rule; see page 18.

③ Special Unit Abilities (p. 124)
After the "Flight Deck" entry insert the following:

Fuel (FUEL#)
Only recorded on aerospace fighters to track fuel endurance (see p. 75), this special ability records the operational fuel stores for such units in space combat. (Airborne support vehicles, conventional fighters, small craft, DropShips, and other large spacecraft do not track fuel in *Alpha Strike* play.)
    Conversion: Only aerospace fighter units need to record this special. Its numerical value is equal to the number of fuel points listed on the unit's Technical Readout entry, divided by 20, and rounded normally.

⑥ Heat (HT#/#/#) (p. 124)
Under "Conversion", second paragraph, at the end of the paragraph insert the following:

A conventional infantry unit with a Short range damage value of 0* does not receive the HT special ability.

① Improved Narc Missile Beacon (INARC) (p. 125)
1)   Change the subsection title to **Improved Narc Missile Beacon (INARC#)**

2) *At the end of the "Conversion" paragraph insert the following:*

If more than one launcher is carried, note the number of launchers with the special ability.

① **Improved Advanced Tactical Missiles (IATM #) (p. 125)**
Replace the entire entry, including the title, with the following:

Improved Advanced Tactical Missiles (IATM#/#/#)
This special ability tracks damage from a unit's improved ATM and Fusillade launcher weapons, and indicates an ability to use alternate IATM munitions.
Conversion: A unit receives this special if it carries any number of improved ATM launchers and Fusillade launchers that, when combined, are capable of delivering 1 or more points of damage at Medium range after heat-modification and before final damage value rounding. To find the final attack values for this ability, add up the damage for all of the unit's improved ATM launchers and Fusillade launchers (indicated on the weapon conversion tables by any weapons with the "IATM" note), and round all sums normally.
Record this ability as IATM#/#/#, where # is the final damage value for each range bracket.

⑤ **Indirect Fire (IF#) (p. 125)**
Under "Conversion", third sentence

This ability receives a numerical rating equal to the Long range attack value for all these weapons combined, rounded normally.
<u>Change to:</u>
This ability receives a numerical rating equal to the left-most (non-Artemis) Long range attack value for all these weapons combined, rounded normally.

⑤ **Light Active Probe (LPRB) (p. 126)**
Replace the "Conversion" paragraph with the following:

Conversion: Any unit type that features a Light Active Probe in its weapons and equipment inventory, or any non-Battle Armor unit with Electronic Warfare in its weapons and equipment inventory, receives this special.

① **Light ECM (LECM) (p. 126)**
Replace the "Conversion" paragraph with the following:

Only battle armor units carrying an ECM suite receive this special ability.

① **Long-Range Missiles (LRM#/#/#) (p. 126)**
In between the first and second paragraphs insert the following new paragraph:

MMLs apply some of their damage values to the LRM special ability. The Long range MML damage values are applied towards the Long range LRM special ability, and half the Medium range MML damage values, rounded normally, are applied towards the medium range LRM special ability. MMLs add no damage values to the Short range LRM special ability.

⑤ **Mobile Army Surgical Hospital (MASH#) (p. 127)**
Under "Conversion", at the end of the section insert the following new paragraph:

If the unit has a core MASH unit, and carries paramedic equipment, each ton of paramedic equipment adds 1 to the MASH numerical value. Without a core MASH unit, the unit only receives MASH1 if the unit carries at least 3 tons of paramedic equipment; increase its MASH numerical value by 1 for each full 3 tons of additional paramedic equipment beyond this.

① **Mimetic Armor System (MAS, LMAS) (p. 127)**
Under "Conversion"

Units that list a Void-Signature System or Chameleon Light Polarization Shield in their weapons and equipment inventory receive the MAS special ability,
<u>Change to:</u>
Units that list a Void-Signature System in their weapons and equipment inventory receive the MAS special ability,

④ **Mine Dispenser (MDS#) (p. 127)**
Under "Conversion", last sentence

The numerical value of this ability is equal to the number of mine dispensers the unit possesses.
<u>Change to:</u>
The numerical value of this ability is equal to twice the number of mine dispensers the unit possesses.

④ **Mobile Headquarters Equipment Table (p. 127)**
Add the following new row:

Command Console   1

① **Narc Missile Beacon (CNARC, SNARC) (p. 128)**
   1)   Change the subsection title to **Narc Missile Beacon (CNARC#, SNARC#)**

   2)   *At the end of the "Conversion" paragraph insert the following:*

        If more than one launcher is carried, note the number of launchers with the special ability.

④ **Omni (OMNI) (p. 128)**
Under "Conversion", first sentence

Only 'Mechs, vehicles, and fighters may receive the OMNI special ability.
<u>Change to:</u>
Only 'Mechs and vehicles may receive the OMNI special ability.

⑤ **Overheat Long (OVL) (p. 128)**
Under "Conversion", first sentence

A unit receives this ability if the total heat for its Medium- and Long-range weapons only
<u>Change to:</u>
A unit receives this ability if the unit has an Overheat Value and the total heat for its Medium- and Long-range weapons only

② **Point Defense (PNT#) (p. 128)**
First paragraph

but also capital missiles, sub-capital missiles, and Arrow IV homing artillery missiles.
<u>Change to:</u>
but also capital missiles, sub-capital missiles, and Arrow IV artillery.

⑥ **Rear Weapons (REAR#/#/#/#) (p. 129)**
Under "Conversion", first paragraph, first sentence
This ruling has changed from previous errata versions.

The damage values for this special ability are found by adding up all *Alpha Strike* values for the unit's rear-firing weapons only at each range bracket, and rounding normally,
<u>Change to:</u>
The damage values for this special ability are found by adding up all *Alpha Strike* values for the unit's rear-firing weapons only at each range bracket, calculated as a separate attack including heat adjustment (use heat for rear-firing weapons only), and rounding normally,

⑤ **Reengineered Lasers (REL) (p. 130)**
Under "Conversion", first sentence

To receive this special ability, a unit must be able to deliver a combined damage value of 1 point or more at Medium range with just its re-engineered laser weapons.

Change to:
To receive this special ability, a unit must be able to deliver a combined damage value of 1 point or more at Medium range with just its re-engineered laser weapons, after heat-modification and before final damage value rounding.

⑤ **Remote Sensor Dispenser (RSD#) (p. 130)**
At the end of the section insert the following:

A unit with this ability also receives the Recon (RCN) special by default.

① **Short-Range Missiles (SRM#/#) (p. 131)**
In between the first and second paragraphs insert the following new paragraph:

   MMLs apply some of their damage values to the SRM special ability. The Short range MML damage values are applied towards the Short range SRM special ability, and half the Medium range MML damage values, rounded normally, are applied towards the Medium range SRM special ability.

① **Stealth (STL) (p. 131)**
Under "Conversion", remove "Void Signature System".

⑤ **Target Acquisition Gear (TAG) (p. 132)**
Under "Conversion"

TAG, Prototype TAG, or the C³ Master Computer
Change to:
TAG, Prototype TAG, C³ Master Computer, or Boosted C³ Master Computer

③ **Torpedo (TOR#/#/#) (p. 132)**
Third paragraph: delete the first sentence ("Torpedoes always use …").

Point Value Calculations
① **Step 1: Determine Unit's Offensive Value (p. 138)**
Under "Attack Damage Value", replace the last two sentences with the following:

For minimum damage values (0*), count each as 0.5. For example, a unit with a standard attack of 3/2/0* would begin calculating its Offensive Value with an Attack Damage Factor of 7.5 (3 + 2 + 2 + 0.5 = 7.5).

① **Step 1a: Apply Blanket Offensive Modifiers (p. 139)**
Delete the second paragraph ("After multiplying…")

① **Step 2: Determine Unit's Defensive Value (p. 139)**
Under "Movement Factor", first sentence

A unit's Movement Factor equals 0.25 points for every 2 inches of Move the unit has.
Change to:
A unit's Movement Factor is equal to its highest single movement rate divided by 8.

① **Offensive Special Ability Factor Table (Ground Units) (p. 139)**
   1)   Under "ARTX-#", Factor Value column, change Damage × 4** to Damage × 6**

   2)   Change "CNARC" to "CNARC#" and its Factor Value from 0.5 to Ability Rating × 0.5

   3)   Insert a new row for IATM#/#/#. Its Factor Value is "Long range damage value × 1"

   4)   Under "IF#", Factor Value column, add the following: IF0* = 0.5

   5)   Change "INARC" to "INARC#" and its Factor Value from 1 to Ability Rating × 1

6) Change "SNARC" to "SNARC#" and its Factor Value from 1 to Ability Rating × 1

7) Insert a new row for TSEMP-O#. Its Factor Value is "Ability Rating x 1 (Max 5)"

8) Under "TSEMP#", Factor Value column, change Ability Rating x 1 (Max 5) to Ability Rating x 5

9) *Footnotes section, replace the ** footnote with the following:*

   **If the artillery delivers damage expressed by a slash, multiply the first (Inner) damage value by 6, then add 3 points for every point of second (Outer) damage value, plus 3 points for every 2 full inches of blast radius beyond 2". (For example, a single Long Tom artillery weapon—Damage 3/1, Radius 6"—would receive a Factor Value of 27 [3 × 6 = 18] + [3 × 2" over 2" = 6] + [3 × 1 = 3] = 27).

Offensive Blanket Multipliers Table (Ground Units) (p. 139)

1) ② Remove "Any C³ Special (other than C3RS)"

2) ① In the table footnotes, first (*) footnote, delete ", and DRO"

Defensive Special Ability Factor Table (Ground Units) (p. 140)

1) ① Under "CR", change its Factor Value to "0.25 (only if the unit has 3 or more Structure points)"

2) ③ Delete the PNT# row entirely (ground units don't use PNT).

3) ① *Under the "Factor Value" column, for each ability that has the wording "per 3 Armor points (round down)", change this to read:*

   × (Armor points/3 (round down))

Defense Factor Modifiers Table (Ground Units) (p. 140)

1) ① *Under "Unit's Best Move Rate"*

   Unit is Jump-Capable
   <u>Change to:</u>
   Unit is Jump-Capable*

2) ② Under "Unit's Type and Features", change the Type Modifier for "Has Stealth Armor" from +2 to +1.

3) ① *Under "Unit's Type and Features", replace the "Has Mimetic Armor" entry with the following:*

Has Mimetic Armor (LMAS Special)	+2**
Has Mimetic Armor (MAS Special)	+3**

4) ⑥ *Under "Unit's Type and Features", add the following entries:*

JMPS#	+½ JMPS#
SUBS#	+½ SUBS#
Has Thrust	+2

5) ⑥ *Replace the footnote text with the following:*

   *Apply only if the unit meets any of the following criteria: a) is infantry; b) has a Damage Value in all range brackets of 0, does not have TSEMP (TSEMP-O does not count), and does not have ART (any kind).
   **Apply only if this value is higher than the unit's total Movement Modifier. If so, this value is used instead of the total Movement Modifier, not in addition to it.

⑥ **Ground Unit Force Bonuses Table (p. 140)**
MHQ# entry

Ability Rating x 1
Change to:
Ability Rating x 1 for MHQ1-4; 4 + (Ability Rating/5; round up) for MHQ5+

Step 2a: Calculating Defensive Interaction Rating (DIR) (p. 141)

1)   ⑥ *Under "Defense Factor", replace the first paragraph with the following:*

Using the Defense Factor Modifiers Table on page 140, find the ground unit's total target modifier. To do this, first find the unit's Movement Modifier (not including any jump-capable bonus). If the unit has more than one Move rate, use whichever provides the highest total bonus; however, never use a jumping Move rate over a non-jumping rate, even if the jumping Move rate is faster and/or provides a higher modifier.
After this, find any applicable Type and Feature Modifiers and add them to the above.
If the total is either 1 or 2, multiply the result by 0.1. If the total is greater than 2, multiply the sum by 0.25. Whatever the result, add 1 to find the unit's Defense Factor.
If the total is less than 0, drop the negative and multiply the result by 0.1. Subtract the result from 1 to find the unit's Defense Factor. For example, a unit with a total target modifier of –1 would have a Defense Factor of 0.9.

2)   ① *Under "Calculate the DIR", first paragraph, last sentence*

Round this result up to the nearest half point (0.5), to find the unit's DIR.
Change to:
Round this result to the nearest half point (0.5) to find the unit's DIR.

⑥ **Step 3: Determine Unit's Final Point Value (p. 141)**
Replace the entire subsection with the following:

Once the Offensive and Defensive Values for a ground unit are known, add them together to find the unit's Point Value Subtotal.
Certain capabilities (or lack thereof) can drastically alter a unit's battlefield potential. The following PV Subtotal Modifiers alter a unit's cost to reflect this. Round each modifier amount to the nearest 0.5. The results of each Subtotal Modifier are applied to the PV Subtotal at the same time, only after all of them have been individually calculated (i.e. they do not rely on one another, and so can be performed in any order).
Agile: Take the unit's Target Movement Modifier (not including the Jumped modifier, if applicable) and add half the unit's JMPS# or SUBS#. If this is greater than 1, then multiply the unit's modified TMM – 1 by the unit's Medium range damage value. If the unit has no Medium range damage value, but has a Target Movement Modifier of 3 or higher, then multiply the unit's modified TMM – 2 by the unit's Short range damage value. Otherwise, no additional cost is applied.
For example, a Dasher Prime has a TMM of 4, and a Medium-range damage value of 3. As such, it applies an extra [(4 TMM – 1) x 3 Medium range damage] = 9 points to its PV Subtotal. A Dasher H has no Medium range damage value. However, its TMM is 4, and so a charge of [(4 TMM – 2) x 5 Short range damage] = 10 points is applied to its PV Subtotal.
C³: If the unit has NOVA or any form of C³ other than C³RS, the cost is equal to the PV Subtotal multiplied by 0.05.
Brawler: If the unit is armed, has at least 2 inches of Move, and is not equipped with any of the following special abilities: ART-# (any type), BT, C³ (any type), ECM (any type other than LECM) or NOVA, then the cost is as follows.
- If the unit has 6 to 10" of Move, but only delivers damage at Short range, the cost is equal to the PV Subtotal * 0.25 * –1.
- If the unit has 2 to 5" of Move, but only delivers damage at Short range, the cost is equal to the PV Subtotal * 0.5 * –1.
- If the unit has 2 to 5" of Move, but only delivers damage at Short and Medium range, the cost is equal to the PV Subtotal * 0.25 * –1.

⑥ **Step 2: Determine Unit's Defensive Value (p. 142)**
Delete the "Threshold Value" paragraph and replace the Armor and Structure Factor paragraphs with the following:

Step 2a: Calculating Defensive Interaction Rating (DIR)
A unit's Defensive Interaction Rating (DIR) is based on three factors: the unit's Armor Factor, Structure Factor, and its Defense Factor. These are explained more fully below.

Armor Factor: The Armor Factor of an aerospace unit equals its *Alpha Strike* Armor value. This is multiplied by (1.3 + (the unit's Threshold * 0.1)); if the result is higher than 1.9, reduce it to 1.9. If the unit has the BAR special, divide the final result by 2.

Structure Factor: The Structure Factor of an aerospace unit equals its Structure value.

Defense Factor: Using the Defense Factor Modifiers Table, add together the aerospace unit's Type and Feature Modifiers. If this sum is less than 1, treat it as a sum of 0.

Otherwise, divide the sum by 10. Add 1 to the result in either case to find the unit's Defense Factor.

For example, an aerospace fighter has a +2 airborne aerospace modifier and it would receive a Defense Factor of 1.2 (+2 for aerospace unit / 10 = 0.2; 0.2 + 1 = 1.2).

A DropShip has a +2 airborne aerospace modifier and –2 for being an airborne DropShip unit. It would receive a Defense Factor of 1.0.

Calculate the DIR: To find the aerospace unit's final Defensive Interaction Rating, add together its Armor and Structure Factors, and multiply the result by the unit's Defense Factor. Round this result up to the nearest half point (0.5) to find the unit's DIR.

① **Offensive Special Ability Factor Table (Aerospace Units) (p. 143)**
Footnotes

*Apply this Factor for each artillery weapon separately.
<u>Change to:</u>
*Apply this Factor for each artillery weapon separately. Remember that Artillery Cannons do not grant ART special abilities to aerospace units, but instead are treated as part of the standard damage calculation (see pp. 104, 107).

① **Step 2: Determine Unit's Defensive Value (p. 144)**
Under "Movement Factor", second sentence

If the unit possesses a Thrust of 10 or more, add 1 additional point to this result.
<u>Change to:</u>
If the unit possesses a Thrust of 7-9, add 0.5 points to this result. If the unit possesses a Thrust of 10 or more, instead add 2 points.

Alpha Strike Force Building

① **Standard Force Organization Schemes Table and accompanying text (pp. 148 and 149)**
When in reference to infantry formations, replace all references to an Inner Sphere/Periphery lance with company instead. As far as standard Inner Sphere organization is concerned, an infantry platoon is already a lance.

③ **Battle Lance (p. 150)**
Under "Bonus Ability", first sentence

The Battle Lance formation receives the equivalent of a 6-point Lucky Special Pilot Ability (see p. 54), except that it is useable by *any* unit in the Battle Lance, rather than limited to any single unit.
<u>Change to:</u>
The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 54) as a level of the number of units in the formation at Setup plus two. A Lance of 4 'Mechs in a Battle Lance would thus receive a 6-point Lucky Special Ability. It is useable by any unit in the Battle Lance, rather than limited to any single unit.

③ **Assault Lance (p. 151)**
Under "Bonus Ability", first paragraph, second sentence

When each turn of game play begins, the player may designate up to 2 units per Assault Lance to receive the chosen ability for the duration of the turn.
<u>Change to:</u>
When each turn of game play begins, the player may designate up to half the units in the Assault Lance (rounded down) to receive the chosen ability for the duration of the turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

③ Fire Lance (p. 152)
Under "Bonus Ability"

At the beginning of each turn, up to 2 Fire Lance units may receive the Sniper Special Pilot Ability (see p. 56), which will affect their weapon attacks during that turn.
<u>Change to:</u>
At the beginning of each turn, up to half the Fire Lance units (rounded down) may receive the Sniper Special Pilot Ability (see p. 56), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

③ Fire Support Lance (p. 152)
Under "Bonus Ability"

At the beginning of each turn, up to 2 Fire Support Lance units may receive the Oblique Attacker Special Pilot Ability (see p. 55), which will affect their weapon attacks during that turn.
<u>Change to:</u>
At the beginning of each turn, up to half the Fire Support Lance units (rounded down) may receive the Oblique Attacker Special Pilot Ability (see p. 55), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

③ Artillery Fire Lance (p. 152)
Under "Bonus Ability"

At the beginning of each turn, up to 2 units may receive the Oblique Artilleryman Special Pilot Ability (see p. 55), which will affect their artillery weapon attacks made during that turn.
<u>Change to:</u>
At the beginning of each turn, up to half the Artillery Fire Lance units (rounded down) may receive the Oblique Artilleryman Special Pilot Ability (see p. 55), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

③ Direct Fire Lance (p. 152)
Under "Bonus Ability"

At the beginning of each turn, up to 2 units in this formation type may receive the Weapon Specialist SPA (see p. 58). This ability will affect the weapon attacks made by the designated units during that turn.
<u>Change to:</u>
At the beginning of each turn, up to half the Direct Fire Lance units (rounded down) may receive the Weapon Specialist Special Pilot Ability (see p. 58), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

③ Anti-Air Lance (p. 152)
Under "Bonus Ability"

At the beginning of each turn, up to 2 units in the Anti-Air Lance may receive the Anti-Aircraft Specialist Special Command Ability (p. 47). This special command ability will affect the weapon attacks made by the designated units during that turn.
<u>Change to:</u>
At the beginning of each turn, up to half the Anti-Air Lance units (rounded down) may receive the Anti-Aircraft Specialist Special Pilot Ability (see p. 47), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation

③ Recon Lance (p. 152)
Under "Bonus Ability"

At the beginning of play, the Recon Lance's controlling player must choose either the Eagle Eyes or Maneuvering Ace SPAs (see pp. 52 and 54, respectively), and apply the chosen ability to up to 3 units in this formation type. In addition to this, all units in the Recon Lance receive the Forward Observer SPA (see p. 53).

Change to:
At the beginning of play, the Recon Lance's controlling player must choose either the Eagle Eyes, Forward Observer, or Maneuvering Ace SPAs (see pp. 52, 53 and 54, respectively). Every unit in this Recon Lance receives the chosen SPA.

③ **Light Recon Lance (p. 152)**
Under "Bonus Ability"

As per the standard Recon Lance, except all units in the Light Recon Lance receive the chosen SPA, in addition to the Forward Observer SPA.
Change to:
As per the standard Recon Lance, except each unit may select which of three SPAs it receives.

③ **Heavy Recon Lance (p. 152)**
Under "Bonus Ability"

As per the standard Recon Lance, except that only up to 2 units in the Heavy Recon Lance may receive the chosen SPA—even though all formation members will still receive the Forward Observer SPA.
Change to:
As per the standard Recon Lance, except that only up to half the units in the Heavy Recon Lance (round up) may receive the chosen SPA.

① **Pursuit Lance (p. 152)**
Under "Bonus Ability", at the end of the paragraph insert the following:

The Pursuit Lance may choose an enemy Formation rather than a single unit as the target for the Blood Stalker SPA. If this option is used, all members of the Pursuit Lance must choose the same enemy Formation for the Blood Stalker SPA granted by this ability, and the destruction of the chosen Formation is the only time the Pursuit Lance may change the target of the Blood Stalker SPA, by choosing a new enemy Formation.

Command Lance (p. 153)
1) ① Under "Ideal Role", replace the entire entry with "None".

2) ③ *Under "Bonus Ability"*

Prior to the beginning of play, 2 of the non-commander units in this formation receive one of the following Special Pilot Abilities for free (each unit may receive a different SPA): Antagonizer, Blood Stalker, Combat Intuition, Eagle Eyes, Marksman or Multi-Tasker (see pp. 51, 52, 52, 52, 54 and 55, respectively).
Change to:
Prior to the beginning of play, half of the non-commander units in this formation (round up) receive one of the following Special Pilot Abilities for free (each unit may receive a different SPA): Antagonizer, Blood Stalker, Combat Intuition, Eagle Eyes, Marksman or Multi-Tasker (see pp. 51, 52, 52, 52, 54 and 55, respectively).

③ **Support Lance (p. 153)**
Under "Bonus Ability"

Before the start of play, each Support Lance must designate one other formation type in its army to support. For every 2 units in the supported formation that make use of a formation-provided bonus ability, 1 unit in its Support Lance receives the same ability. This bonus ability is retained as long as the Support Lance still has three or more active units on the field; they are not lost if the supported lance is reduced below its own ability to retain the bonus ability.
Change to:
Before the start of play, each Support Lance must designate one other formation type in its army to support. Half of the units in the Support Lance (round down) receive the same SPAs as the supported formation. The Support Lance's number of SPAs received of each type may not exceed the number the supported formation receives, as determined at start of play. If a bonus ability from the supported formation is assigned at the beginning of each turn, the Support Lance must assign them at start of play and may not switch them to another unit during game play. This bonus ability is retained as long as the Support Lance still has three or more active units on the field; they are not lost if the supported lance is reduced below its own ability to retain the bonus ability.

③ **Novas (pp. 153-154)**
Replace this section, including the title, with:

COMBINED TRANSPORT AND INFANTRY FORMATIONS

A formation may include 'Mechs or vehicles that, in addition to their own combat role, serve as transport for integrated infantry units. The Clans call these formations Novas. ComStar and the Word of Blake use Level IIs with infantry as integrated members. Inner Sphere Houses often have mechanized formations with transport vehicles and infantry working together, and some have even experimented with formations similar to Clan Novas.

A Nova formation is built on top of an existing formation for the 'Mechs or other non-infantry units. The Nova formation fulfills the requirements and receives the bonuses for this formation using only its non-infantry members.

Requirements: The non-infantry units in the Nova must be capable of transporting all the infantry units in the Nova simultaneously. This can be from battle armor using the MEC special ability to mount units with the OMNI special ability, battle with XMEC mounting 'Mech units, any infantry mounting units with enough IT# special ability, or a combination of those.

Ideal Role: None.

Bonus Ability: Transport units of the Nova may dismount the infantry units of the Nova during movement. After dismounting, the transport may continue to use any remaining MV.

Alpha Strike Scenarios

① **Equipment Diagnostics (p. 173)**
Under "Destroyed Salvage", second paragraph, second sentence

Any aerospace units that are destroyed through crashing cannot be salvaged, nor can any units that were destroyed by Ammo Hit or Fuel Hit critical without the benefits of a CASE special (of any kind).
<u>Change to:</u>
Any aerospace units that are destroyed while airborne or through crashing cannot be salvaged, nor can any units that were destroyed by Ammo Hit or Fuel Hit critical without the benefits of a CASE special (of any kind).

Expanded Repair and Salvage Rules

① **Repairs, Refueling and Rearming (p. 174)**
Under "Repairs", third paragraph, in between the first and second sentences insert the following:

A single repair activity is any single entry on the Expanded Repair and Rearming Table, regardless of the complexity of that repair. For example, repairing 'Mech armor is a single activity, whether fixing one point of armor or ten points.

① **Repairs, Refueling and Rearming (p. 176)**
Under "Refueling and Rearming", second paragraph, second and third sentences

Units that require rearming will be any that possess one or more of the special unit abilities found on the Consumable Systems Table. Each consumable system will add its SP cost and repair time to that unit's rearming process.
<u>Change to:</u>
If the unit wishes to use Alternative Munitions in the next scenario, it must pay the Alternative Ammunition rearming cost and repair time as seen on page 175; otherwise it uses the Standard Rules Ammunition rearming cost and repair time (in both cases, the damage value is irrelevant). If a unit has the ENE special ability and none of the special abilities listed on the Consumable Systems Table, it has no rearming cost or repair time.

A unit that has not rearmed reduces the damage dealt by its weapon attacks (but not its physical attacks) by 1 at all range brackets. The unit also cannot use any of the special abilities listed on the Consumable Systems Table. Units with ENE that do not rearm cannot use any other Consumable Systems' special abilities, but their base damage values are unaffected.

① **Skid Modifiers Table (p. 180)**
1) Under "Modifier", remove "0.68" in the first row.

2) *Under "Unit's Available Move is"*

22" to 48"
<u>Change to:</u>
35" to 48"

① Collision/Charging Table (p. 180)
Under the first column ("Size 1")

36" to 43"
<u>Change to:</u>
37" to 43"

① Positive Design Quirks (p. 186)
1) *Improved Targeting (Medium)*

Unit receives bonus to-hit at Short range.
<u>Change to:</u>
Unit receives bonus to-hit at Medium range.

2) *Improved Targeting (Long)*

Unit receives bonus to-hit at Short range.
<u>Change to:</u>
Unit receives bonus to-hit at Long range.

NEW ADDITIONS

These are all the new entries or modifications of old entries for version 1.6 of this document. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ⑥.

⑥ Alpha Strike Size Class Table (p. 92)

Add the * footnote marker next to the following Size Class entries in the Support Vehicles section:

Fixed-Wing	100.5-200
Hover	50.5-100
Rail	300.5-600
Satellite	100.5-300
Tracked	100.5-200
VTOL	30.5-60
Wheeled	80.5-160
WiGE	80.5-240

⑥ Alpha Strike Weapon Conversion Table: Clan Standard Weapon (Continued) (p. 110)

Under "Streak LRM 5", change the Heat from 3 to 2.

⑥ Alpha Strike Weapon Conversion Table: Additional Inner Sphere Battle Armor Weapons (p. 112)

1) Under "Direct-Fire Ballistic Weapons", for Heavy Mortars, add Medium-range damage of 0.3.

2) Under "Direct-Fire Energy Weapons", for the Man-Portable Plasma Rifle, under "Notes" add "Heat".

3) Under "Missile Weapons", change both Rocket Launcher 3 damage entries to 0.019 and the Rocket Launcher 4 and 5 damage entries to 0.029.

4) Footnotes: add a new "Note" entry that reads "When converting battle armor that have weapons that deliver Heat, the Heat values of the weapons carried must be multiplied by the Infantry Troop Factor Table (see p. 102) for their squad size. A squad of four battle armor carrying flamers would have a Heat Value of 2/–/– for the flamer, multiplied by the Infantry Troop Factor of 3. A 6/–/– is enough to qualify for HT1/–/–.

⑥ Barrier Armor Rating (BAR) (p. 120)

At the end of the "Conversion" paragraph insert the following:

A unit with 0 Armor does not receive the BAR special.

⑥ Energy (ENE) (p. 123)

Add the end of the "Conversion" paragraph insert the following:

Plasma Weapons, even if using ammunition, do not count as explosive components. Neither do Rocket Launchers.

⑥ Heat (HT#/#/#) (p. 124)

Under "Conversion", second paragraph, at the end of the paragraph insert the following:

A conventional infantry unit with a Short range damage value of 0* does not receive the HT special ability.

⑥ Rear Weapons (REAR#/#/#/#) (p. 129)

Under "Conversion", first paragraph, first sentence
This ruling has changed from previous errata versions.

The damage values for this special ability are found by adding up all *Alpha Strike* values for the unit's rear-firing weapons only at each range bracket, and rounding normally,
Change to:
The damage values for this special ability are found by adding up all *Alpha Strike* values for the unit's rear-firing weapons only at each range bracket, calculated as a separate attack including heat adjustment (use heat for rear-firing weapons only), and rounding normally,

⑥ **Defense Factor Modifiers Table (Ground Units) (p. 140)**
Replace the first footnote with the following:

> *Apply only if the unit meets any of the following criteria: a) is infantry; b) has a Damage Value in all range brackets of 0, does not have TSEMP (TSEMP-O does not count), and does not have ART (any kind).

⑥ **Defense Factor Modifiers Table (Ground Units) (p. 140)**
Under "Unit's Type and Features", add the following entries:

JMPS#	+½ JMPS#
SUBS#	+½ SUBS#
Has Thrust	+2

⑥ **Ground Unit Force Bonuses Table (p. 140)**
MHQ# entry

Ability Rating x 1
<u>Change to:</u>
Ability Rating x 1 for MHQ1-4; 4 + (Ability Rating/5; round up) for MHQ5+

⑥ **Step 2a: Calculating Defensive Interaction Rating (DIR) (p. 141)**
Under "Defense Factor", replace the first paragraph with the following:

Using the Defense Factor Modifiers Table on page 140, find the ground unit's total target modifier. To do this, first find the unit's Movement Modifier (not including any jump-capable bonus). If the unit has more than one Move rate, use whichever provides the highest total bonus; however, never use a jumping Move rate over a non-jumping rate, even if the jumping Move rate is faster and/or provides a higher modifier.

After this, find any applicable Type and Feature Modifiers and add them to the above.

If the total is either 1 or 2, multiply the result by 0.1. If the total is greater than 2, multiply the sum by 0.25. Whatever the result, add 1 to find the unit's Defense Factor.

If the total is less than 0, drop the negative and multiply the result by 0.1. Subtract the result from 1 to find the unit's Defense Factor. For example, a unit with a total target modifier of –1 would have a Defense Factor of 0.9.

⑥ **Step 3: Determine Unit's Final Point Value (p. 141)**
Replace the entire subsection with the following:

Once the Offensive and Defensive Values for a ground unit are known, add them together to find the unit's Point Value Subtotal.

Certain capabilities (or lack thereof) can drastically alter a unit's battlefield potential. The following PV Subtotal Modifiers alter a unit's cost to reflect this. Round each modifier amount to the nearest 0.5. The results of each Subtotal Modifier are applied to the PV Subtotal at the same time, only after all of them have been individually calculated (i.e. they do not rely on one another, and so can be performed in any order).

Agile: Take the unit's Target Movement Modifier (not including the Jumped modifier, if applicable) and add half the unit's JMPS# or SUBS#. If this is greater than 1, then multiply the unit's modified TMM – 1 by the unit's Medium range damage value. If the unit has no Medium range damage value, but has a Target Movement Modifier of 3 or higher, then multiply the unit's modified TMM – 2 by the unit's Short range damage value. Otherwise, no additional cost is applied.

For example, a Dasher Prime has a TMM of 4, and a Medium-range damage value of 3. As such, it applies an extra [(4 TMM – 1) x 3 Medium range damage] = 9 points to its PV Subtotal. A Dasher H has no Medium range damage value. However, its TMM is 4, and so a charge of [(4 TMM – 2) x 5 Short range damage] = 10 points is applied to its PV Subtotal.

C³: If the unit has NOVA or any form of C³ other than C³RS, the cost is equal to the PV Subtotal multiplied by 0.05.

Brawler: If the unit is armed, has at least 2 inches of Move, and is not equipped with any of the following special abilities: ART-# (any type), BT, C³ (any type), ECM (any type other than LECM) or NOVA, then the cost is as follows.

- If the unit has 6 to 10" of Move, but only delivers damage at Short range, the cost is equal to the PV Subtotal * 0.25 * –1.
- If the unit has 2 to 5" of Move, but only delivers damage at Short range, the cost is equal to the PV Subtotal * 0.5 * –1.
- If the unit has 2 to 5" of Move, but only delivers damage at Short and Medium range, the cost is equal to the PV Subtotal * 0.25 * –1.

⑥ **Step 2: Determine Unit's Defensive Value (p. 142)**
Delete the "Threshold Value" paragraph and replace the Armor and Structure Factor paragraphs with the following:

Step 2a: Calculating Defensive Interaction Rating (DIR)
A unit's Defensive Interaction Rating (DIR) is based on three factors: the unit's Armor Factor and Structure Factor, and its Defense Factor. These are explained more fully below.

Armor Factor: The Armor Factor of an aerospace unit equals its *Alpha Strike* Armor value. This is multiplied by (1.3 + (the unit's Threshold * 0.1)); if the result is higher than 1.9, reduce it to 1.9. If the unit has the BAR special, divide the final result by 2.

Structure Factor: The Structure Factor of an aerospace unit equals its Structure value.

Defense Factor: Using the Defense Factor Modifiers Table, add together the aerospace unit's Type and Feature Modifiers. If this sum is less than 1, treat it as a sum of 0.

Otherwise, divide the sum by 10. Add 1 to the result in either case to find the unit's Defense Factor.

For example, an aerospace fighter has a +2 airborne aerospace modifier and it would receive a Defense Factor of 1.2 (+2 for aerospace unit / 10 = 0.2; 0.2 + 1 = 1.2).

A DropShip has a +2 airborne aerospace modifier and −2 for being an airborne DropShip unit. It would receive a Defense Factor of 1.0.

Calculate the DIR: To find the aerospace unit's final Defensive Interaction Rating, add together its Armor and Structure Factors, and multiply the result by the unit's Defense Factor. Round this result up to the nearest half point (0.5) to find the unit's DIR.