Total Warfare Errata 2.2

The following is a compiled rules errata for *Total Warfare* first and second printing, as of 08/01/08; all corrections but those with an asterisk are reflected in the second printing of *Total Warfare*.

The PDF version of *Total Warfare* that is now available (as of January 2010) reflects all corrections. Note that this list of corrections does not include every correction made, but it includes every <u>rules</u> correction made.

Cover

Cover incorporates Catalyst Game Labs branding; stock # has changed from 35101 <u>to</u> 35001.

Credits/Introduction

Playtesters/Proofers/Fact Checkers (p. 7)

<u>Insert</u> alphabetically: Edward "Tenaka Fury" Lafferty."

Reprint Notice (p. 7)

<u>Insert</u> before the legal text (space before and after this line):

"Corrected Third Printing. Second Printing by Catalyst Game Labs."

A Time of War

Clan Wolf (In-Exile) (p. 16)

<u>Change</u> "Khan Phelan Ward" <u>to</u> "Khan Phelan Kell."

House Liao (Capellan Confederation) (p. 17)

<u>Change</u> "Hinduism" <u>to</u> "Hindi."

<u>Change</u> "Hindu" <u>to</u> "Hinduism."

Word of Blake (p. 19)

Inhabited Worlds should be: 6

Components

Generic Conventional Infantry Record Sheet (p. 29)

Change "Each generic conventional Infantry record sheet includes six infantry platoons…" to "Each generic conventional infantry record sheet includes five infantry platoons…"

Military Organization

Force Structure, ComStar (p. 35)

Change "The smallest formation is a Level I, which comprises a BattleMech, fighter, tank or infantry squad." to "The smallest formation is a Level I, which comprises a BattleMech, fighter, tank or infantry platoon."

Ground Movement

Movement Basics (p. 48)

Change "The type of terrain within a hex adds more MP costs, as shown under the MP Cost Per Hex/Terrain Type column of the table." to "The type of terrain within a hex adds more MP costs, as shown under the MP Cost Per Hex/Terrain Cost column of the table."

Prone 'Mech movement (p. 49)

Change "…it may expend running MPs, and Change its facing…" to: …it may expend MPs, and Change its facing…"

Backward Movement (p. 49)

Change "VTOL/WiGE Vehicles…" to "VTOL Vehicles…."

Running/Flanking, WiGE, VTOL, and Hover Vehicles (p. 53)

Change "unist" to "units"

Jumping, Heat (p. 53)

Change "Jumping generates 1 heat point for every hex jumped, with a minimum cost of 3 heat points. Even if a 'Mech only jumps 1 hex, it builds up 3 heat points for that jump." to "Jumping generates 1 heat point for every hex jumped, with a minimum cost of 3 heat points. If a 'Mech mounts improved jump jets, the heat from jumping is reduced by half (1 heat point per 2 hexes or portion thereof

jumped), to a minimum of 3 heat points. Regardless of what type of jump jets are mounted, if a 'Mech only jumps 1 hex, it builds up 3 heat points for that jump."

Jumping, the example (p. 54)

Change "As the jumping MP of the 'Mech equals or exceeds that level (4 (Jumping MP) −1) = 3), the 'Mech can cross that path." to "While the jumping MP of the 'Mech equals or exceeds that level (4 (Jumping MP) −1) = 3), the 'Mech could cross that path regardless of the height of the trees as trees do not affect jumping movement."

WiGE-In-Ground-Effect (WIGE) Movement (p. 55)

At the end of the "Sideslipping and Crashes" paragraph, Change "Additionally, if a WiGE vehicle enters a hex horizontally that contains ground units at the same level as the WiGE's current elevation (whether through voluntary movement or through a sideslip), may accidentally charge said unit…" to "Additionally, if a WiGE vehicle enters a hex horizontally, through a sideslip, that contains ground units at the same level as the WiGE's current elevation, may accidentally charge said unit…"

Insert new paragraph after the "Water" paragraph at the top of p. 55: "Backwards Movement: WiGE Vehicles cannot move backwards (see Backward Movement, p. 49).

Stacking, 'Mechs (p. 57)

Change "If the enemy unit(s) located in the hex are only infantry, a 'Mech exit that hex in the same turn it entered." to "If the enemy unit(s) located in the hex are only infantry a 'Mech may exit that hex in the same turn it entered."

Elevation and Depth Rules, the example (p. 59)

Change "The one exception is the DropShip in Hex A; the only way for the 'Mech to enter Hex A using Jumping MP is if the unit had a Jumping MP of 11…" to "The one exception is the DropShip in Hex A; the only way for the 'Mech to enter Hex A using Jumping MP is if the unit had a Jumping MP of 10…"

Skidding, the example (p. 64)

Change "In Skidding Diagram 1, the controlling player wants his BattleMech in Hex A to end its turn in numbered hexside, facing numbered hexside on the City (Skyscraper) map." to "In Skidding Diagram 1, the controlling player wants his BattleMech in Hex A to end its turn in Hex H, facing the numbered hexside on the City (Skyscraper) map."

Skidding, the example (p. 65)

Change "At the end of the successful charge, the skidding unit is in Hex 2B (even though it would normally have skid for 1 more hex, because it unintentionally charged another unit, it ends its movement in that hex), while the target 'Mech is moved into Hex 3B." to "At the end of the successful charge, the skidding unit is in Hex 2B (even though it would normally have skid for 1 more hex, because it unintentionally charged another unit, it ends its movement in that hex), while the target 'Mech is moved into Hex 2C."

Aerospace Movement

High-Altitude Movement (pp. 79-80)

Change the entire "Prohibited Units" paragraph on p. 80 to the following:

"**Restricted Units:** Airships and VTOLs are prohibited from entering the high-altitude map. Such a prohibited move automatically fails and the unit's controlling player must immediately make a Control Roll.

Conventional fighters and Fixed Wing Support Vehicles can enter the high-altitude map, but are restricted to the ground row and atmospheric row 1 (see the High-Altitude Map diagram, p. 75). Propeller-driven Fixed Wing Support Vehicles may only move 1 hex per turn when on the high-altitude map."

Velocity Loss, Stalling and Overspeed (p. 84)

Insert the following sentence at the end of the second paragraph:

"If the aerospace fighter, aerodyne small craft or DropShip still has unspent thrust for this turn they may expend thrust to hover, requiring 2 thrust points to do so. If insufficient thrust is available to hover then the craft will stall. If hovering thrust expenditure causes the craft to exceed safe thrust for the turn a control roll is required."

Spheroid DropShips (p. 84)

Change "Unlike fighters, aerodyne DropShips and aerodyne small craft, such units do not have a facing because they are effectively nose-up." to "Unlike fighters, aerodyne DropShips and aerodyne small craft, such units facing is handled differently; use the Grounded Spheroid DropShip Firing Arcs and Attack Direction Diagrams (see p. 250).

Airship Support Vehicles (p. 84)

Change "Aerospace Units, p. 234" to "Support Vehicles, p. 204."

Special Maneuvers Table (p. 85)

Insert the following sentence at the end of the "Effects" paragraph for a "Side-slip.":

"When using Aerospace Units on Ground Mapsheets rules (see p. 91), the unit moves 8 hexes in the front-left or front-right hex direction and then an additional 8 hexes directly forward."

On the Side-slip row, Change "Modifier is −1 for VSTOL units." to "Modifier is −1 for conventional VSTOL-equipped fighters only.)"

On the VIFF row, Change "A VSTOL unit halts its forward…" to :Any VSTOL unit halts its forward…"

Landing Modifiers Table (p. 86)

Under "Condition" Change "Unit is aerospace fighter making vertical landing +1†" to:

Aerospace fighter making vertical landing	+2/+0†
Conventional fighter making vertical landing	NA/NA†
Conventional fighter with VSTOL making vertical landing	+0/NA†
Fixed wing support vehicle making vertical landing	NA/NA†
Fixed wing support vehicle with VSTOL making vertical landing	+2/0†
Aerodyne small craft and DropShips making vertical landing	NA/+0†
Spheroid small craft and DropShips making vertical landing	+0/+0†

Change "†Only applies in atmospheres and does not apply to VSTOL-equipped conventional fighters" to "†Number on left applies to atmospheric vertical landings, number on right applies to vacuum vertical landings. NA means the craft cannot land vertically; use stalling rules (see p. 84)."

Landing (p. 87)

In the third paragraph, Change "Conventional Fighters, aerodyne small craft, and aerodyne DropShips…" to: Conventional Fighters (without VSTOL), aerodyne small craft, and aerodyne DropShips…"

Liftoff (p. 88)

First paragraph, Change "VSTOL-equipped units can take off in ten hexes…" to "Any VSTOL-equipped units can take off in ten hexes.

Second paragraph, <u>Change</u> "Aerodyne DropShips, small craft and aerospace fighters (as well as VSTOL-equipped conventional fighters) may lift off vertically." <u>to</u> "Aerospace fighters and VSTOL-equipped conventional fighters may lift off or land vertically. Aerodyne small craft and DropShips may land and takeoff vertically only in a vacuum."

Liftoff Modifiers Table (p. 88)

<u>Change</u> "Fighter making vertical liftoff" <u>to</u> "Non-spheroid making vertical liftoff"

DropShip Exhaust Damage Table (p. 88)

<u>Change</u> "5 Hexes 3D6" <u>to</u> "5 Hexes 4D6."

Aerospace Units on Ground Mapsheets, Movement (p. 91-92)

<u>Insert</u> the following paragraph at the end of the second paragraph.

"At anytime during their movement on a low-altitude map, a player can to choose to have their aerospace unit exit a low-altitude map and enter the corresponding ground mapsheet. Before moving to the ground mapsheet, the orientation of the ground mapsheet to the low-altitude map must be determined (if it hasn't already; see Matching Ground Mapsheets to Low-Altitude Hexes diagram, p. 91). Next, the player must nominate a hex the fighter will first enter along the ground mapsheet edge; the edge of the mapsheet must be parallel to the final facing of the aerospace fighter on the low-altitude map (if there are two edges that are equally appropriate, the player can choose either edge). As soon as the aerospace fighter appears on the ground mapsheet it moves according to the rules governing such movement."

Control Roll Table (p. 93)

<u>Remove</u> the following line from the Control Roll Table:

 "Hovering (Spheroids)"

Out-Of-Control Effects (p. 93)

<u>Insert</u> the following paragraph at the end of the fourth paragraph:

"Recovering Out-Of-Control Units: During the End Phase of each turn after the turn in which the unit went out-of-control, the controlling player rolls 2D6. If the result is equal to or greater than a standard Control Roll with all applicable modifiers from the Control Roll Table, the unit regains control and can move normally at the start of the following turn."

Combat

Line of Sight Diagram Example (p. 101)

In paragraph nine, <u>Change</u> "The VTOL in Hex I is at Elevation 14, and because it rises one elevation above its terrain, it is considered to be at Elevation 15 for the purposes of LOS." <u>to</u> "The VTOL in Hex I is at Elevation 14, and because it only rises one elevation above its terrain, it is considered <u>to</u> be at Elevation 14 for the purposes of LOS."

Firing At Immobile Targets (p. 110)

Under "Aimed Shots", <u>Change</u> "When firing on an immobile 'Mech,…" <u>to</u> "When firing on an immobile 'Mech or vehicle (this includes grounded fighters or small craft that are shut down or whose warriors are unconscious),…"

Under "Aimed Shots", <u>Change</u> "Against any hit location except the head,…" <u>to</u> "Against any hit location except a head,…"

Under "Aimed Shots", <u>Change</u> "For any other result the player rolls normally on the 'Mech Hit Location Table." <u>to</u> "For any other result, the player rolls normally on the appropriate Hit Location Table."

Under "Aimed Shots", <u>Change</u> "If the attacker is taking an aimed shot at the target 'Mech's head,…" <u>to</u> "If the attacker is taking an aimed shot at a target 'Mech's head,…"

AE: Area-Effect Weapon. (p. 113)

<u>Add</u> the following to the end of the paragraph:

"If an area-effect weapon strikes a water hex, treat the water hex as though it were a building hex and resolve damage as appropriate. For example, an AE weapon that damages a single water hex would apply it's standard damage to all units on the surface of that water hex (this includes any hover vehicles in that hex), while it would deal half its standard damage (round up) one elevation above the surface of the water (which would damage a WiGE Vehicle, if it were in the target hex), and Depth 1 below the surface of the water. See Resolving Damage, p. 173, for full details."

Attack Modifiers Table (p. 117)

Under "Target (modifiers cumulative)", <u>remove</u> the row:

"Airborne VTOL unit +1"

Critical Damage (p. 123)

<u>Change</u> "Every time the internal structure of a 'Mech, ProtoMech, vehicle or aerospace unit takes damage (from a weapon attack, physical attack, falling, ammo explosions and so on), an internal component may take critical damage." <u>to</u> "Every time the internal structure of a 'Mech, ProtoMech, or aerospace unit takes damage (from a weapon attack, physical attack, falling, ammo explosions and so on), an internal component may take critical damage; vehicles determine critical damage differently (see Critical Damage, p. 192, in Combat Vehicles)."

Ammunition (p. 125)

<u>Change</u> "…(explosive ammunition will be noted appropriately in Other Combat Weapons and Equipment,…", to: "…(all ammunition is explosive unless specifically noted otherwise in Other Combat Weapons and Equipment,…"

Destroying a Unit, Vehicles (p. 128)

<u>Change</u> "A vehicle is considered destroyed and out of the game when all of its internal structure circles in one location (including the turret, if any) are marked off, or when its Critical Hit Effects indicates that it is destroyed." <u>to</u> "A vehicle is considered destroyed and out of the game when all of its internal structure circles in one location (including the turret, if any) are marked off (this never includes a VTOL's Rotor location), or when its Critical Hit Effects indicates that it is destroyed."

Active Probe (p. 129)

<u>Change</u> "**Water:** An active Probe cannot detect units hidden underwater." to: "**Water:** If an active probe is in a location of a unit that is above the surface of a water hex, it cannot detect a unit hidden underwater. In other words, for an active probe <u>to</u> work underwater, it must have a clear LOS <u>to</u> the hidden unit that passes only through underwater hexes. The one exception are naval vessels. If an active probe is located in the "body" of a naval vessel, on the surface, the probe can be used <u>to</u> locate hidden units both above and below the water."

C3 Computer (Master/Slave) (p. 131)

First sentence, second paragraph, <u>remove</u>:

"with line of sight"

After the "TAG" paragraph in the second column, <u>add</u> the following #5 header paragraph:

"LOS: While units must have LOS <u>to</u> a target <u>to</u> make an attack using a C3 system, the C3 system itself need not have LOS. For example, in the C3 Diagram on p. 132, if there were a Level 2 hill in hex 0409 (blocking LOS between the unit in Hex B and the target in Hex A), the units in Hexes C and D would still be able <u>to</u> target the 'Mech in Hex A as though they were at a Range of 2 (see Water, below, for the exception)."

After the "Stealth Armor" paragraph in the second column, <u>add</u> the following #5 header paragraph:

"Water: If a C3 of any kind is in a location of a unit that is above the surface of a water hex, it cannot be linked <u>to</u> a C3 system underwater. In other words, for a C3 of any kind <u>to</u> be linked underwater, it must be able <u>to</u> draw an LOS <u>to</u> the other units in the C3 system that passes only through underwater hexes (note that this need not be a clear LOS, as noted above). The one exception are naval vessels. If a C3 of any kind is located in the "body" of a naval vessel, on the surface, the C3 can be linked <u>to</u> units both above and below the water."

Dual Saw (p. 134)

<u>Change</u> "Against conventional infantry, the chainsaw…" <u>to</u>: "Against conventional infantry, the dual saw…"

ECM Suite (p. 135)

After the "C3 and C3i Computer" paragraph in the second column, <u>add</u> the following #5 header paragraph:

"Water: If an ECM Suite is in a location of a unit that is above the surface of a water hex, it cannot affect units underwater. In other words, for an ECM Suite to affect units underwater, it must be in a location that is underwater. The one exception are naval vessels. If an ECM Suite is located in the "body" of a naval vessel, on the surface, the ECM Suite can affect units both above and below the water."

Gauss Rifle (p. 135)

<u>Change</u> "A critical hit on the gauss rifle itself destroys the capacitors that power the weapon, causing a catastrophic discharge of the capacitor's stored energy with results identical <u>to</u> an ammunition explosion. If a gauss rifle takes a critical hit, treat the result as a 20-point ammunition explosion in the location containing the rifle." <u>to</u> "A critical hit on the Gauss rifle itself destroys the capacitors that power the weapon, causing a catastrophic discharge of the capacitor's stored energy with results identical <u>to</u> an ammunition explosion; only mark off as destroyed the critical slot that was hit. If a Gauss rifle takes a critical hit, treat the result as a 20-point ammunition explosion in the location containing the rifle. The

Gauss rifle is immediately powered down and further hits to other critical slots have no effect during game play."

Hyper-Assault Gauss Rifle (p. 136)

In the "Critical Hits" paragraph of the first column, there are four instances of the word "gauss." All four should be <u>Change</u> to: Gauss

After the "Flak" header in the second column, <u>add</u> the following #5 header paragraph:

"Targeting Computer: This weapon can use a targeting computer when making attacks except for aimed shots (see Targeting Computer, p. 143)."

Multi-Missile Launcher (p. 138)

<u>Change</u> "Missile Ammo: A unit can carry LRM, SRM and torpedo ammo slots for the MML, announcing during attack declaration which ammo type will be used." <u>to</u> "Missile Ammo: A unit can carry LRM and SRM ammo slots for the MML, announcing during attack declaration which ammo type will be used."

Torpedo Launcher (p. 138)

At the end of the paragraph <u>add</u> a new paragraph – "If a torpedo hits a location that is not submerged or in the water, (turrets for example) reroll the location"

Nail/Rivet Gun (p. 138)

Insert the following sentence at the end of the first sentence:

"; a nail/rivet gun attack inflicts 1D6 points of damage."

Armor-Piercing Ammunition (p. 140)

<u>Change</u> "Apply a modifier <u>to</u> the target number based on the type of autocannon used:…" <u>to</u> "Apply a modifier <u>to</u> the die roll based on the type of autocannon used:…"

Flechette Ammunition (p. 141)

<u>Change</u> "Double the standard Damage Value against conventional infantry;…" <u>to</u> "Apply the standard Damage Value of the autocannon <u>to</u> conventional infantry as though the attack were from an infantry unit;…"

Fragmentation Missile (p. 141)

Change "Double the standard Damage Value against conventional infantry;…" to "Apply the standard Damage Value of the missile launcher (do not roll on the Cluster Hits Table) to conventional infantry as though the attack were from an infantry unit;…"

Homing Pod (p. 141)

Change "below" to "p. 142"

Change "…apply a –1 to-hit modifier to all Narc-capable missile attacks made against a target that has been hit with a homing pod." to "…apply a –1 to-hit modifier to all Narc-capable missile attacks made against a target that has been hit with an iNarc homing pod."

Infernos (p. 141)

After the "Woods" paragraph, add the following #5 header paragraph:

"**ProtoMechs:** Every three missiles that strike a ProtoMech unit potentially destroy a ProtoMech location. After all inferno attacks against a ProtoMech have been resolved, add together the total number of inferno missiles that struck the target. For each three missiles, roll once on the ProtoMech Hit Location Table; note that a result of a near miss is still a near miss and so the infernos would have no effect. That location is destroyed; automatically mark off the shaded box furthest to the right in that location on the Hit Locations and Critical Hits section of the record sheet."

Nemesis Pod (p. 142)

Change "Friendly units that use Artemis IV-capable missiles, semi-guided missiles or Narc-equipped missiles to attack an enemy unit may instead hit the Nemesis-tagged unit, if that unit is within LOS of such attacks." to "Friendly units that use Artemis IV-capable missiles, semi-guided missiles or Narc-equipped missiles to attack an enemy unit may instead hit the Nemesis-tagged unit, if it is along the LOS between the attacker and the target, and LOS exists between the attacker and the Nemesis-tagged unit and the Nemesis-tagged unit is not underwater."

Semi-guided Missile (p. 142)

Change "at right" to "below"

TAG (p. 143)

After the "ProtoMech" paragraph, add the following #5 header paragraph:

"Vehicles: TAG mounted in a vehicle's body location is considered <u>to</u> have a front firing arc."

Targeting Computer (p. 143)

<u>Change</u> "…(see the appropriate Weapons and Equipment table to determine which weapons can be used with a targeting computer)." <u>to</u> "…(see DE/DB: Direct-Fire Energy or Ballistic Weapon, p. 113, to find which weapons can be used with a targeting computer)."

<u>Insert</u> a new #5 header paragraph before the "LB-X Autocannons" paragraph:

"**Hyper-Assault Gauss Rifles:** Hyper-Assault Gauss Rifles may not use a targeting computer <u>to</u> make an aimed shot."

Physical Attack Modifiers Table (p. 144)

<u>Change</u> "Whenever one unit charges another, compare their Piloting Skill Levels and use the difference between the two skill levels as a modifier to the to-hit number. If the target's skill level is lower, <u>add</u> the modifier to the to-hit number. If the attacker's Piloting Skill Level is lower, subtract the modifier from the to-hit number." <u>to</u> "Whenever one unit charges or DFAs another, compare their Piloting Skill Ratings and use the difference between the two skill ratings as a modifier to the to-hit number. If the target's skill rating is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill Rating is lower, subtract the modifier from the to-hit number."

Punch Attacks ('Mech only) (p. 145)

<u>Change</u> "In a single turn, a 'Mech may punch with one or both arms." <u>to</u> "In a single turn, a 'Mech may punch with one or both arms; a separate to-hit roll is made for each arm."

<u>Change</u> "See Modified To-hit Number, p. 106,…" <u>to</u> "See Modified To-hit Number, p. 144,…"

Punch Attacks ('Mech only), the example (p. 145)

<u>Change</u> "A Grasshopper with Piloting Skill Level 5…" to: A Grasshopper with Piloting Skill Rating 5…

<u>Change</u> "(Piloting Skill Level)" to: (Piloting Skill Rating)

<u>Change</u> "…is 7" <u>to</u> "…is 8."

<u>Change</u> "…–1 (punching attack modifier)…" <u>to</u> "…+0 (punching attack modifier)".

Change "…= 7." to "…= 8."

Physical Weapon Attacks ('Mech Only) (p. 146)

"Change "…MechWarrior's Piloting Skill Level…" to: "…MechWarrior's Piloting Skill Rating…"

Insert the following paragraph at the end of the first paragraph.

"A 'Mech can either deliver a physical weapon attack using its arm or fire the weapons on that arm, but it may not do both."

Push Attacks ('Mech Only), example (p. 147)

"Change "If the Pushing…" to: …If in the Pushing…

Charge Attacks (p. 148)

Second to last sentence, third paragraph, insert a period before "See Modified…"

Damage, Unusual Targets (p. 148)

Insert the follow sentence at the end of the paragraph.

"For the purposes of Charge Attacks, DropShips are considered unusual targets."

Infantry Falling Damage Table (p. 151)

Insert an asterisk at the end of the header "Damage Per Every 2 Levels"

Domino Effect, the example (p. 153)

Change "…it could move forward into the heavy woods in Hex F." to "…it could move forward into the light woods in Hex F.

Heat

Outside Heat Sources, example (p. 159)

Change "After rolling the heat generation for the Plasma Rifle (8 heat points)…" to "After rolling the heat generation for the Plasma Rifle (6 heat points)…"

Change "…tallies the heat generated: 8 for the Plasma Rifle +10 for the infernos (2 heat points per missile x 5) = 18." to "…tallies the heat generated: 6 for the Plasma Rifle +10 for the infernos (2 heat points per missile x 5) = 16."

Change "…and so 3 points are wasted." to "…and so 1 point is wasted."

Buildings

Building Modifiers Table (p. 167)

Change "Piloting Skill Modifier" in the header to "Piloting/Driving Skill Modifier"

Building Movement Modifiers Table (p. 167)

Change both instances of "Piloting Skill Modifier" in the header to "Piloting/Driving Skill Modifier"

Damage and Displacement, example (p. 178)

First paragraph at the top of the second column, Change "The Locust falls two levels and so takes 9 points of damage:…" to "The Locust falls two levels and so takes 6 points of damage:…"

First paragraph at the top of the second column, Change "…and one 4-point grouping…" to "…and one 1-point grouping…"

Combat Vehicles

Motive System Damage Table (p. 193)

Change "All movement and Driving Skill Roll penalties are cumulative." to "All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 8-9 is made for a vehicle, inflicting a +2 PSR modifier, that is the only time that particular +2 can be applied; a subsequent roll of 8-9 has no additional PSR effect, but the additional –1 Cruising MP would still be applied. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6."

Insert the following sentence at the end of the footnotes.

"If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed."

VTOL Combat Vehicle Critical Hits Table (p. 196)

Change "Engine Hit" to "Engine Damage".

Change "Weapon Jam" to "Weapon Malfunction"

Support Vehicles

Large Ground Support Vehicle Hit Location Table (p. 206)

The "double S" in the "2" row of both Front Side and Rear Side columns should appear in the headers of those columns instead.

Infantry

Infantry Movement (p. 214)

Under "Changing Level," insert the following sentence at the end of the first sentence, second paragraph.

"; Inner Sphere battle armor units with body-mounted missile launchers cannot use Jumping MP until they jettison such launchers (the controlling player can announce he is ejecting the missile launchers at any time, marking them off on the appropriate record sheet)."

Battle Armor Attacks, example (p. 219)

Top of the second column, <u>Change</u> "…Generic Conventional Infantry Damage Table results in a final Damage value of 1 to be…" to: …Generic Conventional Infantry Damage Table results in a final Damage Value of 2 to be….

Anti-'Mech Attacks (p. 220)

Before the "Anti-'Mech Skill" header, insert the following sentence.

"Body-Mounted Missile Launchers: Inner Sphere battle armor units with body-mounted missile launchers cannot make anti-'Mech attacks until they jettison such launchers (the controlling player can announce he is ejecting the missile launchers at any time, marking them off on the appropriate record sheet)."

At the end of the sentence, delete the period from inside the parenthesis.

Swarm Attack Damage (p. 223)

Insert the following sentence at the end of the second paragraph, first column.

"Swarm damage to grounded aerospace units uses a randomly determined side column of the appropriate column of the Aerospace Units Hit Location Table."

Improved Sensors (p. 228)

Change "sensors with an Inner Sphere technology base have a 2-hex range, while Clan-tech sensors have a 3-hex range." to "improved sensors have a 2-hex range."

Aerospace Units

Aerospace Units Hit Location Table, DropShips/Small Craft (p. 237)

On column "Side", on "Row 8", Change "Collar Side/Door" to "Side/Door"

Scale (p. 238)

Change "…totaled then divided by 10 and rounded down for each location…" to "…totaled then divided by 10 and rounded normally (.5 rounded up) for each location…"

Air-To-Ground Attacks (p. 242)

Change "The player must first nominate an attack path, a row of hexes over which the fighter will pass. This row must form a straight line and represents the fighter's flight path across the ground mapsheet (see diagrams below)." to "When an aerospace unit is declaring its weapon attacks, the player must first nominate an attack path, a row of hexes over which the fighter will pass. This row must form a straight line and must be parallel to the final facing of the aerospace fighter; it represents the fighter's flight path across the ground mapsheet (see diagrams on p. 243)."

Change "Types of Attack: Conventional fighters and aerodyne small craft can make all the attacks described below. Spheroid DropShips/small craft and VSTOL-equipped units may only make strike attacks. Aerodyne DropShips may only make strike and strafing attacks." to "Types of Attack: Aerospace fighters, conventional fighters and aerodyne small craft can make all the attacks described below. Spheroid DropShips/small craft and any VSTOL-equipped units that are hovering may only make strike attacks. Aerodyne DropShips may only make strike and strafing attacks."

Air-To-Ground Attacks, Non-Aerospace Airborne Units (p. 243)

Change "Such units cannot be damaged by these attacks, with the exception of bombs (which attack an area vertically as well as horizontally; see Bombing, p. 245)" to "Such units cannot be damaged by these attacks, with the exceptions of bombs that strike a building or water hex (in such a case, bombs potentially attack an area vertically as well as horizontally; see Area Effect Weapons, p. 172).

Air-to-Ground Attack Modifier Table (p. 243)

Change "Terrain and target movement modifiers do not apply to any type of bombing attack;…" to "Terrain and target movement modifiers (including the –4 modifier for an immobile target) do not apply to any type of bombing attack;…"

Ground-To-Air Attacks, example (p. 249)

Change "The Shiva's player must make a Control roll with at +2 modifier (+1 for each 20 points of damage sustained)." to "The Shiva's player must make a Control Roll against a Modified Target Number of 8 (5 (Base To-Hit Number) +2 (+1 for each 20 points of damage sustained), +2 (atmospheric flight), –1 (aerospace fighter))."

Damage to Aerospace Units In Atmosphere (p. 249)

Insert the following header and text before the Atmospheric Control Modifiers Table.

"Attacks by and Against Spheroid DropShips in atmosphere

Spheroid DropShips and spheroid small craft, at low altitude, use the same Firing and Attack Diagrams that Grounded Spheroid Aerospace units use (see p. 250). A spheroid unit may spend 1 MP of thrust to reverse their left and right side facing. The player may elect to Change the facing of the craft a full 180 degrees or any fraction there of, but the cost of such movement is always 1 MP, no matter how much the craft rotates, up to 180 degrees.

For attacks against a spheroid unit, any attack that strikes a spheroid from the firing unit at the same altitude, roll 1D6. On a result of 1-3, the attack strikes the Fore Side; on a result of 4-6, the attack strikes the Aft Side armor. If an attack strikes a spheroid unit from a firing unit at an altitude higher then the target spheroid, roll 1D6. On a result of 1-3, the attack strikes the Nose; on a result of 4-6 the attack strikes Fore Side armor. If an attack strikes a spheroid from a firing unit at an altitude lower then the spheroid, roll 1d6. On a result of 1-3, the attack strikes the Aft; on a result of 4-6 the attack strikes the Aft Side.

For attacks by a spheroid unit, if the target unit is at the same altitude as the spheroid, it may fire the Fore Side and Aft Side weapons, facing the target. If the target is higher then the spheroid unit, then it may fire the Nose and appropriate Fore Side weapons, at the target. For units at a lower altitude, the spheroid may fire the Aft and appropriate Aft Side weapons, at the target.

Spheroid craft may target units in their "dead zone" (see Air-To-Air Attacks, p. 241). For targets at a higher altitude, the spheroid may fire its Nose weapons at the target. For targets at a lower altitude, the spheroid may fire its Aft weapons at the target."

Creating Scenarios

Crippling Damage (p. 258)

Remove the following sentence under the first bullet point:

"The pilot of a destroyed 'Mech may eject normally."

Mapsheet Tables (p. 263)

On "Table 1: Flatlands Terrain," Change "Open Terrain #2 (MS5, MSC1)" to: "Open Terrain #2 (CBT, MS5, MSC1)"

Assigning 'Mechs (p. 266)

Second column, second paragraph under "Note:", Change "(3025) is Technical Readout 3025, Revised; (3026) is Technical Readout: 3026, Revised" to "(3039) is Technical Readout: 3039"

Second column, second paragraph under "Note:", Change "(PP) is Technical Readout: Project Phoenix" to: (3085) is Technical Readout: 3085

Random Assignment Tables (p. 267-271)

Change all instances of "(3025)" and "(3026)" to "(3039)"

Change all instances of "(PP)" to "(3085)".

Index

C (p. 300)

Change "Camo system, 229" to: "Camo system, 228″

Tables

Clan Weapons and Equipment Table (p. 304)

In the ATM 12 row, under the Ammo Per Ton column, Change "4" to "5."

In the LB 2-X AC row, under the Attack Value column, Change "1" to "2".

Additional Inner Sphere Weapons and Equipment for Battle Armor (pg 305)

Under "Equipment" add the following Line:

"Light Probe, E, -, -, -, -, 3 , -,"

Additional Inner Sphere Weapons and Equipment for Battle Armor (pg 305)

Under "Advanced SRM6" add the following Lines:

"**Equipment**

Light Probe, E, -, -, -, -, 3 , -,"

Movement Costs Table (p. 306)

In the header, first column, Change "Terrain Cost" to "Terrain Type."

In the header, second column, Change "Terrain Type" to "Terrain Cost."

Attack Modifiers Table (p. 307)

Under "Target (modifiers cumulative)", remove the row: Airborne VTOL unit +1

Change "Whenever one unit charges another, compare their Piloting Skill Levels and use the difference between the two skill levels as a modifier to the to-hit number. If the target's skill level is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill Level is lower, subtract the modifier from the to-hit number." to "Whenever one unit charges or DFAs another, compare their Piloting Skill Ratings and use the difference between the two skill ratings as a modifier to the to-hit number. If the target's skill rating is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill Rating is lower, subtract the modifier from the to-hit number."

Motive System Damage Table (p. 309)

Change "All movement and Driving Skill Roll penalties are cumulative." to "All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once."

Insert the following sentence at the end of the footnotes.

"If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed."

VTOL Combat Vehicle Critical Hits Table (p. 309)

Change "Engine Hit" to "Engine Damage".

Change "Weapon Jam" to "Weapon Malfunction"

Large Ground Support Vehicle Hit Location Table (p. 309)

The "double S" in the "2" row of both Front Side and Rear Side columns should appear in the headers of those columns instead.

Building Modifiers Table (p. 310)

Change "Piloting Skill Modifier" in the header to "Piloting/Driving Skill Modifier"

Building Movement Modifiers Table (p. 310)

Change both instances of "Piloting Skill Modifier" in the header to "Piloting/Driving Skill Modifier"

Aerospace Units Hit Location Table, DropShips/Small Craft (p. 311)

On column "Side", on "Row 8", Change "Collar Side/Door" to "Side/Door"

Air-to-Ground Attack Modifier Table (p. 312)

Change "Terrain and target movement modifiers do not apply to any type of bombing attack;…" to "Terrain and target movement modifiers (including the –4 modifier for an immobile target) do not apply to any type of bombing attack;…"

Special Maneuvers Table (p. 312)

Insert the following sentence at the end of the "Effects" paragraph for a "Side-slip."

"When using Aerospace Units on Ground Mapsheets rules (see p. 91), the unit moves 8 hexes in the front-left or front-right hex direction and then an additional 8 hexes directly forward."

On the Side-slip row, Change "Modifier is –1 for VSTOL units." to "Modifier is –1 for conventional VSTOL-equipped fighters only.)"

On the VIFF row, Change "A VSTOL unit halts its forward…" to "Any VSTOL unit halts its forward…"

Landing Modifiers Table (p. 312)

Under "Condition" Change "Unit is aerospace fighter making vertical landing +1†" to:

Aerospace fighter making vertical landing	+2/+0†
Conventional fighter making vertical landing	NA/NA†

Conventional fighter with VSTOL making vertical landing	+0/NA†
Fixed wing support vehicle making vertical landing	NA/NA†
Fixed wing support vehicle with VSTOL making vertical landing	+2/0†
Aerodyne small craft and DropShips making vertical landing	NA/+0†
Spheroid small craft and DropShips making vertical landing	+0/+0†

Change "†Only applies in atmospheres and does not apply to VSTOL-equipped conventional fighters" to "†Number on left applies to atmospheric vertical landings, number on right applies to vacuum vertical landings. NA means the craft cannot land vertically; use stalling rules (see p. 84)."