



Alpha Strike

(Version 2.3 – Second Printing Errata)

The following is a compiled rules errata for the second printing of *Alpha Strike* as of 5 June, 2017.

FULL SECOND PRINTING ERRATA

There have been two releases of *Alpha Strike* to date: 2013 (first printing) and 2015 (second printing): you can check page 5 of the book to determine which one you have. This section contains all current rulings for the 2015 second printing of *Alpha Strike* **ONLY**. If you have the first printing of this book, this document is incomplete: you need the full AS Errata v2.3 instead.

This section combines all previously issued errata with the new additions of version 2.3, so that every ruling is in order and in one place. Entries new to a given errata release in the 2.X series are numbered (e.g., any item that was new to v2.1 is marked with a “①”, any item new to v2.3 is marked with a “③”, etc.). All entries not marked in this way are included in the 2015 second printing. All page number references are for the first printing.

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.

Introduction

① Tabletop and Terrain (p. 8)

Second sentence

The rough “real world” scale for this battlefield is approximately 7.5 meters per inch, making the recommended table sizes generally equivalent to a battlefield size 360 to 540 meters across.

Change to:

The rough “real world” scale for this battlefield is approximately 15 meters per inch, making the recommended table sizes generally equivalent to a battlefield size of 1080 × 720 meters.

Introductory Alpha Strike

② Movement Phase (p. 13)

Before “Minimum Movement” insert the following new subsection:

Mobile vs. Immobile

A unit with a Move value of at least 1” is considered mobile, while a unit with a Move value of 0” is considered immobile. Mobile units that have either been temporarily reduced to a Move value of 0”, or are no longer able to move at all (through heat effects, critical hits, motive system damage, etc.), are also classified as immobile for as long as they have a Move value of 0”. An immobile unit cannot use minimum movement.

② Step 1: Determine Physical Attack Type (p. 19)

Under “Special Physical Attacks”, break the third and fourth sentences off into a new paragraph and change them as follows:

Charges and Death From Above attacks are declared in the Movement Phase. They can only be declared if the attacking unit can move far enough to end its movement in base-to-base contact with its target, and only against targets that have already completed their movement. (In addition, a Death from Above attack may only be attempted by units that have sufficient jumping Move to reach the target.) Once declared, they cannot be aborted or changed by the attacker.



① Cooling Down (p. 20)

Replace the second paragraph with the following:

Assuming no external source of Heat is applied, if a unit outside of water (or in water terrain of less than 1 inch in depth) made a weapon attack in the current turn—but does not use Overheat—its Heat Level will remain unchanged in the End Phase. A unit in water of 1 inch in depth or more that used only 1 point of Overheat will also not change its current Heat Level in the current End Phase.

Standard Alpha Strike

Additional Game Terms for Standard Alpha Strike (p. 23)

- 1) ① *Insert the following new paragraph:*

Infantry: Infantry includes both conventional infantry and battle armor.

- 2) ② *Insert the following new paragraph:*

Airborne: Any unit that is in the air, whether an aerospace unit or a ground unit such as a WiGE or VTOL, counts as airborne. Units that are hovering or jumping, have landed, or are taxiing/taking off are not considered airborne.

- 3) ③ *Insert the following new paragraph:*

Heat-Tracking Units: Only 'Mechs and Aerospace Fighters track Heat in *Alpha Strike*. All other unit types are non-heat tracking units.

② Force Balancing (p. 24)

Replace the “Point Value Skill Rating Table” completely with the following:

SKILL RATING TABLE

Skill Description	Unit Skill Rating
Wet Behind the Ears	7
Really Green	6
Green	5
Regular	4
Veteran	3
Elite	2
Heroic	1
Legendary	0

① Adjusting for Skill (p. 24)

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

Drones: Units equipped with a Drone (DRO) special use the Skill of their remote operator to determine any PV modifiers for Skill. Remember, however, that such drones always receive a +1 Skill value due to their nature, so a drone operated by a Skill 4 operator must be valued as if the drone unit has a Skill of 5.

② Forced Withdrawal (Optional) (p. 27)

- 1) *In between the first and second paragraphs insert the following new paragraph:*

Forced Withdrawal and Transports: A unit making a forced withdrawal will not mount or stay mounted on any transport unless that transport is also making a forced withdrawal and the transport’s Move is at least as fast as the unit’s own Move. A transport making a forced withdrawal will not slow down to load or unload (for example, to unload cargo). The transport can mount/dismount units that do not cost any Move to mount/dismount.



- 2) Under "Crippling Damage", last bullet point

The unit has been immobilized through Critical Hit effects.

Change to:

The unit has been immobilized through damage, Critical and/or Motive Hit effects.

③ **Movement Cost Table (p. 30)**

Under "Terrain Type" column, Water section

Depth 0"-1" – change to Depth 0"

Depth 2"-3" – change to Depth 1"

Depth 4"+ – change to Depth 2"+

① **Additional Movement Rules (p. 32)**

Before "Jumping" insert the following new subsection:

This ruling has changed from previous errata versions.

Standstill

A mobile unit that chooses to move less than 1 inch in the current turn and has not been transported that turn is at a standstill. A unit that is standing still is easier to hit, but this also improves the unit's ability to hit with its own attacks (see pp. 36-37).

③ **Transporting Infantry (p. 32)**

- 1) Under "Infantry Transports", second paragraph, first sentence

This ruling has changed from previous errata versions.

It costs an infantry transport unit 2 inches of Move to mount (pick up) or dismount (drop off) battle armor or infantry.

Change to:

It costs an infantry unit 2 inches of Move to board a transport.

- 2) Under "Infantry Transports", third paragraph, after the first sentence insert the following:

It costs neither the transport nor the transported unit any Move to do so.

- 3) Under "Infantry Transports", fourth paragraph, first sentence

Regardless of the infantry unit's type, it may not use any Move in the turn it dismounts from its transport, but it may execute attacks during the Combat Phase.

Change to:

An infantry unit may not use any Move the turn it dismounts from its transport, but may execute attacks during the Combat Phase. A dismounting unit has a TMM of 0, but is considered to have used ground movement and thus cannot be at a standstill that turn.

- 4) Under "Infantry Transports", at the end of the subsection insert the following new paragraph:

This ruling has changed from previous errata versions.

If a transport is destroyed, any units it is transporting are destroyed as well.

Step 1: Verify Line of Sight (p. 34)

- 1) ② At the end of the first paragraph insert the following:

There is a maximum range to line of sight for ground units of 42". This may be reduced if using advanced environmental conditions (see *Environmental Conditions*, p. 92).



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

Conversely, if more than two-thirds of the attacking unit's miniature is blocked from seeing the target miniature by solid terrain, the line of sight is blocked. The blocking of line of sight works both directions: if the attacker is blocked from seeing the target, the target is blocked from seeing the attacker and if the target is blocked from seeing the attacker, the attacker is blocked from seeing the target.

- 3) ③ *Under "Water", delete the second paragraph*

- 4) ③ *Before "Underwater and Torpedo Attacks", insert the following new paragraph:*

Submerged Units: A unit in water deep enough to cover the unit's entire height, such as a 'Mech unit standing in water 2 or more inches in depth, is completely submerged (see *Unit Heights*, p. 99). A unit in water at least 1" deep, but less than the unit's height (such as a 'Mech unit standing in 1"-deep water) is partially submerged. Units on the surface of the water (such as a hovercraft or naval vessel) are not submerged.

A completely submerged unit has LOS to and may attack completely or partially submerged units in the same water feature (if a unit can trace LOS entirely through water, it is in the same water feature). Attacks are blocked from a partially submerged or non-submerged unit to a completely submerged unit and also from completely submerged units to units on the surface of the water (in both cases, the TOR# special ability grants an exception; see *Underwater and Torpedo Attacks*, below). LOS and attacks are blocked from a completely submerged unit to a unit not in the same water feature.

- 5) ③ *Under "Underwater and Torpedo Attacks", replace the subsection with the following:*

Units with the TOR# special ability (see p. 48) can make torpedo attacks when partially or completely submerged (see *Water*, above). In addition, torpedoes can be used to make attacks between submerged units and those on the surface. Such attacks use only the unit's TOR# damage.

② Step 1: Verify Line of Sight (p. 35)

Under "Indirect Fire", replace the entire entry with the following:

If a unit has the Indirect Fire (IF) special ability, it may still attack targets within its range (and firing arc) even without a direct LOS. To use indirect fire, there must be a unit friendly to the attacker that has a valid LOS and is within 42" of the target (if using advanced environmental conditions, see the Visual Spotting Range Table, p. 89). This friendly unit is the spotter.

Indirect fire attacks use the range and movement modifier of the attacking unit, the movement modifiers of the target, and terrain and movement modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself. Another +1 applies if the spotter makes an attack of its own in the same turn.

Units with the IF# and LRM#/#/# specials may use all alternate munitions, Special Pilot Abilities, and Quirks available to the LRM#/#/# special when making indirect fire attacks, but are limited to using the LRM special ability's long range value if it is lower than the IF special ability value. (For details on Special Pilot Abilities and Quirks, see the *Alpha Strike Companion*).

A unit used as a spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn. Note that aerospace units can spot for indirect fire while they are in the Central Zone, provided they have the Recon (RCN) special ability.

② Step 4: Determine To-Hit Number (p. 36)

At the end of the "Jumping" subsection insert the following new paragraph:

In unusual circumstances, attacks can occur during the Movement Phase. If an attack against a jump-capable target is made before the target has moved this turn, assume the target used ground movement when resolving it (regardless of how the target moved the previous turn).



③ To-Hit Modifiers Table (p. 37)

Replace this table with the modified version attached to the end of this document. Note that footnote numbering may differ between the table provided herein and any that appears in print.

② Step 4: Determine To-Hit Number [example text] (p. 38)

Replace the entire example with the following:

In the To-Hit Roll diagram, Alice's 'Mech is at point A. The 'Mech she is attacking with has a Skill Rating of 3. It cannot see Aaron's 'Mech (at point B), since that unit is completely submerged. It can see the conventional infantry unit (at C), the large support vehicle (at D), the 'Mech unit at point E, the ProtoMech at point F, and the vehicle at point G. Alice starts with her Skill Rating of 3 and applies the rest of the modifiers. As Alice's 'Mech occupies Woods, all her attacks will have a +2 to-hit modifier for Woods.

Here are her to-hit numbers:

The infantry unit at point C is 16" away, putting it at Medium range, which adds a +2 modifier. They have 2" Move, giving them a target modifier of +0. The Modified To-Hit Number is 7 [3 (Skill Rating) + 2 (medium range) + 2 (woods) = 7].

The large support vehicle at D is 26" away—Long range, which adds 4. It has 5 Move, giving it a target modifier of +2. It is a large support vehicle, which subtracts 1. The Modified To-Hit Number is 10 [3 (Skill Rating) + 4 (long range) + 2 (woods) + 2 (target movement) - 1 (Large) = 10].

The target 'Mech at E is 2" away, making it Short range, which doesn't add a modifier. It has a Move of 10"/2". The 10" has a target movement modifier of +2, the 2" has a target movement modifier of +0 and +1 jump for a +1 total. The highest target movement modifier of +2 is used. Next, Alice adds 2 because it is in water that provides partial cover. The Modified To-Hit Number is 9 [3 (Skill Rating) + 0 (short range) + 2 (target movement) + 2 (woods) + 2 (partial cover) = 9]. Though Alice's unit has LOS to ProtoMech at F, that unit is outside of her firing arc, so no shots at it are possible.

The vehicle unit at point G is 8" away, putting it at medium range for a +2 modifier. It has an 8" Move, giving it a target modifier of +1. There are 2" of woods between the attacker and target, but occupied and intervening woods are not cumulative, there is still only the +2 to-hit modifier for Woods. The Modified To-Hit Number is 8 [3 (Skill Rating) + 2 (medium range) + 1 (target movement) + 2 (intervening/occupied woods) = 8].

① Step 6: Determine and Apply Damage (p. 38)

Under "Mechanized Battle Armor", at the end of the subsection insert the following new paragraph:

Area of effect (AoE) damage (see p. 39) ignores this process, damaging all units within the area of effect instead.

② Step 7: Roll for Critical Hits (p. 40)

Under "Aerospace Units", last sentence

The damage threshold for an aerospace unit is equal to one-tenth of the unit's starting armor value, rounded up.

Change to:

The damage threshold for an aerospace unit is equal to one-third of the unit's starting armor value, rounded up.

① (p. 42)

Before "Resolving Physical Attacks", insert the following new section:

This ruling has changed from previous errata versions.

RESOLVING ARTILLERY ATTACKS

Units with an artillery attack capability (indicated by the ART special) can deliver an additional artillery-only attack in the same turn it executes a physical or weapon attack. Artillery follows the standard rules for making a weapon attack (see pp. 34-44), with the following additions.

Target: Artillery, when used in direct-fire mode, can target either a unit or a Point of Impact (POI). This POI is selected on the map, and an area of effect template is placed at the final POI to determine which units the artillery damages. If the to-hit roll succeeds, the POI selected is the final POI. If the to-hit roll fails (the attack misses), the POI will scatter (see below).

Artillery fired indirectly can only target a POI.

Range: Unless otherwise specified on the Artillery Range and Damage Table, artillery can reach Long range (or even Extreme range, if that optional rule is in use: see p. 99).



To-Hit Number: Artillery attacks do not use range modifiers, instead applying a +4 to-hit modifier to all attacks, except for Artillery Cannons (which use standard range modifiers) and when using Extreme range. This is in addition to the +1 to-hit modifier applied to all area-effect attacks. Attacks targeting a POI ignore all target movement modifiers, including immobile.

Damage: Artillery damages all units in its area of effect. Artillery with an area of effect greater than 2" has two damage values: one for units within the 2" area of effect, followed by the damage to units outside the 2" area of effect but within the 6" area of effect.

③ **Indirect Fire:** Artillery can be fired indirectly (see *Indirect Fire*, p. 35). When fired indirectly, apply an additional -1 to-hit modifier if the spotter has the TAG or LTAG special ability and is within 24" of the target (6" for LTAG).

Scatter: If artillery misses the target (unit or POI), it will scatter. Using the Area of Effect Template, with the "1" location indicating the map's "northern" direction, the attacker rolls 1D6 and uses the numbers outside of the parentheses to find which of the 6 possible directions the missed artillery attack will scatter. Once direction is determined, a second 1D6 roll result—multiplied by 2 if the attack is not from an Artillery Cannon—determines how many inches in that direction from the original POI the missed shot will scatter to. This new location becomes the final POI.

Artillery Range and Damage Table

Artillery Name	Special	Max Range	Damage	Area of Effect
Arrow IV	ART-AIS/ART-AIC		2	2"
Thumper	ART-T		1	2"
Sniper	ART-S		2	2"
Long Tom	ART-LT		3/1	6"
Battle Armor Tube Artillery	ART-BA		1	2"
<i>Artillery Cannons</i>				
Thumper Cannon	ART-TC	Medium	0*	2"
Sniper Cannon	ART-SC	Medium	1	2"
Long Tom Cannon	ART-LTC		2	2"

② Motive Systems Damage Table (p. 42)

Add a † symbol to the -50% Move motive effect, after the asterisk. In the footnotes section, apply the following changes:

*To a minimum of 0" Move; round fractions down

Change to:

*A unit reduced to 0" (or less) Move is immobilized

†If a fractional Move rating results, round it down. There is a minimum Move loss of 2".

① Step 7A: Roll for Motive Systems Damage (p. 42)

Replace the first two paragraphs with the following:

Vehicles are inherently more vulnerable to disabling hits than BattleMechs. Whenever a vehicle unit (including combat vehicles and support vehicles) is damaged, roll on the Motive Systems Damage Table, applying the listed modifiers indicated for the vehicle's motive type. A result of "No Effect" means that the vehicle's motive systems suffer no additional damage this time. All other results indicate that the vehicle has suffered damage that will impair its movement for the rest of the game.

② Step 1: Determine Physical Attack Type (p. 43)

Under "Special Physical Attacks", break the third and fourth sentences off into a new paragraph and change them as follows:

Charges and Death From Above attacks are declared in the Movement Phase. They can only be declared if the attacking unit can move far enough to end its movement in base-to-base contact with its target, and only against targets that have already completed their movement. (In addition, a Death from Above attack may only be attempted by units that have sufficient jumping Move to reach the target.) Once declared, they cannot be aborted or changed by the attacker.



② Step 4: Determine and Apply Damage (p. 43)

Under “Anti-Mech Infantry”, first sentence

On a successful attack, the infantry unit delivers its normal damage to the target *and* rolls once for a critical hit on the target unit, even if there is armor remaining.

Change to:

On a successful attack, the infantry unit delivers its normal Short range damage to the target, applicable HT effects (if any) *and*, provided it does at least 1 point of Heat or damage, rolls once for a critical hit on the target unit, even if there is armor remaining. This stacks with all other opportunities for the attack to cause a critical hit (such as damaging structure).

① Charge Attacks (p. 43)

Under “Damage to Attacker”, replace the paragraph with the following:

This ruling has changed from previous errata versions.

If the Charge attack is successful, the attacking unit also suffers 1 point of damage if its target is Size 3 or higher. This damage does not count as an attack by the target unit, which may attack normally during its Combat Phase.

① [example text] (p. 43)

Second paragraph, first sentence

If the Vindicator charges, Brian calculates that it will deliver 2 points of damage (7 inches ÷ 2 = 3.5; 3.5 x 0.5 = 1.75, rounding normally to 2) on a successful attack,

Change to:

If the Vindicator charges, Brian calculates that it will deliver 2 points of damage (7 inches x 2 Size ÷ 8 = 1.75, rounding normally to 2) on a successful attack,

① Overheating (p. 44)

Before the “Maximum Overheat and Heat Scale Effects” subsection insert the following new subsection:

This ruling has changed from previous errata versions.

Deliberate Overheating (Mechs Only)

Any Mech may deliberately “spike” its heat level by simply declaring its intention to do so during the End Phase of any turn. This reflects the pilot willfully deactivating heat sinks in an effort to get his machine to run hotter than normal.

This heat spike does not add to the unit’s weapon attack value. Instead, it simply increases the unit’s heat by 1 level on the Heat Scale—to a minimum level of 1. This increase is applied after all other heat factors have been resolved, including those created by fire, weapon attacks, and so forth, and after Cooling Down (see p. 45).

A unit that deliberately overheats in this manner only continues to do so as long as its controlling player declares that it is deliberately overheating in each turn’s End Phase. Otherwise, the unit’s heat sinks will automatically reactivate and the unit will cool itself normally. While deliberately overheating, the unit obeys all relevant rules for its heat level, including the standard rules for Heat (see pp. 44-45), and—if the unit possesses it—those for the Triple-Strength Myomer (TSM) special ability (see p. 48).

② Heat (p. 45)

After “Heat (HT#/#/#) Special Ability” insert the following new paragraph:

End Phase Heat Application: With the exception of Deliberate Overheating (see p. 44), any source that applies Heat during the End Phase does so before Cooling Down occurs.

① Cooling Down (p. 45)

Replace the second paragraph with the following:

Assuming no external source of Heat is applied, if a unit outside of water (or in water terrain of less than 1 inch in depth) made a weapon attack in the current turn—but does not use Overheat—its Heat Level will remain unchanged in



the End Phase. A unit in water of 1 inch in depth or more that used only 1 point of Overheat will also not change its current Heat Level in the current End Phase.

② Indirect Fire (IF#) (p. 47)

At the end of the paragraph insert the following:

Units with the IF# and LRM #/#/# specials may make use of all alternate munitions, Special Pilot Abilities, and Quirks available to the LRM#/#/# special when making indirect fire attacks, but are limited to using the LRM special ability's long range value if it is lower than the IF special ability value. (For rules on Special Pilot Abilities and Quirks, see the *Alpha Strike Companion*).

① Infantry Transport (IT#) (p. 47)

At the end of this entry insert the following:

Infantry Transport can be reduced and the same amount of Cargo Transport, Tons (CT#, see p. 106) added to a unit prior to the start of a game.

① Mimetic Armor System/Light Mimetic Armor System (MAS/LMAS) (p. 47)

Replace the entire entry with the following:

This ruling has changed from previous errata versions.

Mimetic armors are similar to Stealth systems (see below) in that they make a target more difficult to hit with weapon attacks (but not physical attacks). Unlike Stealth, to be effective mimetic armor requires its bearer to remain stationary. If a unit with the MAS special ability is immobile or remained at a standstill during the this turn's Movement Phase, all non-physical attacks against that unit receive a +3 to-hit modifier for the remainder of the turn. LMAS functions the same way, but provides only a +2 to-hit modifier.

② Stealth (STL) (p. 48)

After the last paragraph insert the following new paragraphs:

This ruling has changed from previous errata versions.

A non-infantry unit with STL is (intentionally) blocking its own emissions with its ECM. Any non-infantry Stealth unit is affected as if in an enemy ECM field (see *ECM*, p. 46), and cannot affect other units with its own ECM. However, if using the *ECM/ECCM* optional rules (see p. 91), a unit with AECM may still generate a single field (ECCM only) while the Stealth is on.

Toggle Stealth: To avoid being affected by its own ECM, a non-infantry unit with STL may toggle off its Stealth special ability in the End Phase. Place a mark above or through the Stealth special ability to note that it is off. It may be toggled back on in any subsequent End Phase.

① Turret (TUR#) (p. 48)

Replace the second paragraph with the following:

Attacks made using the turret cannot be combined with any special attack ability not included in the unit's TUR special ability.

② C³ Boosted Systems (C³BSM# or C³BSS) (p. 51)

1) *First paragraph, first sentence*

and links one master unit (noted by C³BSM) with up to four slaves (noted by C³BSS).

Change to:

and links one master unit (noted by C³BSM) with up to three slaves (noted by C³BSS).



2) *At the end of the entry insert the following new paragraph:*

Standard and boosted C³ systems can be connected together into the same network. However, communication is a two-way street: in such a network, communication with a non-boosted member is still cut off as normal if data is transmitted through, or into, the effect radius of any hostile ECM.

② **C³ Emergency Master Computer (C³EM#) (p. 51)**

Before the last sentence insert the following:

After the emergency master shuts down, the unit's C³ slave also burns out. Even if the original master is restored, the emergency master can no longer be a part of the C³ network until the C³ emergency master is repaired.

Abstract Aerospace System

② **Abstract Aerospace Movement (p. 54)**

First paragraph, last sentence

Units with a current Thrust of 10 or higher can move two zones per turn.

Change to:

Units with a current Thrust of 7 or higher, if in the Outer or Middle Rings at the beginning of the Movement Phase, can move two zones per turn. Units with a current Thrust of 10 or higher can move two zones per turn even in the Inner Ring or Central Zone.

② **Hovering In Place (p. 54)**

At the end of the paragraph insert the following:

The hovering unit, for its movement, moves to the end of its previous flight path. Then point its miniature across the playing area to create a new flight path for the turn.

① **Abstract Aerospace Gameplay (p. 54)**

In between "Hovering in Place" and "Entering and Leaving the Central Zone", insert the following new subsection:

Entering the Inner Ring

When a unit moves from the Middle Ring to the Inner Ring, it is placed in the dotted approach lane matching the Middle Ring it came from. This shows the attack direction the unit must take if it enters the Central Zone the next turn. A unit leaving the Inner Ring can enter any Middle Ring area, not just the one matching the Inner Ring approach lane it left.

① **Entering and Leaving the Central Zone (p. 54)**

Replace this entry with the following:

Any unit that ends its movement in the Central Zone must be assigned a flight line across the ground battle table, representing the terrain that the unit will pass over as it flies over the field. This flight line must always follow a straight path. These units can make ground attacks or even land on the ground.

Assigning the flight line is as simple as placing the aerospace unit's miniature on the edge of the ground table matching the approach lane of the Inner Ring the unit moved from. A unit entering from the north approach lane of the Inner Ring can be placed along the north edge of the ground table. A unit entering from the northwestern approach lane can be placed along the northern half of the west edge of the ground table, etc. The unit's front side is placed facing any direction that crosses over at least 24 inches of the ground map. If miniatures are in short supply and are already being used to track the unit's place on the Radar Map, the mini can be removed from the Radar Map and represented by a token for the turn (or turns) in which it is in the Central Zone.



Step 2: Verify Firing Arc (p. 55)

- 1) ③ Replace both the *Strafing Attacks* and *Striking Attacks* paragraphs with the following:

Strafing Attacks: In a strafing run, the attacking aerospace unit identifies a 10-inch long stretch over the ground map that will be subject to its strafing run. If the strafing run is placed directly over the flight path, the strafing attack will be at short range. The strafing run can be moved up to 6", but still parallel to the flight path, and this makes the strafing attack at medium range. Up to 12" away from the flight path and the strafing attack will be at long range, and up to 24" away, extreme range. This stretch is 2 inches wide, and all ground units or landed aerospace units in that stretch—friend or foe—will be subject to the attack. All strafing attacks use the aerospace unit's forward arc weapons (even if the unit has multiple firing arcs).

Striking Attacks: In the striking attack, the aerospace unit targets a specific unit from its flight path. If the target is touching the flight path, the attack is at short range. If the target is up to 6" away from the flight path the striking attack will be at medium range, up to 24" away it will be long range, and up to 42" away it will be extreme range. Aerodyne DropShips, small craft, and fighter units will attack this target using their forward weapons; spheroid DropShips must use their aft arc weapons for the strike attack.

- 2) ② Under "Altitude Bombing", first sentence
This ruling has changed from previous errata versions.

Similar to a strafe attack—but with bombs—altitude bombing allows an aerospace unit with the BOMB special ability to select 2 or more points of impact (POIs) along its flight path, attacking each point with a minimum of 1 bomb point per 2 inches along the path.

Change to:

Similar to a strafe attack—but with bombs—altitude bombing allows an aerospace unit with the BOMB special ability to select 1 or more points of impact (POIs) along its flight path. There must be at least one POI per 2 inches along the path and a minimum of one bomb dropped at each POI.

③ Step 3: Determine Range (p. 56)

Replace the paragraph with the following:

Bombing attacks always occur at short range. Strafing and striking attacks may occur at short, medium, long, or extreme range, depending on how far the target is from the flight path (see *Step 2: Verify Firing Arc*, p. 55).

Step 6: Determine and Apply Damage (p. 57)

- 1) ② *First paragraph*

damage is always delivered to the target's front arc,

Change to:

damage is always delivered to the target's front hexside attack direction,

- 2) ② Under "DropShip Attacks"

Strafing attacks by DropShips always use the unit's front arc weapons,

Change to:

Strafing attacks by DropShips always use the unit's front firing arc weapons,

- 3) ① Under "Strafing"

The damage from a successful strafing attack is equal to half of the aerospace unit's Short range damage value (rounded normally, to a minimum of 1 point), with any overheat damage added after halving the base damage.

Change to:

The damage from a successful strafing attack is based on the aerospace unit's Short range damage value. Apply half of this value, rounded normally (to a minimum of 1 point), unless the unit has ENE, in which case the full value is applied. No special ability damage is applied (see p. 38). HT is applied, though this is halved as above even if the strafing unit has ENE.



① Step 7: Roll for Critical Hits (p. 58)

Under "Aerospace Armor Thresholds", second sentence

If an aerospace unit's "armor threshold" does not appear on its unit card, its value is equal to the aerospace unit's starting armor value, divided by 10, and rounded up.

Change to:

If an aerospace unit's "armor threshold" does not appear on its unit card, its value is equal to the aerospace unit's starting armor value, divided by 3, and rounded up.

② Resolving Ground-to-Air Combat (p. 60)

Under "Determine and Apply Damage", first paragraph

all damage against airborne aerospace units is resolved as if the aerospace unit is being hit in its front arc,

Change to:

all damage against airborne aerospace units is resolved as if the aerospace unit is being hit in its front hexside direction,

② Ending Air-to-Air Engagements (p. 61)

1) *Replace the second paragraph with 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. If both players choose to continue the engagement, the engaged aerospace units must remain in the same region during the next turn's Movement Phase. Regardless, units in the Central Zone cannot continue the engagement: all units in that zone automatically disengage during the End Phase.

2) *At the end of the last paragraph insert the following new paragraph:*

Central Zone: Units in the Central Zone with a continued engagement are moved to the Inner Ring during the next movement phase. They cannot move out of the Inner Ring until their engagement is ended.

Advanced Options

② Climbing (p. 62)

Second paragraph, last sentence

If attacked, units using Climbing movement are treated as though they have only half their Move (rounded down) when finding their Target Movement Modifiers, and lose any Target Movement Modifiers for jump capability.

Change to:

If attacked, units using Climbing movement reduce their Target Movement Modifier by 1 (to a minimum of 0).

② Sprinting (p. 63)

Second paragraph, last sentence

Attacks against Sprinting units use the unit's modified Move rate, but also receive an additional -1 to-hit modifier.

Change to:

The Target Movement Modifier of a Sprinting unit is not changed by this increased sprint movement.



② Advanced Combat Option: Variable Damage (p. 70)

1) Before the "Minimal Damage" paragraph 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.

2) After the "0* Damage" paragraph insert the following new paragraph:

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

① Artillery Range and Damage Table (p. 73)

This ruling has changed from previous errata versions.

Replace the entire table with the version found on page 16 of this errata document.

② Artillery (p. 74)

At the top of the page, before "Resolving Artillery Attacks", insert the following new subsection:

Artillery Attacks while Airborne

An airborne unit can make artillery attacks, but only against ground targets (a unit or POI). In addition, only the ART-AIS or ART-AC special abilities may be used and the attack must be indirect. Other artillery attacks (other artillery types or direct-fire Arrow IV) can only be made while grounded. Airborne artillery attacks apply a +1 to-hit modifier.

If the attacking unit is on-board (including an aerospace unit with a flight path on the ground map), it follows the artillery rules as normal. A unit with a flight path may choose any point along the flight path to make the attack from.

If the attacking unit is on the abstract aerospace Radar Map, it may make the airborne artillery attack from the Inner Ring. This attack will have a flight time of 1 turn.

① Step 3: Determine To-Hit Number (p. 74)

Under "Direct Fire", replace the first paragraph with the following:

If an on-board artillery attacker has a valid Line of Sight to its target, the attacker may attempt to deliver a direct-fire attack against the POI or target unit. Direct-fire attacks may not employ spotters, and apply the Direct-Fire Artillery modifier as shown in the Artillery To-Hit Modifiers Table. In addition, a direct-fire on-board artillery attack must also apply the standard weapon attack modifiers for intervening terrain, attacker movement modifiers and—if the target is a unit—the target's type and movement modifiers. (Immobile target modifiers are never applied to a direct-fire attack: use a +0 target movement modifier for immobile targets of direct fire artillery attacks.)

① Step 5: Determine and Apply Damage (p. 76)

Second paragraph, delete the second sentence and replace it with the following new paragraph:

Homing Rounds: The "NA" area of effect values for Arrow IV shown in parentheses apply only to homing rounds, which have no area of effect in *Alpha Strike*.

② Air-Defense Arrow IV (p. 76)

Third paragraph, second sentence

For targets in the Central Zone that are engaged in air-to-ground actions, treat the air-defense Arrow as if it is attacking at Short range.

Change to:

If the target is in the Inner Ring, the range is Long. If the target is in the Central Zone, measure the distance from the attacker to the target's flight path (do not include any adjustment for altitude). If the flight path is at or within 24", the range is Short. If the flight path is more than 24" from the attacker, the range is Medium.

② **Cluster (p. 77)**

Left column, replace the second paragraph on the page with the following:

This ruling has changed from previous errata versions.

The damage from cluster artillery is based on a weapon's standard artillery damage, but is reduced by 1 point. This modified damage applies to all targets within the original AoE template. For targets outside the original template but within the expanded AoE template, the cluster artillery delivers half its modified damage (rounded down). Damage reduced from 1 to 0 in this way, whether in the original AoE template or in the expanded AoE template, is instead reduced to 0* (see *Minimal Damage*, p. 38). Thus, a cluster shot from an ART-LT weapon, which ordinarily inflicts 3 damage to the point of impact, would be reduced to 2 points of damage to all targets with the 6" AoE template, and 0* damage to all targets within the additional 2" of the edge of the 6" AoE template.

③ **Alternate Bomb Munitions (Bombs/Aerospace Missiles) (p. 78)**

Under Arrow IV Missiles, last sentence

Thus, an aerospace unit with the BOMB8 special may carry up to 7 Arrow IV missiles, or 1 Arrow IV missile and 6 bombs of other types, or 8 non-Arrow IV missile bombs.

Change to:

Thus, an aerospace unit with the BOMB3 special may carry up to 2 Arrow IV missiles, or 1 Arrow IV missile and 1 bomb of another type, or 3 non-Arrow IV missile bombs.

③ **Arrow IV (Homing or Standard) (p. 78)**

Second paragraph, second sentence

If the attack is made from the Central Zone or Inner Ring without the airborne unit on the ground map, the attack is resolved as offboard artillery.

Change to:

If the attack is made from the Inner Ring, the attack is resolved as offboard artillery. The flight time for an off-board air-launched Arrow attack is 2 turns after firing for an attack from the Central Zone, or 3 turns if the attack was made from the Inner Ring.

① **Alternate LRM/SRM Munitions (p. 80)**

After the "Mine Clearance" subsection insert the following new subsection:

NARC

The benefits of attacking a NARC-tagged unit cannot be combined with the use of any alternate LRM/SRM munitions.

① **Tandem Charge (p. 82)**

Second paragraph, last sentence

This effect occurs whether or not the unit delivers a standard weapon attack or an attack using only its AC special ability.

Change to:

This effect occurs whether or not the unit delivers a standard weapon attack or an attack using only its SRM special ability.

② **Attacking Buildings (p. 85)**

- 1) Change the section title to "**Buildings and Combat**".



- 2) In between “Attacking Units Inside Buildings” and “Building Collapse”, insert the following new subsection:

Attacks by Buildings

Standard buildings have no weapons and cannot make attacks. Advanced buildings will have their own unit card and, if armed, can make attacks as a normal unit; such attacks receive the standard –1 to-hit modifier for immobile units. An advanced building can make a standard weapon attack, a turret attack, and a REAR special ability attack each turn if it has damage values for each of those (obeying the normal rules for combining REAR and standard weapon attacks; see p. 48).

② **Blip Counters (p. 88)**

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

Combat with Blip Counters: A unit represented by a blip counter may make attacks as usual (see *Self-Revelation*, above). A unit may not target a unit represented by a blip counter, though such units may be affected by area effect or other attacks that do not target the unit itself.

② **Visual Spotting Range Table (p. 89)**

Change the Maximum Range for Normal Daylight from 40” to 42”

② **High Altitude Drops (p. 90)**

Under “Attacks Against Dropping Units”, in between the second and third sentences insert the following:

The dropping units automatically fail all Control Rolls while on the Radar Map.

② **ECM/ECCM (p. 91)**

Before “Mobile Headquarters”, insert the following new subsection:

Angel ECM: An Angel ECM unit set to split ECM and ECCM no longer affects units as an Angel ECM, but only as a standard ECM. An Angel ECM set to 2 ECCMs does not affect units as an Angel ECM or standard ECM.

② **Environmental Conditions (p. 92)**

Before “Atmospheric Density”, insert the following new paragraph:

Several environmental conditions affect the range of visual spotting (see the Visual Spotting Range Table, p. 89). A unit’s line of sight has a maximum range limited by its greatest spotting range, either visual or from a probe. The maximum spotting range for probes is unaffected by environmental conditions and is 12” for Light Probe (LPRB), 16” for Probe (PRB), or 24” for Bloodhound (BH).

② **DropShip Firing Arcs (p. 96)**

Under “Aerodyne DropShips”, replace this entry with the following:

Ground aerodyne DropShips may attack ground units using the Aerodyne DropShip Firing Arcs diagram on page 97. The Nose weapons may target any unit in a 2”-wide path directly in front of the unit. The Right and Left Wings can attack targets in a 90-degree arc, from directly in front of the aerodyne out to the appropriate side.

② **Attacking Mobile Structures (p. 97)**

Under “Destroying a Mobile Structure”, second paragraph, second sentence

If an airborne mobile structure is destroyed over a ground map, it will crash on the ground map,

Change to:

If an airborne mobile structure is destroyed over a ground map, it crashes on the ground map at the end of its flight path,



② Expanded Ground Ranges (p. 99)

At the end of the section, before “Extreme Range” begins, insert the following new paragraph:

Line of sight for ground units is limited to 42”. For a ground unit to attack at Extreme or Horizon Range, a friendly unit must have Line of Sight to the target (and be within sensor range of that target). This does not count as spotting for the friendly unit: it may still make attacks without spotting penalties, and its attacks won’t affect the unit at Extreme or Horizon range.

① Cargo Transport, Tons (CT#) (p. 106)

At the end of this entry insert the following new paragraph:

This ability can be reduced in value and the same amount of Infantry Transport (IT#, see p. 47) added to a unit prior to the start of a game.

② Converting Movement and Distances (p. 110)

Under “Base-to-Base Contact”, first sentence

Under hex-based rules, a unit in an adjacent hex qualifies for base-to-base contact.

Change to:

Under hex-based rules, a unit in an adjacent hex, and within 1 level of elevation, is in base-to-base contact.

Alpha Strike Campaign Rules

② Objectives (p. 117)

At the end of the first paragraph insert the following:

Objectives are checked for completion at each End Phase. If completing an objective ends the track, the current End Phase is the end of the track.

② Breakthrough (p. 122)

1) Under “Game Setup”, replace the second and third paragraphs with the following:

Both players pick an equal amount of terrain, with an overall minimum of four pieces total. The Defender chooses and places three, one in each of three quadrants of the playing area. The Attacker then places one piece in the remaining quadrant. Repeat until all pieces have been placed; the attacker always places the last piece. For example, if the players choose to use three pieces of terrain each (six total), the Defender would choose and place three, one in each of three different quadrants. Then the Attacker would choose and place one in the remaining quadrant. The Defender would then choose and place one piece of terrain, and with only one piece of terrain left, the Attacker would choose and place it in any of the three remaining quadrants.

2) Under “Objectives”, “Hold the Field”

If one team has lost its entire force to destruction or withdrawal from the playing area, the other team successfully holds the field.

Change to:

If one team has lost its entire force to destruction or forced withdrawal from the playing area, the other team successfully holds the field.

② Pursuit (p. 124)

Under “Game Setup”, replace the second paragraph with the following:

Both players pick an equal amount of terrain, with an overall minimum of four pieces total. The Attacker chooses and places three, one in each of three quadrants of the playing area. The Defender then places one piece in the remaining quadrant. Repeat until all pieces have been placed; the attacker always places the last piece. For example, if the players choose to use three pieces of terrain each (six total), the Attacker would choose and place three, one in each of three



different quadrants. Then the Defender would choose and place one in the remaining quadrant. The Attacker would then choose and place one piece of terrain, and with only one piece of terrain left, the Defender would choose and place it in any of the three remaining quadrants.

It must be possible to trace two traversable paths between the edges of the playing area that are furthest apart. If this is not possible, then terrain features must be deleted until it is possible again.

Tables & Record Sheets

③ Alpha Strike Special Abilities Table (p. 165)

Between "Reactive Armor" and "Recon", add an entry for Rear.

② Point Value Skill Rating Table (p. 167)

Rename this table to "Skill Rating Table". Delete the rightmost column ("Point Value Multiplier").

③ Movement Cost Table (p. 168)

Under "Terrain Type" column, Water section

Depth 0"-1" – change to Depth 0"

Depth 2"-3" – change to Depth 1"

Depth 4"+ – change to Depth 2"+

③ To-Hit Modifiers Table (p. 169)

Replace this table with the modified version on the last page of this document. Note that footnote numbering may differ between the table provided herein and any that appears in print.

② Artillery Range and Damage Table (p. 173)

Replace the entire table with the following:

This ruling has changed from previous errata versions.

NOTE: for convenience, I have included the adjusted PV for artillery (taking into account both the adjusted damages and the updated artillery PV rules); these values do not and will not appear in the Alpha Strike rulebook.

Artillery Name	Special	Max Range	Damage	Area of Effect	Point Value
Arrow IV (Inner Sphere)*	ART-AIS	272"	2	2" (NA [†])	12
Arrow IV (Clan)	ART-AC	306"	2	2" (NA [†])	12
Thumper	ART-T	714"	1	2"	6
Sniper	ART-S	612"	2	2"	12
Long Tom*	ART-LT	1,020"	3/1	6"	27
Cruise Missile/50	ART-CM5	1,700"	5	2"	30
Cruise Missile/70	ART-CM7	3,060"	7/2	6"	54
Cruise Missile/90	ART-CM9	4,080"	9/4	6"	72
Cruise Missile/120	ART-CM12	5,100"	12/5	6"	93
Battle Armor Tube Artillery**	ART-BA	68"	1	2"	6
<i>Artillery Cannons</i>					
Thumper Cannon	ART-TC	24"	0*	2"	3
Sniper Cannon	ART-SC	24"	1	2"	6
Long Tom Cannon	ART-LTC	42"	2	2"	12

*Prototype versions of these artillery pieces are the same in all ways

**Infantry units with this weapon may not execute any other attacks in the same Combat Phase that they deliver an artillery attack

[†]Applies only to homing rounds; see page 76



NEW ADDITIONS

These are all the new entries or modifications of old entries for version 2.3 of this document. They may also be found in the **Full Second Printing Errata** section in the appropriate locations, marked with a "③".

③ Additional Game Terms For Standard Alpha Strike (p. 23)

After "Aerospace Units", insert the following new paragraph:

Heat-Tracking Units: Only 'Mechs and Aerospace Fighters track Heat in *Alpha Strike*. All other unit types are non-heat tracking units.

③ Movement Cost Table (p. 30)

Under "Terrain Type" column, Water section

Depth 0"-1" – change to Depth 0"

Depth 2"-3" – change to Depth 1"

Depth 4"+ – change to Depth 2"+

③ Transporting Infantry (p. 32)

- 1) Under "Infantry Transports", second paragraph, first sentence

This ruling has changed from previous errata versions.

It costs an infantry transport unit 2 inches of Move to mount (pick up) or dismount (drop off) battle armor or infantry.

Change to:

It costs an infantry unit 2 inches of Move to board a transport.

- 2) Under "Infantry Transports", third paragraph, after the first sentence insert the following:

It costs neither the transport nor the transported unit any Move to do so.

- 3) Under "Infantry Transports", fourth paragraph, first sentence

Regardless of the infantry unit's type, it may not use any Move in the turn it dismounts from its transport, but it may execute attacks during the Combat Phase.

Change to:

An infantry unit may not use any Move the turn it dismounts from its transport, but may execute attacks during the Combat Phase. A dismounting unit has a TMM of 0, but is considered to have used ground movement and thus cannot be at a standstill that turn.

- 4) Under "Infantry Transports", at the end of the subsection insert the following new paragraph:

This ruling has changed from previous errata versions.

If a transport is destroyed, any units it is transporting are destroyed as well.

③ Step 1: Verify Line of Sight (p. 34)

- 1) Under "Water", delete the second paragraph

- 2) Before "Underwater and Torpedo Attacks", insert the following new paragraph:

Submerged Units: A unit in water deep enough to cover the unit's entire height, such as a 'Mech unit standing in water 2 or more inches in depth, is completely submerged (see *Unit Heights*, p. 99). A unit in water at least 1" deep, but less than the unit's height (such as a 'Mech unit standing in 1"-deep water) is partially submerged. Units on the surface of the water (such as a hovercraft or naval vessel) are not submerged.

A completely submerged unit has LOS to and may attack completely or partially submerged units in the same water feature (if a unit can trace LOS entirely through water, it is in the same water feature). Attacks are blocked



from a partially submerged or non-submerged unit to a completely submerged unit and also from completely submerged units to units on the surface of the water (in both cases, the TOR# special ability grants an exception; see *Underwater and Torpedo Attacks*, below). LOS and attacks are blocked from a completely submerged unit to a unit not in the same water feature.

3) Under “*Underwater and Torpedo Attacks*”, replace the subsection with the following:

Units with the TOR# special ability (see p. 48) can make torpedo attacks when partially or completely submerged (see *Water*, above). In addition, torpedoes can be used to make attacks between submerged units and those on the surface. Such attacks use only the unit’s TOR# damage.

③ **To-Hit Modifiers Table (p. 37)**

Under “*Miscellaneous Modifiers*”, add the following new lines:

Is making an Area of Effect attack	+1
Is making an Artillery attack	+4

Step 2: Verify Firing Arc (p. 55)

③ Replace both the *Strafing Attacks* and *Striking Attacks* paragraphs with the following:

Strafing Attacks: In a strafing run, the attacking aerospace unit identifies a 10-inch long stretch over the ground map that will be subject to its strafing run. If the strafing run is placed directly over the flight path, the strafing attack will be at short range. The strafing run can be moved up to 6”, but still parallel to the flight path, and this makes the strafing attack at medium range. Up to 12” away from the flight path and the strafing attack will be at long range, and up to 24” away, extreme range. This stretch is 2 inches wide, and all ground units or landed aerospace units in that stretch—friend or foe—will be subject to the attack. All strafing attacks use the aerospace unit’s forward arc weapons (even if the unit has multiple firing arcs).

Striking Attacks: In the striking attack, the aerospace unit targets a specific unit from its flight path. If the target is touching the flight path, the attack is at short range. If the target is up to 6” away from the flight path the striking attack will be at medium range, up to 24” away it will be long range, and up to 42” away it will be extreme range. Aerodyne DropShips, small craft, and fighter units will attack this target using their forward weapons; spheroid DropShips must use their aft arc weapons for the strike attack.

③ **Step 3: Determine Range (p. 56)**

Replace the paragraph with the following:

Bombing attacks always occur at short range. Strafing and striking attacks may occur at short, medium, long, or extreme range, depending on how far the target is from the flight path (see *Step 2: Verify Firing Arc*, p. 55).

③ **Alternate Bomb Munitions (Bombs/Aerospace Missiles) (p. 78)**

Under *Arrow IV Missiles*, last sentence

Thus, an aerospace unit with the BOMB8 special may carry up to 7 Arrow IV missiles, or 1 Arrow IV missile and 6 bombs of other types, or 8 non-Arrow IV missile bombs.

Change to:

Thus, an aerospace unit with the BOMB3 special may carry up to 2 Arrow IV missiles, or 1 Arrow IV missile and 1 bomb of another type, or 3 non-Arrow IV missile bombs.

③ **Arrow IV (Homing or Standard) (p. 78)**

Second paragraph, second sentence

If the attack is made from the Central Zone or Inner Ring without the airborne unit on the ground map, the attack is resolved as offboard artillery.

Change to:

If the attack is made from the Inner Ring, the attack is resolved as offboard artillery.



③ **Alpha Strike Special Abilities Table (p. 165)**

Between "Reactive Armor" and "Recon", add an entry for Rear.

③ **Movement Cost Table (p. 168)**

Under "Terrain Type" column, Water section

Depth 0"-1" – change to Depth 0"

Depth 2"-3" – change to Depth 1"

Depth 4"+ – change to Depth 2"+

TO-HIT MODIFIERS TABLE

RANGE MODIFIERS		
Range	Distance	Modifier
Short	Up to 6"	+0
Medium	>6" to 24"	+2
Long	>24" to 42"	+4

TARGET MOVEMENT MODIFIERS ¹	
Target	Modifier
Immobile	-4
Standstill	+0
Jumped	+1
<i>Available Move:</i>	
1"-4"	+0
5"-8"	+1
9"-12"	+2
13"-18"	+3
19"-34"	+4
35"+	+5

TARGET MODIFIERS	
Target	Modifier
Has STL special active	Varies ²
Is being dropped by airborne unit	+3 ³

TARGET TYPE MODIFIERS	
Target Element Type	Modifier
Airborne Aerospace	+2 ⁴
Airborne DropShip	-2
Airborne VTOL or WiGE	+1
Battle Armor	+1
Large (LG, SLG, or VLG specials)	-1
ProtoMech	+1

TERRAIN MODIFIERS	
Terrain	Modifier
Underwater	+1 ⁵
Woods	+2 ⁶
Partial Cover	+2

PHYSICAL ATTACK MODIFIERS	
Physical Attack Type	Modifier
Charge	+1
Death From Above (DFA)	+1
Anti-Mech Infantry	+1

MISCELLANEOUS MODIFIERS	
Attacker	Modifier
Used Jump movement	+2 ⁷
Is Immobile/Standing Still	-1 ⁷
Is making an Area-Effect attack	+1
Is making an artillery attack	+4 ⁸
Is making an Indirect Fire attack	+1 ⁹
Is spotting for Indirect Fire	+1
Is using REAR special ability	+1
Is IndustrialMech with no AFC special	+1
<i>Is Support Vehicle with:</i>	
Basic Fire Control (BFC) special	+1
Neither AFC or BFC specials	+2
Is a Grounded DropShip	-1 ¹⁰
Has BattleMech Shield (SHLD) special	+1 ¹¹
Fire Control Hit (per hit)	+2 ¹²
Overheating	+Heat Lvl ¹³
<i>Is making an Anti-Mech Infantry Attack:</i>	
Attacker is conventional infantry	+3
Target is transporting battle armor	+3 ¹⁴

¹ If the unit moved 1" or more, its modifier is based on the Move value available to the movement mode it used that turn, plus the Jumped modifier if it jumped that turn. Inches actually moved is irrelevant. Does not apply to aerospace units.

² For battle armor targets, Stealth (STL) adds +1 at Short and Medium ranges, and +2 at Long range. For all other units, Stealth adds +0 at Short range, +1 at Medium range, and +2 at Long range. Stealth may be toggled on and off (see p. 48).

³ Replaces the unit's normal target movement modifier (see pp. 90-91).

⁴ Includes fixed-wing support vehicles, conventional fighters, small craft, and DropShips. Only applies when target is airborne. Do not apply if attacker is also an airborne aerospace unit.

⁵ Only if attacker is also underwater (or is on the water surface and using TOR special); all underwater ranges are halved.

⁶ Target has intervening or occupied Woods terrain.

⁷ Infantry (conventional and battle armor) do not use the standing still or jumping attacker movement modifiers.

⁸ This is in place of any range modifiers. Does not apply to artillery cannons, which instead use normal range modifiers. Cumulative with the area-effect attack modifier; add another +1 if the attacker is an airborne aerospace unit.

⁹ This becomes a +2 modifier if the spotting unit makes a weapon attack in the same turn as it spots (see *Indirect Fire Attacks*, p. 35). If the spotter is a remote sensor (see p. 108), apply an additional +3 to-hit modifier.

¹⁰ Grounded Spheroid DropShips are always Immobile (see pp. 27, 36). Grounded Aerodyne DropShips may move or remain at a standstill, as with standard ground units. Regardless, this modifier applies to any grounded DropShip.

¹¹ Applies only to weapon attacks, not physical attacks (see p. 46).

¹² Fire Control hit effects may apply multiple times. Does not apply to physical attacks.

¹³ Does not apply to physical attacks (see p. 44).

¹⁴ Applies if target is transporting battle armor via the MEC or XMEC specials (see p. 47), or as cargo.