



Campaign Operations

(Version 5.0)

The following is a compiled rules errata for the second printing (i.e. the revised, current version) of *Campaign Operations* as of 22 August, 2024. As the first printing is so different from the second and later—the second is essentially a new edition—this errata will not line up with the first printing in terms of page numbers and sometimes in terms of content.

FULL ERRATA

There have been five printings of *Campaign Operations* to date: 2016 (original 192-page edition), 2021 (mercenary cover), 2021 (new cover), 2023, and 2024—you can check page 5 of the book to see which one you have. Entries corrected in a given printing are marked with a number corresponding to that printing (e.g. entries corrected in the 3rd printing are marked with a ③). All errata and page number references here are for the second printing (2021) unless specified otherwise. Please note that, in the interests of brevity, typo and minor formatting corrections have not been listed unless they affect an understanding of the rules.

This section combines all previous errata with the new additions of version 5.0, so that every ruling is in order and in one place. Entries new to v5.0 are marked with a ⑤ and can also be found in the *New Additions* section at the end of this document.

③ Stage 4: Determine Operating Expenses (p. 24)

Under "Fuel", first paragraph, replace the material from the fifth sentence onwards with the following:

Jump, mechanized, and motorized conventional infantry use fuel equal to 2 percent of the mass of the infantry compartment able to carry them. Jump-capable battle armor use fuel equal to 2 percent of their mass.

⑤ Transportation Rating (p. 35)

First paragraph

To determine a Force's Transportation Rating, first determine if the Force's own transports (only DropShuttles, DropShips, JumpShips, and WarShips) are sufficient to convey the Force,

Change to:

To determine a Force's Transportation Rating, first determine if the Force's own transports (DropShips, JumpShips, WarShips, and other bay-equipped units able to transport the Force to a contract's destination) are sufficient to convey the Force,

⑤ Force Operations chapter (pp. 32-55)

- 1) Replace all mentions of "Reputation Rating" with "Reputation Score".
- 2) Replace all mentions of "Employer Factor" or "Employment Modifier" with "Employer Modifier".

⑤ Stage 4: Negotiate Terms (p. 40)

Replace the seventh paragraph with the following:

For example, command rights for a mercenary command with a final Reputation Score of 6 hired to stage an objective raid for the Draconis Combine (a major power noted to be stingy and controlling with mercenaries) have a total modifier of -1 (0 for Major Power, -2 for a Controlling Employer, +1 for Reputation 6). If the player then rolls a 4 on the Supplemental Contract Terms Table for command rights, the result becomes 3 ($4 + -1 = 3$), and thus the mercenary Force is offered House command for this mission.

⑤ Base Construction Tables (p. 55)

Under "Additional Equipment", "Industrial Elevator (per hex)"

tons of elevator / 10 days

Change to:

10 tons of elevator / day



⑤ **Fire Lance (p. 64)**

Under "Light Fire Lance", "Requirements", replace the entry with the following:

This ruling has changed from previous errata versions.

No unit of heavy weight or larger may be included. At least 50 percent of the units in this Formation must have either the Missile Boat or Sniper Unit Roles.

④ **Pursuit Lance (p. 65)**

Under "Ideal Role"

Skirmisher

Change to:

Striker

⑤ **Special Pilot Abilities table (p. 71)**

Under "Iron Will", change the Cost from 2 to 1.

⑤ **Special Pilot Abilities (Continued) (p. 72)**

Under "Terrain Master", "Drag Racer", change the Cost from 3 to 1.

⑤ **Antagonizer (p. 73)**

First paragraph, last sentence

If the raging unit suffers damage from a weapon or physical attack delivered by another unit,

Change to:

If the raging unit is hit by a weapon or physical attack delivered by another unit,

⑤ **Range Master (p. 78)**

First paragraph, last sentence

Any weapon attacks made in the selected range band may swap range modifiers between that range band and the Short range band.

Change to:

Any weapon attacks made in the selected range band swaps range modifiers between that range band and the Short range band.

⑤ **Sandblaster (p. 79)**

Under "Unit Type", change "Any" to "Any non-aero".

④ **Sniper (p. 80)**

Ability text

so an attack delivered at Medium, Long or Extreme ranges applies a +1 To-Hit modifier at Medium Range (rather than +2), and a +2 To-Hit modifier at Long Range (rather than +4).

Change to:

so an attack applies a +1 To-Hit modifier at Medium Range (rather than +2), and a +2 To-Hit modifier at Long Range (rather than +4).

⑤ **Speed Demon (p. 80)**

Last sentence

A vehicle piloted/driven by a character with the Speed Demon ability adds 1 MP to the unit's Running/Flanking movement

Change to:

A vehicle piloted/driven by a character with the Speed Demon ability adds 1 MP to the unit's Running/Flanking/Maximum Thrust movement



⑤ Tactical Genius (p. 80)

Second paragraph, last sentence

A commander with the Tactical Genius ability may re-roll his force's Initiative.

Change to:

A commander with the Tactical Genius ability may re-roll his force's Initiative once every two turns.

⑤ Terrain Master (p. 81)

Under "SPA Cost", change the entry from "3" to "See below". Then, for each Terrain Master sub-type, insert the following SPA Costs:

1) Drag Racer	1
2) Forest Ranger	3
3) Frogman	3
4) Mountaineer	3
5) Nightwalker	3
6) Swamp Beast	3

③ Special Command Abilities (p. 85)

Before "Forcing The Initiative", insert the following new SCA:

FOCUS (SPA NAME)

During setup, the Force may assign one Unit out of every four (round down) the Special Pilot Ability listed in parentheses (e.g., Focus (Cluster Hitter)). This Special Command Ability may be taken a second time to give twice the number of SPAs, but only one SPA can be given by this Special Command Ability per Unit. If the Combat Command has two different SPA Command Abilities, it cannot give both SPAs to the same unit.

③ Special Pilot Ability Specialization (p. 86)

Delete this entry and its accompanying table.

⑤ Planetary Population Table (p. 123)

"Planet Condition" subtable, under "Gravity 1.5-2Gs"

Modifier x.05

Change to:

Modifier x0.5

③ HPG Table (p. 133)

Change the 2D6 Roll entry for "3-10" to "3-9". Then add a new row below it:

10	B-rated HPG	B-rated HPG	D-rated Service
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⑤ Determining Scenarios (p. 135)

Second paragraph, last sentence

If more formations on one side have Fight orders than those on the opposing side, assign the remainder against defending and non-combat formations (see below).

Change to:

If more formations on one side have Fight orders than those on the opposing side, assign the remainder against formations with Defend and non-combat orders (see below).

④ Mapsheet Tables (p. 162)

Under "Table 2: Hills Terrain", replace the second entry (Hilltops #2) with "Foothills #1 (MP: Grasslands)".



④ Equipment Ratings [example text] (p. 166)

First example block, last paragraph, last sentence

As this is less than 85 percent, the unit therefore has a B Technology Rating Modifier.

Change to:

As this is less than 85 percent, the unit therefore has a B Equipment Rating.

④ Equipment Rating Table (p. 167)

Change the two headers, from left to right, to “Technology Rating” and “Equipment Rating”.

④ Support Point Activity Cost Table (p. 167)

Under “Personnel Activity”

Heal MechWarrior

Change to:

Heal MechWarrior/ProtoMech pilot

③ Options Table (Continued) (p. 176)

- 1) Delete the “Night Combat” entry completely
- 2) Change the “Nightfall” WP Reward to 100-250

③ Options Table (Continued) (p. 177)

- 1) Change the “Sweltering” entry name to “Temperature Extremes”
- 2) Change the “Under the Full Moon” WP Reward to 75-200

③ Technical Personnel (p. 190)

Under “Technician/Mechanic”

This Technical Team is trained to work on Combat and Support Vehicles (except for Fixed-Wing Support Vehicles, Airships and Large Naval Vessels) and support conventional infantry.

Change to:

This Technical Team is trained to work on Combat and Support Vehicles (including VTOLs and WiGEs, but not Fixed-Wing Support Vehicles, Airships and Large Naval Vessels) and support conventional infantry.

③ Support Personnel Experience Table (p. 190)

Replace the table with the following:

SUPPORT PERSONNEL EXPERIENCE TABLE				
Experience Rating	Base Skill Target		Combat Skills	
	Technical	Medical	Gunnery*	Anti-Mech
Green	8+	10+	7	8/*
Regular	6+	8+	7	7/*
Veteran	5+	7+	6	6/*
Elite	3+	6+	6	5/*

*A Medical Team can make attacks as though it is a foot (rifle, ballistic) squad; it cannot make Anti-Mech attacks, however (see *Medical Teams on the Battlefield*, p. 191).

③ Medical Teams on the Battlefield (p. 191)

Replace all references to “platoon” with “squad”



⑤ Maintenance, Repair, and Salvage Check Modifiers Table (p. 192)

Under the “Tech Rating Modifiers” subtable, change the following Modifiers:

- 1) C -1
- 2) D 0
- 3) E +1
- 4) F +2

Maintenance, Repair, and Salvage Check Modifiers Table (Continued) (p. 193)

- 1) ⑤ Delete the “Inner Sphere Technical Team working on Clan Tech” row.
- 2) ④ Under the “Location Modifiers” subtable, double asterisk footnote, delete the semi-colon and everything after (“; the Mobile Field Base equipment...”)
- 3) ④ Under the “Location Modifiers” subtable, dagger footnote, second sentence
Includes transport bays specific to that unit type.
Change to:
Includes transport bays specific to that unit type. The Mobile Field Base equipment (see p. 142, *TO:AUE*) counts as a Basic Facility, except that all Planetary Conditions modifiers, other than light-related ones (marked with a ‡), are still applied.
- 4) ⑤ Under the “Planetary Conditions Modifiers” subtable
 - a) Change the modifier for “Heavy Snow Fall/Ice Storm/Lightning Storm/Strong Gale/Torrential Downpour” from +1 to +2
 - b) Change the modifier for “Hurricane/Tornado” from +2 to +4

⑤ Maintenance, Repair, and Salvage Check Modifiers Table (Continued) (p. 193)

Delete the “Clan/Inner Sphere Incompatibility (see p. 208)” row.

⑤ ‘Mechs (p. 199)

Under “Weapons and Other Equipment”, first sentence

Any weapons or equipment rendered inoperative may be damaged beyond repair. Items that received a critical hit and also located in a destroyed location are automatically considered destroyed.

Change to:

Any weapons or equipment rendered inoperative may be damaged beyond repair. Items that received a critical hit or were located in a destroyed location are automatically considered destroyed.

⑤ Replacement Part MOS Table (p. 201)

Under “Margin of Success –1”, change the Result from “Salvage quality*” to “Component available”

③ Buying (p. 203)

Under “Limb/Head/Body Section”, after the third paragraph insert the following new paragraph:

To calculate the cost of individual points in any location, divide the cost of the location by the number of internal structure points in that location (see p. 47, *TM*).

④ Master Repair Table (Continued) (p. 205)

Under “OmniVehicle Pod (per location)”, change the Skill Modifier from 0 to –2.

④ Master Repair Table (Continued) (p. 206)

Under “Large Craft, continued”, delete the “OmniFighter Pod (per location)” row.



③ Master Repair Table (Continued) (pp. 206-207)

Under "Partial Repair Effect", delete all instances of "permanent"

④ Partial Repairs (p. 208)

Replace the first paragraph with the following:

A failed Technician Check may result in a component being partially repaired or incorrectly installed. Any component with a Partial Repair value listed on the Master Repair Table (see pp. 205-207) may be partially repaired or incorrectly installed in this manner. The value is the highest amount by which the roll may fail and cause a partial repair or faulty installation. For example, if the Target Number is 8 and the player rolls a 6, the roll failed by 2. A component that is partially repaired or incorrectly installed will produce the effects listed in the Partial Repair Effect column on the table and (if players are tracking components individually) will reduce the Quality Rating of the component by one level. In all other respects, the component functions normally.

A Technical Team performing the repair/replacement will think they did a complete job, so at least one game must pass before the partial repair can be corrected. At that point, a Technical Team with a higher Experience Rating may make one more attempt to correct the partial repair. If the second repair attempt fails, or the first partial repair was made by an Elite team, the effects are permanent and remain even if the part is salvaged and properly installed in a different unit.

③ Partial Repairs [example text] (p. 208)

Last sentence

This result can only be reversed by replacing the entire left torso. Until then, the maximum armor that the left torso can support is reduced by 4.

Change to:

Unless he can assign an Elite Technical Team to the project, the result can only be reversed by replacing the torso. Until then, its maximum armor is reduced by 4.

⑤ Special Rules (p. 208)

Delete the "Clan/Inner Sphere Incompatibility" paragraph.

④ Maintenance Facility Refits (p. 211)

At the end of the second paragraph insert the following:

Adding a power amplifier to any unit without one.

③ FrankenMechs (Optional) (p. 213)

Under "Jump Jets", at the end of the paragraph insert the following:

Heavier jump jets cannot be mounted.

③ Special Cases (p. 216)

Under "Booby Traps", replace the paragraph with the following:

Nothing can be salvaged from a unit that employs a Booby Trap (see p. 109, *TO:AUE*) during the battle. When salvaging equipment from a unit that contains an undetected and un-triggered Booby Trap, there is a chance it will go off. Roll 2D6. On a result of 11+, the Booby Trap is activated, destroying the salvaged unit and all friendly support units participating in the operation.

Units conducting salvage may sweep for Booby Traps prior to beginning salvage operations. This process takes 5 minutes, and runs the risk of setting off a Booby Trap on 11+, but will only destroy the individual conducting the sweep. Found Booby Traps can be disarmed: this takes 30 minutes for a trained Explosive Ordnance Disposal (EOD) team, or 60 minutes for a general Tech Team. A dedicated EOD team automatically disarms the Booby Trap, but may not rush. An Elite Tech Team only triggers the Booby Trap on a 12+, Veteran Teams on 11+, Regular 10+, and Green on 9+. Rushing the job applies a +1 modifier to the roll, while taking extra time subtracts 1.

④ Fatigue Ratings Table (p. 219)

Under "Situational Modifiers", change the Modifier for "Green" from -0 to -1.



③ Cargo Transport Table (p. 220)

- 1) Under "Planetary Conditions", replace "Storm/Tornado" with "Hurricane/Tornado"
- 2) *At the end of footnote 5 insert the following:*

BA/Exoskeletons with mounted cargo lifters move their (installed lift capacity + 1 ton) x 1.2 tons per minute.

③ Mounting and Dismounting Units (Outside of Gameplay) (p. 221)

Under the last bullet point, last sentence, replace "Storm" with "Hurricane"

③ Units and Personnel in Cargo Bays (p. 222)

Fifth paragraph, last two sentences

Infantry bays (and the quarters included in other combat unit bays) are hardly a better choice, requiring 1 ton of consumables per day per 20 people; quarters are the preferred means of transporting personnel by submarine or spacecraft. (Quarters are so preferred that large infantry units usually convert cargo space to quarters and only load into the infantry bays of DropShips immediately prior to combat.)

Change to:

Infantry bays (and the quarters included in other combat unit bays) are hardly a better choice, requiring 1 ton of consumables per day per 20 people. Quarters are the preferred means of transporting personnel by submarine or spacecraft, requiring 1 ton of consumables per day per 200 people. (Large infantry units often convert cargo to quarters and only use infantry bays for combat deployments.)

④ Positive Quirk Table (p. 228)

Footnotes

††Combat Hover and Tracked Vehicles only

Change to:

††Combat Hover and Wheeled Vehicles only

③ Narrow/Low Profile (p. 229)

Change the point cost of this quirk from 2 to 3.

④ Overhead Arms (p. 229)

Replace the entire entry with the following:

This ruling has changed from previous errata versions.

So long as it is standing and has line of sight to its target, a 'Mech with Overhead Arms treats its arm-mounted weapons as one level higher for the purposes of determining the effect of terrain modifiers on line of sight calculations.

For example, a standing *Fire Moth* on Level 0 terrain would be Level 2 for LOS purposes as normal, but would treat attacks from its arm-mounted weapons as coming from Level 3. This does not allow the 'Mech to fire over Level 2 hexes directly in front of it (since the 'Mech must already have line of sight for the Overhead Arms to function), but might mean that the 'Mech could ignore intervening Woods hexes, and it would ignore partial cover for targets at the same level (Level 2, in our example) unless the target was receiving it from water.

A 'Mech with Overhead Arms receives a +2 Target Number modifier to all punch and arm-mounted physical weapon attacks.

This quirk cannot be combined with the Low-Mounted Arms quirk, nor can it be taken by any 'Mech that either does not have arms, or lacks any form of direct-fire ranged weaponry in said arms (excepting OmniMechs).

③ Reinforced Legs (p. 229)

Designed for executing the dreaded "Death From Above" attack, some 'Mechs (the *Highlander*, for example) suffer half the normal damage to the legs when performing Death From Above successfully.

Change to:

Designed for executing the dreaded "Death From Above" attack, some 'Mechs (the *Highlander*, for example) suffer half the normal damage to the legs (round up) when performing Death From Above successfully.

**④ Ammunition Feed Problem (p. 231)***First sentence*

The ammunition feed for one ballistic or missile weapon or bay has a tendency to jam at inconvenient moments.

Change to:

The ammunition feed for one ammunition-using component or bay has a tendency to jam at inconvenient moments.

④ No Torso Twist (2 Points) (p. 234)

Delete this entire quirk, including the table entries for it on pp. 232 and 256.

④ Weak Legs (p. 235)*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.

⑤ Special Pilot Abilities table (p. 251)

Under "Iron Will", change the Cost from 2 to 1.

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NEW ADDITIONS

These are all the major new entries or modifications of old entries made for the fifth printing of *Campaign Operations*. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ⑤.

⑤ **Transportation Rating (p. 35)**

First paragraph

To determine a Force's Transportation Rating, first determine if the Force's own transports (only DropShuttles, DropShips, JumpShips, and WarShips) are sufficient to convey the Force,

Change to:

To determine a Force's Transportation Rating, first determine if the Force's own transports (DropShips, JumpShips, WarShips, and other bay-equipped units able to transport the Force to a contract's destination) are sufficient to convey the Force,

⑤ **Force Operations chapter (pp. 32-55)**

- 1) Replace all mentions of "Reputation Rating" with "Reputation Score".
- 2) Replace all mentions of "Employer Factor" or "Employment Modifier" with "Employer Modifier".

⑤ **Stage 4: Negotiate Terms (p. 40)**

Replace the seventh paragraph with the following:

For example, command rights for a mercenary command with a final Reputation Score of 6 hired to stage an objective raid for the Draconis Combine (a major power noted to be stingy and controlling with mercenaries) have a total modifier of -1 (0 for Major Power, -2 for a Controlling Employer, +1 for Reputation 6). If the player then rolls a 4 on the Supplemental Contract Terms Table for command rights, the result becomes 3 (4 + -1 = 3), and thus the mercenary Force is offered House command for this mission.

⑤ **Base Construction Tables (p. 55)**

Under "Additional Equipment", "Industrial Elevator (per hex)"

tons of elevator / 10 days

Change to:

10 tons of elevator / day

⑤ **Fire Lance (p. 64)**

Under "Light Fire Lance", "Requirements", replace the entry with the following:

This ruling has changed from previous errata versions.

No unit of heavy weight or larger may be included. At least 50 percent of the units in this Formation must have either the Missile Boat or Sniper Unit Roles.

⑤ **Special Pilot Abilities table (p. 71)**

Under "Iron Will", change the Cost from 2 to 1.

⑤ **Special Pilot Abilities (Continued) (p. 72)**

Under "Terrain Master", "Drag Racer", change the Cost from 3 to 1.

⑤ **Antagonizer (p. 73)**

First paragraph, last sentence

If the raging unit suffers damage from a weapon or physical attack delivered by another unit,

Change to:

If the raging unit is hit by a weapon or physical attack delivered by another unit,



⑤ Range Master (p. 78)

First paragraph, last sentence

Any weapon attacks made in the selected range band may swap range modifiers between that range band and the Short range band.

Change to:

Any weapon attacks made in the selected range band swaps range modifiers between that range band and the Short range band.

⑤ Sandblaster (p. 79)

Under "Unit Type", change "Any" to "Any non-aero".

⑤ Speed Demon (p. 80)

Last sentence

A vehicle piloted/driven by a character with the Speed Demon ability adds 1 MP to the unit's Running/Flanking movement

Change to:

A vehicle piloted/driven by a character with the Speed Demon ability adds 1 MP to the unit's Running/Flanking/Maximum Thrust movement

⑤ Tactical Genius (p. 80)

Second paragraph, last sentence

A commander with the Tactical Genius ability may re-roll his force's Initiative.

Change to:

A commander with the Tactical Genius ability may re-roll his force's Initiative once every two turns.

⑤ Terrain Master (p. 81)

Under "SPA Cost", change the entry from "3" to "See below". Then, for each Terrain Master sub-type, insert the following SPA Costs:

1) Drag Racer	1
2) Forest Ranger	3
3) Frogman	3
4) Mountaineer	3
5) Nightwalker	3
6) Swamp Beast	3

⑤ Planetary Population Table (p. 123)

"Planet Condition" subtable, under "Gravity 1.5-2Gs"

Modifier x.05

Change to:

Modifier x0.5

⑤ Determining Scenarios (p. 135)

Second paragraph, last sentence

If more formations on one side have Fight orders than those on the opposing side, assign the remainder against defending and non-combat formations (see below).

Change to:

If more formations on one side have Fight orders than those on the opposing side, assign the remainder against formations with Defend and non-combat orders (see below).

⑤ Maintenance, Repair, and Salvage Check Modifiers Table (p. 192)

Under the "Tech Rating Modifiers" subtable, change the following Modifiers:

1) C	-1
2) D	0



- 3) E +1
- 4) F +2

⑤ **Maintenance, Repair, and Salvage Check Modifiers Table (Continued) (p. 193)**

- 1) Delete the "Inner Sphere Technical Team working on Clan Tech" row.
- 2) *Under the "Planetary Conditions Modifiers" subtable*
 - a) Change the modifier for "Heavy Snow Fall/Ice Storm/Lightning Storm/Strong Gale/Torrential Downpour" from +1 to +2
 - b) Change the modifier for "Hurricane/Tornado" from +2 to +4

⑤ **Maintenance, Repair, and Salvage Check Modifiers Table (Continued) (p. 193)**

Delete the "Clan/Inner Sphere Incompatibility (see p. 208)" row.

⑤ **'Mechs (p. 199)**

Under "Weapons and Other Equipment", first sentence

Any weapons or equipment rendered inoperative may be damaged beyond repair. Items that received a critical hit and also located in a destroyed location are automatically considered destroyed.

Change to:

Any weapons or equipment rendered inoperative may be damaged beyond repair. Items that received a critical hit or were located in a destroyed location are automatically considered destroyed.

⑤ **Replacement Part MOS Table (p. 201)**

Under "Margin of Success -1", change the Result from "Salvage quality*" to "Component available"

⑤ **Special Rules (p. 208)**

Delete the "Clan/Inner Sphere Incompatibility" paragraph.

⑤ **Special Pilot Abilities table (p. 251)**

Under "Iron Will", change the Cost from 2 to 1.