



Total Warfare

(Version 5.01 – Fourth Printing Errata)

This document is a compiled rules errata for the fourth printing of *Total Warfare*, as of 7 June, 2018.

FULL FOURTH PRINTING ERRATA

There have been five printings of *Total Warfare* to date: 2006, 2007, 2011, 2013, and 2018—you can check page 7 of the book to see which one you have. This section contains all current rulings for the 2013 fourth printing of *Total Warfare* **ONLY**. If you have the any earlier printing of this book, this document is incomplete: you need the full TW Errata v5.01 instead.

This section combines all previously issued errata for the fourth printing with the new additions of version 5.0, so that every ruling is in order and in one place. Entries new to this release are marked with a “*”. All entries are included in the 2018 fifth 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.

A Time Of War

A Time of War [map] (p. 19)

Under “Free Rasalhague Republic”, “Dominant Languages”

Swedish (official), English, Japanese, German, Swedish

Change to:

Swedish (official), English, Japanese, German, Swedish

Playing The Game

Piloting/Driving Skill and Control Rolls (p. 40)

Under “Shutdown and Unconscious Units”

Rather than defaulting to these skill ratings, players may use the *Experience Ratings and Skills* rules on p. 272.

Change to:

Rather than defaulting to these skill ratings, players may use the *Experience Ratings and Skills* rules on page 273.

Piloting/Driving Skill and Control Rolls (p. 40)

Under “Shutdown and Unconscious Units”

“A shutdown unit or one with an unconscious pilot cannot make a Piloting/Driving Skill or Control roll, and fails it automatically (see *Shutdown*, p. 106).”

Change to:

“A shutdown unit or one with an unconscious pilot cannot make a Piloting/Driving Skill or Control roll, and fails it automatically (see *Shutdown*, p. 160).”

Gunnery Skill Rating (p. 40)

Last line

(see *Firing Weapons*, p. 160).

Change to:

(see *Firing Weapons*, p. 106).



Damaging a Warrior (p. 41)

Under "MechWarriors", Head Hits"

The MechWarrior takes 1 point of damage whenever the 'Mech's head is hit, even if the hit does not penetrate the 'Mech's armor.

Change to:

The MechWarrior takes 1 point of damage whenever the 'Mech's head suffers 1 or more points of damage, even if the hit does not penetrate the 'Mech's armor.

Consciousness Rolls (p. 42)

Under "Piloting Skill/Control Rolls", at the start of the entry insert the following:

If a Consciousness Roll and a Control or Piloting/Driving Skill Roll is required at the same time, the Consciousness Roll always comes first.

Ground Movement

Movement Costs Table (p. 52)

1) *Footnote 4*

Hovercraft may enter all water hexes along the surface and may enter such hexes using flanking movement.

Change to:

Hovercraft and WiGEs may enter all water hexes along the surface and may enter such hexes using flanking movement.

2) *Footnote 10*

Infantry pays only 1 MP (except mechanized infantry, which pays 2 MP) to enter any light woods hex.

Change to:

Infantry pays only 1 MP (except permitted mechanized infantry, which pays 2 MP) to enter any light woods hex.

3) *Footnote 11*

Infantry pays only 2 MP (except mechanized infantry, which pays 3 MP) to enter any heavy woods hex.

Change to:

Infantry pays only 2 MP to enter any heavy woods hex.

Jumping (p. 53)

1) ** Second paragraph, fourth sentence*

The player chooses a target hex for the unit to jump into, and then the unit travels to that hex along the shortest possible route landing with any facing desired.

Change to:

The player chooses a target hex for the unit to jump to (this may be the same hex the unit is standing in), and then the unit travels to that hex along the shortest path (i.e. the fewest number of hexes required to get there), landing with any facing desired.

2) ** Under "Water", at the end of the entry insert the following new paragraph:*

A 'Mech cannot jump directly into water Depth 1 or deeper, but can end its jump over such a hex. If it does so, it must make a Piloting Skill Roll (see p. 59). If the roll succeeds, the 'Mech is placed standing at the bottom of the hex. If it fails, the 'Mech tumbles to the bottom instead, falling a number of levels equal to the hex's depth (halve the resulting damage; round down).



- 3) Under "Heat", replace the paragraph with the following:

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

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

- 1) *Second paragraph, second sentence*

While airborne, WiGE vehicles fly one elevation above the underlying terrain, and so are unaffected by water, rubble or rough terrain.

Change to:

While airborne, WiGE vehicles fly one elevation above the ground, and so are unaffected by water, rubble or rough terrain.

- 2) * *Before the "Roads" paragraph insert the following new paragraph:*

Buildings: A WiGE moving over a building immediately collapses that building if its tonnage x 0.25 exceeds the building's current CF (see *Collapse*, p. 176).

- 3) *Under "Water"*

WiGE vehicles cannot land on water hexes unless the unit has the Amphibious chassis modification, nor can they descend below Depth 0 in a water hex. If they make either of these movements, they crash and are destroyed.

Change to:

All WiGE vehicles float on water and so treat water hexes as clear terrain, including when taking off and landing, though they cannot descend below Depth 0. When landed on water, these units are treated as naval vessels for purposes of line of sight, etc.

Underwater Movement (Non-Naval Units) (p. 57)

- 1) *Under "Falling Damage", first sentence*

If a unit below the water's surface falls, it suffers normal falling damage divided by 2 (see *Falling*, p. 68).

Change to:

If a unit below the water's surface falls, it suffers normal falling damage divided by 2, rounding the final damage down (see *Falling*, p. 68).

- 2) *Under "Prohibited Units", first sentence*

Only 'Mechs may move underwater using these rules.

Change to:

Only 'Mechs and ProtoMechs may move underwater using these rules.

- 3) *After "Prohibited Units", insert the following new paragraph:*

Mechanized Battle Armor: While battle armor cannot normally enter water of depth 1 or greater, they can still be moved into and underwater by other units as per the normal rules (see p. 227). Mechanized battle armor being transported in such a fashion cannot voluntarily abandon their transport; if forcibly removed or their transport is destroyed, they immediately sink to the bottom of the hex and are rendered immobile.

* Stacking (p. 57)

Under "Infantry", last sentence

This includes infantry using VTOL or underwater movement, though such infantry cannot dismount if it will violate the stacking limit.

Change to:

This includes infantry using VTOL or underwater movement. Infantry dismounts into an adjacent hex of its controller's choice if dismounting in the same hex as the carrier would violate the stacking limit.

Making Piloting/Driving Skill Rolls (p. 59)

In between the second paragraph and the "Movement Phase" paragraph, insert the following new paragraph:

You can never choose to automatically fail a Piloting/Driving Skill Roll.

Piloting/Driving Skill Roll Table (p. 60)

- 1) Delete footnote 8.
- 2) Under "Special Cases", for the "MechWarrior trying to avoid damage" entry, change the modifier to "+1/every level above 1"

Movement On Pavement (p. 61)

Under "Ground Vehicles", at the end of the paragraph insert the following:

This does not apply to motorized or mechanized infantry.

Skidding (p. 62)

Under "Collisions", "Buildings", second sentence

The building hex and skidding unit take damage as if the skidding unit had executed a successful charge attack (see *Charge Attacks*, p. 148).

Change to:

The building hex takes damage as if the skidding unit had executed a successful charge attack (see *Charge Attacks*, p. 148). The unit takes damage equal to the building hex's current CF divided by 10 (round up).

Collisions (p. 63)

- 1) *Under "Other Units", second paragraph, after the first sentence insert the following:*

The skidding unit takes damage from the target unit as if the target unit had executed a successful Kick attack.

- 2) *Under "Levels", second sentence*

Group the resulting damage into 5-point groupings, then roll once for each grouping on the appropriate Hit Location Table (always use the Front/Rear column).

Change to:

Group the resulting damage into 5-point groupings, then roll once for each grouping on the appropriate Hit Location Table (based on the attack direction: see p. 119). Treat the attack as if it came from the hex that the skidding unit crashed into.

Skidding [example text] (p. 66)

Right column, second paragraph from the bottom, third sentence

That hex is five levels below Hex 1F, and so the player must consult the VTOL Rotor Destruction rules (see p. 197) to determine damage.

Change to:

That hex is five levels below Hex 1F, and so the player must consult the Unit Displacement rules (see p. 151) to determine damage.

Sideslipping (p. 67)

Replace the first paragraph with the following:

While superficially similar to skidding, sideslipping units do not use any of the rules for skidding unless specified otherwise. Most notably, the to-hit modifiers that occur as a result of a unit skidding are not applied, and as a sideslipping unit is not actually touching the ground as it moves, it incurs no damage by sideslipping unless it runs into something.



Determining Location After A Fall (p. 68)

Second paragraph, delete the first sentence (“In general, when a ‘Mech falls ...”).

Falling Damage To A ‘Mech (p. 68)

First paragraph, in between the first and second sentences insert the following:

If a ‘Mech that jumped that Movement Phase falls as the result of a failed Piloting Skill Roll, the ‘Mech is considered to have fallen 0 levels.

Aerospace Movement

High-Altitude Movement (p. 80)

Under “Prohibited Units”, replace the entire paragraph with the following:

Restricted Units: Airships and VTOLs are prohibited from entering the low- or high-altitude maps. Such a prohibited move automatically fails and the unit’s controlling player must immediately make a Control Roll.

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

Spheroid Units (p. 80)

Last two sentences

A hovering spheroid may sideslip into an adjacent hex for a total cost of 3 Thrust Points (without having to pay to offset gravity). A DropShip can sideslip more than one hex if it has sufficient Thrust Points.

Change to:

A hovering spheroid may move into adjacent hexes without changing facing at a cost of 3 Thrust Points per hex (and without having to pay to offset gravity).

Crashes (p. 81)

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

If a unit’s altitude matches the level of the hex it occupies and it does not attempt to land (see *Landing*, p. 87), it crashes. If the unit was Out of Control when the crash happened and is a DropShip or larger craft, it is destroyed. Otherwise, the unit’s controller rolls 2D6, multiplying the result by 10 and then multiplying again by the current velocity of the unit. If the unit had no velocity when it crashed, use a value of 2 for velocity when calculating damage. The final result is the number of damage points the unit suffers.

Apply damage to randomly determined locations in ten-point groups. If the unit is a fighter, aerodyne DropShip or aerodyne small craft, use the Nose Hit Location Table for the appropriate unit class. If the unit is a spheroid DropShip or small craft, use the Aft Hit Location Table instead.

- 2) *Third paragraph, second through sixth sentences*

Start with Hex 0909 and roll 1D6 to determine an initial direction of travel. Where 1 is the hexside with the numerical designation, 2 is the first hexside to the right, 3 the next hexside and so on. After determining an initial direction of travel, roll 2D6. The result is the number of random movement rolls the controlling player must make (see *Random Movement*, p. 93) to determine the crash hex. Move the craft according to the random movement chart until all random movement rolls have been made; all results are multiplied by 8 as the unit is now operating on ground mapsheets.

Change to:

Roll 2D6: the result is the number of random movement rolls the controlling player must make to determine the crash hex (see *Random Movement*, p. 93). Beginning with your current hex and direction of travel, move the craft according to the random movement chart until all random movement rolls have been made; all results are multiplied by 8 as the unit is now operating on ground mapsheets.



Crashes (p. 82)

Under "Avoiding and Taking Damage", first paragraph, last sentence

Any unit in the target hex, regardless of whether or not it took damage, is automatically displaced

Change to:

Any unit in the target hex, regardless of whether or not it took damage, is automatically displaced in the direction opposite to the direction the crashing unit was travelling

Facing Changes (p. 84)

- 1) *Fourth printing only. Second paragraph.*

Delete the second sentence ("When moving on the ground map, ...")

- 2) *Under "Additional Facing Changes", fourth sentence*

On the ground map, each such change must be preceded by at least eight hexes of movement.

Change to:

On the ground map, each such change must be preceded by at least eight hexes of movement, which may be split across two turns.

- 3) *At the end of the section insert the following new paragraphs:*

Airships: Airships make facing changes like aerodyne DropShips.

Small Craft: When consulting the Straight Movement Table, treat aerodyne small craft as aerospace fighters and spheroid small craft as spheroid dropships.

* Changing Altitude (p. 84)

After the fourth sentence ("If a unit descends...") insert the following:

A unit attempting an air-to-ground attack this turn must declare it, and any corresponding altitude changes and skill rolls required, during the Movement Phase.

Spheroid DropShips (p. 84)

Replace the entire subsection with the following:

Spheroid DropShips handle facing differently from fighters, aerodyne DropShips, and aerodyne small craft; see *Attacks By and Against Spheroid DropShips in Atmosphere* on page 250. In order to maintain altitude, spheroid DropShips must spend 2 Thrust Points to hover. They can spend thrust to change altitude in the same way aerodyne craft can, except that they do not gain velocity for decreasing altitude. In addition, spheroid Dropships can spend up to 1 thrust point to move to an adjacent hex. Spheroid DropShips do not carry over velocity between rounds.

Launching (p. 86)

Fourth paragraph, last sentence

Fighters or small craft with destroyed landing gear cannot launch at all (merely damaged landing gear has no effect).

Change to:

Fighters or small craft with destroyed landing gear cannot launch at all. Damaged landing gear has no effect on launches unless more than two units are attempting to launch from the same bay door in a single turn, as per above, in which case the +5 modifier for having damaged gear is applied to the Control Roll as normal.

Landing Modifiers Table (p. 86)

First subtable, last row ("Landing Gear Damaged")

+3 per box crossed

Change to:

+5



Failed Liftoff Maneuver Table (p. 88)

1) *First Effect*

Unit lifts off. Landing gear damaged (cross off 1 box).

Change to:

Unit lifts off. Landing gear damaged.

2) *Second Effect, first sentence*

Landing gear damaged (cross off 1 box).

Change to:

Landing gear damaged.

3) *Third Effect*

The landing gear is destroyed and the unit strikes the ground,

Change to:

The landing gear is damaged and the unit strikes the ground,

4) *Fourth Effect*

The landing gear is destroyed and the unit strikes the ground, causing 100 points of standard-scale damage to the aft side. The unit cannot attempt another liftoff until repairs are completed.

Change to:

The landing gear is damaged and the unit strikes the ground, causing 100 points of standard-scale damage to the aft side.

Control Rolls (p. 92)

In between the second paragraph and the "Shutdown Units" paragraph, insert the following new paragraph:

You can never choose to automatically fail a Control Roll.

Control Roll Table (p. 93)

Remove the following line from the Control Roll Table: "Atmospheric re-entry"

Out-Of-Control Effects (p. 93)

After the fourth paragraph insert the following new paragraph:

Airships: In addition to the normal effects, out-of-control Airships roll once on the Airship Random Altitude Change Table each turn that they are out-of-control (see p. 205).

Random Movement (p. 93)

First paragraph, before the last sentence insert the following:

The starting hex for a unit's random movement is either the hex closest to the unit that shot at it (essentially, the hex it was in when it was struck), or the hex it performed an air-to-ground attack in, whichever is further along its flight path. If multiple hexes apply (such as if the unit attacked multiple hexes or was attacked by multiple ground units), use the hex furthest along the flight path. If the aerospace unit in question did not interact with ground units in any way (such as one struck solely by air-to-air fire), use the hex closest to the flight path's midpoint.

Combat

Target Movement (p. 100)

Under "Water", last sentence

See also *Water Hexes*, p. 102; *Terrain Modifiers*, p. 108; and *Partial Cover*, p. 102 (see Multi-Purpose Missiles, p. 229, for the exception).



Change to:

See also *Water Hexes*, p. 102; *Terrain Modifiers*, p. 108; and *Partial Cover*, p. 102 (see *Torpedo Launcher*, p. 138, and *Multi-Purpose Missiles*, p. 229, for the exceptions).

Ammunition Expenditure (p. 104)

Replace the "Infantry" paragraph with the following:

Infantry Weapons: Infantry units and vehicles mounting Conventional Infantry Weapons do not need to keep track of ammunition, with the exception of certain battle armor missile attacks (see *Battle Armor Attacks*, p. 217).

Reversing (Flipping) Arms (p. 106)

- 1) *First paragraph, first sentence*

'Mechs constructed without hand and lower arm actuators in both arms can flip their arms over and fire backward.

Change to:

'Mechs constructed without hand and lower arm actuators in both arms and which do not have any weapons split between torso and arm locations can flip their arms over and fire backward.

- 2) *Second paragraph, delete the last sentence ("The one exception to this rule...").*

Terrain Modifiers (p. 109)

Under "Partial Cover", at the end of the paragraph insert the following:

Remember that an attacker firing downhill negates its target's partial cover (see *Partial Cover*, p. 102).

Multiple Targets Modifier (p. 110)

In between the third paragraph and the "Physical Attacks" paragraph insert the following new paragraph:

Multiple Firing Arcs: Through torso twisting, a 'Mech with both upper-body and leg-mounted weapons may have more than one firing arc at once. Regardless of its number of firing arcs, a 'Mech may only have one primary target each turn.

Firing At Immobile Targets (p. 110)

Replace the first paragraph with the following:

Players may aim for a specific hit location, but only against immobile targets (unless the attacker has a Targeting Computer; see below). The following attack types cannot be aimed shots: Area-Effect, Cluster, or Flak (a weapon's type may be found by consulting the Weapon and Equipment tables, beginning on p. 303; see p. 113 for an explanation of each type). Additionally, indirect fire attacks and Rapid-Fire weapons firing more than one shot cannot be aimed shots. Otherwise, any ranged weapon may be used.

When firing on an immobile 'Mech or vehicle (this includes grounded fighters or small craft that are shut down or whose warriors are unconscious), the attacking player can make an aimed shot by naming a target location. Against any hit location except a head, the player makes the to-hit roll using the standard -4 to-hit modifier for firing at an immobile target.

Non-Aerospace Units Firing at Airborne Aerospace Units (p. 111)

Under "Infantry"

Unless specifically stated otherwise by the rules for that unit, infantry cannot attack aerospace units.

Change to:

Unless the platoon has Special Feature "A" (see p. 215), or unless specifically stated otherwise by the rules for that unit, infantry cannot attack airborne aerospace units.

LRM Indirect Fire (p. 111)

- 1) *Fifth bullet point, in between the first and second sentences insert the following:*

If no spotting unit is required (due to an attached Narc beacon, for example), no terrain modifiers apply.



- 2) *Last bullet point, replace the last sentence (in parenthesis) with the following:*

(Regardless of whether partial cover shields the target from either the spotting unit or the attacking unit, Damage Value groupings from LRM indirect fire always strike the target and not the partial cover, even if they hit a leg location. The exception is if the partial cover is provided by water: in this case, the indirect fire strikes the water and does no damage, unless it is an area effect weapon (see *Partial Cover*, p. 102, and *Area-Effect Weapon*, p. 113).

- 3) * *After the third paragraph (just before the example text), insert the following new paragraph:*
This ruling has changed from previous errata versions.

Aerospace Units: Aerospace units (with the exception of grounded spheroid DropShips) cannot spot for LRM indirect fire unless they strike a target with Target Acquisition Gear (since TAG automatically spots the target for indirect fire as well).

Weapons and Equipment (p. 114)

- 1) *Under "Rapid-Fire (Multi-Firing) Weapon", third bullet point, last sentence*

This means that for two or three shots, the jamming only occurs on a to-hit result of 2, for four to five shots the jamming occurs on a to-hit result of 3 and so on.

Change to:

This means that for two or three shots, the jamming only occurs on a to-hit result of 2, for four to five shots the jamming occurs on a to-hit result of 3 or less, and so on.

- 2) * *Replace the "OS: One-Shot Weapon" entry with the following:*

This ruling has changed from previous errata versions.

- **OS: One-Shot Weapon.** One-shot weapons can only be fired once in a scenario. The single shot carried by an OS launcher may be of any munition type available to that launcher type. OS type weapons do not explode due to critical hits or excess heat.

- 3) Change **PD: Point-Blank Weapon** to **PB: Point-Blank Weapon**.

- 4) *Under "E: Electronics", at the end of the entry insert the following:*

Any Type E item may be turned either on or off in the End Phase of a turn.

- 5) *Replace the "Flak" entry with the following:*

- **F: Flak.** When used against a unit that presently has an Altitude or Elevation, or that expended any VTOL or WiGE MP or Thrust Points that turn (even if it landed at the end of that Movement Phase), apply a -2 to-hit modifier in addition to any other modifiers such weapons might convey. However, flak conveys no bonus above low altitude.

Leg Destruction (p. 122)

- 1) * *Fifth paragraph*

Delete "The MechWarrior automatically takes damage from this fall."

- 2) *Under "Four-Legged 'Mechs", replace the entire entry with the following:*

The effects of loss of legs are applied to a quad 'Mech as follows:

- **One destroyed leg:** Immediately falls and loses all movement and combat bonuses gained from being four-legged: it can no longer make lateral shifts, it loses its -2 modifier to Piloting Skill Rolls, it must make a successful PSR to stand after falling, and it suffers a +2 modifier to Target Numbers for firing when prone. In addition, a -1 MP penalty replaces any penalties associated with damaged leg actuators



in the destroyed leg. If the 'Mech jumps, it still must make the usual PSR required for jumping and missing a leg, with a +5 modifier.

- **Two destroyed legs:** Functions with the same restrictions described above for a biped 'Mech that has lost one leg: it immediately falls, has only 1 MP, and so on.
- **Three destroyed legs:** Functions with the same restrictions described above for a biped 'Mech that has lost both legs: it immediately falls, has only 0 MP, and so on.
- **Four destroyed legs:** Automatically falls (if not already prone) and is immobile (see p. 110).

Critical Damage (p. 124)

- 1) *Under "Hit Location Critical Hits", first sentence*

Certain results on the hit location tables provide the chance for a critical hit, even if the attack did not damage internal structure.

Change to:

Certain results on the hit location tables provide the chance for a critical hit, even if the attack did not damage internal structure (though the attack must still have dealt at least 1 point of damage).

- 2) * *Under "Hit Location Critical Hits", at the end of the entry insert the following new paragraph:*

If the chance for a hit location critical hit occurs in a location that has already been destroyed (for example, an attacker scores a chance for a critical hit against a 'Mech by rolling a 2 on the Left Side hit location table, but the left torso has already been destroyed), then that chance for a critical hit transfers to the next location inwards along with the damage from the attack (in the example above, to the center torso).

- 3) * *Under "Destroyed Location", replace the entire entry with the following:*

When a location is destroyed, rather than just damaged, no check for critical hits in that location is made unless it contains one or more explosive slots. In that case, any resulting critical hits that strike explosive slots in that location are resolved as normal (see *Ammunition*, p. 125); hits that do not are always discarded without transferring.

'Mech Critical Hits (p. 124)

Replace the first paragraph with the following:

When an attacker inflicts a critical hit on a target, he rolls dice for each critical hit and the target player marks off the damage inflicted on the Critical Hit Table.

Anti-Missile System (p. 129)

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

Any time a successful to-hit attack is made with a Missile Weapon (see p. 113) against a unit carrying an AMS, and strikes in the attack direction covered by the firing arc where the AMS is mounted, the defending player can choose to engage the AMS. Each AMS cannot engage more than one missile attack per turn. The result is as follows:

- 2) *Third bullet point*

If the missile weapon normally fires only a single missile in a shot (such as a Narc Missile Beacon), roll 1D6:

Change to:

If the missile weapon attack is only a single missile (such as a Narc Missile Beacon), roll 1D6:



Anti-Battle Armor Pods (B-Pods) (p. 130)

Second paragraph, second sentence

B-Pods mounted in the legs or center torso can be used against leg attacks, while those on the arms, front torsos or head can engage swarm attacks.

Change to:

B-Pods mounted in the legs or center torso can be used against leg attacks, while those on the arms, head, or any torso location can engage swarm attacks.

Bridge-Layer (Light, Medium, Heavy) (p. 130)

Replace the first two paragraphs with the following:

While a unit is carrying this one-hex-long folding bridge, any attacks that otherwise would have hit the locations where the bridge is mounted will hit the bridge instead, reducing its CF by a like amount of damage. Once the bridge's CF has fallen to 0, it is considered destroyed, and the location takes attack damage normally. Critical hits to the bridge disable the mechanism that deploys it. Additional critical hits have no effect. If the bridge has not yet been deployed, the unit cannot make attacks from any weapons mounted in its location.

The bridge-layer's controlling player may declare that the unit is deploying the bridge during any End Phase. The unit must remain stationary during the following turn. At the end of that turn, the bridge is placed in the hex directly in front of the bridge-layer, along the same facing as the unit. (The bridge cannot extend away from the bridge-layer at an angle. A bridge may be placed in any water hex, but must be adjacent to at least one land hex or another bridge).

Bulldozers (p. 131)

First paragraph, break the last two sentences into a new paragraph and change as follows:

While clearing rubble, the Support Vehicle must remain in the hex, though it can make facing changes as usual. It can also make weapon attacks, though all shots are modified as though the Support Vehicle were moving at Flank speed (+2 modifier).

Change to:

A vehicle with a bulldozer can clear a rubble hex even if the type of vehicle the bulldozer is mounted on would normally be prohibited from entering rubble. While clearing rubble, the vehicle must remain in the hex, though it can make facing changes as usual. It can also make weapon attacks, though the vehicle is treated as if it were moving at Flank speed when calculating its attacker to-hit modifiers.

C³ Computer (p. 131)

- 1) *After the third paragraph, before the TAG paragraph, insert the following new paragraph:*

While a unit may mount both a C³ Master and a C³ Slave, it may not use both at once. For units so equipped, at the start of game designate which C³ system is operational. A unit may only belong to a single network.

- 2) *Replace the "LOS" paragraph with the following:*

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

- 3) ** Replace the "LRM Indirect Fire" paragraph with the following:*

LRM Indirect Fire: A C³ network does not help when launching or spotting targets for indirect fire (see p. 111). Note that TAG (which conveys the benefits of spotting if it hits) does benefit, however.

Combine (p. 134)

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

Against conventional infantry, the combine delivers 1D6 damage; this damage is applied as though the attack came from another infantry unit (see *Attacks Against Conventional Infantry*, p. 215).



Hyper-Assault Gauss Rifle (p. 136)

Under "Flak"

When used against any airborne target,

Change to:

When used against an eligible target (see p. 114),

Lift Hoists (p. 137)

Delete the last paragraph of the main entry (Lift hoists cannot be used to lift...) and after the "Combat" paragraph insert the following new paragraphs:

Units Carrying Non-Infantry Units: Lift hoists cannot be used to lift another unit of any kind during combat. However, a unit can begin the scenario transporting another non-infantry unit (infantry units are carried as normal cargo). A transported unit is inactive and so cannot perform any action. A dropped unit does not risk destruction as cargo does, but instead suffers damage as if it fell a number of levels equal to the distance between the transporting unit and the surface directly below it (minimum 1).

Area effect attacks damage both the carrying unit and its transported unit equally; any other attacks may strike either the carried unit or the transport. Roll a D6 after each such successful attack on the carrying unit: on a 1-3 the transported unit is hit instead, with the direction of attack determined as if the transported unit was facing the same direction as its carrier.

Machine Gun Array (MGA) (p. 137)

Third paragraph, last sentence

This means that if an MGA 4 rolls on the Cluster Hits Table, with three machine guns hitting, and then **roll's** the target 'Mech's head as its hit location, the weapon causes 3 MechWarrior hits and subsequently requires three Consciousness Rolls.

Change to:

This means that if an MGA 4 rolls on the Cluster Hits Table, with three machine guns hitting, and then rolls the target 'Mech's head as its hit location, the weapon causes 3 points of damage to the MechWarrior and subsequently forces three Consciousness Rolls.

MASC (Myomer Acceleration Signal Circuitry) (p. 137)

Fifth paragraph, second sentence

For example, a player using MASC for three consecutive turns needs a result of 7 or higher on the third turn to stay mobile.

Change to:

For example, a player using MASC for three consecutive turns needs a result of 7 or higher on the third turn to avoid inflicting critical damage.

Torpedo Launcher (p. 138)

At the end of the first paragraph insert the following:

When using torpedo launchers, a submerged attacker may fire on a target on the surface of the water, or an attacker on the surface may fire at a submerged target, in exception to the normal rules on *Intervening Terrain* (see p. 100).

Plasma Rifle (p. 140)

Last sentence

apply this damage to the unit as a whole, rather than to each trooper).

Change to:

apply each grouping as per the normal rules for attacks against battle armor: see p. 219).



Rotary Autocannon (p. 140)

Last sentence

The player may attempt to clear a single weapon only once per turn, though he or she may try to clear multiple rotary autocannons in the same turn (making a Gunnery Skill Roll for each jammed weapon).

Change to:

Any rotary autocannon that jams may be subject to a clearing attempt, though each individual weapon may only be the subject of a single clearing attempt per turn (a separate Gunnery Skill Roll is made for each attempt).

Infernos (p. 141)

Under "Infantry", replace the entry with the following:

After all inferno attacks against an infantry unit have been resolved for the turn, add together the total number of inferno missiles that struck the unit. In neither case is this modified by terrain or infantry type. Every missile that strikes a conventional infantry unit automatically eliminates three troopers; every three missiles that strike a battle armor unit automatically eliminate one randomly determined trooper (unless the unit mounts fire resistant armor; see *Fire Resistant Armor*, p. 228). In neither case is this further modified by terrain or infantry type.

For example, if two separate SRM attacks utilizing inferno missiles result in a total of five missiles striking a battle armor unit, only a single trooper would be eliminated; if those same five missiles strike a conventional infantry platoon, 15 troopers would be eliminated.

Infernos (p. 142)

Under "Mechs, Aerospace Fighters, and Small Crafts", at the end of the paragraph insert the following:

The additional Heat lasts for only 1 turn.

Semi-Guided Missile (p. 142)

Replace the first paragraph with the following:

When firing semi-guided missiles at any target in range successfully designated by a friendly TAG (below), the attacker ignores the target movement modifier (if firing indirectly, also ignore indirect fire, terrain and spotter movement modifiers).

Stealth Armor System (p. 142)

After "Critical Hits", insert the following new paragraph:

Infantry: A unit that is carrying or being swarmed by infantry of any type does not lose its stealth modifiers. Transported battle armor does not receive any benefits from a carrying unit's stealth armor.

TAG (Target Acquisition Gear) (p. 142)

Replace the second and third paragraphs with the following:

To use TAG equipment for target designation, calculate the to-hit number as for a standard weapon attack. As using TAG occurs before the Weapon Attack Phase, it does not count towards the number of targets a unit engages in the Weapon Attack Phase.

If the to-hit roll fails (meaning the TAG spotter fails to designate the target), TAG has no further effect. If the to-hit roll is successful, the system designates the target for that turn's Weapon Attack Phase; the target unit is designated for any number of attacks from any number of units using TAG-guided ammunition, such as semi-guided missiles (p. 142).

Successful TAG designation also spots the target for Indirect LRM Fire (see p. 111), but as it occurs before the Weapon Attack Phase, no spotting to-hit modifier is incurred if the unit also fires weapons in the Weapon Attack Phase. This counts as the one target a unit can spot each turn.



Physical Attacks (p. 144)

Under "ProtoMechs"

ProtoMechs cannot make physical attacks; they can, however, make a single "frenzy" attack (see p. 186).

Change to:

ProtoMechs cannot make physical attacks; they can, however, make a single "frenzy" attack (see p. 187).

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

Under "Missing Actuators", last sentence

Likewise, 'Mechs that do not come equipped with a lower arm actuator on the punching arm must add a +2 modifier to the to-hit number (in place of the +1 modifier for punching without a hand actuator),

Change to:

Likewise, 'Mechs that do not come equipped with a lower arm actuator on the punching arm must add a +2 modifier to the to-hit number,

Physical Weapon Attacks Table (p. 146)

Under "Damage Value", apply the dagger footnote symbol to the Chainsaw and Dual Saw.

Charge Attacks (p. 148)

Replace the first two paragraphs with the following:

Charging attacks must be declared during the Movement Phase (Ground), when the charging unit is directly in front of the target's hex, but like all other physical attacks, they are resolved during the Physical Attack Phase. This means the charging unit can only attack units that have finished their movement. It also means a charging unit cannot be the target of a charge or death from above attack, because its movement will not be finished until the end of the Physical Attack Phase.

In order for a unit to charge, it must not have jumped that turn and its target must be in the hex directly in front of the charging unit (disregarding torso twists) at the beginning of the Physical Attack Phase. The charging unit may not make any weapon attacks in the same turn.

Damage (p. 148)

- 1) *First paragraph, second sentence*

The defender takes 1 point of damage for every 10 tons that the charging unit weighs, multiplied by the number of hexes moved by the attacker in the Movement Phase, rounding fractions up (the hexes moved do not count the hex containing the target).

Change to:

To determine damage to the defender, divide the charging unit's weight by 10, then multiply the result by the number of hexes moved by the attacker in the Movement Phase (the hexes moved do not count the hex containing the target). Round fractional damage up.

- 2) *First paragraph, before the last sentence insert the following:*

If the attacker moved both backward and forward that phase, base the number of hexes it moved from the hex in which the 'Mech last reversed its movement. If the attacker fell in the Movement Phase, no hexes it moved before the fall apply.

- 3) *Replace the "Unusual Targets" paragraph with the following:*

Buildings: A unit that charges a building hex automatically fails its Piloting/Driving Skill Roll required to avoid damage when entering a building hex and takes damage equal to the current CF of the building/10 (rounded up). This takes the place of the normal damage to the attacker caused by a charge.

Unusual Targets: If a charge attack is made against a target with no tonnage other than a building (such as a hill, for example, due to a skid), calculate damage to the attacker using the attacker's tonnage rather than the target's. For the purposes of charge attacks, DropShips are considered unusual targets.



Death From Above Attacks (p. 149)

- 1) *Second paragraph, first sentence*

In order to execute a DFA, the attacker must have enough Jumping MP and be able to jump into the hex containing the target.

Change to:

In order to execute a DFA, the attacker must be able to legally enter the hex the target occupies. The attacker must expend only the usual Jumping MP needed to reach that hex, but must have enough Jumping MP available to clear any height requirement (this is the level of the hex the target is in, plus two if the target 'Mech is standing, as a standing 'Mech is always two levels high). For example, to make a DFA attack from a Level 0 hex against a 'Mech standing one hex away on a Level 3 hill would only cost 1 MP, but the attacking 'Mech must have at least 5 Jumping MP available to make the attack.

- 2) * *Under "Weapon Attack Phase", second paragraph, last sentence*

For purposes of determining LOS, the attacking unit is considered to be in the air above the hex, standing one level higher than the target hex or the level of the hex the attacker occupies, whichever is higher.

Change to:

For purposes of determining LOS, the attacking unit is considered to be in the air above the hex, standing two levels higher than either the target hex or the level of the hex the attacker occupies, whichever is higher.

- 3) *Under "Weapon Attack Phase", "Falls", second sentence*

A failed roll means the attack automatically misses.

Change to:

A failed roll (or automatic fall) means the attack automatically misses.

* Death From Above Attacks (p. 150)

Under "Falls", replace the second paragraph with the following:

On an unsuccessful attack the attacker automatically falls, taking damage as though it had fallen 2 levels. Roll on the Facing After Fall Table to determine facing (see p. 68), but the Hit Location for this damage is always the rear.

Physical Attacks Against Prone 'Mechs (p. 151)

- 1) *After the second sentence insert the following:*

Prone 'Mechs are always treated as adjacent to their attacker for these purposes.

- 2) *Insert a paragraph break after the above, so that "Determine the location of successful attacks," is the start of a new paragraph. At the end of this paragraph insert the following:*

Prone 'Mechs ignore Piloting Skill checks required to avoid falls.

Unit Displacement (p. 151)

- 1) *After the first paragraph, insert the following new paragraph:*

Displacement (including any resulting Piloting Skill Rolls and damage) is resolved immediately after the action that caused it, regardless of what phase it is. If any damage was inflicted by that action, apply it before resolving the displacement, even though the phase has not yet ended.

- 2) *"Buildings" paragraph*

If a unit is displaced into a building hex, the building takes damage as if the displaced unit had executed a successful charge attack (see *Charge Attacks*, p. 148).

Change to:

If a unit is displaced into a building hex, the building and the unit are damaged as if the displaced unit had voluntarily moved into it and failed its Piloting/Driving Skill Roll (see *Moving Through Buildings*, p. 167).



3) *Under "Vehicles", last sentence*

A vehicle displaced into a hex 2 levels or more lower than its previous position takes damage per *VTOL Rotor Destruction* (see p. 197).

Change to:

A vehicle displaced into a hex 2 levels or more lower than its previous hex takes 1 point of falling damage for every 10 tons that it weighs (rounding up), times the number of levels plus 1 that it fell. Divide the damage into 5-point Damage Value groupings and determine a hit location for each grouping using the Facing After Fall Table, page 68.

Falling Unit Hits Target (p. 152)

Under "Airborne Units", delete the second paragraph.

Heat

Building Up Heat (p. 158)

Under "Fuel Cell and ICE-Powered IndustrialMechs"

ICE-powered IndustrialMechs generate no heat from walking or running,

Change to:

These units generate no heat from walking or running,

Buildings

*** Moving Through Buildings (p. 168)**

Under "Mechs and Vehicles", before the "Vehicles" paragraph insert the following new paragraph:

WiGEs: While WiGEs cannot enter a building, a WiGE moving over a building immediately collapses that building if its tonnage x 0.25 exceeds the building's current CF (see *Collapse*, p. 176).

Infantry and ProtoMechs (p. 168)

At the end of the first paragraph insert the following:

Jump-capable infantry that wish to enter a building using their Jumping MP follow the procedure for jumping Battle Armor, below.

Exiting Building Hexes [example text] (p. 171)

Second paragraph, last sentence

the Sylph can use its Anti-Mech Skill to enter that building.

Change to:

the Sylph can enter that building.

Attacking Buildings (p. 171)

First paragraph, second sentence

(use the full Damage Value for Cluster Weapons; i.e. Cluster Weapons do not use the Cluster Hits Table when determining damage against a building hex),

Change to:

(use the full Damage Value for Cluster Weapons; i.e. Cluster Weapons do not use the Cluster Hits Table when determining damage against an adjacent building hex),

Attacking Units Inside Buildings (p. 171)

Under "Physical Attacks", at the end of the paragraph insert the following:

Charges are the one exception (see *Charge Attacks*, p. 148).

**Resolving Damage [example text] (p. 174)**

Left column, third paragraph on the page, fourth line

any units in hexes C, D, E, F, and G

Change to:

any units in hexes B, C, D, E, F and G

*** Infantry Damage From Attacks Inside Buildings Table (p. 175)**

Replace the table with the following:

| Building Type | Damage to Infantry |
|---------------|----------------------------|
| Light | 100% |
| Medium | 100% |
| Heavy | 75% (building absorbs 25%) |
| Hardened | 50% (building absorbs 50%) |

Combat Within Buildings (p. 175)

Under "Burst-Fire Weapons and Conventional Infantry", replace the entire paragraph with the following:

When burst-fire weapons are used against conventional infantry in a building hex, assign damage per the Burst-Fire Weapon Damage Vs. Conventional Infantry Table (p. 217), but reduce the damage by half (round as normal). Damage assigned to the building is per the weapon's non-burst-fire damage; see *Attacks Against Conventional Infantry*, page 215.

Combat Within Buildings [example text] (p. 176)

First paragraph, second line from the bottom

to Level 1 of Hex A,

Change to:

to Level 1 of Hex B,

Basements (p. 179)

Under "ProtoMechs, Vehicles and Infantry", first sentence

ProtoMechs, vehicles and infantry take normal falling damage (see *Unit Displacement*, p. 151) when they fall into a basement, regardless of the roll result on the Basement Table.

Change to:

ProtoMechs, vehicles and infantry take normal falling damage (see *Falling*, p. 68) when they fall into a basement; their facing remains as it was before they fell.

Basements Table (p. 179)

For each of the results 2-4 and 10-12, delete everything after it states how many levels the unit fell.

ProtoMechs**Damage (p. 185)**

Second paragraph, fourth sentence

Each time a player crosses off a shaded critical hit box, the warrior takes a point of damage.

Change to:

Each time an attack forces a player to cross off one or more critical hit boxes, the warrior takes a point of damage.

**Frenzy (p. 187)**

Second paragraph, second and third sentences

The attack can only be made against an adjacent target in the front firing arc. If the ProtoMech has twisted its torso, the attack can only be made into the rotated front firing arc.

Change to:

The attack can only be made against targets in the same hex as the ProtoMech.

ProtoMech Myomer Booster (p. 187)

Second sentence

Whenever a ProtoMech unit uses MP in excess of its standard movement (i.e. in the example above, expends MP of 10+), it must roll 2D6

Change to:

A ProtoMech unit can choose to engage the booster as it declares what movement mode it will use. Upon doing so, it must roll 2D6

Combat Vehicles**Ground Combat Vehicle Critical Hit Effects (p. 194)**

Under "Crew Killed", at the end of the third sentence append the following:

(VTOLs and WiGEs crash and are considered destroyed).

Rotor Hits (p. 197)

Replace the second paragraph with the following:

Any source of damage without a weapon Damage Value is not modified in this manner. In addition, any successful physical attack by a 'Mech automatically destroys the VTOL's rotor (and thus the VTOL).

Critical Damage (p. 197)

At the end of the bullet point insert the following:

At least 1 point of damage must have been dealt to trigger this.

VTOL Combat Vehicle Critical Hit Effects (p. 197)

- 1) *Under "Engine Damage", replace the first paragraph with the following:*

If a landed VTOL's engine takes damage, the unit cannot move for the rest of the game. If a flying VTOL's engine takes damage over a clear, paved, rough or building hex, make a Driving Skill Roll with a +4 modifier (plus any additional modifiers that might apply). If the roll succeeds, the VTOL lands in that hex and is rendered immobile. If the roll fails, the VTOL is destroyed. If the VTOL takes engine damage while flying over other terrain, it is automatically destroyed.

- 2) *Under "Rotors Destroyed", replace the entire paragraph with the following:*

The VTOL's rotor is destroyed, destroying the vehicle.

To-Hit Modifiers (p. 199)

First sentence

Because a WiGE vehicle flies above terrain, it does not benefit from woods modifiers for the hex it occupies while in flight.

Change to:

Since a WiGE vehicle operates one elevation above the ground, it remains below the level of a woods hex, and so gains the modifier from woods as would a VTOL at the same elevation. If a WiGE vehicle follows a road through a woods hex, it also gains this bonus by being in the hex.



Support Vehicles

Airships (p. 205)

Last paragraph, after the first sentence insert the following:

Airships that go out-of-control after being struck by weapons fire do not lose 1D6 Altitude Levels, but instead roll on the Airship Random Altitude Change Table (above).

To-Hit Modifiers (p. 206)

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

Large Support Vehicles

Large Support Vehicles ignore the multiple targets modifier when firing at more than one unit.

Infantry

Generic Conventional Infantry Units Table (p. 213)

1) Single-dagger footnote

†Flamers can cause heat or damage at the discretion of the controlling player. Some weapons have the capacity to do both (see *Heat-Effect Weapons*, p. 113).

Change to:

†Flamers can cause either heat or damage at the discretion of the controlling player. Some weapons have the capacity to do both at the same time (see *Heat-Effect Weapons*, p. 113).

2) Double-dagger footnote

‡Movement type and restrictions, as shown on the *Movement Cost Table*, p. 52, apply per each vehicle of the same type.

Change to:

‡Mechanized infantry have the movement type and prohibited terrain of their vehicle type, as shown on the *Movement Cost Table* (see p. 52).

Infantry Movement (p. 214)

1) In between the "Buildings" and "Water" paragraphs insert the following new paragraph:

Mechanized Infantry: Mechanized infantry have the movement type and prohibited terrain of their vehicle type (see the *Movement Cost Table*, p. 52). For example, hovercraft-based mechanized infantry may traverse water of any depth, but cannot move through woods of any type.

2) Under "Woods", replace the paragraph with the following:

To enter any light woods hex, infantry pay only 1 MP (except for permitted mechanized infantry units, which pay 2 MP). Infantry pay only 2 MP to enter any heavy woods hex.

Conventional Infantry Attacks (p. 215)

Before the first paragraph on the page insert the following:

All platoons have a Damage Type, which specifies the Type of damage they inflict:

- "B" (Ballistic): The platoon's attacks are of the Direct-Fire Ballistic Type (see p. 113)
- "E" (Energy): The platoon's attacks are of the Direct-Fire Energy Type (see p. 113)
- "M" (Missile): The platoon's attacks are of the Missile Type (see p. 113)
- "P" (Point-Blank Weapon): See *TechManual*, page 148

A platoon might also have Special Features, also detailed via letter code:

- "A" (Anti-Aircraft Weapon): The platoon can attack airborne aerospace units



- "B" (Heavy Burst Weapon): The platoon deals additional damage vs. Conventional Infantry; see *TechManual*, page 148
- "F" (Flame-Based Weapon): The platoon's attacks are also of the Heat-Causing Type (see p. 113)
- "N" (Non-Penetrating Weapon): The platoon's weapons can affect only other Conventional Infantry

Conventional Infantry Attacks (p. 215)

- 1) *Second paragraph (first on the page), at the end of the first sentence append the following:*
(for a platoon with only one trooper remaining the result is always "1").

- 2) *Third paragraph (second on the page), last sentence*

If the target is a conventional infantry platoon, the attacking player simply applies the damage.

Change to:

If the target is a conventional infantry platoon, the damage is instead simply applied all at once.

Attacks Against Conventional Infantry (p. 215)

- 1) *Second paragraph, last sentence*

Successful non-infantry attacks against conventional mechanized infantry double the number of troopers eliminated in this fashion.

Change to:

Successful non-conventional infantry attacks against conventional mechanized infantry double the number of troopers eliminated in this fashion.

- 2) *Under "Burst-Fire Weapons", first paragraph*

Delete the last sentence ("As with attacks from conventional infantry [...]")

Battle Armor (p. 218)

Under "Anti-Personnel Weapons", replace the last sentence ("Regardless of...") with the following:

The standard rules presume the mounting of a single Auto-Rifle as the unit's anti-personnel weapon. At the players' option, the damage, ranges and to-hit numbers of alternative anti-personnel weapon types may be used as per *TechManual*, page 271. Regardless of the anti-personnel weapon type or how many anti-personnel weapons a battle armor unit mounts, the unit can only make one anti-personnel weapon attack in a turn, using only a single anti-personnel weapon per suit.

Anti-'Mech Attacks (p. 220)

Insert the following new paragraph:

TAG: An infantry unit may not designate a target and make an Anti-'Mech Attack in the same turn.

Swarm Attacks (p. 220)

First paragraph, last sentence

Only one swarm attack can be made against a unit in a given turn.

Change to:

A unit can only be swarmed by one infantry unit, and only one swarm attack can be made against a target in a given turn.

* Swarm Attack Modifiers Table (p. 221)

- 1) Under "Active Troopers in Conventional Platoon", add a new footnote marker to the "16-17" entry.

- 2) *At the bottom of the table, insert the following new footnote:*

This line is also used for friendly battle armor attempting to mount a friendly unit being swarmed by 15 or fewer conventional infantry.



* Fighting Off Swarm Attacks (p. 222)

Under "Mechanized Battle Armor", right column, delete the first full paragraph ("Even if the ...").

Attacks Against Swarmed Units (p. 222)

First paragraph, first sentence

Attacks against a swarmed unit may strike the swarming infantry as well.

Change to:

Though swarming infantry cannot be deliberately targeted by weapon attacks, attacks against a swarmed unit by a third party may strike the swarming infantry as well.

Swarm Attack Damage (p. 223)

Under "Vibro-Claw Manipulator", replace the entire paragraph with the following:

A battle armor unit with one or more troopers equipped with a single vibro-claw adds 1 to its swarm attack damage; if the unit has one or more troopers equipped with two vibro-claws, instead add 2 to its swarm attack damage. This damage is in no way cumulative.

Dismounting (p. 224)

First paragraph, first sentence

An infantry unit may dismount a carrier only at the end of that carrier's movement.

Change to:

An infantry unit may dismount a carrier only during the Movement Phase, at the end of that carrier's move. A charging carrier cannot dismount infantry.

Dismounting (p. 225)

- 1) Delete the second paragraph (first full para on the page: "Vehicles, including VTOLs, must spend...")
- 2) *Under "MP Reduction", last sentence*
 , no infantry may dismount even if the carrier has not expended all of its MP.
Change to:
 , no infantry may dismount.

Dismounting From Aerospace Carriers (p. 225)

- 1) *First paragraph, second sentence*

If an aerospace unit is landed, use the rules for vehicles, Large Support Vehicles or DropShips as appropriate, except that the carrying unit need not expend MP to dismount infantry.

Change to:

If an aerospace unit is landed, use the rules for vehicles, Large Support Vehicles or DropShips as appropriate.

- 2) *Replace the second paragraph with the following:*

The only exceptions are Aerospace Fighters, Conventional Fighters, and Fixed Wing and Airship Support Vehicles in conjunction with infantry that have Jumping or VTOL MP. The carrying unit must be flying at Altitude 1 (NOE). All infantry units dismounting from an airborne aerospace unit must be placed in any hex along the carrying unit's flight path in that turn (see p. 242). Jump-capable infantry units are placed on the ground (if the infantry unit must eject any missile launchers and/or detachable weapon packs to use its jumping capability, and has not yet done so, it cannot eject said equipment while still mounted on or in an aerospace unit; the airborne transport must first land before these units can dismount). Infantry units with VTOL MP that are dropped by an aerospace unit are placed at an elevation level of 8 (see p. 43).

Attacks against any infantry dismounting from an airborne aerospace unit are made as though the infantry moved 0 hexes, with a +1 modifier applied for infantry units that possess either Jump or VTOL MP.



Infantry Dismounting [example text] (pp. 225-226)

Remove all references to units expending MP to allow their infantry to dismount.

Mechanized Battle Armor (p. 227)

1) *Under "Magnetic Clamps"*

Mechanized battle armor units equipped with magnetic clamps can mount standard 'Mechs and vehicles (except for VTOLs)

Change to:

Mechanized battle armor units equipped with magnetic clamps can mount standard 'Mechs and vehicles (with special movement restrictions listed below)

2) *In between the "Magnetic Clamps" and "MP Reduction" paragraphs, insert the following new paragraph:*

Movement Restrictions: Whether or not the battle armor is equipped with magnetic clamps, no vehicle may expend UMU, VTOL, WiGE or Jumping MP while carrying mechanized battle armor, and no 'Mech may expend UMU MP.

3) *Under "MP Reduction", at the end of the paragraph insert the following:*

The 'Mech *Lifting Capabilities* rules (see p. 261) do not affect this MP penalty.

4) *After "MP Reduction" insert the following new paragraphs:*

* **Omni-Trailers:** Each tractor and trailer is a separate vehicle for the purposes of externally carrying battle armor. A trailer hitch in use on the Rear of the tractor or trailer reduces the ability of that tractor or trailer to carry battle armor squads by two suits, from the maximum of six suits.

Support Vehicles: Omni Support Vehicles of any kind cannot carry mechanized battle armor.

Bomb Rack (p. 228)

First paragraph, last sentence

The only to-hit modifier that applies to the attack is Attacker Movement modifier.

Change to:

The to-hit number is equal to the battle armor's Gunnery Skill Rating, with no other modifiers applied, including the -4 modifier for attacking a hex.

Aerospace Units

Space Combat (p. 235)

Under "Aerodyne Units"

(see Aerospace Firing Arcs Diagram 2, p. 236)

Change to:

(see Aerodyne Firing Arcs Diagram, p. 236)

Space Combat (p. 235)

Under "Spheroid Units"

(see Aerospace Firing Arcs Diagram 1, above)

Change to:

(see Spheroid Firing Arcs Diagram, above)



Aerospace Attack Modifiers Table (p. 237)

1) *Insert the following rows into the section for Target/Intervening Conditions:*

| | |
|--|----|
| Target conducting air-to-ground attack this turn | -3 |
| Attacker is an OmniFighter flying at altitude 1 (NOE) attacking an air target | +1 |
| Attacker is non-OmniFighter flying at altitude 1 (NOE) attacking an air target | +2 |

2) For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"

Weapons and Equipment (p. 238)

Under "ECM and Active Probes", at the end of the section insert the following:

The area of effect of ECM mounted on an aerospace unit only affects ground units (and vice versa) when the Aerospace Units on Ground Mapsheet rules are in use (see p. 91), the affected unit is within range, and the aerospace unit occupies NoE altitude. However, the unit mounting ECM always receives the benefits of ECM, even if the attack comes from beyond NoE altitude.

Scale (p. 238)

Second paragraph

, attacks by standard-scale weapons against capital-scale armor

Change to:

, attacks by standard-scale weapons against capital-scale armor and structure

Structural Integrity (SI) Damage (p. 238)

First paragraph, first sentence

When all the armor in a location is destroyed, subtract half the excess damage (round down) from the unit's SI value.

Change to:

All damage to a unit's SI value is halved (round down).

Non-Aerospace Airborne Units (p. 243)

First and second sentences

Airborne aerospace units cannot make air-to-ground attacks against airborne non-aerospace units (WiGE and VTOL vehicles, or other units expending VTOL MP, such as battle armor). Such units cannot be damaged by these attacks, with the exceptions of bombs that strike a building or water hex

Change to:

Airborne aerospace units make strafing and striking attacks against airborne non-aerospace units (WiGE and VTOL vehicles, or other units expending VTOL MP, such as battle armor) just like any other ground target. Such units cannot be subject to dive-bombing or level bombing attacks, however, with the exception of bombs that strike a building or water hex

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

Second footnote

Terrain and target movement modifiers do not apply to any type of bombing attack;

Change to:

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

Strafing (p. 243)

1) *Second paragraph, third sentence*

The unit may fire one, some or all of its direct-fire energy and pulse weapons when strafing.

Change to:

The unit may fire one, some or all of its non-ammo-dependent direct-fire energy and pulse weapons when strafing.

- 2) *Third paragraph, in between the first and second sentences insert the following:*

No matter how many targets are attacked, each weapon only fires once for the purposes of heat and ammunition tracking.

Striking (p. 245)

First paragraph, third sentence

A strike attack reduces the attacker's altitude by one.

Change to:

A strike attack reduces the attacker's altitude by one, applied before any attacks are resolved that turn.

Striking [example text] (p. 245)

Delete the last paragraph. At the start of the second paragraph insert the following:

First, the controlling player adjusts the Shiva's altitude from 3 to 2 on the fighter's record sheet.

Bombing (p. 245)

Under "Dive-Bombing", first paragraph, in between the first and second sentences insert the following:

This altitude drop is applied before any attacks are resolved that turn.

Altitude-Bombing (p. 246)

Replace the second paragraph with the following:

Roll once for each bomb being dropped in the attack. If a roll succeed, that bomb lands in the designated hex. If the roll fails, the bomb scatters before exploding. To determine the direction of the scatter, roll 1D6 for each bomb dropped and consult the Altitude-Bombing Scatter Diagram on page 245. The bomb scatters in that direction, impacting a number of hexes from its intended target hex equal to the attack roll's margin of failure. (For example, if the attack roll failed by 3 points, the missed bomb will strike 3 hexes away from its intended target.)

Bombing [example text] (p. 247)

Replace the second paragraph on the page ("The controlling player nominates...") with the following:

The controlling player nominates Hex B for its divebombing attack and opts to drop half his bomb load (5 bombs) against the target hex. In this case, we'll assume the Shiva was at an altitude of 4. First, the player adjusts the Shiva's altitude by 2 (from 4 to 2), because it is making a dive-bombing attack. The player then makes a to-hit roll against the modified To-Hit Number 6 (4 (base to-hit number) + 2 (dive-bombing attack modifier) = 6) for each bomb. Unfortunately, all his rolls are less than 6 and so the bombs miss their target. For each bomb, he must now roll the direction and distance of deviation. If he's lucky, they may still land in another hex containing an enemy unit, or—since they are cluster bombs—adjacent to an enemy unit's hex.

Attacks By and Against Spheroid Dropships in Atmosphere (p. 250)

Replace the second paragraph (first paragraph on the page) with the following:

For any attack that strikes a spheroid from a firing unit at the same altitude, roll 1D6. On a result of 1, the attack strikes the Nose; on a result of 2-5, the attack strikes the Side; and on a result of 6, the attack strikes the Aft. For any attack from a firing unit at a higher altitude that strikes a spheroid, roll 1D6. On a result of 1-3, the attack strikes the Nose; on a result of 4-6 the attack strikes the Side. For any attack from a firing unit at a lower altitude that strikes a spheroid, roll 1D6. On a result of 1-3, the attack strikes the Aft; on a result of 4-6 the attack strikes the Side.



Attacks By Grounded Aerospace Units (p. 249)

- 1) *Under "Fighters and Small Craft"*

Fighters and Small Craft: Fighters and Small craft have the same firing arcs and attack directions

Change to:

Fighters: Fighters have the same firing arcs and attack directions

- 2) *Under "Firing Arcs", throughout the entire subsection*

After each mention of either Aerodyne or Spheroid Dropships, append "and Small craft" or "or Small craft" as appropriate.

- 3) *Under "Firing Weapons", first paragraph*

Attacks by DropShips are carried out in the same manner as on the space map, with the exceptions noted above concerning firing arcs for grounded spheroid DropShips.

Change to:

Attacks by DropShips are carried out with the exceptions noted above concerning firing arcs for grounded spheroid DropShips. Resolve each individual weapon as a separate attack, using ranges and damage values as found on pp. 303-304.

Creating Scenarios

* Crippling Damage (p. 258)

Delete the last bullet point ("Vehicles and 'Mechs that are immobilized...").

Hidden Units (p. 259)

Replace the entire entry with the following

At the start of the scenario, the defender may hide their units on the map. Any player doing so writes down the number of each hex in which they hide a unit or units (stacking limits must be observed). They must also designate the facing of each, and if it is prone. A unit remains hidden until it is revealed (placed on the map).

Hidden units are not counted when making movement or fire selections. However, if a player plans to move a hidden unit, they must reveal it at the start of the Movement Phase. If a player plans to attack with a hidden unit (not including a pointblank shot; see below), they must reveal it at the start of the Weapon Attack Phase.

If a unit attempts to enter a hex containing a hidden enemy unit, it stops next to that hex instead (unless jumping; see below). However, if it is skidding or is being displaced into that hex, those rules take priority and the unit does not stop. Either way, the hidden unit is revealed. Additionally, a unit that ends its move next to a hex containing a hidden unit reveals that hidden unit. Hidden units revealed in these ways cannot move that phase.

Hidden units may not attack, but may spot for indirect fire and/or act as part of a C³ network.

Active Probes: At the end of the Movement Phase, any hidden unit within range of an enemy unit's active probe and with line of sight to that enemy unit is revealed.

Airborne Units: Airborne units (including VTOLs and WiGEs) cannot be hidden using these rules unless grounded at the start of the scenario. Even then, DropShips cannot be hidden.

Area-Effect Attacks: Area-effect attacks automatically reveal any hidden unit in the blast area, and damage them as normal. Units revealed by this act as normal in subsequent phases.

Battle Armor: Mechanized battle armor is hidden only if the unit they are riding on is hidden as well. If the unit they are riding on is hidden, the battle armor must also be hidden.

Buildings: If hiding a unit in a building, its controller must note the level it is hidden on (this must be a level the unit could normally access). A unit that moves into or ends its move adjacent to a building hex reveals every hidden enemy unit in that building, regardless of the level a hidden unit is on.

Forbidden Hexes: A unit can only be hidden in a hex/level it can legally enter and could normally access if not hidden. No unit may hide in a paved or road/bridge hex. 'Mechs and Large Support Vehicles cannot be hidden in clear hexes. Units may only be hidden in water hexes if fully submerged.

Jumping: Jumping over hexes does not reveal units hidden in them. If jumping into a hex would reveal a unit hidden there, the jumping unit still lands in that hex, causing a domino effect (see p. 152).



Pointblank Shots from Hidden Units: A hidden unit revealed by enemy movement may immediately make a special pointblank weapon attack against the unit that revealed it. It may first torso twist or rotate its turret, and uses a Range of 1. Ignore Target Number modifiers for movement or terrain. Any damage dealt and Piloting Skill Rolls required take effect immediately. If the target unit is still capable of moving, has MP remaining, and isn't jumping, it may continue its move after the attack. If the damage from a pointblank shot triggers a forced withdrawal and the damaged unit has MP remaining, its forced withdrawal begins immediately.

If an enemy unit skids, jumps, or is displaced into a hidden unit, any pointblank shot made occurs before any collision or displacement.

A unit making a pointblank shot cannot perform any other action for the remainder of that turn.

Index

M (p. 302)

Change "Magnetic Clamps, 227, 229" to: "Magnetic Clamps, 227, 228"

P (p. 302)

Change "Pulse Weapons, 143" to: "Pulse Weapons, 113, 143"

Tables

Inner Sphere Weapons and Equipment Table (p. 303)

- 1) B-Pods: under "Type" column, add "X"
- 2) Under A-Pod, B-Pods, and Anti-Missile System, change all mentions of "PD" to "PB".

Clan Weapons and Equipment Table (p. 304)

- 1) SRM-2: change their Aero Attack Value from 2/5 to 2/4
- 2) B-Pods: under "Type" column, add "X"
- 3) Under A-Pod, B-Pods, and Anti-Missile System, change all mentions of PD to PB.
- 4) At the bottom, under "Weapons and Equipment Types Table", change "PD: Point-Blank Weapon" to "PB: Point-Blank Weapon".

Additional Inner Sphere Weapons and Equipment For Battle Armor (p. 305)

- 1) Under "Man-Portable Plasma Rifle", change the Type from "DE" to "DE, H" and the Damage Value from "2" to "2§§"
- 2) *First footnote*
See the Weapon and Equipment Types Table, p. 306,
Change to:
See the Weapon and Equipment Types Table, p. 304,

Movement Costs Table (p. 306)

- 1) *Footnote 4*

Hovercraft may enter all water hexes along the surface and may enter such hexes using flanking movement.

Change to:

Hovercraft and WiGEs may enter all water hexes along the surface and may enter such hexes using flanking movement.

2) *Footnote 10*

Infantry pays only 1 MP (except mechanized infantry, which pays 2 MP) to enter any light woods hex.

Change to:

Infantry pays only 1 MP (except permitted mechanized infantry, which pays 2 MP) to enter any light woods hex.

3) *Footnote 11*

Infantry pays only 2 MP (except mechanized infantry, which pays 3 MP) to enter any heavy woods hex.

Change to:

Infantry pays only 2 MP to enter any heavy woods hex.

Aerospace Attack Modifiers Table (p. 312)

For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"

Failed Braking Maneuver Table (p. 311)

Third Effect, second sentence ("Landing Gear Damaged")

The unit suffers 20 points of damage on the nose and the landing gear is destroyed.

Change to:

The unit suffers 20 points of damage on the nose and the landing gear is damaged.

Landing Modifiers Table (p. 312)

First subtable, last row ("Landing Gear Damaged")

+3 per box crossed

Change to:

+5

Aerospace Attack Modifiers Table (p. 312)1) *Insert the following rows into the section for Target/Intervening Conditions:*

| | |
|--|----|
| Target conducting air-to-ground attack this turn | -3 |
| Attacker is an OmniFighter flying at altitude 1 (NOE) attacking an air target | +1 |
| Attacker is non-OmniFighter flying at altitude 1 (NOE) attacking an air target | +2 |

2) For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"

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NEW ADDITIONS

These are all the new entries or modifications of old entries for version 5.0 of this document. They may also be found in the **Full Fourth Printing Errata** section in the appropriate locations, marked with a *.

* **Jumping (p. 53)**

- 1) *Second paragraph, fourth sentence*

The player chooses a target hex for the unit to jump into, and then the unit travels to that hex along the shortest possible route landing with any facing desired.

Change to:

The player chooses a target hex for the unit to jump into, and then the unit travels to that hex via the shortest path (i.e. the fewest number of hexes required to get there), landing with any facing desired.

- 2) *Under "Water", at the end of the entry insert the following new paragraph:*

A 'Mech cannot jump directly into water Depth 1 or deeper, but can end its jump over such a hex. If it does so, it must make a Piloting Skill Roll (see p. 59). If the roll succeeds, the 'Mech is placed standing at the bottom of the hex. If it fails, the 'Mech tumbles to the bottom instead, falling a number of levels equal to the hex's depth (halve the resulting damage; round down).

* **Wing-in-Ground Effect (WiGE) Movement (p. 55)**

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

Buildings: A WiGE moving over a building immediately collapses that building if its tonnage x 0.25 exceeds the building's current CF (see *Collapse*, p. 176).

* **Stacking (p. 57)**

Under "Infantry", last sentence

This includes infantry using VTOL or underwater movement, though such infantry cannot dismount if it will violate the stacking limit.

Change to:

This includes infantry using VTOL or underwater movement. Infantry dismounts into an adjacent hex of its controller's choice if dismounting in the same hex as the carrier would violate the stacking limit.

* **Crashes (p. 81)**

First paragraph, after the second sentence ("The controlling player...") insert the following:

If the unit had no velocity when it crashed, use a value of 2 for velocity when calculating damage.

* **Changing Altitude (p. 84)**

After the fourth sentence ("If a unit descends...") insert the following:

A unit attempting an air-to-ground attack this turn must declare it, and any corresponding altitude changes and skill rolls required, during the Movement Phase.

* **LRM Indirect Fire (p. 111)**

After the third paragraph (just before the example text), insert the following new paragraph:

This ruling has changed from previous errata versions.

Aerospace Units: Aerospace units (with the exception of grounded spheroid DropShips) cannot spot for LRM indirect fire unless they strike a target with Target Acquisition Gear (since TAG automatically spots the target for indirect fire as well).



*** Weapons and Equipment (p. 114)**

Replace the "OS: One-Shot Weapon" entry with the following:

This ruling has changed from previous errata versions.

- **OS: One-Shot Weapon.** One-shot weapons can only be fired once in a scenario. The single shot carried by an OS launcher may be of any munition type available to that launcher type. OS type weapons do not explode due to critical hits or excess heat.

*** Leg Destruction (p. 122)**

Fifth paragraph

Delete "The MechWarrior automatically takes damage from this fall."

*** Critical Damage (p. 124)**

- 1) Under "Hit Location Critical Hits", at the end of the entry insert the following new paragraph:

If the chance for a hit location critical hit occurs in a location that has already been destroyed (for example, an attacker scores a chance for a critical hit against a 'Mech by rolling a 2 on the Left Side hit location table, but the left torso has already been destroyed), then that chance for a critical hit transfers to the next location inwards along with the damage from the attack (in the example above, to the center torso).

- 2) Under "Destroyed Location", replace the entire entry with the following:

When a location is destroyed, rather than just damaged, no check for critical hits in that location is made unless it contains one or more explosive slots. In that case, any resulting critical hits that strike explosive slots in that location are resolved as normal (see *Ammunition*, p. 125); hits that do not are always discarded without transferring.

*** LRM Indirect Fire (p. 131)**

Replace the entry with the following:

A C³ network does not help when launching or spotting targets for indirect fire (see p. 111). Note that TAG (which conveys the benefits of spotting if it hits) does benefit, however.

*** Death From Above Attacks ('Mech Only) (p. 149)**

Under "Weapon Attack Phase", second paragraph, last sentence

For purposes of determining LOS, the attacking unit is considered to be in the air above the hex, standing one level higher than the target hex or the level of the hex the attacker occupies, whichever is higher.

Change to:

For purposes of determining LOS, the attacking unit is considered to be in the air above the hex, standing two levels higher than either the target hex or the level of the hex the attacker occupies, whichever is higher.

*** Death From Above Attacks (p. 150)**

Under "Falls", replace the second paragraph with the following:

On an unsuccessful attack the attacker automatically falls, taking damage as though it had fallen 2 levels. Roll on the Facing After Fall Table to determine facing (see p. 68), but the Hit Location for this damage is always the rear.

*** Moving Through Buildings (p. 168)**

Under "Mechs and Vehicles", before the "Vehicles" paragraph insert the following new paragraph:

WiGEs: While WiGEs cannot enter a building, a WiGE moving over a building immediately collapses that building if its tonnage x 0.25 exceeds the building's current CF (see *Collapse*, p. 176).



*** Infantry Damage From Attacks Inside Buildings Table (p. 175)**

Replace the table with the following:

| Building Type | Damage to Infantry |
|---------------|----------------------------|
| Light | 100% |
| Medium | 100% |
| Heavy | 75% (building absorbs 25%) |
| Hardened | 50% (building absorbs 50%) |

*** Swarm Attack Modifiers Table (p. 221)**

- 1) Under "Active Troopers in Conventional Platoon", add a new footnote marker to the "16-17" entry.
- 2) At the bottom of the table, insert the following new footnote:

This line is also used for friendly battle armor attempting to mount a friendly unit being swarmed by 15 or fewer conventional infantry.

*** Fighting Off Swarm Attacks (p. 222)**

Under "Mechanized Battle Armor", right column, delete the first full paragraph ("Even if the ...").

*** Mechanized Battle Armor (p. 227)**

After "MP Reduction" insert the following new paragraph:

Omni-Trailers: Each tractor and trailer is a separate vehicle for the purposes of externally carrying battle armor. A trailer hitch in use on the Rear of the tractor or trailer reduces the ability of that tractor or trailer to carry battle armor squads by two suits, from the maximum of six suits.

*** Crippling Damage (p. 258)**

Delete the last bullet point ("Vehicles and 'Mechs that are immobilized...").