



Tactical Operations

(Version 3.0 – Second Printing Errata)

This document is a compiled rules errata for the second printing of *Tactical Operations*, as of 30 December, 2017.

FULL SECOND PRINTING ERRATA

There have been three printings of *Tactical Operations* to date: 2008, 2012, and 2018—you can check page 7 of the book to see which one you have. This section contains all current rulings for the 2012 second printing of *Tactical Operations* **ONLY**. If you have the first printing of this book, this document is incomplete: you need the full TO Errata v3.0 instead.

This section combines all previously issued errata for the second printing with the new additions of version 3.0, so that every ruling is in order and in one place. All entries are included in the 2018 third printing of this book.

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.

Advanced Ground Movement

Sprinting (p. 18)

Replace the first paragraph with the following:

This ruling has changed from previous errata versions.

To use sprinting movement, a 'Mech must have two working hip actuators. A 'Mech's Sprinting MP is twice its current Walking MP. Sprinting generates 50% (round down) more Heat Points per turn than the 'Mech generates when Running.

Because keeping a 'Mech safely moving at such high speeds requires a MechWarrior's total concentration, a 'Mech that sprints during the Movement Phase may not make any deliberate attacks that turn. Accidental charges as a result of skidding or hidden movement rules are still possible, and a 'Mech may still fire weapons to generate heat, though such firing has no chance of doing damage. Additionally, the 'Mech may not spot for indirect LRM fire or artillery fire, or take any other action that would normally require it to sacrifice an attack. A Sprinting unit may not move backward or enter Water hexes of Depth 1 or deeper. Finally, any Piloting Skill Roll made for a Sprinting unit suffers an additional +2 modifier.

Evading (p. 18)

Replace the second paragraph with the following:

Any unit that has Running/Flanking MP can use Evading. A unit's maximum Evading MP equals its Running/Flanking MP, though it does not have to use its full MP allotment. Any attack against an Evading unit suffers a +1 to-hit modifier, in addition to its normal movement modifier and any other applicable modifiers. Evading generates 2 heat points, in addition to the heat points generated for Running/Flanking. While evading, a unit may not make any attack, spot for indirect LRM fire or artillery fire or take any other action that would normally require it to sacrifice an attack.

Hurried Movement (p. 20)

Replace the fourth paragraph with the following:

A player may never ignore the movement cost for changing a level upward.

Climbing (p. 22)

1) Replace the fourth paragraph with the following:

For each level climbed, the 'Mech's controller must make a Piloting Skill Roll. Apply a +1 modifier to any Piloting Skill Rolls the unit must make while climbing (but not the climbing roll itself). If the unit has only one arm with all four undamaged actuators, apply an additional +2 modifier (this is cumulative with other modifiers). If the roll fails, the 'Mech falls from a height equal to the last level it successfully reached.



2) *Replace the sixth and seventh paragraphs with the following:*

When determining line of sight for a climbing unit, treat the 'Mech as if it were standing in the hex it occupies at its current climbing level, rather than the level of the hex. While in the middle of a climb, a 'Mech may fire only rear-mounted weapons; the unit cannot perform physical attacks. Climbing 'Mechs make relatively easy targets, so any attack against such units receives a -2 to-hit modifier.

Lance Movement (p. 24)

Under "Unusual Unit Types", replace the second sentence with the following:

For example, the Clans use units of ten vehicles, called Stars.

Turn Modes (p. 25)

Replace the first through third paragraphs with the following:

Vehicles are not nearly as agile as 'Mechs: the faster you are going, the more gradual any turn must be in order to not skid, fishtail or even roll over. This is represented by a vehicle's turn mode—the number of hexes forward (or backward, if moving in reverse) it must move in a straight line before it can safely make a single hexside facing change. To use these rules, a player must declare at the start of each Movement Phase how many MPs the vehicle is planning to expend that turn. This determines the unit's base turn mode for the phase.

A vehicle can try a facing change without moving the required distance forward, but its controller must make a Driving Skill Roll, with a modifier equal to the turn mode minus the number of hexes actually moved when the facing change was attempted. If applicable, add any modifier for conditions in the hex where the facing change was attempted (as seen on the Turn Mode Table). MP loss suffered during a unit's move has no effect on that phase's turn mode.

For example, a player declares that their Medium Hover Vehicle will be expending 15 MP that phase (giving it a turn mode of 3). It then attempts to turn after moving only 1 hex forward. The player would make a Driving Skill Roll with a +2 modifier ($3 - 1 = 2$).

If the roll fails, consult the Failed Maneuver Table (see p. 26). Roll 2D6; add to this result the Margin of Failure from the Driving Skill Roll and the appropriate Vehicle Type modifier (as shown on the table) and apply the appropriate effect.

Planetary Conditions [example text] (p. 30)

1) *First paragraph, second-last sentence*

In the end, the Ultra-Heavy Jungle base terrain type and Mud terrain modification are applied to Hex B,

Change to:

In the end, the Ultra-Heavy Jungle base terrain type and Mud terrain modification are applied to Hex C,

2) *Replace the second and third paragraphs with the following:*

If the controlling player wished to move the 'Mech in Hex A to Hex B, it would require 4 MP [1 (entering the hex) + 1 (Light Woods) + 1 (Deep Snow) + 1 (Mud) = 4]; the 'Mech would have to run to enter the hex. However, the controlling player cannot move the 'Mech into Hex C, as a 'Mech cannot enter an ultra-heavy jungle hex.

If the controlling player wished to move the infantry in Hex A to Hex B, it would require 3 MP [1 (entering the hex) + 0 (infantry do not pay any MP for Light Woods) + 1 (Deep Snow) + 1 (Mud)]. As the infantry unit only has 2 Ground MP, it cannot enter the hex normally. However, the infantry could enter the hex using the Minimum Movement rule (see p. 49, TW).

3) *Fourth paragraph, first sentence*

If the controlling player wished to move the infantry in Hex A to Hex C, it would require 6 MP [1 (entering the hex) + 3 (infantry pay 1 less MP to enter an Ultra-Heavy Jungle hex), +1 (Mud) + 1 (Deep Snow) = 6].

Change to:

If the controlling player wished to move the infantry in Hex A to Hex C, it would require 7 MP [1 (entering the hex) + 4 (Ultra-Heavy Jungle hex), +1 (Mud) + 1 (Deep Snow) = 7].



Expanded Movement Costs and Planetary Conditions Table (pp. 32-35)

Insert a new column for all entries on this table up to and including the Terrain Modifications on page 35. This column, "Landing Modifier", contains modifiers for any aerospace unit landing in a hex featuring that terrain or terrain modification. The exact modifiers may be found in the document: "TO Landing Modifiers v1.pdf"

Expanded Movement Costs and Planetary Conditions Tables (p. 32)

1) *Under "Sand"*

Change the "MP Cost Per Hex / Terrain Cost" from "+.5⁶" to "+1^{6,24}"

2) *Under "Water", "Depth 2-15"*

Change the "Prohibited Units" footnote given for Rail from "⁴²¹" to "²¹"

3) *Under "Rubble"*

Under "Prohibited Units", add Wheeled.

Expanded Movement Costs and Planetary Conditions Tables (Cont.) (p. 34)

1) *Under "Sprinting ('Mechs only)"*, move all column entries over one column to the left.

2) *Under "Black Ice" and "Ice"*

Remove footnote 27 from both "MP Cost Per Hex/Terrain Cost" entries

3) *Under "Deep Snow"*

Change MP Cost Per Hex/ Terrain Cost for Deep Snow from "+1²³" to "+1^{23,24}"

4) *Under "Rapids"*, change MP Cost Per Hex for from "1²⁴" to "1²³".

5) *Footnote 21*

Unless rail tracks also exist in the hex; if the hex is a water hex, the track must be mounted on a bridge, or the rail must mount the Environmental Sealing Chassis and Controls Modification

Change to:

Unless rail tracks also exist in the hex; if the hex is a water hex, the track must be mounted on a bridge, or the rail support vehicle must mount the Environmental Sealing chassis modification.

Expanded Movement Costs and Planetary Conditions Tables (Cont.) (p. 35)

1) Add footnote 23 to "Torrent"

2) *Under both the "Vacuum" and "Trace" Atmospheric Pressures entries, "Prohibited Units"*

Vehicles,²⁶

Change to:

Vehicles,^{26,31}

3) *Under High/Low Gravity*

Change the To-Hit Modifier from "+0" to "p. 55"

4) *Footnote 26*

A vehicle must include Environmental Sealing to operate under this condition; WiGEs and VTOLs can never operate under this condition.

Change to:

A vehicle must include Environmental Sealing to operate under this condition.



Expanded Movement Costs and Planetary Conditions Tables (Cont.) (p. 36)

- 1) Under "Fog", "MP Cost per Hex or Movement Modifiers"
Change the MP Cost Per Hex for Aerospace in both Fog subentries to +0
- 2) Under "Moonless Night/Solar Flare", "Piloting/Driving/Control Modifier"
Change all Piloting/Driving/Control Modifiers in this row to +0
- 3) Under "Pitch Black", "Piloting/Driving/Control Modifier"
Change all Piloting/Driving/Control Modifiers in this row to +0
- 4) Delete the Blizzard entry
- 5) Under "Heavy Snowfall", "MP Cost per Hex or Movement Modifiers"
Change the Vehicles column from "+0" to "-2 C"
- 6) Under "Heavy Snowfall", "Piloting/Driving/Control Modifier", Vehicles column, change +1v to +1.
- 7) Under "Ice Storm", change the MP Cost per Hex to -3G(B)/-4(CI)
- 8) Under "Snow Flurries", add Footnote 34
- 9) Under "Tornado F1-F3", "MP Cost per Hex or Movement Modifiers", Infantry column, change "no I" to "N/A"
- 10) Under "Tornado F4+", "MP Cost per Hex or Movement Modifiers", Vehicles, Infantry, and Aerospace columns, change each of these three entries to "N/A"

Sand (p. 39)

First paragraph, first and second sentences

The Expanded Movement Costs and Planetary Conditions Table lists two MP costs for sand. The 1 MP cost applies to all units except infantry and Wheeled Vehicles; the 2 MP cost applies to infantry units and Wheeled Vehicles (except in the case of a Wheeled Support Vehicle that mounts the Dune Buggy Chassis and Controls modification).

Change to:

Sand applies a +1 MP for Wheeled Vehicles (except in the case of a Wheeled Vehicle that mounts the Dune Buggy chassis modification) and infantry using ground movement.

Extreme Depth Table (p. 42)

- 1) *Change the first table subheader to:*
Modifiers (BattleMechs/ProtoMechs & Non-Submersible Vehicles/Battle Armor/Submarines)
- 2) "BattleMech Piloting Modifier" column header: insert a new ** footnote marker
- 3) On the sixth row ("36-50"), replace all information regarding BattleMechs with —, as 'Mechs cannot survive to this depth.
- 4) *Change the * footnote to:*
Applies to anti-'Mech attacks by battle armor as well as ProtoMech "frenzy" and vehicle "ramming" attacks.
- 5) *Between the * and † footnotes insert a new ** footnote:*
**Also applies as the Driving Modifier for non-submersible vehicles.



- 6) *Change the ‡ footnote to:*
'Mechs, ProtoMechs, and non-submersible vehicles make Crush Depth Checks for each hex entered below a Depth of 15.
- 7) *Change the "BattleMechs" footnote to:*
BattleMechs & Non-submersible Vehicles: +1 for every ten (full) tons of weight, -1 for every number higher than 15.

Extreme Depths (p. 42)

Second paragraph, fourth sentence

All figures given are for BattleMechs, ProtoMechs, UMU-equipped battle armor and submarines, respectively.

Change to:

All figures given are for BattleMechs, ProtoMechs & non-submersible vehicles, UMU-equipped battle armor and submarines, respectively.

Extreme Depths (p. 43)

- 1) *First paragraph on the page, fifth sentence*

and suffer all the effects of a hull breach to that location as described on page 121, *TW*.

Change to:

and suffer all the effects of a hull breach to that location as described on page 121, *TW* (a roll indicating an already rolled location is kept, but no additional effects are applied).

- 2) *Before "IndustrialMechs", insert the following new subsection:*

Battle Armor: The only battle armor suits that can survive past depth 15 are those with UMU MP. Battle armor units lacking UMU are instantly destroyed if they descend beyond depth 15.

Fire (p. 43)

After the "Buildings" paragraph insert the following new paragraph:

Hidden Units: If a unit that can be damaged by fire is hidden in a hex, and that hex is set on fire, then the unit hidden in it is automatically revealed at the end of the phase.

Fire Tables (p. 44)

- 1) *Spreading Fires Table, under "Weather"*

- a) To "Heavy Snowfall and Light/Heavy Hail", add Sleet
- b) Change Heavy Gale to Strong Gale

- 2) *Under the section sign footnote ("§"), replace the entire entry with the following:*

§Except under the following conditions: in Vacuum and Trace Atmospheric Pressures and in Tornado F1-F3 and Tornado F4+, no fire is possible. For Castles Brian hexes, fire is not automatic; instead, divide the standard Heavy and Hardened modifiers in half (round down) and apply a +2 modifier when making the roll to start a fire. Otherwise, any hex (whether water, clear etc.) struck by any of these munitions is automatically on fire. Do not check for weather conditions extinguishing fires in the turn they are started by these munitions. At the start of the following turn, however, they are treated as a standard fire; meaning that such a fire in a Water or Clear hex would be extinguished at the end of that turn.

Effects of Fire (p. 45)

Under "All Other Units", in between the second and third sentences insert the following:

This includes units that are riding, swarming, be carried externally by, or otherwise on such units.

**Smoke (p. 47)**

Under "Light and Heavy Smoke", at the end of the paragraph insert the following sentence:

If two light smoke clouds are present in the same hex, the hex counts as occupied by heavy smoke for as long as they remain in that hex.

Hazardous Liquid Pools Table (p. 49)

Change the damage for "Class 3: Extreme Danger" from 2D6/2 to 1D6+2

Ice (p. 50)

- 1) Under "'Mechs and Non-Hover Ground Vehicles", first sentence
This ruling has changed from previous errata versions.

Every time a unit enters a hex not using careful movement (see p. 63) it must make a PSR with a +0 modifier; if a PSR is forced on a unit in such a hex (due to damage, skidding, charges, and so on), apply a +4 modifier to the PSR.

Change to:

Every time a unit enters an ice-coated hex without using Careful Movement (see p. 63), it must make a Piloting/Driving Skill Roll with a +0 modifier. If a Piloting/Driving Skill Roll is forced on a unit in such a hex (due to damage, skidding, charges and so on), apply a +4 modifier.

- 2) Under "Jumping", last line

(this time only on a 6 or greater).

Change to:

(this time only on a 6).

Mud (p. 50)

Replace the fourth paragraph with the following:

This ruling has changed from previous errata versions.

'Mechs, Hover Vehicles and Mobile Structures: Hover Vehicles and Mobile Structures ignore mud. 'Mechs apply the standard penalties from mud, but cannot get bogged down in it.

Swamp (p. 51)

Under "Quicksand", second paragraph, first sentence

During every End Phase after the turn in which the swamp hex becomes a quicksand hex, the unit will sink 1 level; apply a +3 modifier to the Piloting Skill Roll to get unstuck from a quicksand hex, as well as a cumulative +3 modifier for each level under the surface.

Change to:

During every End Phase after the turn in which the swamp hex becomes a quicksand hex, the unit will sink 1 level (treat 'Mechs one level down as in partial cover; they are unable to fire any leg-mounted weapons). Apply a +3 modifier to the Piloting Skill Roll to get unstuck from a quicksand hex, as well as a cumulative +3 modifier for each level under the surface.

Atmospheric Pressure (Density) (p. 54)

Under "Vacuum", "Hull Integrity", first paragraph, first sentence

Whenever a non-aerospace/non-infantry unit operating in a vacuum takes a hit that inflicts damage, the controlling player rolls 2D6.

Change to:

Whenever a non-aerospace/non-infantry unit operating in a vacuum takes damage, the controlling player rolls 2D6.

High/Low Gravity (p. 55)

- 1) Under "Determining Movement Effects", at the end of the first paragraph insert the following:

Modifiers to movement due to gravity are always calculated after all other movement modifiers.



- 2) * Under "Potential Damage From Jumping", replace the paragraph with the following:
This ruling has changed from previous errata versions.

Make a Piloting Skill Roll, applying a modifier for every full 0.5 gravities above or below 1. For example 0.2 gravity would apply a +1 modifier, while a 2.6 would apply a +3 modifier. If the roll fails for low gravity, the 'Mech takes 1 point of internal structure damage to each leg for each Movement Point spent jumping that exceeds its normal Jumping MP. On high-gravity worlds, every Jumping MP spent solely to "cushion" the landing (i.e. not to move hexes) applies a -1 modifier. If the roll fails for high gravity, the 'Mech takes 1 point of internal structure damage to each leg for every second Walking MP lost from its normal Walking MP.

Tainted And Toxic Atmospheres Table (p. 56)

Under the "Flammable" category, "Toxic" subcategory, last sentence:

Non-infantry weapon attacks against conventional infantry are treated as though the attacks originated from another infantry unit (see *Damage From Other Infantry Units*, p. 216, TW).

Change to:

With the exception of area effect attacks, non-infantry weapon attacks against conventional infantry are treated as though the attacks originated from another infantry unit (see *Damage from Other Infantry Units*, p. 216, TW).

Light Fog (p. 57)

All Units: Apply a +1 MP cost to enter each hex. For additional light fog rules, see *Careful Movement*, p. 62.

Change to:

Effects: Most units pay a +1 MP cost to enter each light fog hex: see *Careful Movement*, page 63.

Heavy Fog (p. 57)

All Units: Apply a +2 MP cost to enter each hex and a +1 to-hit modifier to all direct-fire and pulse energy weapon attacks. For additional heavy fog rules, see *Careful Movement*, p. 62.

Change to:

Effects: Apply a +1 to-hit modifier to all pulse and direct-fire energy weapon attacks. Most units pay a +2 MP cost to enter each heavy fog hex: see *Careful Movement*, page 63.

Full Moon Night/Glare (p. 58)

Under "Searchlights"

Units equipped with an active searchlight eliminate the +2 to-hit modifier within the arc and range of their searchlight;

Change to:

When targeting units illuminated by an active searchlight, ignore the +2 to-hit modifier;

Moonless Night/Solar Flare (p. 58)

- 1) Under "Searchlights"

Units equipped with an active searchlight eliminate the +3 to-hit modifier within the arc and range of their searchlight (physical attacks within the arc of the searchlight eliminate the +1 modifier);

Change to:

When targeting units illuminated by an active searchlight, ignore the +3 to-hit modifier (physical attacks against units illuminated by a searchlight ignore the +1 modifier);

- 2) Under "All Units", delete the second paragraph.

Pitch Black (p. 58)

Under "All Units", delete the second paragraph.

**Pitch Black (p. 59)**

Under "Searchlights"

Units equipped with an active searchlight modify the +4 to-hit modifier to a +1 modifier within the arc and range of their searchlight (physical attacks within the arc of the searchlight eliminate the +2 modifier);

Change to:

When targeting units illuminated by an active searchlight, modify the +4 to-hit modifier to a +1 modifier (physical attacks against units illuminated by a searchlight ignore the +2 modifier);

Heavy Rainfall (p. 59)

Under "Rapids", at the end of the subsection insert the following:

For units in rapids during heavy rainfall, use only the skill roll modifier provided by rapids.

Torrential Downpour (p. 59)

Under "Torrent", at the end of the subsection insert the following:

For units in torrents during a torrential downpour, use only the skill roll modifier provided by torrents.

Sleet (p. 60)

Delete the "Moderate Gale" paragraph.

Blizzard (p. 60)

Delete this entire entry.

Blowing Sand (p. 62)

Under "Moderate Gale", first sentence

Blowing sand automatically includes all modifiers and effects of a Strong Gale (see p. 61).

Change to:

Blowing sand automatically includes all modifiers and effects of a Moderate Gale (see p. 61).

Bog Down Rules (p. 62)

- 1) *Replace the fourth paragraph ("Jump-capable units...") with the following:*

This ruling has changed from previous errata versions.

Hover units ignore these rules, though they may still be prohibited from entering the terrain in question. Jump-capable units that become bogged down after using non-jumping movement can free themselves in subsequent Movement Phases by simply jumping out of the terrain.

- 2) *Under "Additional Modifiers", first sentence*

For tundra, magma crust, deep snow and mud hexes,

Change to:

For tundra, deep snow and mud hexes,

Careful Movement (p. 63)

- 1) *Fourth paragraph, last sentence*

In all other terrain, the crash ends the vehicle's movement, and the vehicle sustains damage to its Front side as if it had charged.

Change to:

In all other terrain, the crash ends the vehicle's movement, and the vehicle sustains damage to its Front side as if it had charged a unit identical to itself.



- 2) Replace the last paragraph on page 63 with the following:

The MP Cost Per Hex modifier from ice is cumulative with other such modifiers as normal. However, if both fog and light conditions are present, apply a maximum MP Cost modifier of +3 from these two elements, as visibility can only be restricted so much.

- 3) Before the "Hover and WiGE Vehicles" subsection insert the following new subsection:

Aerospace and Infantry: The Careful Movement rules do not apply to these unit types.

- 4) After the "Hover and WiGE Vehicles" subsection insert the following new subsection:

Jumping and VTOL Units: Units expending Jump or VTOL MP ignore the need for Careful Movement while doing so. However, 'Mechs that jump into ice hexes follow the rules for such a scenario on page 50.

Careful Movement (p. 64)

Between "Hover and WiGE Vehicles" and "Terrain Factor", insert the following new subsection:

ProtoMechs: ProtoMechs use their Gunnery Skill to make checks required by moving through a hex at full speed. Treat a ProtoMech like a vehicle if it fails.

Terrain Factor and Conversion Table (p. 64)

Under the bottommost footnote (##), after the last sentence insert the following:

A rough road has half the Terrain Factor as the original type of road it was derived from. Reducing this Terrain Factor to 0 destroys the road completely; the hex is treated as a normal hex of its type with no road.

Terrain Displacement [example text] (p. 67)

Replace all eleven instances of "Light Snow" with "Thin Snow"

Advanced Combat

Advanced Determining Critical Hits (p. 74)

Second paragraph, first sentence

This ruling has changed from previous errata versions.

Every time the internal structure of a 'Mech takes damage from a weapon attack,

Change to:

Every time the internal structure of a 'Mech takes damage from an attack

* Engine Explosions (p. 78)

Before the "Water" paragraph insert the following new paragraph:

Scale: These rules only apply to ground units and when using standard 30-meter ground map hexes. For ground units at an Elevation, treat every 5 full Elevations as 1 hex of distance.

Dead Zone Rule (p. 80)

Second paragraph after the numbered steps ("Using the previous example..."), last sentence

Because 2 is higher than 1, there is no LOS between the two units.

Change to:

As the result is higher than 0, there is no LOS between the two units.

Opportunity Fire (p. 86)

- 1) First paragraph, after the second sentence ("Such attacks are called opportunity fire") insert the following:

Opportunity fire can be combined with the *Hidden Units* rules (p. 259, TW).



- 2) *Second paragraph, after the first sentence insert the following:*

If the unit is also a Hidden Unit, the player must write “Over-watch” on the same piece of paper that is used to record the unit’s hex number and exact hexside facing.

- 3) *Fifth paragraph, after the second sentence (“The target movement modifier is based...”), insert the following:*

Hidden units using opportunity fire do not get the benefits of the *Pointblank Shots From Hidden Units* rules (p. 260, TW).

Suppressing Fire (p. 87)

- 1) *Second paragraph, first line*

Before making a weapon attack, the controlling player [...]

Change to:

Before making the attack the controlling player [...]

- 2) *Second paragraph, second sentence*

The attack is made against the hex where the infantry is located (whether in woods, in a building and so on).

Change to:

The attack is made against the hex where the infantry is located (whether in woods, in a building and so on); a unit may not target the hex it occupies.

- 3) *Second paragraph, third sentence*

no damage is applied against any infantry units occupying that hex (though damage can be applied to the hex, if players are tracking damage: a building hex, the terrain [see *Terrain Factor Rules*, p. 64] and so on).

Change to:

no damage is directly applied against any infantry units occupying that hex. However, if players are tracking damage to hexes—a building hex, the terrain [see *Terrain Factor Rules*, p. 64] etc.—the attack deals to the terrain half the damage a weapon attack of that type normally would, rounded down (and then modified further by the terrain, if applicable), meaning infantry in the hex can in turn be indirectly damaged in this manner.

Physical Weapons Attack Addendum Table (p. 89)

Mace: change its to-hit modifier from “+2” to “+1”

Grappling (p. 90)

At the end of the section insert the following paragraphs:

If a grappled unit fails a Piloting Skill Roll, and the grappler does not want to break their grapple, the grappler must immediately make their own Piloting Skill Roll, applying a +2 modifier. If the grappling unit succeeds, it prevents the other unit from falling and maintains its grapple. If the grappling unit fails, it will maintain the grapple but will fall as well. The grappler may also stop grappling and let the grappled unit fall to the ground, preventing the need for the PSR.

If a grappling unit fails a Piloting Skill Roll, it automatically lets the unit it is grappling go.

Charging (p. 91)

Delete the entire “Charging Terrain/Falling” subentry.

*** Picking Up Enemy Battle Armor (p. 97)**

- 1) *First paragraph, after the first sentence insert the following:*

Alternatively, these rules can be used to pick up enemy battle armor that is swarming a friendly unit, provided the ‘Mech is in the swarmed vehicle hex, adjacent to the swarmed ‘Mech, or is the swarmed ‘Mech.



- 2) *Second paragraph, after the third sentence insert the following:*

If the battle armor was swarming a unit, that unit takes the other half of the punching damage. Resolve as a Punch attack for a swarmed 'Mech, or roll 1D6 and use the table on page 227, *TW* to determine where the vehicle is damaged.

*** Other Combat Weapons and Equipment (p. 99)**

After the first paragraph insert the following new section:

SPECIAL: SHUTTING OFF EQUIPMENT

During the End Phase of any turn, a player may announce that they are powering down a weapon or piece of equipment on a unit they control (or powering up a previously powered-down item). The change must be marked on the unit's record sheet. A powered-down weapon may not fire, but powered-down weapons and equipment do not explode if they suffer a critical hit. Powered-down electronics do not function, and are not valid targets for anti-radiation missiles.

A powered-down item is still destroyed if it takes a critical hit. Ammunition, fuel, cargo, etc., may not be powered down and explosive ammunition, fuel, or cargo will always explode if it takes a critical hit.

Active Probes (p. 99)

Under "Targeting", at the end of the entry insert the following:

This bonus applies only to the unit with the Probe, unless that unit is part of a C³ network, in which case the bonus is passed along to other units in that network.

Autocannons (p. 100)

Under "Optional Firing Modes", "Rapid Fire Mode", first paragraph, first sentence

Any standard or light autocannon (not LB-X, Ultra or Rotary models) can be fired at double the standard rate as though it were an Ultra AC.

Change to:

Any standard or light autocannon (not LB-X, Ultra or Rotary models) can fire any ammunition type legal to it at double the standard rate, as though it were an Ultra AC.

ECCM (p. 100)

Fourth paragraph. Move the first sentence ["If the amount of..."] to the end of the previous paragraph, then replace the fourth paragraph with the following:

Angel ECM may only be countered by Angel ECCM; standard (Guardian) ECCM does not interfere with Angel ECM in any way. Similarly, one Angel ECCM can counter any amount of non-Angel ECM. Alternatively, the player may elect to operate his Angel ECM Suite as if it were two standard ECM Suites, losing the additional jamming abilities of the Angel Suite but gaining the ability to operate ECM and ECCM simultaneously. As with the choice to operate an ECM suite in ECCM mode, the decision to operate an Angel Suite as two standard suites must be made in the End Phase of the preceding turn.

ECCM (p. 101)

- 1) *Under "Stealth Armor", first sentence*

While Stealth Armor is on, one ECM field is always active and considered hostile to all parties, though it only directly affects the unit with Stealth Armor.

Change to:

Though a unit with Stealth Armor requires an active ECM suite to operate, this ECM cannot be used to create ECM or ECCM fields while the Stealth Armor is active.

- 2) *Under "Stealth Armor", last sentence*

If another unit's ECCM field (Friendly or Enemy) affects a hex containing a 'Mech with active Stealth Armor, then the Stealth bonus is lost, though the heat is still generated.



Change to:

ECCM fields have no effect on Stealth Armor.

Ghost Targets (pp. 101-102)

Replace the entire entry with the following:

Ghost Targets

An ECM suite can be tuned to generate “ghost targets” that may affect the ability of enemy units to properly target friendly units. The ECM suite loses its normal functions when used in this way. The player must announce the switch to ghost target generation in the End Phase of any turn, or may set the suite for ghost target generation at the start of the scenario. In either case, note the change on the record sheet of the unit in question.

At the start of every Weapon Attack Phase when a unit has an ECM suite tuned to generate ghost targets, the unit may target either one friendly or one enemy unit within range of its ECM suite (a unit may target itself). The unit using ghost targets makes a Piloting/Driving Skill Roll with a +3 modifier; no other modifiers are applied to this roll. If the roll fails, there is no effect. If successful, apply a +1 to-hit modifier to all ranged attacks made against the target if the target is friendly to the unit using ghost targets, or a +1 to-hit modifier to all the target's ranged attacks if the target is an enemy. This modifier lasts until the end of the Phase; to generate it again the next turn requires a new skill roll.

Multiple ECM suites generating ghost targets may affect the same unit, applying a +1 to-hit modifier per successful roll, to a limit of +3 in friendly ghost target modifiers and +3 in enemy modifiers.

Active Probe: A unit with any type of active probe ignores any ghost target to-hit modifiers, regardless of the range of their probe, unless the unit with the probe is being jammed or has active stealth armor.

Angel ECM Suite: An Angel ECM Suite generating ghost targets can also be tuned to act as 1 ECM or 1 ECCM at the same time.

Cockpit Command Console: If a unit mounts a cockpit command console (see p. 300) and has a second pilot that enables all its other abilities to function, it can be used to generate ghost targets up to six hexes away.

Communications Equipment: Communications equipment (see p. 212, *TM*) can be used to generate ghost targets up to six hexes away. However, to do so, the unit must mount 7 or more tons of communications equipment. Communications equipment may not generate ghost targets and an ECCM field at the same time.

Conventional Infantry: Ghost Targets have no effect on conventional infantry.

ECCM: An ECM suite cannot generate ghost targets if the amount of friendly ECCM in a hex is less than the enemy ECM in that hex.

Stealth Armor: A unit with active stealth armor and an Angel ECM Suite may generate ghost targets. However, such a unit generating ghost targets also suffers from a +1 to-hit modifier to all its ranged attacks.

Multiple Fields From A Single Unit: A unit mounting any combination of ECM Suite, Communications Equipment and Cockpit Command Console can potentially generate as many ghost targets as it mounts appropriate equipment (up to the maximum modifiers on any one target as outlined above). Each target and attempt must be selected and rolled separately.

*** Gauss Weapons (p. 102)**

Delete this entry entirely.

Machine Guns (p. 102)

- 1) * *Second paragraph, last sentence*

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

Change to:

Each rapid-fire burst uses a number of rounds equal to the damage rolled below (whether it hit or not) x 3.

- 2) *Under “Rapid Fire Mode”, “Machine Gun Array”*

; for Machine Guns in an array to use rapid-fire mode, the Machine Gun Array must be shut off, or destroyed.

Change to:

; for Machine Guns in an array to use rapid-fire mode, the Machine Gun Array must be shut off before the game begins, and left off throughout.



Missiles (p. 103)

Under "Game Rules", first sentence

Replace all nine instances of "LRMs and ATMs" and the like in this section with "missile" or "missiles", as appropriate.

Errata Note: any missile can now be hot-loaded.

Expanded Heat Scale (p. 104)

At the beginning of the Effects entry for 35 Heat, add a new footnote symbol. At the bottom of the table, insert a new footnote with the following text: "Inferno ammunition automatically explodes."

Heat Sink Coolant Failure (p. 105)

Change this section's name to "Heat Sink Coolant Failure ('Mechs Only)"

Coolant Systems (p. 106)

First paragraph on the page (continued from the previous page), first and second new sentences on the page

Additionally, for each turn after the first that the 'Mech is continuously hooked up to a coolant truck, remove 2 levels of coolant failure. For example, a 'Mech with a 3-level heat sink reduction due to coolant failures would reduce that number to 1 after the first turn; after the second turn, the drop would be eliminated.

Change to:

Additionally, the 'Mech removes two points of coolant failure.

Vehicles (p. 107)

Before "VTOL Special Attacks", insert the following new section:

VEHICLES AND FIELDWORKS

Vehicles with a bulldozer, backhoe, or any piece of equipment ruled as equivalent may be considered to have the fieldworks ability, allowing them to construct field fortifications in a manner identical to Trench/Fieldworks Engineers (see p. 341).

VTOL Special Attacks (pp. 107-108)

This ruling has changed from previous errata versions.

- 1) Change the name of this section to "VTOL BOMBING"
- 2) Delete the first paragraph, the entirety of the "Strafing" subsection, and the "Bombing" subsection header.
- 3) *Under "Bombing", first paragraph, first sentence*

; Safe Thrust Reductions are applied as Cruising MP reductions for VTOLs.

Change to:

. However, each bomb carried reduces the VTOL's Cruising MP by 1.

Hitting The Deck (p. 108)

First paragraph, second sentence (first in the right column). After this sentence insert the following:

This action can only be performed in the Movement Phase.

Advanced Buildings

Scaled Damage (p. 126)

- 1) *Sixth paragraph ("A value of "Capital"..."), second sentence*

—and divide by 10 (round normally; .5 rounds up).

Change to:

—and divide by 20 (round normally; .5 rounds up).



- 2) Sixth paragraph (“A value of “Capital”...”), fourth sentence (“In addition, when attempting...”):

determine the hex’s current Damage Threshold by dividing its current CF by 10 (rounding up).

Change to:

determine the hex’s current Damage Threshold by dividing its current CF by 10 (rounding up; for structures with Capital-scale armor the threshold is Capital-scale as well).

* Power Generators (p. 134)

Under “Construction Rules”, first paragraph, first sentence

To find the Base Generator Weight for an advanced building (or a complex of buildings), add up the total number of hexes for all of the advanced buildings intended to receive power

Change to:

To find the Base Generator Weight for an advanced building (or a complex of buildings), add up the total number of hexes for all of the advanced buildings intended to receive power (including the building with the generator)

Construction Rules [example text] (p. 136)

Replace the entire example text section with the following:

Paul has built a military base that consists of a total of 80 building hexes, six of which include weapon turrets that house four Heavy weapons each. Having elected to power this with an Internal Combustion generator, he computes that the fuel needs for such a generator to provide daily power to the buildings and up to two hours’ worth of active power (per day) for the Heavy guns would come to 64 tons per day $([80 \text{ total building hexes} \div 5 = 16] + [2 \text{ hours/day} \times (6 \text{ buildings} \times 4 \text{ heavy weapons} = 48)] = 64)$. As his chosen power source is neither Steam nor Fuel Cell, Paul finds that this value is unchanged for the generator type used $(64 \text{ tons/day} \times 1.0 \text{ Daily Fuel Weight value for Internal Combustion generators} = 64)$. To supply a month’s worth of power needs, Paul computes that his generator building would need fuel storage for 1,920 tons of fuel $(64 \times 30 = 1,920)$.

Because the storage capacity of a liquid cargo transport bay is 0.91 tons for every ton of equipment space devoted to it, a grand total of 2,110 tons is needed to store the month’s worth of fuel weight computed above $(1,920 \text{ tons} \div 0.91 \text{ capacity tons per ton} = 2,109.89 \text{ tons, rounded up to } 2,110)$. Deciding on a Hangar-class building for the job, Paul notes that the maximum internal tonnage capacity of a Hangar-class building (with sufficient CF) is 600 tons per hex for every 4 levels in height (or fraction thereof). A single-hex fuel storage building with sufficient capacity would need to stand 16 levels high $(4 \text{ hexes per } 600 \text{ tons} \times 4 = 16 \text{ levels, for } 2,400 \text{ tons of internal weight capacity})$. Alternatively, a similar-CF, Hangar-class fuel storage building could simply be built as a 1-level tall building occupying 4 adjacent hexes, to achieve the same capacity.

Advanced Support Vehicles

Rail [example text] (p. 152)

Under the derailment example, right column, first paragraph in the column, first full sentence in the column.

He determines that the ram causes 9 points of damage $[12 \text{ (current front location internal structure)} + 20 \text{ (current front location armor)} = 32 / 10 = 3.2 \times 3 \text{ (MP unspent in the turn)} = 9.2, \text{ rounding to } 9]$.

Change to:

He determines that the ram causes 9 points of damage $[12 \text{ (current front location internal structure)} + 20 \text{ (current front location armor)} = 32 / 10 = 3.2 \times 3 \text{ (MP unspent in the turn)} = 9.6, \text{ rounding to } 9]$.

* Line of Sight (p. 156)

Last sentence

they rise (and fall) a number of hexes above and below the surface of the water,

Change to:

they rise (and fall) a number of levels above and below the surface of the water,



* Specialized Attacks (p. 157)

Under "Mech Mounting (on deck)", third paragraph, fifth sentence

If the 'Mech has UMU MP, however, it does not take falling damage but is simply placed in the adjacent hex at a depth equal to the deck of the unit off of which it fell.

Change to:

If the 'Mech has UMU MP, however, it does not take automatically falling damage but is simply placed in the water hex at a depth equal to the deck of the unit off of which it fell, without a Piloting Skill Roll being required for entering water. If the water is insufficiently deep, place the 'Mech at the bottom of the hex and assign falling damage for striking the bottom of a water hex as normal.

Buildings (p. 168)

Replace the first paragraph with the following:

; the sheer size and inexorable force of movement of even the smallest Mobile Structure reduces any building hex it enters to rubble.

Change to:

; the sheer size and inexorable force of movement of even the smallest Mobile Structure reduces any non-armored building hex it enters to rubble (see *Armored Buildings*, p. 121). Treat movement into armored buildings as a collision with a DropShip (see *Damage to a Mobile Structure*, p. 168).

Stacking (Ground Mobile Structures) (p. 168)

Remove the "Castles Brian Complex" subsection from this section. Insert it at the very end of the "Buildings" section on p. 168 directly above (after "Prohibited Movement").

Attacks Against Mobile Structures (p. 171)

Replace the first paragraph with the following:

Attacks and damage against Mobile Structures are dealt with exactly like attacks against buildings (see *Attacking Buildings*, p. 171, *TW*), save that Mobile Structures follow all rules for Advanced Buildings (see p. 118), including Construction Factor (Expanded) (see p. 122); see *Aimed Shots*, page 120, for attacks against turrets on a Mobile Structure. Units outside a Mobile Structure cannot attack units inside a Mobile Structure, and vice versa.

General Rules

Airborne Targeting (p. 180)

First paragraph, first sentence

A unit mounting an Arrow IV [...]

Change to:

An aerospace unit mounting an Arrow IV [...]

Airborne Targeting (p. 181)

Second paragraph (first on the page), last sentence

If an artillery attack is made from Altitudes 1-8, the attack lands the turn after it was fired; if it is made from Altitude 9, the attack lands two turns after it is fired.

Change to:

If an artillery attack is made from Altitudes 1-8, the attack lands the turn after it was fired; if it is made from Altitude 9 or 10, the attack lands two turns after it is fired.

Direct Fire (p. 185)

First paragraph, last sentence

The base to-hit number is modified normally for the attacker's movement and for firing through (not into) woods and for other terrain features.



Change to:

The base to-hit number is modified normally for all other to-hit modifiers such as the attacker's movement and for firing through (not into) woods and for other terrain features.

Ejection and Abandoning Units (p. 197)

- 1) Under "'Mechs", second paragraph (first on the page), replace the first and second sentences with the following:
This ruling has changed from previous errata versions.

During the Movement Phase, a player may choose to have their MechWarrior eject rather than take any other action that phase. If the auto-eject function is operational and an ammo explosion occurs, the pilot automatically ejects before damage to the 'Mech is resolved (though the pilot still takes 2 points of damage due to ammo explosion feedback; see *Ammunition*, p. 125, TW).

- 2) Under "'Mechs", before the "Water" paragraph insert the following new paragraph:

Multi-Pilot Setups: In the case of 'Mechs with multiple pilots (such as one with a cockpit command console), each pilot makes its own Piloting Skill Roll when ejecting.

Minefields (p. 207)

Before the "Infantry" paragraph insert the following new paragraph:

Hidden Units: If a unit is hidden in a hex with minefields, the minefields attack if the unit tries to leave the hex via non-jumping movement.

Command-Detonated Minefields (p. 209)

At the end of the first paragraph insert the following:

Those placed during gameplay require time to arm. Arming occurs automatically and takes the remainder of the turn in which the minefield was placed, as well as the entire turn after, and so the field cannot be detonated until at least the beginning of the turn following this.

*** Rearming Under Fire (p. 213)**

Replace bullet points two and three with the following:

This ruling has changed from previous errata versions.

- For each three turns, 1 ton of ammunition is loaded. However, an OS-type weapon requires only one turn to reload and, on ground vehicles, a single Cruise Missile can be reloaded every six turns.

Rearming Under Fire (p. 214)

Replace the last bullet point with the following:

- Any battle armor or ProtoMech weapons that track ammo in a game can be rearmed using these rules. After the required three turns, a single battle armor or ProtoMech squad is completely rearmed (regardless of how many different types of ammo-tracking weapons the squad mounts).

Zip Lines (p. 219)

- 1) *Second sentence*

adding any applicable modifiers from the Ejecting Modifiers Table (see p. 197).

Change to:

adding any applicable modifiers from the Ejecting Modifiers Table (see p. 197; treat each elevation the infantry has to descend as a building level for this purpose).

- 2) Under "Airships", at the end of the section insert the following:

Treat this as elevation 4 for the purposes of the infantry's Anti-'Mech Skill Roll.



Visual Range Tables (p. 221)

- 1) Change the second row to: Heavy Fog/Moonless Night**
- 2) Change the third row to: Heavy Hail/Sleet/Snowfall/Blowing Sand/Full Moon Night**/Gusting Rain/Ice Storm/Torrential Downpour
- 3) Change the fourth row to: Dusk/Dawn**/Heavy Rainfall/Snow Flurries
- 4) Second table: under "Additional Effects", delete the last row ("Searchlight" and its Modifier text).
- 5) *Second (double-asterisk) footnote*
This ruling has changed from previous errata versions.

**If a unit mounts a searchlight, add 10 hexes; for infantry, add 5 hexes.

Change to:

**If the spotter has an active searchlight use the following ranges instead: mounted (30), handheld/infantry (10). If the target is illuminated by another source (such as fire, or another unit's searchlight) use a range of 45 hexes.

Visual Spotting (p. 221)

At the end of the section, replace the last paragraph with the following:

If submerged, start on the "Light Fog/Hail/Rainfall/Snowfall" row of the Visual Range Tables above. For every full 10 depths underwater, move up one line on the table. Underwater depth has no effect on Sensor spotting ranges.

Airborne Units: Against other airborne units, use the Visible Range Table as usual. However, against ground units, an airborne unit is only able to visually detect units along its flight path and must be at or below Altitude 8.

Sensor Spotting (p. 221)

First paragraph, last sentence

Once a sensor has revealed a unit, standard LOS must be established to the unit before it can be revealed.

Change to:

Detecting a unit with sensors (of any kind) only reveals that unit's location and, if using any sensor other than seismic, its height: i.e. you have a "blip". The unit must still be visually detected as normal before it is fully revealed. Note that height is always returned in levels, even if the unit detected would normally measure its height in elevations (such as a VTOL). It is up to the detecting player to guess what the level returned represents.

Sensor Spotting (p. 222)

- 1) *Third paragraph, third through fifth sentences*

A result of 7 or 8 means the sensor detects any unit within its short range. A result of 5 or 6 means the sensor detects units out to its medium range. A result of 2 to 4 means the sensor detects units out to its long range.

Change to:

A result of 7 or 8 means the sensor detects any unit within its short range band. A result of 5 or 6 means the sensor detects units within its medium range band. A result of 2 to 4 means the sensor detects units within its long range band.

- 2) *Under "Airborne Units", replace the paragraph with the following:*

Sensor ranges are considerably curtailed for airborne units. As with visual spotting, airborne units must be at or below Altitude 8 in order to make a sensor roll. Short range indicates that any unit within 1 hex of the flight path is detected, medium range is any unit 2 hexes away from the flight path and long range is any unit 3 hexes away. Any active probes increase this range to 1-2 for short, 3-4 for medium, and 5-6 for long.



Infrared Sensors (p. 223)

1) *First paragraph, second sentence*

add 1 additional hex if the unit has been hit by an inferno attack, or is standing in a hex that is on fire.

Change to:

add 1 additional hex if the unit has been hit by an inferno attack in the last turn, or is standing in a hex that is on fire.

2) *Last paragraph*

Units that are not “hot” cannot be detected by an IR sensor scan.

Change to:

Units that are not “hot” (i.e. those without one or more heat points on a Heat Scale) cannot be detected by an IR sensor scan.

ECM/Stealth Systems (p. 224)

1) *Replace the fourth paragraph with the following:*

For a stealth system to have an effect, an enemy need only have their stealth system active. For ECM to have an effect, either the spotting unit or a hidden unit must be within the area of effect of any ECM system hostile to the spotter. If a spotting unit and/or its target is within the range of multiple hostile ECM systems, combine the effects of all these ECM systems. In both cases, whether or not LOS exists to the hidden unit is irrelevant.

2) *Fifth paragraph, second sentence*

If a spotting unit is in range of an active ECM device and fails to detect the ECM-equipped unit, inform the player that his unit has been jammed by an ECM suite.

Change to:

If a spotting unit or any potential target is within the area of effect of active and hostile ECM, and the spotting unit fails to detect the ECM-equipped unit, inform the player that his unit has been jammed by ECM. Any other details beyond this, such as the amount, type, or location of the ECM, are not revealed.

Advanced Support Vehicle Construction

Advanced Support Vehicle Weight Table (p. 241)

Under the “Satellite (Large)” line

Change “Weight Range (Tons)” from “100.5 – 200” to “100.5 – 300”

Jormungand [example text] (p. 242)

Second paragraph, last sentence

At this size, the vessel will also be rather easy to hit, with a –3 Attacker To-Hit Modifier applied against it.

Change to:

At this size, the vessel will also be rather easy to hit, with a –4 Attacker to-hit modifier applied against it.

Advanced Support Vehicle Engine Weight Multipliers and Fuel Weight Percentage Table (p. 246)

Footnotes

**ICEs running on alcohol or natural gas use 1.5 percent.

Change to:

**ICEs running on alcohol or natural gas use 1.25 percent.



Advanced Support Vehicle Minimum Crew Tables (p. 250)

Under “Minimum Gunners (by Fire Control System)*” subtable, replace content of table with:

Small	1 per weapon	1 per facing‡	1 per facing‡/‡‡
Medium/Large	Total Weapon Tonnage ÷ 2†	Total Weapon Tonnage ÷ 3†	Total Weapon Tonnage ÷ 4†/††

Jormungand [example text] (p. 258)

Left column, first (continuing) paragraph, second sentence

With six out of the Jormungand’s eight SR-Torpedo launchers located in the ship’s third Body hex,

Change to:

With four out of the Jormungand’s six SR-Torpedo launchers located in the ship’s third Body hex,

Advanced Weapons and Equipment

Equipment Notes (p. 275)

Under “Modular (Omni) Technology”

Unless otherwise noted, all of the items presented below may be pod-mounted on appropriate modular or Omni unit types.

Change to:

The following items may not be pod-mounted: Armor (except Modular Armor), BattleMech Turrets, Cockpits, Engines, Gyros, Musculature, Musculature enhancers (such as AES and MASC), Structure. Otherwise, all of the items presented below may be pod-mounted on appropriate modular or Omni unit types.

Actuator Enhancement System (AES) (p. 279)

Under “Game Rules”, replace the first paragraph with the following:

An Actuator Enhancement System mounted in the arm provides a –1 to-hit modifier for all weapon attacks mounted in the same arm location, as well as a –1 to-hit modifier for all Physical Attacks (including Physical Weapon attacks) using only that arm. (For Physical Attacks that require both arms, the –1 to-hit modifier only applies if both arms mount a functioning AES.) When mounted in the legs, the AES provides a –2 modifier to all Piloting Skill Rolls, while charges and kicks receive a –1 to-hit modifier. Weapons split between an arm and torso location gain no bonus from an AES.

Angel ECM Suite (p. 279)

Under “Game Rules”, first sentence

The Angel ECM Suite works like standard ECM (see p. 134, TW), but can also block the Bloodhound Active Probe, Artemis V and C³ Booster Systems,

Change to:

The Angel ECM Suite works like standard ECM (see p. 134, TW), but can also block Bloodhound Active Probes and C³ Booster Systems,

Errata Note: the ability of Angel ECM to block Artemis V has not been removed. Rather, the mention was deleted from this entry because it implied that Guardian ECM did not block Artemis V, which is incorrect.

Ferro-Lamellor Armor (p. 280)

Under “Game Rules”, first paragraph, replace the first sentence with the following:

A location protected by Ferro-Lamellor Armor reduces all damage by 1 point for every 5 points (or fraction thereof) delivered per hit (to a minimum of 0 points of damage per hit). If that location has a separate damage reduction method (such as spikes, or being a rotor), the damage reduction from Ferro-Lamellor Armor is applied last.



Laser Reflective (Reflec/Glazed) Armor (p. 281)

Under "Game Rules", at the end of the fifth paragraph ("Excess damage beyond...") insert the following:

However, remaining points of damage that were created as a result of the damage-doubling effect do not transfer. For example, a 5-point hit would be doubled to 10 points of damage. A location with 9 points of armor would lose all 9 points to this hit, but the remaining single point would be lost, with no damage transfer.

Modular Armor (p. 281)

Under "Game Rules", replace the first paragraph with the following paragraphs:

When a location containing a slot of Modular Armor is damaged, the damage is subtracted from the Modular Armor capacity first. If any damage remains, it is treated as a new attack against the unit's armor using the remaining damage, and then applying the effects of the armor (if any) against that damage. With penetrating critical hits or armor-piercing weaponry, resolve such effects based on the capabilities of the underlying armor.

If a slot of Modular Armor is hit (for example, through a penetrating or floating critical hit, or a Weapon critical on vehicles that randomly rolls up a Modular Armor slot), all remaining points for that slot (if any) are destroyed. Modular Armor slots that are already depleted are considered to be destroyed items.

Reactive (Blazer) Armor (p. 282)

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

Note that if a 'Mech location contains nothing but Reactive Armor criticals, this second 2D6 roll is only made once; any result other than a 2 in this case means the critical hit transfers to the next location (see p. 125, *TW*).

Armored Components (p. 282)

Under "Construction Rules", first paragraph, last sentence

The only exception is the cockpit location, which adds 1 ton of armor to the cockpit weight.

Change to:

The only exception is cockpit systems (including Cockpit Command Consoles), which adds 1 ton of armor to the cockpit weight.

Armored Components (p. 283)

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

Additionally, component armor has no effect on damage caused by the use of MASC or a Supercharger: such damage resolves as if the components were unarmored. The armor remains in place, however, and so can still absorb damage from other sources.

Conventional Artillery (Thumper/Sniper/Long Tom) (p. 284)

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

Note that BA Tube artillery is fired in squads and damage is multiplied by remaining troopers: a roll on the Cluster Hit Table is not required. BA Tube artillery may be used against airborne aerospace targets using the flak rules for direct-fire artillery (see *Flak*, p. 185). Ammunition expenditure is tracked during game play.

Artillery Cannons (p. 285)

- 1) *Under "Game Rules", second paragraph*

Aerospace units employing Artillery Cannons use them as autocannons, and cannot deliver damage effects into adjacent hexes, regardless of any special munitions used.

Change to:

Aerospace units employing Artillery Cannons against other aerospace units use them as autocannons, and cannot deliver damage effects into adjacent hexes. However, the damage type is still considered AE.

- 2) * *Under "Game Rules", third paragraph, first sentence*

Artillery Cannons may only use standard Artillery Cannon munitions.



Change to:

Artillery Cannons may not use any special munitions present in *Tactical Operations*, but other products may introduce special munitions for these weapons.

ProtoMech Autocannons (Proto-AC) (p. 286)

Under "Game Rules", first sentence

ProtoMech Autocannons use the same rules as standard autocannons.

Change to:

ProtoMech Autocannons use the same rules as standard autocannons, including the ability to use special munitions (when using armor-piercing ammo and checking for armor-piercing critical hits, apply the following modifiers: PAC 2 (-4), PAC 4 (-3), PAC 8 (-2)).

Battle Armor Myomer Booster (p. 286)

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

Like armor, myomer slots may be broken up among the battle armor's various body locations.

Battle Armor Detachable Weapon Pack (DWP) (p. 286)

Under "Construction Rules", at the start of the second paragraph insert the following:

A DWP cannot be installed in any type of modular mount.

Battle Armor Mechanical Jump Booster (p. 287)

Under "Game Rules", at the end of the section insert the following bullet point:

- Mechanical Jump Boosters have no effect when jumping down: the jump may still be made, but the unit takes damage as if it fell as per normal.

BattleMech HarJel System (p. 288)

Under "Game Rules", first paragraph, second sentence

In addition, the HarJel system provides a -1 modifier to any roll checking for hull breach from extreme depths (see p. 42).

Change to:

However, it does not prevent the need to take crush depth checks (see p. 42), nor does it prevent crushing if it does occur, though a 'Mech with one or more HarJel slots has a +1 TN modifier to any such checks.

BattleMech Melee Weapons (p. 288)

- 1) *Under "Construction Rules", second sentence*

Except for the shield (which may only be installed as fixed equipment), OmniMechs may mount all of these weapons as pods or as fixed equipment. A 'Mech can mount only one physical attack weapon per location, unless one of the weapons is a shield or spikes.

Change to:

A 'Mech can mount only one physical attack weapon per location, unless one of those weapons is a shield or spikes, such that a single location might have a single physical attack weapon, one shield and spikes.

Errata Note: the ability to pod-mount these items has not been removed. Rather, as per the note on p. 275, all these melee weapons (including the shield) may be pod-mounted, making the sentence redundant and potentially confusing.

- 2) *Under "Construction Rules", between the BattleMech Melee Weapons and Claws subentries, insert the following new subentry:*

Chain Whip: A Chain Whip weighs 3 tons and occupies 2 critical slots. A Chain Whip can only be mounted in a 'Mech's arm.



BattleMech Melee Weapons, Shield (p. 288)

Under "Construction Rules", at the end of section insert the following:

If pod-mounted, Shield-based movement modifiers apply to the unit once added.

Chain Whip (p. 289)

- 1) Under "Game Rules", at the end of the first paragraph append the following:

, and the hit does not destroy the limb struck.

- 2) Under "Game Rules", replace the third paragraph with the following:

In the case of an arm hit on a 'Mech (or either the arms or legs of a ProtoMech), the whip-wielding unit may attempt to grapple its opponent, preventing either unit from moving out of their respective hexes the following turn. Once again, this is treated as a bonus attack in the same Physical Attack Phase that applies an additional -2 to-hit modifier if the whip-wielding unit has active Triple-Strength Myomers and the target does not. For every weight class (ProtoMech, Light, Medium, Heavy and so forth) the Attacker outweighs the Defender, a -1 to-hit modifier applies to the grapple attack; if the Defender outweighs the Attacker, a +1 modifier applies for each weight class of difference.

If this bonus attack is successful, the Defender is grappled. Neither unit may move from their respective hexes in the following turn (unless the Attacker chooses to release the Defender by expending any MP in the following Movement Phase). While grappled, both units may make weapon and physical attacks normally, using weapons in any location except for the grappling unit's whip arm and the grappled arm. Apply a -2 to-hit modifier to any attack made by either of the units against the other.

Each turn after making a successful grapple, the grapple roll (but not the initial to-hit roll) must be made to maintain the grapple. If a grapple roll fails, the target is freed. Destruction of the whip or the entangled limb also breaks the grapple, at the end of that Phase. The target falling while grappled does not break the grapple.

Claws (p. 289)

Under "Game Rules", second paragraph, last sentence

A failed attempt to lift an object effectively destroys it.

Change to:

A failed attempt to lift an object effectively destroys it, unless using the *Picking Up and Throwing Objects* rules (see p. 92), in which case those rules take priority.

Lance (p. 290)

Under "Game Rules", first sentence

Requiring a direct strike to be effective, the Lance attacks as a hatchet (see p. 146, *TW*) with an additional +2 to-hit modifier,

Change to:

Requiring a direct strike to be effective, the Lance attacks as a hatchet (see p. 146, *TW*) with an additional +1 to-hit modifier,

Mace (p. 290)

Under "Game Rules", first paragraph, first sentence

but may use the Hatchet's To-Hit Location Table (see pp. 146-147, *TW*).

Change to:

but may use the Hatchet's ability to use the Punch or Kick Hit Location Tables, applying all those rules appropriately (see p. 146, *TW*).



Shield (p. 291)

- 1) Under "Active Defense Mode", second sentence

Weapons mounted in a shield-protected location cannot be used in the same turn the shield is protecting them in active defense mode,

Change to:

Weapons (including AMS) mounted in a shield-protected location cannot be used in the same turn the shield is protecting them in active defense mode,

- 2) Under "Active Defense Mode", at the end of the paragraph insert the following sentence:

If a unit has two shields, both in active defense mode, and is hit in the center torso, the unit's controller chooses which shield takes the hit.

Vibroblades (p. 292)

Under "Game Rules", second paragraph, second sentence

Special myomers and actuator damage modify the damage dealt by unpowered Vibroblades as normal for their rules.

Change to:

Special myomers and actuator damage modify the damage dealt by deactivated Vibroblades as normal, but the damage dealt by a deactivated Vibroblade cannot exceed the damage an activated Vibroblade of that size deals.

* BattleMech/ProtoMech Partial Wing (p. 293)

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

This ruling has changed from previous errata versions.

Depending on the size of the unit and atmospheric pressure (see p. 54), the Partial Wing confers a bonus to a unit's jump and—in the case of BattleMechs or IndustrialMechs—heat sink capabilities. These benefits are shown in the ProtoMech/BattleMech Partial Wing Performance Table on page 295.

The added Jumping MP bonus does not apply if the unit cannot generate Jumping MP, but may allow for jumps beyond the unit's normal maximum Jumping MP limits. Each critical hit suffered by a BattleMech Partial Wing reduces the wing-provided jump bonus by 1, to a minimum of 0. A critical hit against a ProtoMech's Partial Wing destroys it.

The values in the table's 'Mech Heat Modifier column are applied during the Heat Phase of any turn in which the Partial Wing is functional (regardless of whether or not the unit actually used the system). In addition, the bonus Jumping MP provided by a Partial Wing is not included when calculating heat caused by a jump: to calculate the heat generated, subtract the Partial Wing's Jumping MP bonus from the distance jumped. This cannot reduce the heat generated by a jump below the minimum heat points that unit would normally generate by jumping.

'Mech UMU System (p. 295)

Under "Game Rules", first paragraph, after the third sentence insert the following:

Units using UMU MP do not make Piloting Skill Rolls to avoid falling. If Displacement causes the unit to enter a hex where UMU MP cannot be used, resolve an automatic fall using all applicable modifiers.

C³ Boosted Master (C³BS) (p. 298)

Under "Game Rules", after the first paragraph 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, a non-boosted member is still cut off as normal if in the effect radius of any hostile ECM, and a non-boosted master cannot transmit data to boosted members in the effect radius of any hostile ECM.

CASE II (p. 299)

This ruling has changed from previous errata versions.

- 1) Under "Game Rules", replace the first paragraph with the following:

When ammunition protected by CASE II explodes (including any ammunition-like explosions, such as critical hits to Gauss weapons), only 1 point of internal damage is inflicted to the location (with the normal chance of critical



effects), while any remaining damage is applied to the location's rear armor. If the location is a limb, remove all remaining armor in the location, or half the location's total original armor, whichever is less. Any remaining damage from the explosion does not transfer after that. (For fighters, CASE II reduces ammunition explosion effects against such units—such as described on p. 161, *TW*—to 1 point against the unit's SI.)

Furthermore, for any critical hits rolled up as a result of an ammunition explosion vented by CASE II, the controlling player rolls 2D6 again for each one, and disregards the critical effects on a result of 8+. Otherwise, the critical hit applies as normal. Critical hits on slots occupied by the CASE II itself have no effect and should be re-rolled.

- 2) Delete the current third paragraph (“In the case of an explosion in an arm or leg [...]”)

Torso-Mounted Cockpit (p. 301)

Under “Game Rules”, first paragraph, after the first sentence insert the following:

A 'Mech with a torso-mounted cockpit is not considered destroyed, nor is the MechWarrior considered killed, if the 'Mech's head is destroyed. If the 'Mech's head is destroyed, excess damage does not transfer to other locations, and further strikes to the head have their location re-rolled.

Fully Amphibious (p. 302)

Under “Construction Rules”, second sentence

It weighs 1 ton per 10 tons of total unit weight (rounded up to the nearest 0.5 tons) [...]

Change to:

It takes up weight equal to the unit's total tonnage, divided by 10 (rounded up to the nearest half ton) [...]

Coolant Pod (p. 304)

- 1) Under “Available To”, remove CF.

- 2) *Under “Game Rules”, last sentence*

If a critical hit strikes a Coolant Pod, the compressed fluids explode for 10 points of damage, as an internal ammo explosion.

Change to:

If a critical hit strikes an unused Coolant Pod, it explodes for 10 points of damage, as an internal ammo explosion. Each Coolant Pod can only be used once per battle.

Disposable Weapons (p. 304)

Under “Game Rules”, second paragraph, second sentence

The total damage inflicted equals the disposable weapon's damage value times the number of troopers who hit using the Cluster Hits Table, rounded normally (.5 rounds up).

Change to:

The total damage inflicted equals three times the disposable weapon's normal damage value, multiplied by the number of troopers who hit using the Cluster Hits Table (rounding normally). Only weapons with an Ammo (Shots) listing of “(1-D)” may be used in this fashion.

Docking Hardpoint (Docking Collars) (p. 304)

Under “Construction Rules”, last sentence

Docking Collars are not counted as weapon items and do not require a location.

Change to:

Docking Collars are not counted as weapon items and do not require a location, with the exception of those mounted on Mobile Structures, where the location and weight must be assigned to the center hex of the landing deck it is attached to.



Drone (Remote) Operating Systems (p. 306)

Under "Game Rules", last paragraph

Modifiers to Piloting Skill checks from Small Cockpits are ignored.

Change to:

Modifiers to Piloting Skill checks from Small and Torso-Mounted Cockpits are ignored.

Drone Operating System (p. 306)

Under "Construction Rules", first sentence

Remote drone operating systems occupy 10 percent of the drone unit's total weight and are treated as a single item on the unit's equipment list (located in the body).

Change to:

Remote drone operating systems occupy 10 percent of the drone unit's total weight and are treated as a single item on the unit's equipment list.

Advanced Engine Master Table (p. 308)

** footnote*

Fighter slots (if applicable) are located in the rear, with any extras divided evenly among the side wings.

Change to:

Fighter slots (if applicable) must be located in the rear.

XXL Fusion Engine (p. 309)

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

XXL fusion engines run hotter than their other fusion equivalents. Standing still (or expending no Thrust) generates 2 heat points per turn, Walking/Safe Thrust movement generates 4 heat points, and Running/Max Thrust movement generates 6 heat points. Heat generated per hex jumped is doubled for XXL engine users, with a minimum of 6 points per jump (the heat modifiers for improved jump jet use and jumping with an XXL engine cancel each other out). Combat Vehicles using XXL engines do not have to track movement heat, as per the standard Combat Vehicle rules.

Though Combat Vehicle and Conventional Fighter engines may occupy weapon slots, such engines only suffer critical hits per the unit's standard rules.

Field Guns (p. 310)

Under "Construction Rules", first paragraph, second sentence

This ruling has changed from previous errata versions.

(the crew for a single Field Gun equals the weapon's tonnage, not counting ammunition, to a minimum of 2).

Change to:

(the crew for a single Field Gun equals the weapon's tonnage rounded up, not counting ammunition, to a minimum of 2).

Field Guns (p. 311)

Replace the entire "Game Rules" entry with the following:

This ruling has changed from previous errata versions.

Game Rules: Only motorized conventional infantry platoons or mechanized conventional infantry platoons with a Wheeled or Tracked motive type may be equipped with Field Guns. Each Field Gun requires a number of troopers equal to its weight in tonnage to operate, rounding up (to a minimum of 2 troopers per Field Gun). A platoon equipped with multiple Field Guns can only operate as many Field Guns as it can keep fully manned (any excess Field Guns are considered destroyed as the unit takes damage). If all of a platoon's field guns are considered destroyed, the surviving troopers can move and fire as a normal infantry platoon of its type.

Field Guns attack using the range, damage and any applicable modifiers (including those of the weapon class) as their vehicle-mounted counterparts. The controlling player must designate a single weapon facing for all Field Guns in the platoon (treated like a vehicular turret arc; see pp. 105-106, *TW*). A platoon with multiple Field Guns may fire all such weapons separately—and at multiple targets, if desired (no Secondary Target modifiers apply to these attacks)—but all attacks must be made against targets in the same firing arc. Field Guns may be used against airborne aerospace targets,



with LB-X Autocannon Field Guns able to make flak attacks (see *Flak*, p. 114, *TW*). Ultra and Rotary Autocannon Field Guns are immune to jamming or fire control failure effects, and Gauss-based Field Guns are immune to weapon explosion effects.

Field Guns may not be fired in the same turn that the platoon has moved or delivered any attack using its own infantry weapons and, unlike regular infantry attacks, they may not be used to attack targets in the same hex as the attacker. A unit with Field Guns cannot engage in Anti-'Mech attacks such as Leg and Swarm Attacks.

The platoon receives 1 ton of ammunition per field gun it possesses; each ton may be of a varying type. Ammunition expenditure must be tracked, but only at the platoon level; ammunition is not assigned to any specific gun or squad, and isn't reduced by personnel loss. LB-X Autocannon Field Guns must always use cluster munitions.

Field Artillery (p. 311)

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

Field Artillery may be used against airborne aerospace targets using the flak rules for direct-fire artillery (see *Flak*, p. 185).

Heavy Flamer (p. 312)

1) Under "Available To", remove AF, CF, SC, DS.

2) Under "Game Rules", before the last sentence ("A critical hit to the Heavy Flamer's...") insert the following:

When mounted on a vehicle, Heavy Flamers still function if the vehicle's engine is critically hit.

Handheld Weapons (p. 314)

Under "Construction Rules", replace the entire entry with the following:

This ruling has changed from previous errata versions.

Handheld Weapons: A Handheld Weapon occupies no tonnage or critical space on the unit carrying it; it is entirely external and self-contained. However, a unit intended to carry a Handheld Weapon must incorporate two full sets of arm and hand actuators. Only 'Mechs and ProtoMechs may carry Handheld Weapons.

A Handheld Weapon may be constructed with up to six items legal for 'Mechs to mount and belonging to one or more of the following types: AE, DB, DE, M, P, PD. Also allowed are Mine Dispensers and TAG (including Light TAG); each counts as one item. Any such item with exceptional location restrictions (such as a Heavy Gauss Rifle) cannot be installed.

Alternatively, a single arm-mounted BattleMech physical weapon may be installed instead, so long as it does not have weight, damage values, or other effects reliant on the weight of the unit carrying it. Shields or Spikes are forbidden.

Non-weapon items that affect a single weapon and are restricted to that weapon's location (such as PPC Capacitors and Apollo and Artemis systems) may be added to weapons the Handheld is carrying; such items do not count towards the Handheld's item limit. If one applicable missile launcher in the Handheld has Apollo or Artemis, all applicable launchers in the Handheld must. However, the choice of weapons or items in the Handheld has no effect on the carrying unit's choice of weapons or items.

Each energy weapon in a Handheld Weapon requires a number of heat sinks equal to the maximum heat it can generate. Any other weapon or item type does not require heat sinks. Only standard (single) heat sinks may be installed in a Handheld. Ballistic and Missile weapons as well as Chemical Lasers must mount ammunition if they are not One-Shot weapons. Ammo can be added to such weapons on a per-shot basis, with each shot's weight (in tons) determined by dividing 1 by the number of shots the weapon normally carries per ton. Neither ammo nor heat sinks count towards the item limit.

Armor may be added to a Handheld Weapon at a cost of 1 ton per 16 points of added armor (or 8 points per half-ton); only standard armor may be used.

The final weight of a Handheld Weapon is equal to the total of all components and armor it carries, rounded up to the nearest half-ton.



Handheld Weapons (p. 316)

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

This ruling has changed from previous errata versions.

Handheld Weapons may only be picked up and/or used by ProtoMech and 'Mech units with two functioning hand actuators.

A 'Mech or ProtoMech may carry a single Handheld Weapon. This weight counts towards a 'Mech's total cargo limit (10 percent of the unit's total weight, or 20 percent if the unit mounts operating Triple-Strength Myomer; see *'Mech Lifting Capabilities*, p. 261, TW). While carrying a Handheld Weapon, the unit cannot make any punching or pushing attacks, use any physical weapon beyond what the Handheld Weapon mounts (if any), or use any weapons mounted in the unit's arms, torso, or Main Gun location (unless the weapons are rear-facing).

When used to attack, a Handheld Weapon may only be fired at one target per turn, even if it carries multiple individual weapons (such as a Handheld with two medium lasers in it). The weapon does not generate heat, but neither can it draw on the unit's on-board ammunition supplies or take advantage of a targeting computer or other electronic enhancements installed within the firing unit's chassis (AES modifiers do apply, so long as the 'Mech has AES in both arms).

To use a Handheld Weapon in a melee attack, it must contain a physical weapon. The weapon behaves as normal, except that two hands are always required to wield it.

If a unit using a Handheld Weapon takes a hit to either arm location, the attacker must roll 1D6. On a result of 6, the Handheld Weapon takes the damage instead, and is destroyed if it sustains more damage from the hit than it has armor points, with excess damage transferring to the arm as normal.

Dropping a Handheld Weapon, intentionally or otherwise, always occurs in the End Phase; the weapon is dropped in the same hex as the unit. Critical hits to a unit's hand actuators force it to drop a Handheld Weapon (critical hits to any other arm actuators only add the cumulative penalties for making attacks with actuator damage). If a TSM-activated unit is carrying a Handheld Weapon that weighs more than 10 percent of its tonnage, and its heat drops below the required activation level of the TSM in any Heat Phase, the weapon must be dropped. If a unit carrying a Handheld Weapon falls, it must make an additional Piloting Skill roll to avoid accidentally dropping the weapon, applying any arm actuator damage modifiers and any other applicable Piloting modifiers.

A dropped Handheld Weapon must be noted on the map. Dropped weapons may be targeted for weapon attacks by other units. Such attacks are made at a +1 to-hit modifier, but also apply the -4 immobile target modifier. If in the same hex as a unit, a weapon may be picked up during the End Phase of any turn. It can then be used beginning in the next turn. However, a weapon dropped in that End Phase may not be picked up until the End Phase of a subsequent turn.

Conventional Infantry Armor Table (p. 317)

- 1) Environment Suit, Light: remove the ** note on its Damage Divisor
- 2) MechWarrior Cooling Suit: change the Cost from "500" to "5,000"

Landing Deck (p. 319)

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

Any unit smaller than a DropShip can treat a landing deck as paved hex surfaces for landing purposes.

Chemical Lasers (p. 319)

Under "Construction Rules", first sentence

This ruling has changed from previous errata versions.

When mounted on ProtoMechs, vehicles or conventional fighters, or used as a Handheld Weapon, Chemical Lasers are treated as ballistic weapons rather than energy weapons,

Change to:

Chemical Lasers are treated as ballistic weapons rather than energy weapons,

Bombast Laser (p. 320)

Under "Game Rules", in between the second (all-parenthetical) and third sentences insert the following:

For aerospace units, always use the +3 to-hit modifier.



Chemical Lasers (p. 320)

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

When mounted on a vehicle, Chemical Lasers still function if the vehicle's engine is critically hit.

Laser Anti-Missile System (p. 322)

Under "Available To", add ASF, CF.

Vehicle And Battle Armor Dispensers (p. 325)

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

Only one trooper per battle armor unit (Squad, Point, or Level I) may deploy mines each turn. Each trooper may carry a different minefield (mark on each record sheet what minefield each trooper carries).

Minesweeper (p. 326)

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

A Minesweeper can be either activated or deactivated in the End Phase of a turn. Only activated Minesweepers clear mines.

- 2) Under "Game Rules", fourth paragraph, first sentence

Against active, Inferno and standard (conventional) minefields, the player controlling the sweeper must roll a normal mine explosion check upon entering the mined hex,

Change to:

Against active, Inferno and standard (conventional) minefields, the player controlling the minefield must roll a normal mine explosion check upon entering the mined hex,

- 3) Under "Game Rules", fifth paragraph, at the end of the paragraph insert the following:

A vehicle may only mount one Minesweeper per hex that it occupies.

Naval C³ (p. 332)

Under "Game Rules", replace the first three bullet points with the following:

- The weapon range bracket used (capital or standard) is based on the hex distance of the friendly, networked unit closest to the target. (For example, if a friendly-networked unit is 10 hexes from the target, it provides a range bracket of short for capital weapons, but medium for standard weapons.) If, however, the attack would take place outside a weapon's normal effective range, the attack still cannot be made.

Naval Comm-Scanner Suite (p. 332)

- 1) Under "Construction Rules", second sentence

The Small NCSS may be installed on any appropriate aerospace unit, and raises the vessel's crew needs by 6.

Change to:

The Small NCSS may be installed on any appropriate aerospace unit, including unmanned satellites, and raises the vessel's crew needs by 6. Unmanned satellites require 6 tons of communications equipment instead.

- 2) Under "Construction Rules", fourth sentence

The Large NCSS may not be installed on Small Craft,

Change to:

The Large NCSS may not be installed on Small Craft or satellites,



Naval Comm-Scanner Suite (p. 333)

- 1) Under "Available To": add "SV"

- 2) Under "Game Rules", first paragraph, second sentence
This ruling has changed from previous errata versions.

a Small NCSS doubles the maximum detection range for all such systems and provides a -1 modifier to the target number to detect a given vessel.

Change to:

a Small NCSS doubles the maximum detection range for all such systems (except Emergence Wave detection) and provides a -1 modifier to the target number to detect a given vessel for all systems.

- 3) Under "Game Rules", first paragraph, third sentence

A Large NCSS, meanwhile, triples the effective range of all such detection systems and provides a -2 target detection modifier.

Change to:

A Large NCSS, meanwhile, triples the effective range of all such detection systems (except Emergence Wave) and provides a -2 target detection modifier for all systems.

- 4) Under "Game Rules", second paragraph

In addition, an NCSS of either size provides a +1 initiative modifier in space combat each turn in which the NCSS-equipped unit is in play

Change to:

In addition, an NCSS of either size not mounted on a satellite provides a +1 initiative modifier in space combat each turn in which the NCSS-equipped unit is in play

Naval Repair Facilities (p. 334)

Under "Construction Rules", first paragraph, first two sentences

Space Stations can be constructed with one or more Naval Repair Facilities, each of which requires an assigned facing (a maximum of 1 repair facility per facing applies). WarShips and JumpShips can mount only one repair facility (which also requires an assigned facing).

Change to:

Space Stations, WarShips and JumpShips can be constructed with one or more Naval Repair Facilities, each of which requires an assigned facing.

Naval Tug Adaptor (p. 335)

- 1) Under "Game Rules", current sixth and seventh paragraphs

First, multiply the tug's Safe Thrust Rating by its tonnage; the product is the tug's Safe Thrust Tonnage.

Second, add together the tonnage of the tug and its target vessel. This value is the Total Mass.

Change to:

First, add together the tonnage of the tug and its target vessel. This value is the Total Mass.

- 2) Under "Game Rules", replace the eighth paragraph ("Third, divide the Total Mass...") with the following:
This ruling has changed from previous errata versions.

Second, divide the tug's tonnage by the Total Mass to find the Thrust Ratio. Multiply the tug's Safe Thrust by this Thrust Ratio to find the tug's Safe Towed Thrust Rating. Multiply this value by 1.5 to find the Maximum Towed Thrust Rating, the maximum thrust the tug can generate for both joined vessels together. Then round both Rating values up to the nearest quarter (0.25) Thrust point. A tug may use some or all of its Towed Thrust when towing a target, including airship-like fractional Thrust points (see pp. 204-205, TW).



PPC Capacitor (p. 337)

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

For a unit with Weapon Bays (such as a DropShip), assume the Capacitor is always charged when calculating the bay's damage and heat.

Recon Camera (p. 338)

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

This ruling has changed from previous errata versions.

An aerospace unit with a Recon Camera that is between Altitudes 5 and 10 on the Low Altitude map gains the ability to either spot for LRM indirect fire or artillery, or attempt to reveal hidden units. In either case, it may not make any other attacks while attempting to do so.

For an aerospace unit to spot, the base to-hit number to designate a target is the pilot's Gunnery Skill +2. The target must be on the ground mapsheet that corresponds to the camera unit's atmospheric hex.

If the aerospace unit is attempting to reveal hidden units (see p. 259, *TW*), during the Movement Phase of any turn where the camera unit passes over a ground mapsheet that corresponds to its atmospheric hex and contains a hidden unit hostile to its force, the hidden unit may be revealed. The hidden unit's controlling player must roll 2D6 for each such hidden unit. The target number is 9, plus any applicable terrain modifiers; for submerged units, apply a +1 terrain modifier per depth past 1. Rolling equal to or higher than the target number immediately reveals that hidden unit to the camera unit.

Recon Cameras can be mounted on external hardpoints as a bomb type, as described on page 246 of *TW*. A pod-mounted Recon Camera occupies the same space as one bomb.

For ground units, a Recon Camera instead allows the unit to act as a spotter for LRM indirect fire (see p. 111, *TW*) against a single target per turn and still make a weapon attack or spot for artillery (at normal visual ranges) with no additional to-hit penalty. To spot for LRM indirect fire, the unit must 'hit' the target using the same rules and ranges as TAG as appropriate for that unit.

Regardless of the unit type it is mounted on, a Recon Camera can never designate targets for TAG-guided weapons, such as semi-guided LRMs, laser-guided bombs or Arrow IV artillery missiles.

* Specialized Infantry (Cont) (p. 341)

In between "Paratroops" and the "SCUBA (Standard)" paragraphs, insert the following new paragraph:

This ruling has changed from previous errata versions.

TAG Troops: TAG Troops are specialists who replace a platoon's ordinary support weapons troopers with TAG. TAG troops may conduct TAG "attacks" (see p. 142, *TW*), in addition to normal weapons attacks. TAG troops have a range of 3/6/9 hexes for the TAG, regardless of what other weapons the platoon is armed with (the TAG does not determine a platoon's range).

Supercharger (p. 344)

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

Despite the rules in *TechManual* requiring speed enhancements to be included in the base configuration, Superchargers may be pod-mounted.

Supercharger (p. 345)

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

A 'Mech may combine a Supercharger with Triple-Strength Myomer. If both are used in the same round, the Triple Strength Myomer modifier is added before applying the Supercharger modifier.

BattleMech Taser (p. 346)

- 1) Under "Game Rules"

The BattleMech Taser uses all the general Taser rules described above, with the following additions:

Change to:

The BattleMech Taser uses all the general Taser rules described on page 345, with the following additions:



- 2) Under "Game Rules", delete the third bullet point ("A failed Feedback check is treated [...])")

Thunderbolt Missile Launcher (p. 347)

Under "Game Rules", delete the last paragraph ("Thunderbolts may be hot-loaded [...])")

BattleMech Turret (p. 347)

- 1) Change Tech Base (Ratings) from "Both (C/F-X-F)" to "Both (Variable)"
- 2) Under "Game Rules", at the end of the entry insert the following paragraph:

Any item that cannot be mounted in a vehicle turret cannot be mounted in a 'Mech turret.

Vehicular Dual Turret (p. 347)

Change Tech Base (Ratings) from "Both (B/F-X-F)" to "Both (B/F-F-F)"

Vehicular Sponson Turret (p. 348)

Change Tech Base (Ratings) from "Both (B/F-X-F)" to "Both (B/F-F-F)"

VTOL Chin Turret (p. 348)

Under "Game Rules", after the first paragraph insert the following new paragraph:

A VTOL with a Chin Turret replaces the "Rotor" entry on location 4 of the VTOL Combat Vehicle Hit Location Table with "Turret". Destruction of all internal structure points in the Chin Turret location destroys the VTOL as normal.

Vehicular Jump Jets (p. 349)

- 1) Under "Game Rules", first bullet point, at the end of the bullet point insert the following:

If using the *Vehicle Effectiveness* rules (see p. 107), ignore the requirement to reduce all Vehicle Type Modifiers by 1.
- 2) Under "Game Rules", after the last bullet point insert the following new bullet point:
 - Jump-capable WiGEs may only fire their jump jets while airborne, and not on a turn when taking off or landing. When jumping, a WiGE may rise in elevations like any other jumping unit, but will always return to a WiGE's standard one elevation above the underlying terrain at the end of the Movement Phase.

Void-Signature System (p. 349)

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

- When the Void-Signature System is engaged, any ECM on the unit has no effect, other than to make the Void-Signature System functional.

Xenoplanetary Condition-Trained Troops (p. 350)

Under "Construction Rules"

For both "Extreme Temperatures (Cold)" and "Extreme Temperatures (Hot)", change Environment Suit (Hostile or Combat) to Environment Suit (Hostile or Marine).

VTOL Mast Mount (p. 350)

Under "Game Rules", first paragraph, after "...above the VTOL's current position."

This enables the VTOL to act as a spotter for artillery or indirect fire by other units, or even for itself (if using the Mast to spot for itself, treat the Mast as a separate, non-firing unit doing the spotting). even if the unit with the Mast Mount is hovering just behind the highest level of a hill, building or other obstruction that would otherwise block its line of sight.

Change to:

This enables the VTOL to act as a spotter for C³, artillery, or indirect fire by other units, or even for itself (if using the Mast to spot for itself, treat the Mast as a separate, non-firing unit doing the spotting; apply the unit's movement modifier



once, and then add the Indirect modifier). This applies even if the unit with the Mast Mount is hovering just behind the highest level of a hill, building or other obstruction that would otherwise block its line of sight. The Mast Mount does not enable direct-fire over or through cover.

VTOL Mast Mount (p. 350)

Under "Construction Rules", third sentence

This ruling has changed from previous errata versions.

Weapons may not be mounted in a Mast Mount, which is technically not treated as a location (as it is merely an extension of the rotors) but active probes, C³ slave units, and ECM systems can be placed in the Mast Mount, essentially placing them "in" the Rotor location.

Change to:

Items of the Types E and CE may be placed in a Mast Mount, with the following exceptions: no TAG systems of any kind are allowed, while C³ systems are limited to slave units and C³i. The Mast Mount is not a location of its own: it and any items it contains are treated as being in the Rotor location.

Flak Autocannon Ammo (p. 352)

Replace the portions of the entry indicated with the following:

This ruling has changed from previous errata versions.

Tech Base (Ratings): Both (C/D-F-E)

Game Rules: Flak ammunition provides an autocannon with the same number of shots per ton as an equivalent standard ammo bin. When fired, flak ammo generates the same heat and damage and reaches the same ranges as a standard AC round, but is treated as a cluster (ballistic) weapon that deals its damage in 5-point clusters. Against eligible targets, it counts as a Flak attack (see p. 114, *TW*). An autocannon firing flak ammunition cannot make aimed shots and cannot benefit from a targeting computer.

Arrow IV Homing Missiles (p. 354)

Under "Game Rules", replace all bullet points with the following:

This ruling has changed from previous errata versions.

- When firing an Arrow IV Homing Missile either directly or indirectly, the firer must first choose a mapsheet within range of the launcher. Next they choose any hex on that mapsheet (LOS is not required, but if fired directly, direct-fire minimum range limitations still apply).
- On the turn the homing missile arrives, it may attack any unit successfully designated by friendly TAG within 8 hexes of the chosen hex. If there are multiple such units, the firer chooses which to attack. If there are no such targets when the missile arrives, it explodes harmlessly over the battlefield. (Undirected or misdirected missiles do not scatter.)
- The firer then rolls 2D6. On a result of 4+, the missile strikes the target. This is treated as a hit from a Direct-Fire Ballistic weapon, resolved against the unit's facing relative to the unit that fired the missile. An additional 5 points of artillery damage applies to all other units in the target's hex (treated as an area-effect weapon, if these other units include infantry). If the missile's 2D6 roll is 3 or less, however, the missile hits the hex occupied by the designated target, and inflicts 5 points of area-effect damage to all units in the target's hex (including the target).
- A friendly TAG may designate targets for any number of Arrow IV Homing Missiles per round, with only one to-hit roll required to designate the target. However, a TAG-equipped unit may not designate multiple targets in a turn, even if it is equipped with multiple TAG. If an on-board Arrow IV launcher using homing missiles also mounts TAG, the unit may designate a target and fire its homing missiles against it in the same turn.
- Alternatively, a homing missile may simply be fired, directly or indirectly, at a single hex without a TAG-designated target. If fired in this fashion, the attack only deals 5 damage to all units in the hex struck. If such an attack misses the target hex, it scatters as would a normal, non-guided artillery attack.
- A target struck by an iNarc Nemesis pod (see p. 142, *TW*) attracts friendly Arrow IV homing missiles. If a Nemesis-tagged 'Mech is in a hex adjacent to the intended target of a homing missile in the turn the homing missile arrives, roll 1D6. On a result of 1–3, the attack hits the Nemesis-tagged target. On a result of 4–6, the attack is resolved against the intended target. If there are multiple adjacent Nemesis-tagged targets, there is an equal chance the homing missile will strike any of them if it does not strike the intended target.



Flechette Artillery (p. 355)

Under "Game Rules", replace the last bullet point with the following:

- Against conventional infantry, each flechette artillery shell deals double its standard damage. Per the Area-Effect Weapon rules (see p. 113, *TW*) this base damage is further doubled against conventional infantry units, and doubled again if such units are located in clear terrain. For example, a Long Tom flechette round landing in the same hex as a conventional infantry unit would deal $25 \times 2 \times 2$ 100 damage. This would be doubled again, to 200 damage, if the unit was in clear terrain.

Inferno-IV Missiles (p. 356)

1) Under "Game Rules", replace the first bullet point with the following:

- Rather than delivering damage directly, Inferno-IV Missiles fill the target hex and all adjacent hexes with fire. In addition, units within a hex when it is struck by an Inferno-IV round suffer the effects of being hit by 5 Inferno missiles (see p. 141, *TW*; for battle armor this damage is applied to the squad as a whole, rather than per suit). Units passing through a hex ignited by Inferno-IV Missiles suffer effects as described under the standard fire rules (see pp. 43-45).

2) Under "Game Rules", at the end of the section insert the following new bullet point:

- When resolving an Inferno-IV attack on a hex with a unit carrying battle armor, the firing player rolls for five hit locations against that unit. Any battle armor riding in one of the locations hit is affected as though struck by a SRM Inferno round.

Thunder (FASCAM) Artillery/Arrow Missiles (p. 357)

Under "Game Rules", second bullet point, first and second sentences

The density of a minefield delivered by conventional artillery weapons is equal to the artillery weapon's normal central-hex damage (so a Sniper-fired FASCAM round delivers a 20-point density minefield, while a Long Tom's minefield has a 25-point density value). Arrow IV-delivered minefields have a density of 30 points.

Change to:

Consult the Artillery Ordnance Table on page 184 for minefield densities by weapon type.

Anti-Ship (AS) Missiles (p. 358)

Under "Game Rules", third bullet point

AS Missiles may only be used by units traveling in space, or at Altitude 3 or higher on the Low-Altitude Map.

Change to:

AS Missiles may only be used by units traveling in space, on the High-Altitude Map, or at Altitude 3 or higher on the Low-Altitude Map.

*** Anti-Ship Electronic Warfare (ASEW) Missiles (p. 358)**

Under "Game Rules", fourth bullet point

ASEW Missiles suffer a +4 to-hit modifier against any unit lighter than 500 tons.

Change to:

ASEW Missiles suffer a +4 to-hit modifier against any unit lighter than 500 tons; such a unit suffers a +4 modifier to all weapons it has, as per above.

Fragmentation Grenades (p. 363)

Under "Game Rules", second sentence

Against all units except conventional infantry and Support Vehicles with armor BAR values of 5 or more, Fragmentation Grenades inflict no damage.

Change to:

Against all units except conventional infantry and Support Vehicles with BAR values of 4 or less, Fragmentation Grenades inflict no damage.



Incendiary Grenades (p. 364)

Under "Game Rules", after the second sentence insert the following:

Incendiary Grenades launched from battle armor grenade launchers lack an area effect: each such grenade that strikes a target or hex is treated as a single Inferno SRM, with squads rolling on the Cluster Hits Table (see p. 307, *TW*) to determine the number that hit.

Missile Munitions (p. 367)

Under "Game Rules (General)", second paragraph, second sentence

ProtoMech units permitted any applicable alternative missile type may install reloads on a per-missile basis, at twice the weight of their standard missile reload.

Change to:

ProtoMech units may install reloads for permitted missile munitions on a per-missile basis, applying that munition's weight multiplier (if any) per missile.

Acid (AX) Missiles (p. 367)

Under "Game Rules", second bullet point, second sentence

(This damage may be modified by special armor rules.)

Change to:

(This damage is not reduced by special armor rules.)

Heat Seeking (HS) Missiles (p. 369)

Under "Game Rules", first bullet point, last sentence

An additional modifier of -2 applies if the target is currently on fire (see p. 43), or if the target is a Fighter, Small Craft, DropShip, or WarShip and the line of attack passes through its aft hexside.

Change to:

An additional modifier of -2 applies if the target is currently on fire (see p. 43), or if the target is a Fighter, Small Craft, DropShip, JumpShip or WarShip and the line of attack passes through its aft hexside.

Incendiary LRMs (Standard LRMs/MMLs) (p. 370)

Under "Game Rules", second bullet point, first sentence

When fired at terrain or structures, Incendiary LRMs receive a +4 modifier to all rolls for starting fires (see p. 43).

Change to:

When fired at terrain or structures, Incendiary LRMs lower the success number for fire checks by 4; this has already been included on the Starting Fires Table (see p. 44).

Magnetic Pulse (MP) Missiles (p. 370)

Under "Game Rules", second bullet point, last sentence

This heat spike affects the unit only for the turn in which the missiles hit.

Change to:

This heat spike affects the unit only for the turn in which the missiles hit, and is subject to the usual rules for outside heat sources (see p. 159, *TW*).

Mine Clearance Missiles (p. 370)

Under "Game Rules", replace the first bullet point with the following:

- Mine Clearance Missiles can only be used to target hexes, not units. However, any units occupying a hex hit by a Mine Clearance Missile strike that possess a BAR of 6 or lower suffer damage as if from an area-effect weapon strike equal to an equivalent missile volley at one-tenth of the rated size, rounded down (minimum 1 point of damage). For example, a volley of MC Missiles fired by an LRM-20 will inflict damage equal to a 2-point area-effect weapon, while a volley of MC Missiles from an SRM-6 will inflict $(12 \div 10 = 1.2, \text{ round down})$ the equivalent of a 1-point area-effect weapon. See page 113, *TW*, for rules on area-effect weapons.



Swarm/Swarm-I LRMs (Standard LRMs/MMLs) (p. 371)

- 1) Under "Game Rules", take the last sentence of the third bullet point ("If the attack succeeds, use the Cluster Hits column...") and split it off into a new fourth bullet point as follows, with the following new material:
 - If the attack succeeds, use the Cluster Hits column based on the surviving missiles (in the case of the above example, this would mean the Attacker rolls on the 8 column for Cluster Hits). Attack direction is always traced from the original attacker.
- 2) Under "Game Rules", replace the last bullet point with the following:
 - If a target has an Anti-Missile System, determine the number of missiles that will actually attack that target versus those that will go after other targets as normal; do not apply the -4 AMS modifier. Then consult the Cluster Hits Table, using the column for the number of missiles actually attacking the target with AMS. Apply the "8" result from that column against that target. For example, if an LRM-20 with Swarm Missiles hits a target, roll on the Cluster Table for "20" as normal. If the result is 16 missiles, then 16 attack that target (and 4 move on to secondary targets). The attacker consults the "16" column, and applies the result as if he rolled an 8 on that column, which means 10 missiles hit.

Tear Gas SRMs (Standard SRMs/MMLs) (p. 372)

Under "Game Rules", replace all bullet points with the following:

- Tear Gas SRMs may only target hexes, not other units.
- Any size of strike by Tear Gas SRMs fills the target hex with a cloud of Light Smoke 1 level high. This cloud lasts for 1D6+2 turns and drifts in accordance with the normal Smoke rules (see p. 47). Units vulnerable to tear gas (described below) that either enter a tear gas cloud or end their turn in one are exposed to the gas.
- Conventional infantry (except those in any kind of environmental suit or spacesuit; see p. 351) and unsealed battle armor without filters or an air supply (which must be declared prior to the start of the scenario) are automatically affected by exposure. Support Vehicles without the Environmental Sealing chassis modification roll 2D6: on an 8+ the unit (or any affected hexes of the unit, in the case of multi-hex vehicles), as well as any vulnerable infantry or passengers transported within, are affected by the exposure.
- A unit affected by tear gas may still move, but may perform no other action until the effects end. Any skill rolls required by affected units are made with a -3 modifier.
- The effects of tear gas last 1D6+2 turns after that unit contacts the gas, clearing in the End Phase of the last turn. If a unit is affected multiple times, the duration of the effect increases by 1D6+2 turns for each time the unit is affected, to a maximum of 15 turns.
- Tear Gas SRMs are incompatible with Artemis, Narc or Streak systems.

Thunder LRMs (Standard LRMs/MMLs) (p. 373)

Under "Game Rules", after the second bullet point insert the following new bullet point:

- If the attack misses, it scatters as per the normal artillery rules (see pp. 182, 185). The minefield density of a scattered Thunder attack is reduced by 5 (applied after any other modifiers, to a minimum of 0).

Airburst Mortars (p. 373)

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

This ruling has changed from previous errata versions.

Airburst Mortars are area-effect weapons that are fired at a hex, rather than at a target unit. Airburst Mortars inflict 1 damage point per shell to all targets in the hex, and deliver their damage in 1-point clusters (conventional infantry treat Airburst Mortars as a burst-fire weapon that delivers $1D6 \div 2$ damage per shell). Only units inside buildings avoid this damage (though the building itself suffers damage to its CF). Each shell of Airburst Mortar ammunition inflicts 2 points of damage in an ammunition explosion (multiplied as normal by the mortar rack's size and the total number of unfired rounds). Under no circumstances do Airburst Mortars apply the -4 immobile target to-hit modifier, regardless of whether the target of the attack is a hex, is shut down or immobile, and so on.



Anti-Personnel (AP) Mortars (p. 374)

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

This ruling has changed from previous errata versions.

Anti-Personnel (AP) Mortars inflict 1D6 burst-fire damage points (rounded up) per shell to conventional infantry units (for example, a full flight of 8 AP Mortars delivers 8D6 damage to a conventional infantry platoon). Against all other units, AP Mortars inflict 1 damage point per shell, applied in 1-point clusters. Each shell of AP Mortar ammunition inflicts 1 point of damage in an ammunition explosion (multiplied as normal by the mortar rack's size and total number of unfired rounds).

Flare Mortars (p. 374)

Change both Flare Mortar header titles from "Flare Mortars" to "Flare Mortars [BA Mortar/'Mech Mortar]"

Smoke Mortars (p. 375)

Under "Tech Base (Ratings)"

Both (Industrial: C/E-F-D; BA: D/F-F-D)

Change to:

Both ('Mech: C/E-F-D; BA: D/F-F-D)

Remote Sensors (p. 375)

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

This ruling has changed from previous errata versions.

Ground vehicles, Naval vehicles, VTOLs, WiGEs, 'Mechs, ProtoMechs and battle armor equipped with a Remote Sensor Dispenser (see p. 236, *TM*), as well as conventional infantry designated as Sensor Engineers (see p. 340), may deploy remote sensors at any point during their Movement Phase, at a cost of 1 MP. Aerospace units capable of flying within 7 Altitudes of the ground—such as Airship and Fixed-Wing Support Vehicles, fighters, Small Craft and DropShips—may deploy these sensors in game play by using the *Bombing* rules (see pp. 245-247, *TW*).

Once deployed, standard sensors settle to the surface of the underlying terrain (and sink to the bottom of water hexes). Units may instead carry naval sensors, which instead float on water, or a mix of both, but must designate any naval sensors as such on the unit's record sheet before game play begins.

Any friendly unit within range of a deployed Remote Sensor can monitor the sensor's readings if the monitoring unit is equipped with one or more of the following systems: Active Probe (any), C³ Master Computer, Improved C³ Computer, Cockpit Command Console, or Communications Equipment (1 ton or more). The maximum number of Remote Sensors each system can monitor is cumulative (see the Remote Sensor Monitor Table below). Sensor Specialist Infantry can monitor up to 2 Remote Sensors for every 7-trooper squad in the unit.

A monitored Remote Sensor can spot hidden units within 2 hexes of the sensor, unless such units are using Stealth Armor, Null-Signature System, Void-Signature System, or ECM of any kind. Remote Sensors may be used to spot for LRM indirect fire and artillery attacks, but add a +3 to-hit modifier to any such attack. Remote Sensors may not operate as part of a C³ network. Hostile ECM that encompasses a sensor's hex, or passes through a line of sight between the monitoring unit and a target sensor, will disrupt this link. A unit may change which Remote Sensor(s) it is monitoring in the End Phase.

Sensors on the ground determine LOS as infantry units. Sensors may be visual, infrared, or radar; all sensors in a single remote sensor dispenser must be of the same type. Visual sensor range uses the Infantry column on the Visual Range Tables on page 221. Infrared remote sensors use the Support Vehicle Basic Fire Control IR row on the Sensor Range Tables on page 222. Radar remote sensors use the Support Vehicle Basic Fire Control row on the Sensor Range Tables on page 222.

Airborne non-aerospace units monitoring a sensor have a monitoring range of 67 Elevations in the hex the sensor occupies. Each adjacent ring of hexes, moving away from the hex the sensor occupies, subtracts 1 from that elevation (this creates a dome of "monitor-ability"); in other words the distance in hexes plus the difference in elevations added together cannot exceed 67. Airborne aerospace units can only monitor a sensor if using the *Aerospace Units On Ground Mapsheets* rules (see p. 91, *TW*), and at the end of their movement are within 67 hexes of the sensor (airborne aerospace units ignore the "dome" rule). Remote Sensors do not function in space.

Sensors floating on the surface of water can be monitored by units above or below the surface. Sensors on the bottom of a water hex can only be monitored by units underwater or on the water's surface (ground units need to be fully submerged in the same body of water to monitor the sensor). The range a sensor can be monitored through water is 67 Depths up or down, in the hex the sensor occupies. Each adjacent ring of hexes, moving away from the hex the sensor occupies, subtracts 1 from that depth (this creates a right-side-up or up-side-down dome of "monitor-ability", depending upon whether the sensor is on the bottom of the water hex, or floating on the top of the water hex); in other words the distance in hexes plus the difference in



depth added together cannot exceed 67. This “dome” flattens as the depth of the water decreases; i.e. if the depth of a water hex occupied by a sensor on the bottom is only 43 hexes, then the number of hex rings on the surface in which a naval vessel could occupy to potentially monitor the sensor would be 24 (or 49 hexes across).

As a further example of sensor use in water, a group is using the *Double-Blind Rules* (see p. 221), and a naval vessel is 65 hexes from a floating sensor. Meanwhile an enemy submarine is at Depth 27 and 39 hexes distant from the sensor. If the naval vessel’s controller decides to roll for monitoring the sensor (which he can because he’s within 67 hexes of the floating sensor), even if the roll is a success, the submarine is just outside of the “up-side-down” dome and so cannot be detected. However, if the submarine moved towards the sensor by 1 hex in the following turn and the naval vessel decides to roll for monitoring the sensor once more, the submarine might be detected.

Remote Sensors may be targeted and destroyed with any successful weapon attack on the sensor’s hex that delivers 1 point of damage (or more). This attack receives the standard –4 immobile target modifier, but also applies a +2 to-hit modifier to account for the sensor’s small size. Units passing through a sensor hex during their Movement Phase can also declare that they are destroying a sensor (by stepping on/driving over it), which costs 1 MP.

Because they are treated as part of their dispenser, Remote Sensors are destroyed when their dispenser is hit. They do not explode.

Remote Sensor Monitor Table (p. 375)

After “Active Probe, Standard”, insert the following new table row:

Active Probe, Bloodhound	4
--------------------------	---

Patchwork Armor (p. 377)

- 1) *Second paragraph: delete the third sentence (“This is done per location, with excess points per location discarded.”)*
- 2) *At the end of the third paragraph insert the following:*
A unit may also not mount armor types illegal for that unit type to mount.

Super-Heavy Vehicles (p. 378)

- 1) *Second bullet point, last sentence*

A Combat Vehicle must be constructed with at least 1 Cruise MP.

Change to:

Combat Vehicles, other than those built as trailers, must be constructed with at least 1 Cruise MP.

- 2) *Fourth bullet point, last paragraph*

All Super-Heavy Combat Vehicles use the Super-Heavy Vehicle Hit Locations Table, and must apply armor and structure to 6 facings (plus any rotors or mounted turrets) rather than 4.

Change to:

All Super-Heavy Combat Vehicles apart from VTOLs use the Super-Heavy Vehicle Hit Locations Table, and must apply armor and structure to 6 facings (plus any mounted turrets) rather than 4.

* Super-Heavy Vehicles Game Rules (p. 378)

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

This ruling has changed from previous errata versions.

Non-Naval Super-Heavy Combat Vehicles may enter Depth 1 water, paying the MP costs for such as shown on page 52 of *Total Warfare*. Additionally, these vehicles may carry two battle armor units at a time (see p. 227, TW).

Super-Heavy Combat Vehicle Table (p. 378)

In the “Terrain Restrictions” column, change all four references to Depth 1+ to Depth 2+



Ultra-Light BattleMechs (p. 378)

At the end of the second paragraph insert the following:

If any other part of the 'Mech's construction or gameplay rules relies on the 'Mech's size category, treat Ultra-Light BattleMechs as Light BattleMechs.

Actuator Enhancement System (p. 380)

First sentence

Multiply by 1.5 the unmodified BV of any weapons (including all physical attack weapons, but not including any ammunition) linked to an AES.

Change to:

Multiply by 1.25 the unmodified BV of any weapons (including all physical attack weapons, but not including any ammunition) linked to an AES.

Armor (p. 380)

Under "Modular Armor", at the end of the subsection (after the above) insert the following:

Similarly, Modular Armor's speed penalty is not taken into account when calculating any element of BV.

Chameleon Light Polarization Shield (p. 381)

Delete "but do not include the 6 points of heat generated by the system in all heat efficiency calculations."

*** Unit Type Modifiers Table [Addendum] (p. 381)**

Foot/Beast Mounted Infantry

Change to:

Foot/Beast Mounted/Jump Infantry

Laser – Variable Speed Pulse (p. 382)

Replace the entire entry with the following:

LASER – BOMBAST

Use the maximum heat level this weapon generates when making BV adjustments for heat.

Null-Signature System (p. 382)

Delete "but do not include the 10 points of heat generated by the system in all heat efficiency calculations"

Void-Signature System (p. 382)

When calculating the BV of a unit equipped with a Void-Signature System, include the maximum +3 to-hit modifier when calculating the Defensive Factor, but do not include the 10 points of heat generated by this system in all heat efficiency calculations.

Change to:

When calculating the Defensive Factor of a unit equipped with a Void-Signature System, use either the unit's normal target modifier or the maximum +3 to-hit modifier provided by the System, whichever is higher. In the case of a tie, apply a +1 to-hit modifier from the System in addition to the unit's normal target modifier.

VTOL Mast Mount (p. 382)

Add 10 points to the base Weapons Battle Rating for a VTOL mast mount.

Change to:

Increase the cost of each item in the Mount by 10 BV (for items that apply a percentage-based BV modifier, rather than a fixed cost, add 10 to the unit's final Battle Value).

'Mech Internal Structure Modifier Table [Addendum] (p. 382)

Change the Modifier for Composite from "1.0" to "0.5".



Inner Sphere Weapons and Equipment BV Table [Addendum] (p. 383)

- 1) For the following items, after the Item BV add a * footnote marker: Chain Whip, Claws, Lance, Mace.
- 2) *CASE II entry*
 No reduction is made to the Defensive Battle Rating for ammunition or Gauss weapons mounted in the same location as CASE II.
Change to:
 No reduction is made to the Defensive Battle Rating for ammunition or Gauss weapons mounted in the same location as CASE II, or one location out per the Damage Transfer Diagram (excepting the legs).
- 3) M-Pod: add the K and † notations.
- 4) *Footnote G (Actuator Enhancement System)*, replace the notation with the following:
 Multiply by 1.25 the BV of all weapons linked to the AES. Do not include the BV of ammo when calculating this sum.
- 5) *Footnote M (VTOL Mast Mount)*
 Add 10 to the BV of mast mounted weapons and equipment.
Change to:
 Add 10 to the BV of each item in a mast mount (see p. 382).

Clan Capital Scale Weapons and Equipment BV Table [Addendum] (p. 384)

Delete the Item and/or Ammo BVs listed next to the following four entries (but not their subentries): Naval Gauss, Naval Laser, Naval PPC, Sub-Capital Missile

Clan Weapons and Equipment BV Table [Addendum] (Cont.) (p. 385)

- 1) For the following items, after the Item BV add a * footnote marker: Claws, ProtoMech Melee Weapon, Talons.
- 2) *Replace the footnote section of the table with the following (and update the table letters to match):*
 *The damage used to calculate the item’s BV is based on the final damage the item can deal after all possible modifications (such as TSM) are applied.
 † Defensive BV
G Actuator Enhancement System: Multiply by 1.25 the BV of all weapons linked to the AES. Do not include the BV of ammo when calculating this sum.
H Armored Components: The Defensive Battle Rating of an armored component is equal to 5 percent of the BV of the item protected per slot. If the item has no BV, then the cost is 5 points per slot.
J Artemis V FCS: Increase by 30 percent the BV of any missile launcher equipped with Artemis V.
K CASE II: Though these items are used when calculating the Defensive Battle Rating, they have no individual BV.
L Machine Gun Array: BV is the BV of all the weapons on the array (but not the ammunition) x 0.1.
M VTOL Mast Mount: Add 10 to the BV of each item in a mast mount (see p. 382).

Clan Weapons And Equipment BV Table [Addendum] (Cont.) (p. 385)

Under “Missile Weapons”, replace the Streak LRM entries with the following:

	Item BV	Ammo BV		Item BV	Ammo BV
Streak LRM 1	17	2	Streak LRM 11	190	24
Streak LRM 2	34	4	Streak LRM 12	207	26
Streak LRM 3	51	7	Streak LRM 13	224	28
Streak LRM 4	68	9	Streak LRM 14	241	30
Streak LRM 5	86/17	11	Streak LRM 15	259/52	32
Streak LRM 6	103	13	Streak LRM 16	276	35
Streak LRM 7	120	15	Streak LRM 17	293	37
Streak LRM 8	137	17	Streak LRM 18	310	39
Streak LRM 9	155	19	Streak LRM 19	327	41
Streak LRM 10	173/35	22	Streak LRM 20	345/69	43



Minefield BV Table (p. 385)

Delete the entire "Tear Gas" row.

Constructing A Battle Force [Addendum] (p. 386)

- 1) Under "Command, Control, and Communications", after the second paragraph insert the following paragraph:

For units in a network that mixes regular and boosted C³, each member calculates the BV modifier based on the C³ type that unit possesses.

- 2) Delete the entire "Force Size" section.

Record Sheets

Satellite Record Sheet (p. 398)

Delete the "Heat Data" box entirely.

Compiled Tables

Heavy Weapons and Equipment Combat Data (p. 404)

- 1) Artillery Cannons: under all three entries, Type should include F
- 2) BattleMech Melee Weapons, Lance: change Damage from "1/6T* (NA)" to "1/5T* (NA)"

Heavy Weapons and Equipment Construction Data (p. 405)

- 1) Artillery: change the Space value for SV for all nine Artillery weapons from 15/12/15/20/30/55/80/100/120 to 7/6/7/10/15/25/35/45/60
- 2) BattleMech Melee Weapons, Shield: for all three Shield entries, remove the asterisk next to their critical slot requirement.

Heavy Weapons and Equipment Construction Data (p. 407)

- 1) * Chaff Pod: Under "Latest Intro Date", reverse the entry, so that it reads 3069P / NA
- 2) Flamers: Under "Heavy Flamer", change the Space for F, SC, and DS to "NA"
- 3) Lasers: under "Chemical Laser, Large", change the Space for P from "NA" to "1"

Heavy Weapons and Equipment Combat Data (p. 408)

- 1) Missile Launchers: under Extended LRM-20, change Heat from "12 (12)" to "10 (10)"
- 2) Mobile Hyperpulse Generators: under Mobile HPG, change Heat from "NA (NA)" to "40 (40)"
- 3) Mobile Hyperpulse Generators: under Ground-Mobile HPG, change Heat from "NA (NA)" to "20 (20)"
- 4) M-Pod: Change the Type from "PD, C, V, X" to "OS, C, V, X"

Heavy Weapons and Equipment Construction Data (p. 409)

- 1) Missile Launchers, Enhanced LRM-15: Cost should be 218,750
- 2) Missile Launchers, Extended LRM-15: Cost should be 350,000
- 3) Naval Comm-Scanner Suites: change the Space value for SV from "0" to "1*"

Heavy Weapons and Equipment Construction Data (p. 411)

- 1) *This ruling has changed from previous errata versions.*
Turrets, BattleMech Turret (Head): change Tech Base from "IS/Clan" to "IS", change Tech Rating from "C/F-X-F" to "C/X-X-F", and change Latest Intro Date (IS / Clan) to "3055P / —"



- 2) Turrets, BattleMech Turret (Quad): change Tech Rating from "C/F-X-F" to "C/F-F-F"
- 3) Turrets, Dual Turret (Vehicular): change Tech Rating from "B/F-X-F" to "B/F-F-F"
- 4) Turrets, Sponson Turret (Vehicular): change Tech Rating from "B/F-X-F" to "B/F-F-F"

Battle Armor Combat Data (p. 412)

Change the column labelled "Ammo (Weight per ton)" on the far right to "Weight per Shot (Ammo)".

Infantry Construction Data (p. 413)

Under "Beast-Mounted Infantry", change the Latest Intro Date from "ES / ES" to "PS / PS"

Heavy Weapons Ammunition Construction Data (p. 413)

Under "Autocannons", "Flak": change the Tech Rating from "B/E-F-F" to "C/D-F-E"

Heavy Weapons Ammunition Combat Data (p. 414)

Under "Bombs"

- a) "Air-to-Air (AAA) Arrow" row, under the "Range Min/Sht/Med/Lng (Aero)" column: change "NA (Medium)" to "6/12/18/24 (Medium-C)"
- b) "Anti-Ship (AS) Missile" row, under the "Range Min/Sht/Med/Lng (Aero)" column: change "NA (Long)" to "9/17/25/32 (Long-C)"
- c) "Anti-Ship EW (ASEW) Missile" row, under the "Range Min/Sht/Med/Lng (Aero)" column: change "NA (Medium)" to "7/14/21/28 (Medium-C)"
- d) "Light Air-to-Air (LAA) Missile" row, under the "Range Min/Sht/Med/Lng (Aero)" column: change "NA (Medium)" to "7/14/21/28 (Medium-C)"

Heavy Weapons and Equipment Combat Data (p. 415)

- 1) Mines, Active: Cost should be 5,000 (per 5 points)
- 2) Mines, Command-Detonated: Cost should be 1,875 (per 5 points)
- 3) Mines, EMP (Command-Detonated): Cost should be 18,000 (per 5 points)
- 4) Mines, EMP (Vibrabomb): Cost should be 25,000 (per 5 points)
- 5) Mines, Inferno: Cost should be 1,250 (per 5 points)
- 6) Mines, Space: Cost should be 375 (per 5 points)
- 7) Mines, Standard: Cost should be 1,250 (per 5 points)
- 8) Mines, Vibrabomb: Cost should be 2,500 (per 5 points)

Heavy Weapons Ammunition Combat Data (p. 416)

Table footnotes: remove one asterisk from the final footnote, so that it reads:

**See rules for this equipment in the *Advanced Weapons And Equipment* section, starting on p. 274.

Structure Costs (per hex) (p. 416)

Under "Structure Cost (per Level)", sixth row ("Castles Brian")

100,000 × Structure Cost Multiplier × CF

Change to:

1,000,000 × Structure Cost Multiplier × CF

Physical Weapon Attacks Addendum (p. 421)

Under "Chain Whip", change the Damage Value from "1/per 10 tons +1½" to "3"



©2017 The Topps Company Inc. All Rights Reserved.

Classic BattleTech, BattleTech, BattleMech, 'Mech, and MechWarrior are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries.

Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.



NEW ADDITIONS

These are all the new entries or modifications of old entries for version 3.0 of this document. They may also be found in the **Full Second Printing Errata** section in the appropriate locations, marked with a “*”.

* High/Low Gravity (p. 55)

Under “Potential Damage From Jumping”, replace the paragraph with the following:

This ruling has changed from previous errata versions.

Make a Piloting Skill Roll, applying a modifier for every full 0.5 gravities above or below 1. For example 0.2 gravity would apply a +1 modifier, while a 2.6 would apply a +3 modifier. If the roll fails for low gravity, the 'Mech takes 1 point of internal structure damage to each leg for each Movement Point spent jumping that exceeds its normal Jumping MP. On high-gravity worlds, every Jumping MP spent solely to “cushion” the landing (i.e. not to move hexes) applies a –1 modifier. If the roll fails for high gravity, the 'Mech takes 1 point of internal structure damage to each leg for every second Walking MP lost from its normal Walking MP.

* Engine Explosions (p. 78)

Before the “Water” paragraph insert the following new paragraph:

Scale: These rules only apply to ground units and when using standard 30-meter ground map hexes. For ground units at an Elevation, treat every 5 full Elevations as 1 hex of distance.

* Picking Up Enemy Battle Armor (p. 97)

1) *First paragraph, after the first sentence insert the following:*

Alternatively, these rules can be used to pick up enemy battle armor that is swarming a friendly unit, provided the 'Mech is in the swarmed vehicle hex, adjacent to the swarmed 'Mech, or is the swarmed 'Mech.

2) *Second paragraph, after the third sentence insert the following:*

If the battle armor was swarming a unit, that unit takes the other half of the punching damage. Resolve as a Punch attack for a swarmed 'Mech, or roll 1D6 and use the table on page 227, *TW* to determine where the vehicle is damaged.

* Other Combat Weapons and Equipment (p. 99)

After the first paragraph insert the following new section:

SPECIAL: SHUTTING OFF EQUIPMENT

During the End Phase of any turn, a player may announce that they are powering down a weapon or piece of equipment on a unit they control (or powering up a previously powered-down item). The change must be marked on the unit's record sheet. A powered-down weapon may not fire, but powered-down weapons and equipment do not explode if they suffer a critical hit. Powered-down electronics do not function, and are not valid targets for anti-radiation missiles.

A powered-down item is still destroyed if it takes a critical hit. Ammunition, fuel, cargo, etc., may not be powered down and explosive ammunition, fuel, or cargo will always explode if it takes a critical hit.

* Gauss Weapons (p. 102)

Delete this entry entirely.

* Rapid-Fire Mode (p. 102)

Second paragraph, last sentence

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

Change to:

Each rapid-fire burst uses a number of rounds equal to the damage rolled below (whether it hit or not) x 3.



*** Power Generators (p. 134)**

Under "Construction Rules", first paragraph, first sentence

To find the Base Generator Weight for an advanced building (or a complex of buildings), add up the total number of hexes for all of the advanced buildings intended to receive power

Change to:

To find the Base Generator Weight for an advanced building (or a complex of buildings), add up the total number of hexes for all of the advanced buildings intended to receive power (including the building with the generator)

*** Line of Sight (p. 156)**

Last sentence

they rise (and fall) a number of hexes above and below the surface of the water,

Change to:

they rise (and fall) a number of levels above and below the surface of the water,

*** Specialized Attacks (p. 157)**

Under "Mech Mounting (on deck)", third paragraph, fifth sentence

If the 'Mech has UMU MP, however, it does not take falling damage but is simply placed in the adjacent hex at a depth equal to the deck of the unit off of which it fell.

Change to:

If the 'Mech has UMU MP, however, it does not take automatically falling damage but is simply placed in the water hex at a depth equal to the deck of the unit off of which it fell, without a Piloting Skill Roll being required for entering water. If the water is insufficiently deep, place the 'Mech at the bottom of the hex and assign falling damage for striking the bottom of a water hex as normal.

*** Rearming Under Fire (p. 213)**

Replace bullet points two and three with the following:

This ruling has changed from previous errata versions.

- For each three turns, 1 ton of ammunition is loaded. However, an OS-type weapon requires only one turn to reload and, on ground vehicles, a single Cruise Missile can be reloaded every six turns.

*** Artillery Cannons (p. 285)**

Under "Game Rules", third paragraph, first sentence

Artillery Cannons may only use standard Artillery Cannon munitions.

Change to:

Artillery Cannons may not use any special munitions present in *Tactical Operations*, but other products may introduce special munitions for these weapons.

*** BattleMech/ProtoMech Partial Wing (p. 293)**

Under "Game Rules"

added Jumping MP bonus does not apply if the unit has no functioning jump jets,

Change to:

added Jumping MP bonus does not apply if the unit cannot generate Jumping MP,



*** Coolant Pod (p. 304)**

1) Under "Available To", remove CF.

2) Under "Game Rules", last sentence

If a critical hit strikes a Coolant Pod, the compressed fluids explode for 10 points of damage, as an internal ammo explosion.

Change to:

If a critical hit strikes an unused Coolant Pod, it explodes for 10 points of damage, as an internal ammo explosion. Each Coolant Pod can only be used once per battle.

*** Specialized Infantry (Cont) (p. 341)**

Under "TAG Troops", second sentence

TAG troops have a range of 9 hexes for the TAG,

Change to:

TAG troops have a range of 3/6/9 hexes for the TAG,

*** Anti-Ship Electronic Warfare (ASEW) Missiles (p. 358)**

Under "Game Rules", fourth bullet point

ASEW Missiles suffer a +4 to-hit modifier against any unit lighter than 500 tons.

Change to:

ASEW Missiles suffer a +4 to-hit modifier against any unit lighter than 500 tons; such a unit suffers a +4 modifier to all weapons it has, as per above.

*** Super-Heavy Vehicles Game Rules (p. 378)**

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

This ruling has changed from previous errata versions.

Non-Naval Super-Heavy Combat Vehicles may enter Depth 1 water, paying the MP costs for such as shown on page 52 of *Total Warfare*. Additionally, these vehicles may carry two battle armor units at a time (see p. 227, *TW*).

*** Unit Type Modifiers Table [Addendum] (p. 381)**

Foot/Beast Mounted Infantry

Change to:

Foot/Beast Mounted/Jump Infantry

*** Constructing A Battle Force [Addendum] (p. 386)**

Delete the entire "Force Size" section.

*** Heavy Weapons and Equipment Construction Data (p. 407)**

Chaff Pod: Under "Latest Intro Date", reverse the entry, so that it reads 3069P / NA