



BattleMech Manual

(Version 4.12)

The following is a compiled rules errata for the first printing of the *BattleMech Manual* as of 27 April, 2021.

FULL ERRATA

There have been four printings of the *BattleMech Manual* to date: 2017, 2019, 2020, and 2021—you can check page 4 of the book to see which one you have. Entries corrected from the second to the third printing are marked with a ③. Entries corrected from the third to the fourth printing are marked with a ④, and can also be found in the *New Additions* section. Entries new to v4.1 are marked with a *. All other entries were corrected in the second printing.

All errata and page number references here are for the first printing (2017) 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.

Table of Contents (p. 2)

- 1) Bottom left corner, under “Movement Basics”: delete the “Level Change” and “Stacked Terrain” entries
- 2) Under “Other Actions”, change the page reference for “Falling Damage to a ‘Mech” to p. 57
- 3) Under “Other Actions”, change the page reference for “Damaging a MechWarrior” to p. 58

Terrain Hex Icons (p. 7)

Under “Water”, change the page reference from p. 16 to p. 15.

Walking (p. 13)

Under “Triple-Strength Myomer”, change the page reference from p. 115 to p. 117.

Running (p. 14)

- 1) Under “MASC”, change the page reference from p. 115 to p. 116.
- 2) Under “Supercharger”, change the page reference from p. 115 to p. 116.

Ground Movement (p. 15)

Under “Lateral Shift”, at the end of the first paragraph insert the following:

A lateral shift costs 1 MP in addition to the cost of moving into the target hex.

Movement Costs Table (p. 17)

Under “Additional Movement Actions”, add a new “Lateral Shift (quad ‘Mechs only)” row. Under “MP Cost per Hex”, note +1. Under “Piloting Skill Roll”, note —

③ Jumping Movement (p. 19)

Under “Into Water”, replace the paragraph with the following:

A ‘Mech jumping into a water hex Depth 1 or deeper makes a Piloting Skill Roll (see p. 53), applying no modifiers for the depth of the hex. If the PSR succeeds, the ‘Mech drops out of the air safely to the bottom of the water hex. If it fails, the ‘Mech tumbles to the bottom instead, falling a number of levels equal to the hex’s depth (halve the resulting damage as normal due to falling in water; round down).

Prone BattleMechs (p. 19)

Under “Minimum Movement”, change the page reference from p. 18 to p. 16.

* Careful Stand (Optional) (p. 19)

Replace the last paragraph with the following:

To make a careful stand attempt, the ‘Mech must have at least 3 Walking MP available. When making a careful stand attempt, the Piloting Skill Roll to stand up applies a –2 Target Number modifier.

**Movement in Water (p. 19)**

In the first paragraph, change the page reference from p. 16 to p. 15.

Movement in Water (p. 20)

In the first paragraph on the page, change the page reference for "Minimum Movement" from p. 18 to p. 16.

Lifting Items (p. 21)

In the first paragraph, change the page reference for "Triple-Strength Myomer" from p. 115 to p. 117.

TAG Designation (p. 21)

Change the page reference for "TAG" from p. 112 to p. 113.

④ Firing Arcs (p. 24)

After "Prone 'Mechs" insert the following new paragraph:

Split-Location Weapons: A weapon whose critical slots are split between a torso and an arm location uses the torso firing arc.

Partial Cover Modifier (p. 26)

- 1) ④ Before "Four-Legged 'Mechs" insert the following new paragraph:

Buildings: A standing 'Mech occupying a Level 1 building or a building hex one level below the roof receives partial cover, even if its attacker is at a higher level. If the hit location roll indicates a leg, the attack strikes the building instead, damaging it as normal.

- 2) ③ Under "Water", replace the first paragraph with the following:

This ruling has changed from previous errata versions.

Water: A standing 'Mech in Depth 1 water receives partial cover. Water partial cover never applies to attacks that could not hit the legs in the first place (for example, if the attack uses the Punch Location Table). Otherwise, it applies even versus attackers that are at a higher level than it or making physical attacks. Effects that ignore partial cover and/or terrain modifiers negate the Target Number modifier provided by water, but not the leg protection.

Range Modifier (p. 27)

Under "Levels", second sentence

A target one hex away but 99 levels higher than the attacker is still one hex away when determining range and range modifiers.

Change to:

A target one hex away but 99 levels higher than the attacker is still one hex away when determining range and range modifiers (unless both the attacker and target are within a building; see *Combat Within Buildings*, p. 72).

*** Attack Modifiers Table (p. 28)**

Under "Target", "Prone", remove the dagger footnote and delete the corresponding entry at the bottom of the table.

Indirect Fire (p. 31)

Under "TAG", at the end of the paragraph insert the following new paragraph:

Note that spotting a target for indirect fire via TAG does not apply any of the special Target Number modifiers listed under the final bullet point above.

Shots (p. 31)

Under "Ammunition Use Timing"

Ammo expended is marked off when attack declarations are made.

Change to:

Ammo expended is marked off when attack declarations are made, except for Streak missile launchers, which only mark off ammo after a successful to-hit roll.



Attack Direction (p. 32)

Replace the second paragraph with the following:

Use the *Line of Sight* rules (see p. 22) to determine which hexside is crossed when determining attack direction. If the LOS crosses exactly between two hexsides, the hex picked when LOS was determined must be used here as well.

Physical Attacks and Water (p. 35)

Under "Partial Cover", replace the entry with the following:

Depth 1 water provides partial cover to a standing 'Mech against any physical attack that does not roll on the Punch Location Table (bearing in mind that the attacker and target being at different levels can change what location table an attack uses; see the Different Levels Table on p. 34).

If partial cover applies, resolve the physical attack's hit location as normal. However, if the attacker is at Level 0, any damage grouping that resolves to the legs is ignored. If the attacker is instead in water of Depth 1 or deeper, any damage grouping that resolves to any location *except* the legs is ignored.

③ Death From Above Attacks (p. 37)

Under "Weapon Attack Phase", at the end of the section insert the following:

If the target of a DFA is destroyed during the Weapon Attack Phase, the DFA becomes a normal jump and the attacker lands as normal.

Falls After DFA (p. 37)

Replace the second paragraph with the following:

On an unsuccessful attack the attacker automatically falls, taking damage as though it had fallen 2 levels. Roll on the Facing After Fall Table to determine facing (see p. 57), but the Hit Location for this damage is always the rear.

④ Physical Weapon Attacks Table (p. 38)

Lance: change the To-Hit Modifier from 0 to +1.

Damage Resolution Flow Chart (p. 42)

There are several errors here. The all-text version of this on page 41 and 43 is correct; for correct visuals, download the refreshed copy of the page, available separately on the *BattleTech* Errata webpage.

Leg Destruction (p. 45)

Replace the top-left first two paragraphs with the following paragraph:

A 'Mech that loses both of its legs automatically falls as well. It is not considered immobile (see p. 16), but it has 0 MP available. It cannot change hexsides or attempt to stand, though it can still attempt to prop itself up to fire if it has both arms.

Critical Hits (p. 45)

Under "Through-Armor Critical Hits", at the end of the entry insert the following paragraph:

If a TAC hit is scored on an already-destroyed left or right torso, the chance for a TAC transfers to the center torso along with the damage.

* Gyro (Torso) (p. 48)

Under "PSR Modifiers", second sentence

The controlling player must make a PSR at the end of the phase in which the first critical hit occurred,

Change to:

The controlling player must make a PSR when the first critical hit is applied,

Hand Actuator (Arm) (p. 48)

Under "Missing Actuators", replace the entry with the following:

Some 'Mechs are designed without one or both hand actuators. The Target Number modifier for punch attacks given above still applies to such 'Mechs (i.e. whether the actuator is destroyed or merely absent is irrelevant in this case).

**Hip (Leg) (p. 48)***First paragraph, second sentence*

The 'Mech's Walking MP is cut in half.

Change to:

The 'Mech cannot make kick attacks. Additionally, its Walking MP is cut in half (round up; apply before any leg or foot actuator damage MP reductions).

Shutdown (p. 52)*Under "Voluntary Shutdown", last sentence*

They may then restart the power plant in any subsequent End Phase, provided they first pass any Shutdown Avoid checks due to heat (if needed), and provided there is no damage (such as three or more Engine Shielding criticals) that prevents a restart.

Change to:

They may then restart the power plant in any subsequent End Phase, provided they first pass any Shutdown Avoid checks due to heat (if needed).

Ammunition (p. 52)*First paragraph, second sentence*

Ammunition explosions automatically injure the MechWarrior, inflicting 2 points of damage and forcing a Consciousness Roll (see p. 58).

Change to:

Ammunition explosions automatically injure the MechWarrior, inflicting 2 points of damage and forcing two Consciousness Rolls (see p. 58).

Piloting Skill Roll Table (p. 54)

After "Mech takes 20+ points of damage in one phase" add a new number 1 footnote (and renumber the original 1-8 footnotes to 2-9). The new footnote text reads:

This is damage actually taken, after any damage modifiers are applied.

Falling Damage to a MechWarrior (p. 57)*Replace the "Automatic Damage" paragraph with the following:*

A MechWarrior automatically takes 1 point of damage if at the time of the fall their 'Mech is immobile (see p. 27) or if the modified Target Number for the PSR to avoid MechWarrior damage is greater than 12.

Damaging a MechWarrior (p. 58)*Under "Falling", replace the second paragraph with the following:*

If the 'Mech is immobile (see p. 27), or if the modified Target Number for the PSR to avoid MechWarrior damage is greater than 12, such a fall automatically damages the warrior.

Light (p. 62)*Fourth paragraph, second sentence*

A searchlight is presumed to be aiming at ground level, but a player may specify any level from 1 to 29.

Change to:

A searchlight is presumed to be aiming at ground level, but a player may specify any level from 1 to 29 at, above, or below the level the 'Mech is in and within LOS.

④ Hull Integrity and Breaches (p. 65)*Third paragraph, last sentence*

Even if a 'Mech exits the water, all components in flooded locations remain non-functional.

Change to:

Even if a 'Mech exits the water, all limbs and components rendered non-functional due to flooded locations remain non-functional. An arm rendered non-functional in this fashion counts as destroyed for the purposes of firing while prone (see p. 30).



④ Building Levels (p. 66)

Delete the second paragraph.

Basements (p. 66)

Second paragraph, first sentence

A 'Mech automatically falls through the floor into a basement if the combined tonnage of all 'Mechs located on Level 0 is greater than the building hex's CF at the start of the current Movement Phase.

Change to:

A 'Mech automatically falls through the floor into a basement if it is on Level 0 and its tonnage is greater than the building hex's CF at the start of the current Movement Phase.

Moving Into Buildings (p. 67)

- 1) ④ *Replace the first paragraph with the following:*

'Mechs can enter a building hex. By default this is done at the building's ground level (i.e. the level of the underlying hex the building is in). A 'Mech may only enter a building hex at a level higher than the building's ground level if entering from an adjacent hex with a higher level (e.g. if a 'Mech walks from a Level 3 hill into a neighboring building hex on a Level 1 hill, it would enter the building at Level 2).

- 2) *Under "Collapse", first sentence*

If the total tonnage of 'Mechs on any single level of a building hex exceeds the hex's current CF

Change to:

If a 'Mech's tonnage on any single level of a building hex exceeds the hex's current CF

④ Attacking 'Mechs Inside Buildings (p. 71)

Replace the first paragraph with the following:

This ruling has changed from previous errata versions.

'Mechs inside a building hex may be attacked. An attacker must have line of sight to the building hex, as well as to the target 'Mech. Building hexes block LOS, but the building hex a 'Mech is in does not count (since it is not intervening terrain).

④ Attacking 'Mechs Inside Buildings (p. 72)

Delete the "LOS" paragraph and replace it with the following paragraph:

Partial Cover: A standing 'Mech occupying a Level 1 building or a building hex one level below the roof automatically receives partial cover, even if its attacker is at a higher level. If the hit location roll indicates a leg, the attack strikes the building instead, damaging it as normal.

④ Combat Within Buildings (p. 72)

- 1) Delete the second bullet point

- 2) *Replace the last bullet point with the following:*

This ruling has changed from previous errata versions.

- Always use the Front/Rear column of the standard Hit Location Table to resolve hits (see p. 33). If the target is in the same hex as the attacker, treat it as if it were in the attacker's forward arc.

④ Collapse (p. 73)

Replace the fourth paragraph with the following:

When a building hex collapses, any 'Mech in it takes damage. The base damage is equal to the hex's CF at the start of the phase divided by 10. If there are building levels above the 'Mech, add to this the base damage multiplied by the number of building levels above that 'Mech. Round the final result up. 'Mechs on the top level or roof apply no multiplier (i.e. the roof does not count as a level above for this purpose).



④ Collapse: Hex Collapse [example text] (p. 73)

Second paragraph: last two sentences: replace the text with the following:

The building had two levels above the Archer, and so the 'Mech takes 3 points of damage (base damage $0.7 \times 3 = 2.1$ (rounded up to 3). Player 2 assigns the 3 damage points using the Front/Back column of the Punch Hit Location Table.

④ Collapse: Building Collapse [example text] (p. 74)

Third paragraph (third and fourth sentences), and fourth paragraph (first through fourth sentences): replace the text with the following:

The building had two levels above the Archer, and so the 'Mech takes 3 points of damage (base damage $0.7 \times 3 = 2.1$ (rounded up to 2). Player 2 assigns the 3 damage points using the Front/Back column of the Punch Hit Location Table.

Player 1's 'Mechs, all in Hex B, fare somewhat worse. At the beginning of the Movement Phase, Hex B had a CF of 37; divided by 10, which gives a base damage of 3.7. Luckily, the Stinger is on the roof, meaning that no building levels are above it. It therefore takes 4 points of damage (3.7, rounded up), assigned against the Front/Back column of the Hit Location Table.

During Game Play (p. 75)

Under "Damage Value Groupings", third sentence

For example, the Heavy Bombing has five Damage Value groupings, so it would apply a total 25 points of damage, in five Damage Value groupings of 5 damage each.

Change to:

For example, the Heavy Bombing has six Damage Value groupings, so it would apply a total of 30 points of damage, in six Damage Value groupings of 5 damage each.

Offensive Aerospace Support (p. 76)

Change the Light Strike target number from 4 to 5.

Radius Diagram (p. 77)

Delete the Radius 3 ring: no weapon under these rules can reach that far.

Battlefield Support Table (p. 78)

- 1) Change the Light Bombing target number from 6 to 5.
- 2) Change the Copperhead target number from 8 to ‡ and change the Illumination/Smoke target number from ‡ to 8.

Dropping 'Mechs (Simplified) (p. 80)

- 1) Under "Arrival", third paragraph (second on the page), second sentence

A successful roll result indicates the 'Mech lands in the target hex at the end of the Movement Phase.

Change to:

A successful roll result indicates the 'Mech lands in the target hex at the end of the Movement Phase with any facing desired.

- 2) Under "Arrival", fourth paragraph (third on the page), second sentence

Attacks made against dropping 'Mechs apply a +3 target movement modifier as well as an additional +2 Target Number modifier.

Change to:

Attacks made against a 'Mech on the turn it lands apply a +3 target movement modifier.

Ejection (Simplified) (p. 81)

- 1) ③ At the end of the second paragraph insert the following:

However, the 'Mech is considered destroyed for its controller's movement and attack selection purposes.

- 2) ④ Under "Auto-Eject", second sentence

This occurs before damage to the 'Mech is resolved

Change to:

This occurs the moment the explosion triggers, before any other damage or events are resolved, interrupting the normal ammo explosion process

Hidden 'Mechs (p. 82)

Third paragraph, fourth sentence

Additionally, a 'Mech that ends its move next to a hex containing a hidden 'Mech reveals that 'Mech.

Change to:

Additionally, a 'Mech that ends its move next to a hex containing a hidden enemy 'Mech reveals that 'Mech.

Point-Blank Shots (p. 82)

In between the second and third paragraphs insert the following new paragraph:

Forced Withdrawal: If the damage from a point-blank shot triggers a forced withdrawal and the damaged 'Mech has MP remaining, its forced withdrawal begins immediately.

③ Cowl (4 Points) (p. 83)

Replace the entry with the following:

BattleMechs such as the *Cyclops* have been outfitted with a protective cowl that provides an additional 3 points of head armor. However, attacks that originate along the row of hexes directly in front of the cowled 'Mech ignore this additional armor.

Negative Design Quirks (p. 89)

Change the cost for Static Ammo Feed to 1 point (and repeat this correction on the quirk cost summary table on p. 144).

*** Weak Legs (p. 89)**

Second sentence

When the 'Mech is kicked or executes a Death From Above attack, roll for a possible critical hit on each leg (even if the armor is not breached) and apply the results.

Change to:

If the 'Mech executes a Death From Above attack, roll on the Determining Critical Hits table for each of its legs. If it is kicked in a leg, roll on the table for the leg that was kicked. In both cases, the critical check occurs even if the leg armor was not breached.

BattleMech Quirk Table (pp. 90-95)

This ruling has changed from previous errata versions.

- | | |
|--|--|
| 1) Anubis: add Exposed Actuators | 6) Grand Crusader: add Directional Torso Mount (LT/RT) |
| 2) * Battle Hawk: remove Bad Reputation | 7) ④ Locust: add Compact 'Mech; Cramped Cockpit |
| 3) BattleMaster: add Weak Head Armor (1) | 8) ④ Marauder II: remove Directional Torso Mount |
| 4) Brigand: remove Modular Weapons | 9) Shadow Hawk: add Rugged (1) |
| 5) Cobra: replace Barrel Fist (LA/RA) with Protected Actuators | 10) Valkyrie: add Easy to Maintain |

Errata note: Remember that the BattleMech Manual only lists quirks for a unit if every variant of that unit would have that quirk. Removing a quirk is thus not necessarily saying that some examples of that unit don't have the quirk—only that all of them don't.

Weapons and Equipment (p. 96)

Under "Chapter Contents"

- 1) Change the page number refs for Structural Components to pp. 114-117
- 2) Change the page number refs for Miscellaneous Equipment to pp. 118-119

R: Rapid-Fire (p. 97)

Second paragraph, first and second sentences

When firing multiple shots in a single attack (i.e. "rapid-firing"), the attack is considered a Cluster weapon. It consumes ammo and creates heat for each shot fired; whether any hit is irrelevant.

Change to:

When firing multiple shots in a single attack (i.e. “rapid-firing”), the weapon consumes ammo and creates heat for each shot fired; whether any hit is irrelevant.

*** Hyper-Assault Gauss Rifle (p. 100)**

Under “Game Rules”, second paragraph

When firing a HAG, its controller can choose to make a Flak attack.

Change to:

When firing a HAG at a combat-dropping 'Mech (see pp. 79-80), its controller can choose to make a Flak attack.

Machine Guns (p. 101)

Under “Rapid-Fire Mode (Optional)”, second paragraph (first after the bullet points):

Each rapid-fire burst uses a number of rounds equal to the damage it inflicted $\times 3$.

Change to:

Each rapid-fire burst uses a number of rounds equal to the heat generated above $\times 3$.

④ Improved One-Shot (I-OS) Missile Launcher (p. 103)

Under “Game Rules”, first paragraph

I-OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher,

Change to:

I-OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher, Thunderbolt launcher, or Narc or iNarc launcher,

④ One-Shot (OS) Missile Launcher (p. 103)

Under “Game Rules”, first paragraph

OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher,

Change to:

OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher, Thunderbolt launcher, or Narc or iNarc launcher,

Streak LRM Launcher (p. 104)

Change “Indirect Fire” from “Yes” to “No”.

Narc Missile Beacon (p. 104)

Under “Game Rules”, second sentence: change the page reference for Narc-equipped missiles from p. 104 to p. 107.

④ Armor-Piercing (AP) Ammo (p. 106)

- 1) *At the end of the fourth paragraph (“If the attack scores...”) insert the following:*

Damage that transfers to a location with armor does not trigger a new critical damage check in that location.

- 2) *Fifth paragraph*

This ammunition loses its AP ability against hardened or ferro-lamellor armor.

Change to:

AP ammo loses its special AP ability against hardened or ferro-lamellor armor. Its damage is not reduced by the latter, however.

Caseless Ammo (p. 106)

Change “Technology Base” to Inner Sphere

**Cluster Ammo (p. 106)**

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

The weapon size is always equal to the autocannon rating (e.g. an AC/5 has a weapon size of 5), and the grouping size is always C1.

Nemesis Pods (p. 108)

Right column, first para: change the page reference for Arrow IV Homing Missiles from p. 118 to p. 97.

Flail (p. 109)

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

Flail damage is never reduced by absent or damaged actuators.

④ Lance (p. 109)

Under "Game Rules", first sentence

Attacks with a lance deal 1 damage per 5 tons of the attacking 'Mech's weight.

Change to:

Attacks with a lance apply a +1 Target Number modifier, and deal 1 damage per 5 tons of the attacking 'Mech's weight.

④ Retractable Blade (p. 109)

Under "Technology Base": change Inner Sphere to Clan or Inner Sphere

C³ Computer System (p. 110)

Under "Indirect Fire", replace the paragraph with the following:

Indirect Fire: A C³ network does not help when launching or spotting targets for indirect fire (see p. 30). Note that TAG (which conveys the benefits of spotting if it hits) can benefit, however.

③ C³ Computer System [example text] (p. 111)

First paragraph, fourth sentence

but must add the terrain modifier for firing through the light woods in Hex F.

Change to:

but must add the terrain modifier for firing through one hex of light woods.

Designating a C³ Network (p. 112)

Under "Multiple Networks" second paragraph, second sentence, delete the following:

during the End Phase of any turn the player may announce switching between each for use of that system in the following turn.

*** Targeting Computer (p. 114)**

Replace the "Game Rules" section with the following:

Game Rules: A targeting computer applies a -1 Target Number modifier to all weapon attacks of the DB, DE, or P types (but see *Weapon Clarifications & Exceptions*, below).

A targeting computer also allows eligible weapons to make aimed shots (see p. 30) against non-immobile 'Mechs. Follow the normal rules for aimed shots, except that the head cannot be targeted. The targeting computer's usual -1 Target Number modifier is ignored, and a +3 modifier is applied instead.

Below are the standard modifiers for a 'Mech with a targeting computer (TC) when making the various types of aimed shots:

- Aimed Shot w/ TC, Mobile Target: +3 Target Number modifier (head may not be targeted), no TC modifier applies
- Aimed Shot w/ TC, Immobile Target, Head Shot: +3 Target Number modifier, no TC modifier applies
- Aimed Shot w/ TC, Immobile Target, any other location: -5 Target Number modifier (-4 Immobile, -1 TC)

Weapon Clarifications & Exceptions:



Cluster and Flak Weapons / Attacks: Does not benefit from TC (but see *HAG Rifles*, below).

Flamers and Machine Guns: Does not benefit from TC.

Hyper-Assault Gauss Rifles: Though a Cluster weapon, these apply the –1 Target Number TC modifier if not making a Flak attack.

Pulse Weapons: Cannot make an aimed shot against mobile targets. Never applies the –1 Target Number TC modifier when making aimed shots against immobile targets.

Rapid-Fire Weapons: Apply the –1 Target Number TC modifier even if rapid-firing. However, aimed shots while rapid-firing are impossible per the normal aimed shot rules.

Hardened Armor (p. 114)

Under "Game Rules", first paragraph, first sentence

Two points of damage are required to destroy each point of hardened armor.

Change to:

Two points of damage are required to destroy each point of hardened armor (this only counts as one point of damage for PSR purposes).

Partial Wing (p. 116)

Under "Game Rules", second paragraph

The added Jumping MP bonus (+2 for light and medium 'Mechs, +1 for heavy and assault 'Mechs) does not apply if the 'Mech has no functioning jump jets,

Change to:

The added Jumping MP bonus (+2 for light and medium 'Mechs, +1 for heavy and assault 'Mechs) does not apply if the 'Mech has no available Jumping MP,

Underwater Maneuvering Units (UMUs) (p. 117)

Under "Game Rules", replace the entry with the following:

To use UMUs, a 'Mech must use the jumping movement mode (and counts as jumping when calculating Target Number modifiers). Each UMU generates 1 UMU MP, and a 'Mech may move 1 hex underwater or 1 depth (up or down) for each UMU MP. No move with UMUs can take a 'Mech out of water or move it to a depth of 1 or less. The normal hull breach rules still apply (see *Hull Integrity And Breaches*, p. 65), and if the UMUs are disengaged, all standard rules for moving underwater apply.

UMUs generate only 1 heat point per turn total, regardless of the number of UMU MP used (2 heat total if used with an XXL engine).

A 'Mech using UMUs moves in an upright position and marks its submerged depth based on the location of its feet relative to the water surface. If this is Depth 2, the 'Mech is presumed to be just above the bottom of the hex.

④ Laser Anti-Missile System (L-AMS) (p. 118)

Under "Game Rules", first paragraph, first sentence

except the laser system requires no ammunition and generates 5 heat points.

Change to:

except the laser system requires no ammunition and generates 7 heat points (if an Inner Sphere model) or 5 heat points (if a Clan model).

④ Armored Component (p. 118)

Under "Game Rules", second paragraph, last sentence

Component armor cannot prevent a Blown Off result to a 'Mech's head.

Change to:

Component armor cannot prevent a Blown Off result to a 'Mech's head, or critical damage caused by the use of MASC or a supercharger.

Coolant Pod (p. 119)

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

Each coolant pod can only be used once per game.



- 2) Under “Critical Hit”, replace the sentence with the following:

A critical hit on an unused coolant pod results in a 10-point ammunition explosion.

④ Weapon Types (p. 120)

Add P: Pulse

④ Inner Sphere Weapons (p. 121)

Move the three VSP Laser entries and three Re-engineered Laser entries from here to page 122, into the *Pulse Weapons* subsection. Then replace DE in each VSP Lasers’ Type with P.

③ Inner Sphere Weapons (p. 121)

Change the Medium Re-engineered Laser’s range from 1-2/3-4/5-6 to 1-3/4-6/7-9

④ Inner Sphere Weapons (Continued) (p. 123)

Change the range for TAG from 1-5/6-10/11-15 to 1-5/6-9/10-15

④ Clan Weapons (p. 124)

- a) Change the Tons for the ER Flamer from 1.5 to 1
- b) Change the Range for the Heavy Flamer from 1/2/3-4 to 1-2/3/4

④ Clan Weapons (Continued) (p. 125)

Change the range for TAG from 1-5/6-10/11-15 to 1-5/6-9/10-15

Clan Equipment (p. 127)

Under “Munition Bins”, delete the entire “PAC – Caseless” line

Common Misconceptions (p. 130)

After entry 11, insert the following new entry (and bump the numbers for the next three Combat entries up to compensate):

12. “When calculating charge attack damage, you include the hex the target occupies.”

While you must be able to pay the MP required to enter the target’s hex in order to declare a charge attack, when determining damage, the hex the target occupies is not counted.

Errata note: Not an actual error in the book, but we had room in the section so we squeezed this into the second printing.

Movement Costs Table (p. 133/136)

Under “Additional Movement Actions”, add a new “Lateral Shift” row. Under “MP Cost per Hex”, note +1. Under “Piloting Skill Roll”, note —

Errata note: The third printing added an index beginning on page 133, changing the pagination for this table and all others that follow. The second page reference given for each of these entries is for the third printing only.

Record Sheets & Tables (p. 142/146)

- 1) Battlefield Support Table: under “Heavy Air Cover”, delete the “5/6” entry in the Target Number column.
- 2) Battlefield Support Table: change the Light Bombing target number from 6 to 5.

Battlefield Tracking (For All Eyes) (p. 145/147)

- 1) Change the “Sprinting” page reference to p. 14
- 2) Change the “Backward Level Change” page reference to p. 15
- 3) Change the “Partially-Occupied Hexes” page reference to p. 16

Battlefield Tracking (GM/Team Eyes Only) (p. 146/148)

- 1) Change the Light Bombing target number from 6 to 5.
- 2) Change the Copperhead target number from 8 to ‡ and change the Illumination/Smoke target number from ‡ to 8.



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NEW ADDITIONS: 3rd to 4th Printing

These are all the new entries or modifications of old entries made for the fourth printing of the *BattleMech Manual*. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ④.

④ Firing Arcs (p. 24)

After "Prone 'Mechs" insert the following new paragraph:

Split-Location Weapons: A weapon whose critical slots are split between a torso and an arm location uses the torso firing arc.

④ Partial Cover Modifier (p. 26)

Before "Four-Legged 'Mechs" insert the following new paragraph:

Buildings: A standing 'Mech occupying a Level 1 building or a building hex one level below the roof receives partial cover, even if its attacker is at a higher level. If the hit location roll indicates a leg, the attack strikes the building instead, damaging it as normal.

④ Physical Weapon Attacks Table (p. 38)

Lance: change the To-Hit Modifier from 0 to +1.

④ Hull Integrity and Breaches (p. 65)

Third paragraph, last sentence

Even if a 'Mech exits the water, all components in flooded locations remain non-functional.

Change to:

Even if a 'Mech exits the water, all limbs and components rendered non-functional due to flooded locations remain non-functional. An arm rendered non-functional in this fashion counts as destroyed for the purposes of firing while prone (see p. 30).

④ Building Levels (p. 66)

Delete the second paragraph.

④ Moving Into Buildings (p. 67)

Replace the first paragraph with the following:

'Mechs can enter a building hex. By default this is done at the building's ground level (i.e. the level of the underlying hex the building is in). A 'Mech may only enter a building hex at a level higher than the building's ground level if entering from an adjacent hex with a higher level (e.g. if a 'Mech walks from a Level 3 hill into a neighboring building hex on a Level 1 hill, it would enter the building at Level 2).

④ Attacking 'Mechs Inside Buildings (p. 71)

Replace the first paragraph with the following:

This ruling has changed from previous errata versions.

'Mechs inside a building hex may be attacked. An attacker must have line of sight to the building hex, as well as to the target 'Mech. Building hexes block LOS, but the building hex a 'Mech is in does not count (since it is not intervening terrain).

④ Attacking 'Mechs Inside Buildings (p. 72)

Delete the "LOS" paragraph and replace it with the following paragraph:

Partial Cover: A standing 'Mech occupying a Level 1 building or a building hex one level below the roof receives partial cover, even if its attacker is at a higher level. If the hit location roll indicates a leg, the attack strikes the building instead, damaging it as normal.



④ **Combat Within Buildings (p. 72)**

1) Delete the second bullet point

2) *Replace the last bullet point with the following:*

This ruling has changed from previous errata versions.

- Always use the Front/Rear column of the standard Hit Location Table to resolve hits (see p. 33). If the target is in the same hex as the attacker, treat it as if it were in the attacker's forward arc.

④ **Collapse (p. 73)**

Replace the fourth paragraph with the following:

When a building hex collapses, any 'Mech in it takes damage. The base damage is equal to the hex's CF at the start of the phase divided by 10. If there are building levels above the 'Mech, add to this the base damage multiplied by the number of building levels above that 'Mech. Round the final result up. 'Mechs on the top level or roof apply no multiplier (i.e. the roof does not count as a level above for this purpose).

④ **Collapse: Hex Collapse [example text] (p. 73)**

Second paragraph: last two sentences: replace the text with the following:

The building had two levels above the Archer, and so the 'Mech takes 3 points of damage (base damage $0.7 \times 3 = 2.1$ (rounded up to 3). Player 2 assigns the 3 damage points using the Front/Back column of the Punch Hit Location Table.

④ **Collapse: Building Collapse [example text] (p. 74)**

Third paragraph (third and fourth sentences), and fourth paragraph (first through fourth sentences): replace the text with the following:

The building had two levels above the Archer, and so the 'Mech takes 3 points of damage (base damage $0.7 \times 3 = 2.1$ (rounded up to 2). Player 2 assigns the 3 damage points using the Front/Back column of the Punch Hit Location Table.

Player 1's 'Mechs, all in Hex B, fare somewhat worse. At the beginning of the Movement Phase, Hex B had a CF of 37; divided by 10, which gives a base damage of 3.7. Luckily, the Stinger is on the roof, meaning that no building levels are above it. It therefore takes 4 points of damage (3.7, rounded up), assigned against the Front/Back column of the Hit Location Table.

④ **Ejection (Simplified) (p. 81)**

Under "Auto-Eject", second sentence

This occurs before damage to the 'Mech is resolved

Change to:

This occurs the moment the explosion triggers, before any other damage or events are resolved, interrupting the normal ammo explosion process

④ **BattleMech Quirk Table (p. 93)**

- 1) Locust: add Compact 'Mech; Cramped Cockpit
- 2) Marauder II: remove Directional Torso Mount

④ **Improved One-Shot (I-OS) Missile Launcher (p. 103)**

Under "Game Rules", first paragraph

I-OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher,

Change to:

I-OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher, Thunderbolt launcher, or Narc or iNarc launcher,

④ **One-Shot (OS) Missile Launcher (p. 103)**

Under "Game Rules", first paragraph

OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher,



Change to:

OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher, Thunderbolt launcher, or Narc or iNarc launcher,

④ **Armor-Piercing (AP) Ammo (p. 106)**

- 1) *At the end of the fourth paragraph ("If the attack scores...") insert the following:*

Damage that transfers to a location with armor does not trigger a new critical damage check in that location.

- 2) *Fifth paragraph*

This ammunition loses its AP ability against hardened or ferro-lamellor armor.

Change to:

AP ammo loses its special AP ability against hardened or ferro-lamellor armor. Its damage is not reduced by the latter, however.

④ **Lance (p. 109)**

Under "Game Rules", first sentence

Attacks with a lance deal 1 damage per 5 tons of the attacking 'Mech's weight.

Change to:

Attacks with a lance apply a +1 Target Number modifier, and deal 1 damage per 5 tons of the attacking 'Mech's weight.

④ **Retractable Blade (p. 109)**

Under "Technology Base": change Inner Sphere to Clan or Inner Sphere

④ **Laser Anti-Missile System (L-AMS) (p. 118)**

Under "Game Rules", first paragraph, first sentence

except the laser system requires no ammunition and generates 5 heat points.

Change to:

except the laser system requires no ammunition and generates 7 heat points (if an Inner Sphere model) or 5 heat points (if a Clan model).

④ **Armored Component (p. 118)**

Under "Game Rules", second paragraph, last sentence

Component armor cannot prevent a Blown Off result to a 'Mech's head.

Change to:

Component armor cannot prevent a Blown Off result to a 'Mech's head, or critical damage caused by the use of MASC or a supercharger.

④ **Weapon Types (p. 120)**

Add P: Pulse

④ **Inner Sphere Weapons (p. 121)**

Move the three VSP Laser entries and three Re-engineered Laser entries from here to page 122, into the *Pulse Weapons* subsection. Then replace DE in each VSP Lasers' Type with P.

④ **Inner Sphere Weapons (Continued) (p. 123)**

Change the range for TAG from 1-5/6-10/11-15 to 1-5/6-9/10-15

④ **Clan Weapons (p. 124)**

- a) Change the Tons for the ER Flamer from 1.5 to 1
- b) Change the Range for the Heavy Flamer from 1/2/3-4 to 1-2/3/4

④ **Clan Weapons (Continued) (p. 125)**

Change the range for TAG from 1-5/6-10/11-15 to 1-5/6-9/10-15



NEW ADDITIONS: v4.12

These are all the new entries or modifications of old entries made for v4.12. They may also be found in the **Full Errata** section in the appropriate locations, marked with a *.

* Careful Stand (Optional) (p. 19)

Replace the last paragraph with the following:

To make a careful stand attempt, the 'Mech must have at least 3 Walking MP available. When making a careful stand attempt, the Piloting Skill Roll to stand up applies a -2 Target Number modifier.

* Attack Modifiers Table (p. 28)

Under "Target", "Prone", remove the dagger footnote and delete the corresponding entry at the bottom of the table.

* Gyro (Torso) (p. 48)

Under "PSR Modifiers", second sentence

The controlling player must make a PSR at the end of the phase in which the first critical hit occurred,

Change to:

The controlling player must make a PSR when the first critical hit is applied,

* Weak Legs (p. 89)

Second sentence

When the 'Mech is kicked or executes a Death From Above attack, roll for a possible critical hit on each leg (even if the armor is not breached) and apply the results.

Change to:

If the 'Mech executes a Death From Above attack, roll on the Determining Critical Hits table for each of its legs. If it is kicked in a leg, roll on the table for the leg that was kicked. In both cases, the critical check occurs even if the leg armor was not breached.

* BattleMech Quirk Table (p. 92)

Battle Hawk: remove Bad Reputation

* Hyper-Assault Gauss Rifle (p. 100)

Under "Game Rules", second paragraph

When firing a HAG, its controller can choose to make a Flak attack.

Change to:

When firing a HAG at a combat-dropping 'Mech (see pp. 79-80), its controller can choose to make a Flak attack.

* Fragmentation Missiles (p. 107)

Under "Usable By", add SRM

* Targeting Computer (p. 114)

Replace the "Game Rules" section with the following:

Game Rules: A targeting computer applies a -1 Target Number modifier to all weapon attacks of the DB, DE, or P types (but see *Weapon Clarifications & Exceptions*, below).

A targeting computer also allows eligible weapons to make aimed shots (see p. 30) against non-immobile 'Mechs. Follow the normal rules for aimed shots, except that the head cannot be targeted. The targeting computer's usual -1 Target Number modifier is ignored, and a +3 modifier is applied instead.

Below are the standard modifiers for a 'Mech with a targeting computer (TC) when making the various types of aimed shots:

- Aimed Shot w/ TC, Mobile Target: +3 Target Number modifier (head may not be targeted), no TC modifier applies
- Aimed Shot w/ TC, Immobile Target, Head Shot: +3 Target Number modifier, no TC modifier applies
- Aimed Shot w/ TC, Immobile Target, any other location: -5 Target Number modifier (-4 Immobile, -1 TC)



Weapon Clarifications & Exceptions:

Cluster and Flak Weapons / Attacks: Does not benefit from TC (but see *HAG Rifles*, below).

Flamers and Machine Guns: Does not benefit from TC.

Hyper-Assault Gauss Rifles: Though a Cluster weapon, these apply the –1 Target Number TC modifier if not making a Flak attack.

Pulse Weapons: Cannot make an aimed shot against mobile targets. Never applies the –1 Target Number TC modifier when making aimed shots against immobile targets.

Rapid-Fire Weapons: Apply the –1 Target Number TC modifier even if rapid-firing. However, aimed shots while rapid-firing are impossible per the normal aimed shot rules.