



Alpha Strike

(Version 2.5)

The following is a compiled rules errata for the first printing of *Alpha Strike* as of 18 September, 2019.

FULL ERRATA

This section combines all previously issued errata with the new additions of version 2.5, so that every ruling is in order and in one place. There were two releases of *Alpha Strike*: 2013 (first printing) and 2015 (second printing): you can check page 5 of the book to determine which one you have.

Entries new to a given errata release in the 2.X series are numbered (e.g., any item that was new to v2.1 is marked with a "①", any item new to v2.5 is marked with a "⑤", etc.). All entries not marked in this way are included in the 2015 second printing. All page number references are for the first printing. Please note that, in the interests of brevity, typo and minor formatting corrections have not been listed unless they affect an understanding of the rules.

This is the final errata release for *Alpha Strike*, as that book has been superseded by *Alpha Strike: Commander's Edition*.

Introduction

Supplemental Rules (p. 7)

Second sentence

For the conversion rules, players will find the rules in *Strategic Operations* (see pp. 355-381, *SO*).

Change to:

For the conversion rules, players will find these in the *Alpha Strike Companion* (see pp. 90-137, *ASC*).

① Tabletop and Terrain (p. 8)

Second sentence

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

Change to:

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

Introductory Alpha Strike

The Unit Card (p. 11)

Insert the following new subentries:

TMM: Target Movement Modifier. This is the to-hit modifier the unit receives if it is the target of an attack while using its standard movement mode. If the unit has received damage that reduces its Move, or temporarily has a lower available Move due to heat or other effects, its Target Movement Modifier will be different (see *To-Hit Modifiers*, p. 17).

Role: The typical combat role of the unit. See the Force-Building rules in the *Alpha Strike Companion* (p. 146).

Critical Hits: The card has several different Critical Hit effects that can be marked to keep track of critical damage.



Alternative Army Lists (p. 12)

Second sentence

Players comfortable with the rules may even create their own custom army lists by either converting standard *BattleTech* units to *Alpha Strike* play (using the rules found in our *Strategic Operations* advanced rulebook), or by translating the unit's "Quick-Strike" stats as found on the *BattleTech* Master Unit List (www.masterunitlist.info).

Change to:

Players comfortable with the rules may even create their own custom army lists by either converting standard *BattleTech* units to *Alpha Strike* play (using the rules found in the *Alpha Strike Companion*), or by printing the *Alpha Strike* cards found on the *BattleTech* Master Unit List (www.masterunitlist.info).

② Movement Phase (p. 13)

Before "Minimum Movement" insert the following new section:

Mobile vs. Immobile

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

④ Stacking (p. 13)

After the second paragraph insert the following:

If a unit is forced to move or arrives at the same location as another unit that would violate the stacking rules, the moving or arriving unit must be placed as close to the location as possible (based on how much Move the unit would have to expend to move to the location) by the unit's player. If the resulting terrain is prohibited to the unit, the unit is destroyed.

Movement Cost Table (p. 14)

"Movement Cost" column, last row

+1" (max 2" per 1" travelled)

Change to:

+2" (max 2" per 1" travelled)

Terrain [example text] (p. 14)

1) *First paragraph, second sentence*

To move to Point A, it spends 6 inches of its available Move to get to the hill, 2 inches to move up the hill, and then 2 more inches to move across the hill.

Change to:

To move to Point A, it spends 4 inches of its available Move to get to the hill, 4 inches to move up the hill, and then 2 more inches to move across the hill.

2) *Last paragraph*

If the player would rather place his Vulture in the water, he can move the 'Mech 4 inches to the water's edge, spend 2 inches of Move for the elevation change into the water and then 4 more inches of Move to push through 2 inches of water terrain.

Change to:

If the player would rather place his Vulture in the water, he can move the 'Mech 3 inches to the water's edge, spend 4 inches of Move for the elevation change into the water and then spend 3 inches of Move to push through 1.5 inches of water terrain.



Jumping (p. 14)

Under "Maximum Jump Height", second sentence

A jumping unit can jump over any terrain that is lower in height than its jump Move rating, so a unit with 6 inches of jumping Move may jump over any obstructions less than 6 inches tall.

Change to:

A jumping unit can jump over any terrain that is lower in height than its jump Move rating plus its current elevation, so a unit with 6 inches of jumping Move may jump over any obstructions less than 6 inches tall.

To-Hit Modifiers Table (p. 16)

- 1) Replace the Target Movement Modifiers subtable with the following:

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

- 2) Under "Physical Attack Modifiers"

Charge +2 Melee +1

Change to:

Charge +1

- 3) Delete the "Target Modifiers" subtable and its "Is Shutdown/Immobile -4" entry.

- 4) Footnote 1

¹Modifier Modifier is based on the unit's available movement,

Change to:

¹Movement Modifier is based on the unit's available movement,

Shutdown Units (p. 17)

Shutdown units do not receive a movement modifier for target's available movement.

Change to:

Shutdown units are immobile, and so have a target movement modifier of -4.

⑤ Occupying and Intervening Terrain (p. 17)

Insert the following new paragraph:

If terrain is occupied by the unit, the first 2" of that terrain extending away from the base of the unit is still considered the occupied terrain. Occupied terrain more than 2" from the base of the unit becomes intervening terrain. For example, if a unit occupies a building, and is within 2" of the edge of the building, the building is occupied but not intervening so it does not block LOS. If the same unit occupies a building, and line of sight is drawn through more than 2" of the building, then building is now intervening and blocks LOS. For Woods, if the unit occupies the Woods, the first 2" away from the base of the unit does not count toward the 6" of Woods blocking LOS.



Heat Special Ability (p. 17)

Replace the paragraph with the following:

Some units have a preponderance of heat-generating weapons. Units with this feature reflect this in the unit's stats via the Heat special ability (HT#/#/#). The Heat special ability will also include a numeric rating (for example, HT1/1/-), which will indicate the number of additional heat points that will be applied to a target in that range band (Short/Medium/Long) in the End Phase of the turn when the attack hits. (This heat applies in addition to the unit's normal weapon attack damage, so a unit that has a Short range damage value of 3 and has the HT1/-/- special will deliver 3 points of damage plus 1 point of heat at short range.)

Critical Hit Effects (p. 18)

Under "MP Hit", last sentence

If a unit is reduced to a Move of 0 inches (or less) in this fashion, the unit may no longer move.

Change to:

If a unit is reduced to a Move of 0 inches (or less) in this fashion, it is rendered immobile.

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

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

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

Charge Attacks (p. 19)

1) Fourth sentence

To find this damage, take the total inches the attacker traveled, divide that by 2, and multiply by the result by the value shown on the Charge Damage Table, rounding normally. The result is the amount of damage inflicted against the target unit.

Change to:

The damage from a successful charge is equal to the number of inches moved, multiplied by the charging unit's Size value, and divided by 8—rounding all fractions normally. Thus, a Size 3 unit charging 6 inches to its target would deliver 2 points of damage on a successful attack ($6 \text{ [inches]} \times 3 \text{ [Size]} \div 8 = 2.25$, rounded normally to 2).

2) Replace the Charge Damage Table with the following:

Charge Damage Formulas

Charge Damage* = Inches Charged x Unit Size ÷ 8

Death from Above = Charge Damage + 1

*Round all fractions normally

Using Overheat Value (p. 20)

Under "Heat Special Ability"

Attacks using the Heat (HT#) special ability may not be augmented by overheating.

Change to:

Attacks using the Heat (HT#/#/#) special ability may not be augmented by overheating.



Heat (HT#) Special Ability (p. 20)

- 1) Change (HT#) to (HT#/#/#) in both locations in this paragraph
- 2) The Heat special ability (see p. 20)
Change to:
 The Heat special ability (see p. 21)

Shutdown (p. 20)

Second paragraph

Attacks against a shutdown unit apply a -4 to-hit modifier, and ignore all target movement modifiers during that turn, including any modifiers for the targets jump capability (if applicable).

Change to:

A shutdown unit is treated as immobile, and so has a target movement modifier of -4.

⑤ Cooling Down (p. 20)

Replace the section with the following:

This ruling has changed from previous errata versions.

Any unit that used Overheating in the current turn will increase its Heat level as mentioned above, and thus will not cool down at all in the End Phase.

The unit begins the End Phase with the Heat level it had at the end of the previous turn's End Phase.

Apply Heat to the unit for this End Phase in the following order:

Step 1: Add any Overheat used by the unit this turn.

Step 2: Subtract 1 heat level if the unit is in depth 1" or more water.

Step 3: Remove all heat levels if the unit did not make a weapon attack this turn.

Step 4: Remove all heat levels and restart the unit if the unit began this End Phase shutdown.

Step 5: Add any external sources of Heat.

Heat (HT#) (p. 21)

Change (HT#) to (HT#/#/#)

Standard Alpha Strike

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

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

Infantry: Infantry includes both conventional infantry and battle armor.

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

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

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

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



Alternative Army Lists (p. 24)

Second sentence

Players comfortable with the rules may even create their own custom army lists by either converting standard *BattleTech* units to *Alpha Strike* play (using the rules found in our *Strategic Operations* advanced rulebook), or by translating the unit's "Quick-Strike" stats as found on the BattleTech Master Unit List (www.masterunitlist.info).

Change to:

Players comfortable with the rules may even create their own custom army lists by either converting standard *BattleTech* units to *Alpha Strike* play (using the rules found in the *Alpha Strike Companion*), or by printing the *Alpha Strike* cards found on the *BattleTech* Master Unit List (www.masterunitlist.info).

Force Balancing (p. 24)

Replace the "Adjusting for Skill" and "Adjusting for C³" paragraphs and the "Point Value Skill Rating Table" completely with the following:

LOW-SKILL PV DECREASE TABLE

Unit's Base PV	PV Decrease per Rating
0-14	1
15-24	2
25-34	3
35-44	4
45-54	5
55-64	6
65-74	7
75-84	8
85-94	9
95-104	10*

*Increase PV decrease by 1 point for every 10 base PV over 104.

IMPROVED-SKILL PV INCREASE TABLE

Unit's Base PV	PV Increase per Rating
0-7	1
8-12	2
13-17	3
18-22	4
23-27	5
28-32	6
33-37	7
38-42	8
43-47	9
48-52	10*

*Increase PV increase by 1 point for every 5 base PV over 52.

② SKILL RATING TABLE

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

Adjusting for Skill

The *Alpha Strike* Point Value system is designed to generate a unit's overall combat rating in *Alpha Strike* games when using a "default" Skill Rating of 4, but in many games, players may find themselves fielding units with varying degrees of skill. The following rules describe how to adjust a unit's Point Value based on the Skill Rating of its pilot or crew.

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

Less Experienced Skills (Skill Rating 5+): Higher Skill values reduce a unit's Point Value. How many points this Skill value increase reduces the unit's PV is based on the unit's base PV with a "default" Skill value of 4. For units with a Skill value higher than 4, the PV of a unit is reduced by 1 point per point of Skill value increase if the unit's base PV is 1 to 14 points, with an additional reduction of 1 more point per point of Skill value increase for every 10 base PV the unit is worth after that. For ease of reference, this formula is translated into the Low-Skill PV Decrease Table shown below.

For example, a unit with a base PV of 35 at a Skill value of 4, when assigned a crew of Skill 6, would decrease its PV cost by 8 points (4 [PV decrease for a unit of 35-44 base PV] x 2 [2 Skill Rating increases above Skill 4] = 8). This reduces the unit's PV to 27 (35 - 8 = 27).

Minimum PV: Regardless of the unit's starting PV and Skill based modifiers, the minimum PV for any unit in *Alpha Strike* play is always 1 point.



More Experienced Skills (Skill Rating 3 and Under): Lower Skill values increase a unit's Point Value. How many points this Skill value decrease increases the unit's PV is based on the unit's base PV with a "default" Skill value of 4. For units with a Skill value lower than 4, the PV of a unit is increased by 1 point per point of Skill value increase if the unit's base PV is 1 to 7 points, with an additional increase of 1 more point (per point of Skill value increase) for every 5 base PV the unit is worth after that. For ease of reference, this formula is translated into the Improved-Skill PV Increase Table shown above.

For example, a unit with a base PV of 39 at a Skill value of 4, when assigned a crew of Skill 2, would increase its PV cost by 16 points (8 [PV increase for a unit of 38-42 base PV] x 2 [2 Skill Rating decreases below Skill 4] = 16). This increases the unit's PV to 55 (39 + 16 = 55).

Errata Note: The PV cost for C³ is now built directly into the unit. In other words, there is absolutely no separate Point Value charge for C³ based on network size or any other factor after the unit has been designed.

⑤ **Minimum Movement (p. 27)**

At the end of the paragraph insert the following:

A unit using minimum movement has a +0 attacker movement modifier and a +0 target movement modifier.

② **Forced Withdrawal (Optional) (p. 27)**

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

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

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

The unit has been immobilized through Critical Hit effects.

Change to:

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

Movement Phase (p. 27)

Before "Minimum Movement" insert the following new section:

Mobile vs. Immobile

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

Minimum Movement (p. 27)

Replace the section with the following:

As long as a unit is mobile that turn it can always move 2 inches in any direction, regardless of the terrain's movement costs (unless the terrain in question is prohibited).

④ **Stacking (p. 13)**

After the second paragraph insert the following:

If a unit is forced to move or arrives at the same location as another unit that would violate the stacking rules, the moving or arriving unit must be placed as close to the location as possible (based on how much Move the unit would have to expend to move to the location) by the unit's player. If the resulting terrain is prohibited to the unit, the unit is destroyed.

**ProtoMech Movement (p. 27)**

Delete this section entirely.

Terrain (p. 28)

Under "Level Change", second sentence (first in the right column)

Changing levels costs 1 extra inch

Change to:

Changing levels costs 2 extra inches

Movement Cost Table (p. 30)

- 1) ③ Under "Terrain Type" column, Water section

Depth 0"-1" – change to Depth 0"

Depth 2"-3" – change to Depth 1"

Depth 4"+ – change to Depth 2"+

- 2) Under "Level Changes (up or down)", "Move Cost per Inch" column

+1" ('Mechs, ProtoMechs) – change to +2"

+1" (VTOLs in Air) – change to +2"

+1" (Submarines in Water) – change to +2"

+2" (Infantry, Ground Vehicles) – change to +4"

Terrain [example text] (p. 32)

- 1) Left column, first paragraph, second sentence

To move to Point A, it spends 6 inches of its available Move to get to the hill, 2 inches to move up the hill, and then 2 more inches to move across the hill.

Change to:

To move to Point A, it spends 4 inches of its available Move to get to the hill, 4 inches to move up the hill, and then 2 more inches to move across the hill.

- 2) Left column, last paragraph

If the player would rather place his Vulture in the water, he can move the 'Mech 4 inches to the water's edge, spend 2 inches of Move for the elevation change into the water and then 4 more inches of Move to push through 2 inches of water terrain.

Change to:

If the player would rather place his Vulture in the water, he can move the 'Mech 3 inches to the water's edge, spend 4 inches of Move for the elevation change into the water and then spend 3 inches of Move to push through 1.5 inches of water terrain.

Additional Movement Rules (p. 32)

- 1) ① Before "Jumping" insert the following new subsection:

This ruling has changed from previous errata versions.

Standstill

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

- 2) Under "Jumping", first paragraph, last sentence

JR7-K Jenner, with its Move of 14"/6"j, can use 14 inches of Move on the ground, or jump for 6 inches.

Change to:

JR7-K Jenner, with its Move of 14"/8"j, can use 14 inches of Move on the ground, or jump for 8 inches.

③ **Transporting Infantry (p. 32)**

- 1) Under "Infantry Transports", second paragraph, first sentence
This ruling has changed from previous errata versions.

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

Change to:

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

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

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

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

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

Change to:

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

- 4) Under "Infantry Transports", at the end of the paragraph insert the following new paragraph:
This ruling has changed from previous errata versions.

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

④ **Transporting Infantry (p. 33)**

- 1) Under "Mechanized Battle Armor", replace the second paragraph with the following:

Mounting and dismounting battle armor from an Omni unit follows all the same movement rules as does mounting and dismounting infantry from a dedicated infantry transport.

- 2) Under "Extended Mechanized Special Ability", second sentence

However, the transport mounted by these units will not only have to spend 2 inches of Move to pick up such units, it will lose 2 inches of Move per turn as long as the XMEC unit remains on board.

Change to:

However, the transport mounted by these units will lose 2 inches of Move per turn as long as the XMEC unit remains on board.

Combat Phase (p. 33)

- 1) First paragraph. Delete the third sentence ("ProtoMech Points—which operate as multiple units [...]")

- 2) First paragraph, last sentence

BattleMechs, IndustrialMechs, combat vehicles, infantry, battle armor, conventional fighters and aerospace fighters always only have one attack per turn.

Change to:

BattleMechs, IndustrialMechs, ProtoMechs, combat vehicles, infantry, battle armor, conventional fighters, and aerospace fighters always only have one attack per turn.



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



⑤ Step 4: Determine To-Hit Number (p. 36)

- 1) Replace the “Shutdown Units” paragraph with the following:
This ruling has changed from previous errata versions.

Immobile: An immobile unit’s target movement modifier is always -4 . Attacks made by an immobile unit (regardless of the attack type) receive a -1 to-hit modifier.

Standstill: A standstill unit’s target movement modifier is always 0. Attacks made by a unit at a standstill (regardless of the attack type) receive a -1 to-hit modifier.

⑤ **Ground Movement:** The unit uses the target movement modifier as listed on its unit card.

⑤ **Jumping:** A unit that jumps that turn has a target movement modifier is equal to the target movement modifier shown on its unit card. Then add the additional $+1$ target movement modifier for jumping. Attacks made by a jumping non-infantry unit (regardless of the attack type) receive a $+2$ to-hit modifier.

② In unusual circumstances, attacks can occur during the Movement Phase. If an attack against a jump-capable target is made before the target has moved this turn, assume the target used ground movement when resolving it (regardless of how the target moved the previous turn).

- 2) Under “Occupying and Intervening Terrain”, second sentence

Terrain is intervening if the Line of Sight passes through it before reaching the target (see *Verify Line of Sight*, p. 34).

Change to:

Terrain is intervening if the Line of Sight passes through it before reaching the target, and any terrain occupied by the attacker is considered intervening even if it does not pass through Line of Sight to the target (see *Verify Line of Sight*, p. 34).

③ To-Hit Modifiers Table (p. 37)

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

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

Replace the entire example with the following:

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

Here are her to-hit numbers:

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

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

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

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



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

- 1) ① Under "Mechanized Battle Armor", at the end of the paragraph insert the following new paragraph:

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

- 2) After "Amount of Damage" insert the following new paragraph:

Minimal Damage: Some units in *Alpha Strike* deliver damage on a scale so low that their attacks can potentially have no effect. This typically occurs with lightly armed units, such as ProtoMechs, which typically rely on numbers to make up for their limited firepower. Units that fall into this category will feature a damage value of "0*" (zero, with an asterisk) at the appropriate range bracket. This value indicates that the unit can deliver minimal damage at that range, rather than no damage at all.

Every time a unit executes a successful attack at a range bracket with 0* damage, its controlling player must make a 1D6 roll. If the result is 4 or higher, the attack delivers a single point of standard damage. Otherwise, the attack still hits, but delivers no damage.

Successful minimal damage attacks that fail to deliver any actual damage may not resolve any Critical Hit or Motive Hit checks, but will prompt hull breach checks if they occur in underwater or vacuum environments. In the case of special rules that modify a unit's damage and require rounding, minimal damage attacks always round down to 0.

- 3) Under "Special Ability Damage", second sentence

AC, ARTX, FLK, IF, LRM, SRM, TOR, and TUR

Change to:

AC, ARTX, FLK, IF, LRM, REAR, SRM, TOR, and TUR

- 4) Last sentence: change (HT#) to (HT#/#/#)

Heat Special Ability (p. 39)

- 1) First paragraph, third sentence

The Heat special ability will also include a numeric rating (for example, HT1),

Change to:

The Heat special ability will also include a numeric rating at each range (for example, HT1/-/-)

- 2) First paragraph, fourth sentence

so a unit that can deliver 3 points of damage and has the HT1 special will deliver 3 points of damage in the attack,

Change to:

so a unit that can deliver 3 points of damage and has the HT1/-/- special will deliver 3 points of damage in the attack,

Underwater Damage (p. 39)

- 1) First sentence

With the exception of damage from torpedo weapons (units that have the TOR special ability), all damage from underwater weapon attacks that hit a submerged unit is reduced by half (round down, to a minimum of 1).

Change to:

With the exception of damage from energy attacks (weapon attack from units that have the ENE special ability), all damage from underwater weapon attacks that hit a submerged unit is reduced by half (round down, to a minimum of 1). If the unit has the TOR special ability, add the full TOR damage from that range to the result.

2) ④ *Last sentence*

If a submerged unit loses all of its armor, it automatically sinks and is considered destroyed.

Change to:

If a completely submerged unit loses all of its armor, it automatically sinks and is considered destroyed.

Area of Effect (AOE) Damage (p. 39)

Replace the entire paragraph with the following:

Area of Effect (AoE) Damage: Some weapons and effects are described as Area of Effect (AoE), which can affect all units within a given area centered on a point of impact (POI). If a unit is at a different elevation than the POI, the difference in elevation is added to the distance from impact. Thus, a tank on a hill at the edge of a 2" (diameter) AoE template and 1" above the POI is treated as if it lies 1" outside the 2" AoE template, but would still be within a 6" AoE template.

ProtoMechs (p. 39)

Remove this entire paragraph, including the Individual ProtoMech Values Table.

Applying Damage (p. 39)

Delete the second sentence ("If the target of the attack is an individual ProtoMech [...]").

⑤ **Applying Damage, Question 6 (p. 39)**

Add: ", or is the unmodified attack roll a 12" to the list of conditions to trigger a critical hit.

Damage to ProtoMechs (p. 40)

Delete this entire section, including the second block of example text (two paragraphs that starts with "John has a Point of five Centaur ProtoMechs [...]").

Step 7: Roll for Critical Hits (p. 40)1) ⑤ *Add the following condition:*

Natural 12: If the 2d6 to-hit roll for a successful attack was an unmodified 12, a critical hit may occur. If using the Multiple To-Hit Rolls option, each unmodified roll of 12 must make a second 2d6 roll and on an 8+ a critical hit may occur.

2) ② *Under "Aerospace Units", last sentence*

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

Change to:

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

⑤ **Critical Hit Effects (p. 41)**

Under "MP Hit", replace the entry with the following:

MP Hit: Something related to the unit's ability to move has been damaged. The affected unit loses half of its current Move and TMM, rounding normally (to a minimum Move loss of 2 inches and TMM loss of 1). If a unit is reduced to a Move of 0 inches (or less) in this fashion, it is rendered immobile.



① (p. 42)

Before “Resolving Physical Attacks”, insert the following new section:

This ruling has changed from previous errata versions.

RESOLVING ARTILLERY ATTACKS

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

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

Artillery fired indirectly can only target a POI.

⑤ **Range:** Unless otherwise specified on the Artillery Range and Damage Table, artillery can reach any target on the board. Any unit beyond 42” is considered to be at Extreme Range, with a +6 Range Modifier.

⑤ **To-Hit Number:** Artillery attacks do not use range modifiers, instead applying a +4 to-hit modifier to all attacks, except for Artillery Cannons (which use standard range modifiers) and when using Extreme range (which uses a +6 to-hit modifier). This is in addition to the +1 to-hit modifier applied to all area-effect attacks. Attacks targeting a POI ignore all target movement modifiers, including immobile.

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

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

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

Artillery Range and Damage Table

Artillery Name	Special	Max Range	Damage	Area of Effect
Arrow IV	ART-AIS/ART-AIC		2	2”
Thumper	ART-T		1	2”
Sniper	ART-S		2	2”
Long Tom	ART-LT		3/1	6”
Battle Armor Tube Artillery	ART-BA		1	2”
<i>Artillery Cannons</i>				
Thumper Cannon	ART-TC	Medium	0*	2”
Sniper Cannon	ART-SC	Medium	1	2”
⑤ Long Tom Cannon	ART-LTC	Long	2	2”

⑤ **Motive Systems Damage Table (p. 42)**

Apply the following changes:

This ruling has changed from previous errata versions.

9-10 –2” Move*

11 –50% Move*

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

Change to:

9-10 –2” Move, -1 TMM*

11 –50% Move, -50% TMM*†

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

†If a fractional Move rating results, round it down. There is a minimum Move loss of 2” and TMM loss of 1.



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

Replace the first two paragraphs with the following:

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

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

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

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

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

- 1) Delete the entire "ProtoMechs" paragraph.

- 2) ② Under "Anti-'Mech Infantry", first sentence

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

Change to:

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

Charge Attacks (p. 43)

- 1) *Fourth sentence*

To find this damage, take the total inches the attacker travelled, divide that by 2, and multiply by the result by the value shown on the Charge Damage Table, rounding normally. The result is the amount of damage inflicted against the target unit.

Change to:

The damage from a successful charge is equal to the number of inches moved, multiplied by the charging unit's Size value, and divided by 8—rounding all fractions normally. Thus, a Size 3 unit charging 6 inches to its target would deliver 2 points of damage on a successful attack ($6 \text{ [inches]} \times 3 \text{ [Size]} \div 8 = 2.25$, rounded normally to 2).

- 2) ① Under "Damage to Attacker", replace the paragraph with the following:

This ruling has changed from previous errata versions.

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



Charge Damage Table (p. 43)

Replace the Charge Damage Table with the following:

Charge Damage Formulas

Charge Damage* = Inches Charged x Unit Size ÷ 8

Death from Above = Charge Damage + 1

*Round all fractions normally

Death from Above Attack (p. 43)

Under "Damage to Attacker", replace the entire paragraph with the following:

If the DFA attack succeeds, the attacking unit also suffers damage equal to its own Size. This damage does not count as an attack from the target unit, so the target may attack normally during its own Combat Phase. If the DFA is unsuccessful, the attacking unit suffers 1 point of damage (+1 extra damage point if the attacker's Size is 3 or higher).

[example text] (p. 43)

- 1) ① *Second paragraph, first sentence*

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

Change to:

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

- 2) *Third paragraph, last sentence*

If the Vindicator misses, it will suffer 3 points of damage for its trouble (the Vindicator's Size + 1).

Change to:

If the Vindicator misses, it will suffer 1 points of damage for its trouble (0 because the Vindicator's Size is less than 3 + 1).

Special Ability Damage (p. 44)

Add ",REAR" after LRM and before SRM

① Overheating (p. 44)

Before the "Maximum Overheat and Heat Scale Effects" section insert the following new section:

This ruling has changed from previous errata versions.

Deliberate Overheating ('Mechs Only)

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

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

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

**Heat (HT#) Special Ability (p. 44)**

Change (HT#) to (HT#/#/#) in both locations in this paragraph.

② Heat (p. 45)

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

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

Shutdown (p. 45)

Replace the second paragraph with the following:

While shutdown, a unit is rendered immobile (see p. 27). As such, it has a target movement modifier of -4.

① Cooling Down (p. 45)

Replace the second paragraph with the following:

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

Anti-Missile System (AMS) (p. 46)

Replace the entry with the following:

A unit with an AMS reduces the damage by 1 point (to a minimum of 1) from any of the following attacks: standard weapon attack from a unit with the IF, SRM, or LRM special abilities, Indirect Fire attack using the IF special ability, or special weapon attack made using the SRM or LRM special abilities. AMS only works on attacks coming in the front firing arc, unless mounted in a turret (TUR).

④ BattleMech HarJel (BHJ) (p. 46)

Replace the entry with the following:

A 'Mech protected by HarJel ignores the additional “hull breach” critical hit checks required for being attacked while underwater or in a vacuum. All other causes for critical hit rolls still apply as normal.

BattleMech Shield (SHLD) (p. 46)

Last sentence

All weapon attacks made by a 'Mech with this ability incur an additional +2 to-hit modifier.

Change to:

All weapon attacks made by a 'Mech with this ability incur an additional +1 to-hit modifier.

Fire Resistant (FR) (p. 47)

(HT#)

Change to:

(HT#/#/#)

Heat (HT#) (p. 47)

(HT#)

Change to:

(HT#/#/#)



② Indirect Fire (IF#) (p. 47)

At the end of the paragraph insert the following:

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

① Infantry Transport (IT#) (p. 47)

At the end of this entry insert the following:

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

⑤ (p. 47)

After "Infantry Transport (IT#)", insert the following new entry:

Jump Jets, Weak or Strong (JMPW#, JMPS#)

This unit has particularly underpowered, weak jump jets or overpowered, strong jump jets compared to their non-jump movement. Weak Jump Jets subtract the # from their TMM when using Jumping movement. Strong Jump Jets add the # to their TMM when using Jumping movement.

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

Replace the entire entry with the following:

This ruling has changed from previous errata versions.

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

(p. 48)

After "Overheat Long (OVL)", insert the following new entry:

This ruling has changed from previous errata versions.

Rear-Firing Weapons (REAR#/#/#/#)

Although rear-facing weapons are common enough on larger and less flexible units like mobile structures and DropShips, several smaller units also feature secondary weapons mounted in their rear fields of fire. 'Mechs, vehicles, and fighters that possess such weaponry feature the REAR (#/#/#/#) special unit ability to reflect this. As with most other special weapon abilities, the numbers associated with this ability indicate the damage that the unit can inflict at each range bracket.

Ground Units: Any ground unit with rear-facing weapons may decide to use them against any targets that begin the Combat Phase outside of the unit's normal firing arc. This rear attack is resolved using all of the same rules as a normal weapon attack, but applies an additional +1 to-hit modifier.

Airborne Units: The same rules apply for fighter units as for ground units. However, a fighter may only use its rear-facing weapons against units that are specifically tailing them (see pp. 58-60), and are within range of its rear weapons. Thus, if a fighter has rear-firing weapons that only delivers damage to the Short range bracket, it may only use these weapons against tailing enemies at Short range.

Combining Forward (or Turret) and Rearward Attacks: A unit attempting a REAR attack may still deliver normal forward-firing attacks in the same turn, but its ability to do so is reduced. To reflect this, if a unit makes an attack using the REAR special ability, for every point of REAR damage it can inflict, its forward-arc (or turret-based) damage for that turn must be reduced by the same amount. This damage reduction is applied before the use of any additional damage made possible by overheating.

A REAR attack made with a value of 0* reduces the attacking unit's forward-firing attacks by 1 point that turn, whether or not it causes any damage.



Additional Restrictions: Overheat damage cannot be applied to REAR attacks, nor can a REAR attack deliberately reduce its damage values to improve forward-firing (or turret-based) weapon attacks. Finally, REAR attacks cannot make use of other special attack abilities, such as heat, indirect fire, flak, or artillery.

For example, an AS7-K *Atlas* possesses standard attack values of 3/3/3, and has an overheat value of 2 (with the OVL special) that allows it to hit targets harder at all three range brackets in its forward arc. It also possesses the REAR(1/1/0) special ability. The *Atlas* finds itself facing an enemy *Centurion* at Medium range, while a *Vulcan* has managed to slip behind it at Short range.

The *Atlas*' controlling player decides to attack both targets at once, but its rear-firing weapons—which can inflict 1 point of damage against the *Vulcan* at Short range—will reduce its ability to strike the forward target by an equal amount (1 point). This would mean the *Centurion* in front of the *Atlas* will suffer only 2 points of damage on a successful strike, unless the *Atlas* pilot decides to overheat his 'Mech to add more damage to its forward attack.

② Stealth (STL) (p. 48)

After the last paragraph insert the following new paragraphs:

This ruling has changed from previous errata versions.

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

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

⑤ (p. 48)

After "Stealth" insert the following new entry:

Submersible Movement, Weak or Strong (SUBW#, SUBS#)

This unit has particularly underpowered, weak submersible movement or overpowered, strong submersible movement compared to their non-submersible movement. Weak submersible movement subtracts the # from their TMM when using submersible movement. Strong submersible movement adds the # to their TMM when using submersible movement.

① Turret (TUR#) (p. 48)

Replace the second paragraph with the following:

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

Watchdog (WAT) (p. 48)

Second sentence

For purposes of *Alpha Strike*, it is treated as if it has both the Light ECM (LECM) special ability, and the Light Active Probe (LPRB).

Change to:

For purposes of *Alpha Strike*, it is treated as if it has both the ECM and Light Active Probe (LPRB) special abilities.

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

1) *First paragraph, first sentence*

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

Change to:

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



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

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

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

Before the last sentence insert the following:

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

Abstract Aerospace System

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

First paragraph, last sentence

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

Change to:

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

② **Hovering In Place (p. 54)**

At the end of the paragraph insert the following:

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

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

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

Entering the Inner Ring

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

⑤ **Entering and Leaving the Central Zone (p. 54)**

Replace this entry with the following:

This ruling has changed from previous errata versions.

Any unit that ends its movement in the Central Zone must be assigned a flight line across the ground battle table, representing the terrain that the unit will pass over as it flies over the field. Flight paths are placed after all other units have moved. If both sides have flight paths to place, they are placed in the same order as movement initiative. This flight line must always follow a straight path. These units can make ground attacks or even land on the ground.

Assigning the flight line is as simple as placing the aerospace unit's miniature on the edge of the ground table matching the approach lane of the Inner Ring the unit moved from. A unit entering from the north approach lane of the Inner Ring can be placed along the north edge of the ground table. A unit entering from the northwestern approach lane can be placed along the northern half of the west edge of the ground table, etc. The unit's front side is placed facing any direction that crosses over at least 24 inches of the ground map. If miniatures are in short supply and are already being used to track the unit's place on the Radar Map, the mini can be removed from the Radar Map and represented by a token for the turn (or turns) in which it is in the Central Zone. In addition, the aerospace unit must be assigned Low (+6"), Middle (+12"), High (+30") or Extreme (+48"). This distance is added to the distance from the flight path for any attacks made against the aerospace unit, and determines the range modifiers used by the aerospace unit for any air-to-ground attacks it makes.

**Step 1: Verify Line of Sight (p. 55)***First sentence*

An Airborne aerospace unit always has LOS to a ground unit unless the ground unit is not completely submerged, underground or inside a structure.

Change to:

An Airborne aerospace unit always has LOS to a ground unit unless the ground unit is completely submerged, underground or inside a structure.

Step 2: Verify Firing Arc (p. 55)

- 1) ② *Under "Altitude Bombing", first sentence*

This ruling has changed from previous errata versions.

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

Change to:

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

- 2) *Under "Altitude Bombing", second sentence*

affecting any targets within a radius determined by the type of bomb used.

Change to:

affecting any targets within an area determined by the type of bomb used.

- 3) *Under "Dive Bombing", second sentence*

affecting any targets within a radius determined by the type of bomb used.

Change to:

affecting any targets within an area determined by the type of bomb used.

- 4) *Under "Dive Bombing", third sentence*

(Dive bombing is also available to battle armor units that possess the BOMB special ability and which are hovering over the target hex using VTOL movement.)

Change to:

(Dive bombing is also available to battle armor units that possess the BOMB special ability, using VTOL movement, which are at a higher elevation and within 2" of the target.)

⑤ Step 3: Determine Range (p. 56)

Regardless of the type of attack used, air-to-ground attacks always occur at Short range.

Change to:

The range for air-to-ground attacks is based on the altitude the aerospace unit chose when laying its flight path: Short, Medium or Long.

Step 5: Roll to Hit (p. 56)

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

If there is no flight path to use to determine the direction of "1", the attacker may place the template with the "1" location in any direction they choose, but must do so before rolling for the scatter.



⑤ Aerospace To-Hit Modifiers Table (p. 57)

Apply the following changes:

Strafing +3

Striking +1

Remove "Applying only if attacker is not an airborne aerospace unit."

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

1) ② First paragraph

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

Change to:

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

2) ② Under "DropShip Attacks"

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

Change to:

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

3) ① Under "Strafing"

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

Change to:

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

4) Under "Bombing Damage", third sentence

To determine if a submerged unit is within the radius of a bomb hit on the water,

Change to:

To determine if a submerged unit is within the area of a bomb hit on the water,

Bomb Types (p. 57)

1) Under "High Explosive (HE) Bombs"

HE bombs deliver 2 points of damage to all ground targets within an AoE of 2 inches from the point of impact.

Change to:

HE bombs deliver 2 points of damage to all ground targets covered by the AoE 2" template.

2) Under "Cluster Bombs"

Cluster bombs deliver 1 point of damage to all ground targets within an AoE of 6 inches from the point of impact.

Change to:

Cluster bombs deliver 1 point of damage to all ground targets covered by the AoE 6" template.

3) Under "Inferno Bombs", first sentence

Inferno bombs deliver 2 points of Heat effects to all targets within an AoE of 2 inches from the point of impact.

Change to:

Inferno bombs deliver 2 points of Heat effects to all targets covered by the AoE 2" template.



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

Under "Aerospace Armor Thresholds", second sentence

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

Change to:

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

Resolving Aerospace Air-to-Air Attacks (p. 58)

First paragraph, first sentence

If two opposing aerospace units end their Movement Phase in the same region on the Radar Map,

Change to:

If two opposing aerospace units end their Movement Phase in the same zone on the Radar Map,

Step 2: Establish Engagement Control [example text] (p. 59)

Fourth paragraph, last sentence

B1 thus adds only a quarter of its Thrust rating of 6 for a modified Control Roll of 7 ($5 + [6 \div 4] = 5 + 1.5 = 6.5$, round up to 7).

Change to:

B1 thus adds only a quarter of its Thrust rating of 6 for a modified Control Roll of 6 ($5 + [6 \div 4] = 5 + 1.5 = 6.5$, round down to 6).

Step 7: Roll for Critical Hits (p. 60)

Under "Armor Thresholds", second sentence

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

Change to:

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

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

- 1) ② *Under "Determine and Apply Damage", first paragraph*

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

Change to:

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

- 2) ⑤ *Under "Determine Range", first paragraph, last sentence*

then add 12 inches to that distance.

Change to:

then add the aerospace unit's altitude in inches, 6" for Short, 12" for Medium, 30" for High, and 48" for Extreme.

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

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

Units choosing to continue an engagement must declare they are using their front firing arc in that engagement. If the engagement continues (see below for resolving continuing engagements), the front firing arc may not be used against any other target. If the unit has already attempted (successfully or not) to continue an engagement this turn, the unit automatically is forced to choose not to continue any other engagements it is in. If



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

- 2) ⑤ *After both player choose to end, insert the following new paragraph:*

If a unit did not fire in combat this turn, and is not being tailed, it may choose to automatically disengage.

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

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

Ending Air-to-Air Engagements [example text] (p. 61)

Right column, second- and third-last paragraphs of the section

A1 is still engaged by B2, and so must stay in the region next turn.

A2 is still engaged by B3, and so they must both stay in the region next turn.

Change to:

A1 is still engaged by B2, and so must stay in the zone next turn.

A2 is still engaged by B3, and so they must both stay in the zone next turn.

Advanced Options

② Climbing (p. 62)

Second paragraph, last sentence

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

Change to:

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

② Sprinting (p. 63)

Second paragraph, last sentence

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

Change to:

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

⑤ Bridges (p. 64)

Replace the section with the following:

Bridges, like buildings, receive a Construction Factor (CF) that reflects their overall strength and stability. This can be any value from 1 to 10. If a bridge suffers damage from attacks or other conditions, the damage points are subtracted from its CF value. A bridge reduced to a CF of 0 is destroyed.

Weight Limits: As the bridge's current CF value also represents its weight capacity, the CF value of the bridge corresponds to the maximum size class of units that may safely cross that bridge (in addition, of course, to being of a physical size wide enough for the miniature to stand upon). A bridge with a CF of 4 or more may support units of Size 4. Bridges with a CF of 3 may only support units up to Size 3. A bridge that has a CF of 2 may only support units up to Size 2. Bridges of 1 CF may only support Size 1 units.

If a unit that exceeds a bridge's Size limit attempts to use it, the bridge immediately collapses once the unit moves onto it. All units on a bridge when it collapses will fall and suffer 1 point of damage per 3 inches (or fraction thereof) of difference between the starting level and destination level, rolling for critical hits as normal. If the unit falls into prohibited terrain as a result of a bridge collapse, it is destroyed.

**Heavy Industrial (p. 65)**

Under "Unintended Explosions", third sentence

inflicting 1 point of damage to all units within a 2 inch radius of the target point

Change to:

inflicting 1 point of damage to all units covered by the 2" AoE template centered on the target point

Ice (p. 65)

- 1) *Right column, first paragraph, second sentence*

Replace "2D6" with "1D6"

- 2) *Right column, first paragraph, fourth sentence*

On a result of 6 or higher, the ice breaks in a 2-inch radius around the unit.

Change to:

On a result of 6 or higher, the ice breaks in a 1-inch radius around the unit.

- 3) *Right column, last paragraph, last sentence*

cause the ice to break for a 2-inch radius around the surfacing unit.

Change to:

cause the ice to break for a 1-inch radius around the surfacing unit.

Magma Crust (p. 66)

Second paragraph, third sentence

On a result of 6 or more, the crust breaks in a 2-inch radius around the unit, and becomes liquid magma.

Change to:

On a result of 6 or more, the crust breaks in a 1-inch radius around the unit, and becomes liquid magma.

Swamp (p. 67)

First paragraph, third sentence

On a result of 12, a 2-inch radius area of swamp becomes quicksand (see below).

Change to:

On a result of 12, a 1-inch radius area of swamp becomes quicksand (see below).

Advanced Terrain Movement Cost Table (p. 68)

- 1) *Add footnote 17 to each of the following terrain types:*

Light Woods, Heavy Woods, Light Building, Medium Building, Heavy Building, Hardened Building, Light Jungle, Heavy Jungle, Rough, Ultra Rough, Rubble, Ultra Rubble

- 2) ④ Under "Level Changes (up or down)", double all Move Costs Per Inch, to +2"/+2"/+2"/+4"

Advanced Terrain Movement Cost Table (Continued) (p. 69)

At the bottom of the footnotes insert the following new footnote:

¹⁷BattleMechs with the LG special reduce the movement cost by 1" per inch in this terrain type.

**Woods (Expanded) (p. 70)**

- 1) Under "Light Woods", first sentence

should stand 4 inches above the underlying terrain.

Change to:

should stand 2 inches above the underlying terrain.

- 2) Under "Heavy Woods", first sentence

Like light woods, heavy woods should also stand 4 inches above the underlying terrain.

Change to:

Like light woods, heavy woods should also stand 2 inches above the underlying terrain.

- 3) Under "Ultra-Heavy Woods"

Ultra-heavy woods should rise 6 inches above the underlying terrain.

Change to:

Ultra-heavy woods should rise 3 inches above the underlying terrain.

② (p. 70)

After "Bogging Down", insert the following new section:

This ruling has changed from previous errata versions.

ADVANCED COMBAT OPTION: VARIABLE DAMAGE

The normal rules deliver all of the unit's potential damage in a successful attack, but this is rarely the case in actuality, as most units carry many weapon systems that feature subtle variances in their effective range, accuracy, and damage output. To better simulate this effect, any time a unit executes a successful weapon attack, its controlling player must roll 1D6 for each damage point the unit would deliver at that range under standard *Alpha Strike* rules. For each die result of 3 or more, the attack delivers 1 point of damage (up to its maximum damage potential).

② Overheat, NARC, bonus damage from attacking to the rear, and special abilities and other effects that add to damage are also checked for variable damage, each point rolled for as described above. For example, a unit with 2/2/2 attacking at Short range to the rear of the target would roll three times: twice for its 2 damage at short range and once for attacking from the rear. However, special abilities that apply effects other than damage (such as HT#/#/#) always have their full effect even when using variable damage.

② AMS, armor special abilities and other damage reduction effects are applied after checking for variable damage. For example, if a unit with damage values of 3/3/2 and the IF special ability attacks a unit with AMS at medium range, the attacker rolls three dice (for its 3 damage at medium range). The total damage is then reduced by 1.

Minimal Damage: A successful attack always delivers a minimum of 1 point of damage, even if all of the Variable Damage roll results yield a 2 or less.

For example, an AWS-9M Awesome (attack values: 4/4/3) executes a successful attack against an enemy Bushwacker at its Medium range. This attack would deliver 4 points of damage—the Awesome's normal Medium range attack value—under standard Alpha Strike rules, but the players are using Variable Damage instead, so the player rolls 4D6. The individual die results are 2, 4, 6, and 5. As three of those dice are 3 or higher, the Awesome delivers only 3 points of damage to its target.

When the Bushwacker returns fire, its standard Alpha Strike damage value of 3 at Medium range is likewise resolved by rolling 3D6. Unfortunately for its controller, the rolls are 1, 1, and 2. Despite all three rolls resulting in 2 or less, the Bushwacker delivers 1 point of (minimal) damage to its opponent.

0* Damage: When using the Variable Damage rule, units that deal 0* damage forego their usual damage roll. Instead, its controlling player must make a 1D6 roll. If the result is 5 or higher, the attack delivers a single point of standard damage. Otherwise, the attack still hits, but delivers no damage.

If a 0* variable damage attack is successfully delivered against a unit that is underwater or operating in vacuum, and is susceptible to hull breaches, the attack will prompt a hull breach check even if it delivers no damage at all.



- ② **Area Effect Damage:** Area effect damage is resolved separately for each unit in the area of effect.
Physical Attacks: Variable Damage does not apply to physical attacks.

Landing Damage (p. 72)

First paragraph, first sentence

An aerospace unit landing in terrain other than will suffer damage.

Change to:

An aerospace unit landing in inappropriate terrain will suffer damage.

① Artillery Range and Damage Table (p. 73)

This ruling has changed from previous errata versions.

Replace the entire table with the version found on page 42 of this errata document.

② Artillery (p. 74)

At the top of the page, before “Resolving Artillery Attacks”, insert the following new section:

Artillery Attacks while Airborne

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

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

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

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

- 1) *First paragraph, second sentence*

As long as the attack is not aimed at a specific unit, however, none of the modifiers the normal weapon attack modifiers for range bracket,

Change to:

As long as the attack is not aimed at a specific unit, however, none of the normal weapon attack modifiers for range bracket,

- 2) *Between the first two paragraphs insert the following new paragraph:*

A unit may act as a spotter for only one artillery attack at a time. Artillery attacks may not benefit from more than one artillery spotter.

- 3) ① *Under “Direct Fire”, replace the first paragraph with the following:*

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

- 4) *Under “Direct-Fire”, second paragraph, first sentence*

If the attacker is executing a direct-fire artillery attack with an artillery cannon (ART-TC, ART-SC, or ART-LTC specials), the standard weapon range bracket modifiers will also apply to the attack’s to-hit number.



Change to:

If the attacker is executing a direct-fire artillery attack with an artillery cannon (ART-TC, ART-SC, or ART-LTC specials), the standard weapon range bracket modifiers replace the direct fire artillery modifier to the attack's to-hit number.

- 5) *Under "Indirect-Fire", replace the entire paragraph with the following:*

Indirect Fire, Artillery: Indirect fire is considered to be the standard means of firing an artillery weapon. All off-board artillery attacks and all on-board artillery attacks not using the direct fire rules notes above must apply the indirect-fire artillery attack to-hit modifier. Indirect-fire artillery can use spotters, but does not require them to make the attack (unlike indirect LRM fire). Artillery attacks using indirect fire may not target a unit unless homing rounds are used. Indirect artillery attacks do not apply range band or terrain modifiers.

Indirect Fire, Artillery Cannon: Artillery Cannons can be fired indirectly following the rules for Indirect Fire (see p. 36). Artillery Cannons can indirectly target a POI or a target unit, but do not apply immobile target modifiers.

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

- 1) *First paragraph, replace the second sentence with the following:*

If the damage value on the Artillery Range and Damage Table has a value after a slash, the weapon delivers the damage left of the slash to the area of effect covered by the 2" AoE template centered on the impact point, while the damage value right of the slash applies to all targets outside the 2" AoE template but within the 6" AoE template centered on the impact point.

- 2) ① *Second paragraph, delete the second sentence and replace it with the following new paragraph:*

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

Air-Defense Arrow IV (p. 76)

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

Resolve all damage from a successful Air-Defense Arrow IV attack during the Combat Phase in which it is fired.

- 2) ② *Third paragraph, second sentence*

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

Change to:

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

④ **Alternate Artillery Munitions (p. 76)**

In between "Air-Defense Arrow IV" and "Cluster" insert the following new subsection:

Air-to-Air Arrow IV

Air-to-Air Arrow IV missiles require the ART-AC or ART-AIS specials.

The Air-to-Air Arrow IV is a weapon that enhances a unit's air-to-air attacks, usable only be used by airborne units targeting another airborne unit. Instead of making an artillery attack, an airborne unit may use its Air-to-Air Arrow IV as an extra weapon attack in air-to-air combat. This attack may be attempted against targets in the Medium range bracket or closer, and is resolved as a normal air-to-air attack (see pp. 58-60). A successful hit by an Air-to-Air Arrow IV deals 2 points of damage to the target.

Air-to-Air Arrow IV missiles may not be used against ground targets.

**Cluster (p. 77)**

- 1) *Left column, first lines on the page*

but increase their area of effect radius over standard rounds from the same artillery weapon type by 2 inches (for a total of 4" for ART-AIS, ART-AC, and ART-T specials; 6" radius for ART-S specials; and 8" for ART-LT specials).

Change to:

but increase their area of effect radius over standard rounds from the same artillery weapon type to the 6" AoE template, or an additional 2" from the edge of the 6" AoE template if the standard round already used a 6" AoE template.

- 2) ② *Left column, replace the second paragraph on the page with the following:*

This ruling has changed from previous errata versions.

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

Flechette (p. 77)

Second paragraph, first sentence

with the same area of effect radius as standard rounds from the same artillery weapon type (6" radius for ART-LT; 4" radius for ART-S; 2" radius for ART-T).

Change to:

with the same AoE template as standard rounds from the same artillery weapon type (6" for ART-LT, 2" for ART-S and ART-T).

Illumination (p. 77)

Second paragraph, second sentence

The area of effect radius for illumination rounds fired using the ART-S or ART-T specials is 4"; for ART-AIS, ART-AC, and ART-LT specials, the radius is 6" from the point of impact.

Change to:

The area of effect for illumination rounds fired using the ART-S or ART-T specials is 6"; for the ART-AIS, ART-AC, and ART-LT specials, the area of effect is the 6" plus the area within 2" of the 6" AoE template.

Inferno IV (p. 77)

Second paragraph, second sentence

As with standard Arrow missiles, the area of effect radius for these rounds is 2" from the point of impact.

Change to:

As with standard Arrow missiles, the area of effect for these rounds is the 2" AoE template centered on the point of impact.

Smoke (p. 77)

- 1) *Second paragraph, second sentence*

Regardless of the weapon used, the area of effect radius for Smoke rounds is 4".

Change to:

Regardless of the weapon used, Smoke rounds affect the area covered by a 6" AoE template over the point of impact.



2) *Third paragraph, second and third sentences*

Treat this as heavy smoke for the first 2 inches away from the impact point, and light smoke for the radius from 2 inches to 4 inches. This smoke will rise 4 inches above the underlying terrain for line of sight purposes.

Change to:

Treat this as heavy smoke for the area covered by the 2" AoE template centered on the impact point, and light smoke for the area outside the 2" AoE template but within the 6" AoE template. This smoke will rise 2 inches above the underlying terrain for line of sight purposes.

Thunder (p. 77)

Second paragraph, second sentence

As with standard Arrow missiles, the area of effect radius for these rounds is 2" from the point of impact.

Change to:

As with standard Arrow missiles, the area of effect for these rounds is covered by the 2" AoE template centered on the point of impact.

Flak (p. 78)

Remove the first paragraph.

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

Under Arrow IV Missiles, last sentence

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

Change to:

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

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

Second paragraph, second sentence

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

Change to:

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

Mine Clearance (p. 80)

1) *Fifth paragraph, first sentence*

The area of effect radius of these rounds is 2" from the point of impact.

Change to:

The rounds clear an area covered by the 2" AoE template centered on the point of impact.

2) *Fifth paragraph*

Delete the second sentence ("If the attacker misses its target [...]). Then move the sixth paragraph up into that sentence's place.



① Alternate LRM/SRM Munitions (p. 80)

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

NARC

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

Semi-Guided (p. 80)

After the last paragraph insert the following new paragraph:

Semi-guided missiles may also be used for indirect fire attacks, applying 1 additional point of damage to the target on a successful hit. The unit may choose to make an indirect fire attack using only the LRM special abilities' long range damage value instead of the IF value, and applying a -2 to-hit modifier rather than the 1 additional damage. For both effects, the targets must have been successfully designated by a friendly TAG in the same turn.

Smoke (p. 80)

Delete the third paragraph (last paragraph on the page).

Smoke (p. 82)

- 1) *First sentence on the page*

Instead of delivering damage, smoke missiles fill a 2-inch radius of effect from the target area with smoke that rises 4 inches above the underlying terrain.

Change to:

Instead of delivering damage, smoke missiles fill an area covered by the 2" AoE template centered on the target with smoke that rises 2" above the underlying terrain.

- 2) Delete the last paragraph.

① Tandem Charge (p. 82)

Second paragraph, last sentence

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

Change to:

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

Thunder (p. 82)

Last paragraph, first sentence

The area of effect radius for these rounds is 2" from the point of impact.

Change to:

The area of effect for these rounds is the area covered by the 2" AoE template centered on the point of impact.

Battlefield Intelligence (p. 82)

Replace the entire entry with the following:

This ruling has changed from previous errata versions.

BATTLEFIELD INTELLIGENCE SCORE

The effectiveness of a force's battlefield intelligence depends on the relative capabilities of each force's reconnaissance and communications assets. This is found by determining and comparing the opposing armies' battlefield intelligence (BI) score.

Before the game begins, each army must compute their BI score. To find a force's BI score, add up the appropriate point values for the intelligence-capable units the force has in its roster from the Battlefield Intelligence Rating Table (see p. 83). Note that a unit or element described as "on-planet" indicates that the unit may be off the map, but must be part of the



force's army roster, must be functional, and must be considered on the ground or no farther away than the operational range of the atmospheric Radar Map that corresponds to the current ground battle.

BATTLEFIELD INTELLIGENCE BENEFITS

Most of the benefits of Battlefield Intelligence hinge on which force has the higher BI score between both sides. Benefits are established before the scenario begins. Each player must reveal his force's BI rating and the detailed breakdown of points to use this rule. If the players are using the *Concealing Unit Data* rule (see p. 87), then no detailed breakdown should be provided until the end of the game.

As part of building a force, each army checks for which Initiative Bonuses it will have available and assigns them to specific units. The force with the larger BI score will then gain the benefits of Area Knowledge and Pre Plotted Artillery (see below).

AREA KNOWLEDGE

The Area Knowledge benefit only applies to the force that has a higher BI score at the start of the scenario, and may only be used if the Hidden Units rules are also in play (see p. 102). With this benefit, the force that has the higher BI score may begin play with a number of units hidden.

The maximum number of units that may be hidden by virtue of a higher BI score equals the total number of units that possess the Recon (RCN) special ability (see p. 108). This number may not exceed half of the total force committed to the scenario.

If the force with the Area Knowledge benefit is the Attacker for this particular scenario type, the hidden units may only be placed in positions up to half way across the map from the force's deployment zone—and no less than 12 inches from the nearest deployed enemy unit. If this force is not the Attacker, the hidden units may be placed anywhere on the map area except the opposing force's deployment zone.

PRE-PLOTTED ARTILLERY

The Pre-Plotted Artillery benefit only applies to the force that has the higher BI score at the start of the scenario, and may only be used if that force has artillery units in his force roster and artillery rules are also in play (see pp. 73-76).

With this benefit, the force that has the higher BI score may begin play with a number of pre-plotted points of impact for his artillery weapons.

The number of pre-plotted artillery impact points received by virtue of this benefit equals the difference between the force's BI score and that of its opponent. The maximum number of such pre-plotted points may not exceed the number of artillery-equipped units in the force's roster.

For example, Joshua's force includes a lance of artillery units—4 in all—in its roster, and has a total BI score of 8 going into his current battle against his opponent, Joel.

Joel's army, meanwhile, has the same number of artillery units, but only brings a BI score of 2 to this fight.

Joshua's force enjoys the higher BI score, beating out Joel's score by 6 points (8 – 2 = 6), but because he only has 4 artillery units, the maximum number of pre-plotted artillery impact points he can designate before the scenario starts is 4.

BI INITIATIVE BONUS

The BI Initiative Bonus provides a number of Initiative Bonuses to units on the field. These bonuses should be noted on the card of the unit it is assigned to, either by marking INIT on the special abilities of the card or placing a token on the card to represent the initiative bonus. If the unit is destroyed or is within an enemy ECM field during the Initiative Phase, that initiative bonus cannot be used that turn.

The player gets a +1 Initiative Bonus to place if there is at least one unit that features a Mobile Headquarters (MHQ#) special ability with a value of 4 or higher. This bonus must be placed on a unit with MHQ4 or higher. The player gets another +1 Initiative Bonus if the force has at least one unit with the Recon (RCN) special ability per four units in the force to place on one of the units with the RCN special ability. In addition, the player gets another +1 Initiative Bonus if the force has at least one unit with Mobile Headquarters (MHQ#) special ability with a value of 1 or higher per 4 units in the force, to be placed on one of the units with MHQ1 or higher. The maximum Initiative Bonus is a total of +3. Multiple bonuses can be stacked on a single unit, but if the unit is destroyed or in an ECM field, all the BI Initiative Bonuses on that unit are lost.

For example, Joshua's company-sized force of 12 units contains a dedicated Mobile HQ vehicle with a MHQ6 special, plus a lance of 'Mechs that feature one C³ Master Computer (which also counts as a MHQ5 special) and three



C³ Slave Computers (each of which counts as a MHQ1). Joshua gets a +1 Initiative Bonus to place on one of either his dedicated Mobile HQ vehicle or C³ Master, and elects to place it on his dedicated Mobile HQ vehicle. Joshua gets a second +1 Initiative Bonus to place for having at least one MHQ per 4 units, and places this one on his C³ Master Computer unit. Joshua's force only has one unit with RCN, so there Joshua does not get the third Initiative Bonus to place.

At the start of the turn, the dedicated Mobile HQ vehicle is still in play and not in an ECM field. The opponent has managed to place a unit of his with ECM within 6" of Joshua's C³ Master unit, however.

Joshua gets a +1 Initiative Bonus from the mobile HQ, but no bonus from the ECM'd C³ Master.

④ Alpha Strike Buildings Table (p. 84)

Replace the table with the following:

Building Type	CF Range (Default)*	Weight Capacity	Damage Absorption		Collapse Damage (per each 4" height)
			Infantry	Non-Infantry	
<i>Standard*</i>					
Light, Small	1 (1)	1	1	0	0*
Light, Large	2 (2)	1	1	0	0*
Medium, Small	1 (1)	2	2	1	1
Medium, Large	2-3 (3)	2	2	1	1
Heavy, Small	1-2 (2)	3	3	2	2
Heavy, Large	3-6 (4)	3	3	2	2
<i>Wall**</i>					
Light	1 (1)	1	1	0	0*
Medium	1-2 (2)	2	2	1	1
Heavy	2-3 (3)	3	3	2	2
Hardened	3-5 (4)	4	4	3	3
<i>Gun Emplacement/Fortress*</i>					
Light, Small	1 (1)	1	2	1	1
Light, Large	2 (2)	1	2	1	1
Medium, Small	2-3 (2)	2	4	2	2
Medium, Large	4-6 (5)	2	4	2	2
Heavy, Small	3-6 (5)	3	6	3	3
Heavy, Large	7-18 (10)	3	6	3	3
Hardened, Small	6-10 (8)	4	8	4	4
Hardened, Large	12-30 (20)	4	8	4	4
<i>Castle Brian</i>					
Heavy	35-90 (60)	3	10	10	10
Hardened	91-150 (120)	4	10	10	20

* Small buildings are generally 1"-5" in area, while Large Buildings are 6"+

** The CF is for enough damage to breach a wall in one 2" wide path.

Attacking Buildings (p. 85)

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

2) *First paragraph, second sentence*

Attacks against buildings are resolved as if the buildings have 0" Move, with an additional -4 to-hit modifier applied, because of their immobile nature.

Change to:

Attacks against buildings are resolved as against an immobile target.

3) ④ *Under "Attacking Units Inside Buildings", third sentence*

which indicate how many points of damage from each attack against a unit inside the building is instead delivered **by** the building itself.



Change to:

which indicate how many points of damage from each attack against a unit inside the building is instead delivered to the building itself.

- 4) ④ Under “Attacking Units Inside Buildings”, “Attacks from Within the Same Building”, at the end of the paragraph insert the following:

Infantry attacking units from within the same building attack the unit directly (using the target’s TMM and other modifiers, and with no damage absorption from the building).

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

Attacks by Buildings

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

Ground Attack Damage (p. 87)

First sentence

The area of effect of a MSL or SDS-CM attack against ground targets is a 6-inch radius from the point of impact.

Change to:

The area of effect of a MSL or SDS-CM attack against ground targets is the area covered by the 6” AoE template centered on the point of impact.

② **Blip Counters (p. 88)**

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

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

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

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

② **High Altitude Drops (p. 90)**

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

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

② **ECM/ECCM (p. 91)**

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

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

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

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

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

**Tornado (p. 94)**

Under "Initial Placement", first sentence

Tornados use the 2" radius area of effect template,

Change to:

Tornados use the 2" AoE template,

⑤ (p. 96)

Before "Exceptionally Large Units", insert the following new section:

LARGE UNITS

The following rules describe additional rules for Large (LG) units.

Movement: Large units reduce the per-inch movement cost for all Woods, Jungle, Rough, Rubble and Buildings terrain by 1 inch.

Combat: Attacks against a Large unit receive a -1 to-hit Modifier. Physical attacks made by a Large unit receive a +1 to-hit modifier.

Buildings: Large units are treated as Size 5 for purposes of the building's weight capacity.

Transporting: Large units may not be transported via the MT# special ability.

⑤ Exceptionally Large Units (p. 96)

Replace the second paragraph with the following:

The following rules roughly describe the additional abilities of these exceptionally large units, which includes not only DropShips by default, but any unit that possesses the Very Large, or Super Large special abilities (VLG, SLG). These rules are in addition to the rules for Large (LG) units, which also apply to Very Large and Super Large units.

② DropShip Firing Arcs (p. 96)

Under "Aerodyne DropShips", replace this entry with the following:

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

② Attacking Mobile Structures (p. 97)

Under "Destroying a Mobile Structure", second paragraph, second sentence

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

Change to:

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

② Expanded Ground Ranges (p. 99)

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

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

Extinguishing Fires (p. 101)

Under "Area-Effect Attack", replace the paragraph with the following:

Any area effect weapon (other than one using Inferno munitions) doing 4 or more points of damage will extinguish the fire within the attack's area of effect.



Hiding On The Ground (p. 102)

Under "Detecting Hidden Ground Units", insert the following new table:

Hidden Unit Detection Range Table

Probe Type	Range
Light Active Probe	6"
Active Probe	10"
Bloodhound Active Probe	16"

Minefields (p. 102)

First paragraph, first sentence

In *Alpha Strike* play, minefields of any type cover a 2-inch radius area of effect unless otherwise stated

Change to:

In *Alpha Strike* play, minefields of any type use the 2" AoE template unless otherwise stated

EMP Mines (p. 103)

Second paragraph, first sentence

EMP mines create a temporary, 4-inch radius ECM field that is hostile to all units

Change to:

EMP mines create a temporary, 6" AoE template ECM field that is hostile to all units

⑤ (p. 103)

Insert the following new subsection:

Multiple To-Hit Rolls

This is an optional rule to allow multiple to-hit rolls for units that deal more than 1 damage. A separate attack is made for each point of damage. The player makes a separate attack for each point of damage the unit has available. If the player switches targets after making an attack on the first target, the new, secondary, target has a +1 to-hit modifier. If the secondary target is at a different range than the primary target, the unit cannot attack with more points of damage than it has available at that secondary targets range band. All previous attacks on this turn from this unit are counted towards available damage at the new target. If the attacker has 3/3/2, the first target was at medium range and the attacker rolled attacks for two points of damage, it cannot then attack a secondary target a long range. It can attack a secondary target at short or medium range for 1 more attack.

You cannot mix special weapon attacks and standard weapon attacks when using multiple to-hit rolls, the unit must declare if it is using a standard or special weapon attack and then all weapon attacks this turn from that unit must be the same.

Multi-tasker and Ground-Hugger: These Special Pilot Abilities (see the *Alpha Strike Companion*) allow the attacker to ignore the +1 to-hit modifier for a secondary target.

Terrain Conversion (p. 104)

First paragraph, first sentence

At the controlling player's option, a unit may employ its firepower to raze terrain features in a 2-inch radius area,

Change to:

At the controlling player's option, a unit may employ its firepower to raze terrain features under a 2" AoE template,

④ BattleMech HarJel (BHJ) (p. 105)

Delete this entry.



Booby Trap (BT) (p. 105)

First paragraph, fourth sentence

Once activated, the system automatically destroys the unit and delivers an area-effect attack to all units within a 2" radius.

Change to:

Once activated, the system automatically destroys the unit and delivers an area-effect attack to all units within an area covered by a 2" AoE template.

Airborne Booby Traps (p. 105)

1) *Second sentence*

Airborne units on the ground map that activate a booby trap inflict damage in a 2" radius around a point of their designated flight path, as chosen by the player.

Change to:

Airborne units on the ground map that activate a booby trap inflict damage in a 2" AoE template centered on a point, as chosen by the player.

2) *Last sentence*

its damage to all units within a 2" radius of a point on its flight path would be 3 points.

Change to:

its damage to all units within the area covered by the 2" AoE template centered on a point on its flight path would be 3 points.

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

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

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

Large (LG) (p. 107)

First sentence

Large units cover a 2" radius area.

Change to:

Large units cover a 2" AoE template area.

Trenchworks/Fieldworks Engineers (TRN) (p. 109)

First sentence

Each turn these infantry units may convert a 2" radius area of effect into a fortified area.

Change to:

Each turn these infantry units may convert an area under a 2" AoE template into a fortified area.

Super Large (SLG) (p. 109)

Super Large units occupy a 6" radius area or larger.

Change to:

Super Large units occupy a 6" AoE template sized area or larger.

Very Large (VLG) (p. 109)

First sentence

A unit with this ability fully occupies a 4" radius area.

Change to:

A unit with this ability fully occupies a 4" diameter area.



④ **Converting Movement and Distances (p. 110)**

Under "Base-to-Base Contact", first sentence

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

Change to:

Under hex-based rules, a unit in an adjacent hex, and within 1 level of elevation, is in base-to-base contact. In hex map play, units may make weapon or physical attacks against targets in base-to-base contact.

Converting Movement and Distances (p. 110)

Under "Area-Effect Templates", replace the paragraph with the following:

The conversion for area effects follows the same approach as above, with an AoE always centered on a hex. A 2" AoE template will affect the target hex and all adjacent hexes. A 6" AoE template will affect the target hexes, and all hexes with 2 hexes of the target hex.

Alpha Strike Campaign Rules

② **Objectives (p. 117)**

At the end of the first paragraph insert the following:

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

Repairs, Purchases, and Rearming (p. 119)

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

With the exception of units with the ENE ability, any unit that participated in a scenario needs to rearm to maintain its full combat strength. A unit that has not rearmed reduces the damage dealt by its weapon attacks (but not its physical attacks) by 1 at all range brackets. The unit also cannot use any weapon-based special abilities (ART, BOMB, FLK, HT, IF, LRM, MSL, SRM, TOR, etc.), or any special ability that involves equipment in need of ammunition (AMS, C³RS, MDS, any NARC ability, RSD, etc.). Aerospace Fighters with ENE that do not rearm cannot use their BOMB special ability, but are otherwise unaffected.

Alpha Strike Campaign Support Point Tables (p. 120)

For each of 'Mech or Fighter Structure, ProtoMech Armor and Structure, DropShip Armor and Structure, and Vehicle/Other Structure

- a) Activity column: add a "/Critical Hit" after "Structure"
- b) SP Cost column: add a "or Critical Hit" after "point"

② **Breakthrough (p. 122)**

- 1) *Under "Game Setup", replace the second and third paragraphs with the following:*

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

- 2) *Under "Objectives", "Hold the Field"*

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

Change to:

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

② **Pursuit (p. 124)**

Under "Game Setup", replace the second paragraph with the following:

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

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

Era Setting: The Clan Invasion Era

See the Master Unit List (MUL) online at <http://www.masterunitlist.info> for the most up-to-date *Alpha Strike* PVs.

Liao Company (p. 135)

(168 PV) change to (402 PV)

And update the individual PVs to the following:

AWS-9M	41
MR-V2	45
EMP-6A	42
CPLT-C1	32
HUR-WO-R4L	31
THR-1L	44
CTF-3L	35
VND-3L	27
CDA-3F	32
CLNT-2-3U	22
RVN-3L	26
JA-KL-1532	23

Kurita Company (p. 136)

Jenner 14"/6"j change to 14"/8"j

(160 PV) change to (400 PV)

And update the individual PVs to the following:

AS7-K	45
APL-1M	34
THG-11E	41
HTM-27T	39
DRG-5K	33
DRG-5K	33
DAI-01	39
LNC25-01	33
DMO-1K	28
PNT-10K	19
JR7-K	26
MON-66	30

Davion Company (p. 137)

Gunslinger 6"/2"j change to 6"/4"j

(158 PV) change to (393 PV)

And update the individual PVs to the following:

AS7-RS	48
GUN-1ERD	50
BL-6-KNT	39
JM6-DG	30
CLNT-2-3U	22
DV-7D	36
HCT-5S	24
ENF-5D	27
CN9-D	28
SCB-9A	27
STH-1D	43
JVN-10P	19

Steiner Company (p. 138)

(159 PV) change to (387 PV)

And update the individual PVs to the following:

BNC-5S	42
ZEU-9S	40
STK-5S	38
PPR-5S	46
FLC-8R	40
BH-K305	24
BSW-X1	33
BZK-F3	20
NGS-4S	30
VT-5S	29
WLF-2	28
COM-5S	17

**Marik Company (p. 139)**

Anvil 10"/4"j change to 10"/6"j
(164 PV) change to (415 PV)

And update the individual PVs to the following:

ON1-M	36
GLT-5M	36
HRC-LS-9000	38
HMR-3C	30
ALB-3U	41
AWS-9M	41
TMP-3M	39
HER-5S	25
TR1	41
ZPH-1	22
ANV-3M	35
TBT-7M	31

Clan Wolf Binary (p. 141)

(225 PV) change to (455 PV)

And update the individual PVs to the following:

Daishi A	59
Gladiator Prime	51
Kingfisher Prime	54
Loki Prime	44
Man O' War A	47
Mad Cat Prime	54
Dragonfly Prime	37
Ryoken C	39
Fenris Prime	44
Dasher Prime	28

Jade Falcon Binary (p. 140)

Hankyu 16"/8"j change to 16"/12"j
(224 PV) change to (433 PV)

And update the individual PVs to the following:

Gladiator B	54
Mad Cat A	59
Thor Prime	43
Cauldron Born D	47
Vulture Prime	42
Black Lanner Prime	47
Loki Prime	44
Black Hawk A	35
Uller Prime	26
Hankyu Prime	36

Tables & Record Sheets**Alpha Strike Special Abilities Table (p. 164)**1) *Booby Trap*

Unit may self-destruct, damaging all units within 2" radius

Change to:

Unit may self-destruct, damaging all units within 2" AoE

2) *Cargo Transport (Tons)*

Change Page ref from 46 to 106

3) *Firefighter*

Unit capable of extinguishing fires within 2" radius

Change to:

Unit capable of extinguishing fires within 2" AoE"

4) *Fire Resistant*

"Heat (HT#)": change to "Heat (HT#/#/#)"



- 5) *Heat (HT#)*
 “Heat (HT#)”: change to “Heat (HT#/#/#)”

Alpha Strike Special Abilities Table (p. 165)

- 1) *Large*
 Unit is considered large sized (fills 2” radius)
Change to:
 Unit is considered large sized (fills 2” AoE)
- 2) ③ Between “Reactive Armor” and “Recon”, add an entry for Rear.
- 3) *Super Large*
 Unit is considered super-large sized (fills 6+” radius)
Change to:
 Unit is considered super-large sized (fills 6” AoE or larger)
- 4) *Trenchwork Engineers*
 Unit can fortify terrain in a 2” radius area
Change to:
 Unit can fortify terrain in a 2” AoE
- 5) *Very Large*
 Unit is considered very-large sized (fills 4” radius)
Change to:
 Unit is considered very-large sized (fills 4” AoE)
- 6) *Watchdog*
 Unit has combined LPRB and LECM specials
Change to:
 Unit has combined ECM and LPRB specials

Movement Cost Table (p. 166)

“Movement Cost” column, last row

+1” (max 2” per 1” travelled)

Change to:

+2” (max 2” per 1” travelled)

Charge Damage Table (p. 166)

Replace the table with the following:

Charge Damage Formulas

Charge Damage* = Inches Charged x Unit Size ÷ 8

Death from Above = Charge Damage + 1

*Round all fractions normally

Individual ProtoMech Values Table (p. 167)

Remove the entire table.



② Point Value Skill Rating Table (p. 167)

Delete this table and replace it with the three (errata-modified) tables from p. 24 of the book/p. 6 of the errata.

Movement Cost Table (p. 168)

- 1) ③ Under "Terrain Type" column, Water section

Depth 0"-1" – change to Depth 0"

Depth 2"-3" – change to Depth 1"

Depth 4"+ – change to Depth 2"+

- 2) Under "Level Changes (up or down)", "Move Cost per Inch" column

+1" ('Mechs, ProtoMechs) – change to +2"

+1" (VTOLs in Air) – change to +2"

+1" (Submarines in Water) – change to +2"

+2" (Infantry, Ground Vehicles) – change to +4"

③ To-Hit Modifiers Table (p. 169)

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

Advanced Terrain Movement Cost Table (p. 171)

- 1) Add footnote 17 to each of the following terrain types:

Light Woods, Heavy Woods, Light Building, Medium Building, Heavy Building, Hardened Building, Light Jungle, Heavy Jungle, Rough, Ultra Rough, Rubble, Ultra Rubble

- 2) ④ Under "Level Changes (up or down)", double all Move Costs Per Inch, to +2"/+2"/+2"/+4"

Advanced Terrain Movement Cost Table (Continued) (p. 172)

At the bottom of the footnotes insert the following new footnote:

¹⁷BattleMechs with the LG special reduce the movement cost by 1" per inch in this terrain type.

② Artillery Range and Damage Table (p. 173)

Replace the entire table with the following:

This ruling has changed from previous errata versions.

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

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



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

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

†Applies only to homing rounds; see page 76

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NEW ADDITIONS

These are all the new entries or modifications of old entries for version 2.5 of this document. They may also be found in the **Full Errata** section in the appropriate locations, marked with a “⑤”.

⑤ **Occupying and Intervening Terrain (p. 17)**

Insert the following new paragraph:

If terrain is occupied by the unit, the first 2” of that terrain extending away from the base of the unit is still considered the occupied terrain. Occupied terrain more than 2” from the base of the unit becomes intervening terrain. For example, if a unit occupies a building, and is within 2” of the edge of the building, the building is occupied but not intervening so it does not block LOS. If the same unit occupies a building, and line of sight is drawn through more than 2” of the building, then building is now intervening and blocks LOS. For Woods, if the unit occupies the Woods, the first 2” away from the base of the unit does not count toward the 6” of Woods blocking LOS.

⑤ **Cooling Down (p. 20)**

Replace the section with the following:

This ruling has changed from previous errata versions.

Any unit that used Overheating in the current turn will increase its Heat level as mentioned above, and thus will not cool down at all in the End Phase.

The unit begins the End Phase with the Heat level it had at the end of the previous turn’s End Phase.

Apply Heat to the unit for this End Phase in the following order:

Step 1: Add any Overheat used by the unit this turn.

Step 2: Subtract 1 heat level if the unit is in depth 1” or more water.

Step 3: Remove all heat levels if the unit did not make a weapon attack this turn.

Step 4: Remove all heat levels and restart the unit if the unit began this End Phase shutdown.

Step 5: Add any external sources of Heat.

⑤ **Minimum Movement (p. 27)**

At the end of the paragraph insert the following:

A unit using minimum movement has a +0 attacker movement modifier and a +0 target movement modifier.

⑤ **Step 4: Determine To-Hit Number (p. 36)**

As part of replacing the “Shutdown Units” paragraph, update the following:

This ruling has changed from previous errata versions.

Ground Movement: The unit uses the target movement modifier as listed on its unit card.

Jumping: A unit that jumps that turn has a target movement modifier is equal to the target movement modifier shown on its unit card. Then add the additional +1 target movement modifier for jumping. Attacks made by a jumping non-infantry unit (regardless of the attack type) receive a +2 to-hit modifier.

⑤ **Applying Damage, Question 6 (p. 39)**

Add: “, or is the unmodified attack roll a 12” to the list of conditions to trigger a critical hit.

⑤ **Step 7: Roll for Critical Hits (p. 40)**

Add the following condition:

Natural 12: If the 2d6 to-hit roll for a successful attack was an unmodified 12, a critical hit may occur. If using the Multiple To-Hit Rolls option, each unmodified roll of 12 must make a second 2d6 roll and on an 8+ a critical hit may occur.



⑤ **Critical Hit Effects (p. 41)**

Under "MP Hit", replace the entry with the following:

MP Hit: Something related to the unit's ability to move has been damaged. The affected unit loses half of its current Move and TMM, rounding normally (to a minimum Move loss of 2 inches and TMM loss of 1). If a unit is reduced to a Move of 0 inches (or less) in this fashion, it is rendered immobile.

⑤ **(p. 42)**

As part of the new "Resolving Artillery Attacks" subsection update the following:

This ruling has changed from previous errata versions.

- 1) **Range:** Unless otherwise specified on the Artillery Range and Damage Table, artillery can reach any target on the board. Any unit beyond 42" is considered to be at Extreme Range, with a +6 Range Modifier.

To-Hit Number: Artillery attacks do not use range modifiers, instead applying a +4 to-hit modifier to all attacks, except for Artillery Cannons (which use standard range modifiers) and when using Extreme range (which uses a +6 to-hit modifier). This is in addition to the +1 to-hit modifier applied to all area-effect attacks. Attacks targeting a POI ignore all target movement modifiers, including immobile.

- 2) Add a Max Range value of "Long" to the Long Tom Cannon.

⑤ **Motive Systems Damage Table (p. 42)**

Apply the following changes:

This ruling has changed from previous errata versions.

9-10 -2" Move*

11 -50% Move*

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

Change to:

9-10 -2" Move, -1 TMM*

11 -50% Move, -50% TMM*†

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

†If a fractional Move rating results, round it down. There is a minimum Move loss of 2" and TMM loss of 1.

⑤ **(p. 47)**

After "Infantry Transport (IT#)", insert the following new entry:

Jump Jets, Weak or Strong (JMPW#, JMPS#)

This unit has particularly underpowered, weak jump jets or overpowered, strong jump jets compared to their non-jump movement. Weak Jump Jets subtract the # from their TMM when using Jumping movement. Strong Jump Jets add the # to their TMM when using Jumping movement.

⑤ **(p. 48)**

After "Stealth" insert the following new entry:

Submersible Movement, Weak or Strong (SUBW#, SUBS#)

This unit has particularly underpowered, weak submersible movement or overpowered, strong submersible movement compared to their non-submersible movement. Weak submersible movement subtracts the # from their TMM when using submersible movement. Strong submersible movement adds the # to their TMM when using submersible movement.



⑤ Entering and Leaving the Central Zone (p. 54)

Replace this entry with the following:

This ruling has changed from previous errata versions.

Any unit that ends its movement in the Central Zone must be assigned a flight line across the ground battle table, representing the terrain that the unit will pass over as it flies over the field. Flight paths are placed after all other units have moved. If both sides have flight paths to place, they are placed in the same order as movement initiative. This flight line must always follow a straight path. These units can make ground attacks or even land on the ground.

Assigning the flight line is as simple as placing the aerospace unit's miniature on the edge of the ground table matching the approach lane of the Inner Ring the unit moved from. A unit entering from the north approach lane of the Inner Ring can be placed along the north edge of the ground table. A unit entering from the northwestern approach lane can be placed along the northern half of the west edge of the ground table, etc. The unit's front side is placed facing any direction that crosses over at least 24 inches of the ground map. If miniatures are in short supply and are already being used to track the unit's place on the Radar Map, the mini can be removed from the Radar Map and represented by a token for the turn (or turns) in which it is in the Central Zone. In addition, the aerospace unit must be assigned Low (+6"), Middle (+12"), High (+30") or Extreme (+48"). This distance is added to the distance from the flight path for any attacks made against the aerospace unit, and determines the range modifiers used by the aerospace unit for any air-to-ground attacks it makes.

⑤ Step 3: Determine Range (p. 56)

Regardless of the type of attack used, air-to-ground attacks always occur at Short range.

Change to:

The range for air-to-ground attacks is based on the altitude the aerospace unit chose when laying its flight path: Short, Medium or Long.

⑤ Aerospace To-Hit Modifiers Table (p. 57)

Apply the following changes:

Strafing +3

Striking +1

Remove "Applying only if attacker is not an airborne aerospace unit."

⑤ Resolving Ground-to-Air Combat (p. 60)

Under "Determine Range", first paragraph, last sentence

then add 12 inches to that distance.

Change to:

then add the aerospace unit's altitude in inches, 6" for Short, 12" for Medium, 30" for High, and 48" for Extreme.

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

⑤ After both player choose to end, insert the following new paragraph:

If a unit did not fire in combat this turn, and is not being tailed, it may choose to automatically disengage.

⑤ Bridges (p. 64)

Replace the section with the following:

Bridges, like buildings, receive a Construction Factor (CF) that reflects their overall strength and stability. This can be any value from 1 to 10. If a bridge suffers damage from attacks or other conditions, the damage points are subtracted from its CF value. A bridge reduced to a CF of 0 is destroyed.

Weight Limits: As the bridge's current CF value also represents its weight capacity, the CF value of the bridge corresponds to the maximum size class of units that may safely cross that bridge (in addition, of course, to being of a physical size wide enough for the miniature to stand upon). A bridge with a CF of 4 or more may support units of Size 4. Bridges with a CF of 3 may only support units up to Size 3. A bridge that has a CF of 2 may only support units up to Size 2. Bridges of 1 CF may only support Size 1 units.



If a unit that exceeds a bridge's Size limit attempts to use it, the bridge immediately collapses once the unit moves onto it. All units on a bridge when it collapses will fall and suffer 1 point of damage per 3 inches (or fraction thereof) of difference between the starting level and destination level, rolling for critical hits as normal. If the unit falls into prohibited terrain as a result of a bridge collapse, it is destroyed.

⑤ (p. 96)

Before "Exceptionally Large Units", insert the following new section:

LARGE UNITS

The following rules describe additional rules for Large (LG) units.

Movement: Large units reduce the per-inch movement cost for all Woods, Jungle, Rough, Rubble and Buildings terrain by 1 inch.

Combat: Attacks against a Large unit receive a -1 to-hit Modifier. Physical attacks made by a Large unit receive a +1 to-hit modifier.

Buildings: Large units are treated as Size 5 for purposes of the building's weight capacity.

Transporting: Large units may not be transported via the MT# special ability.

⑤ **Exceptionally Large Units (p. 96)**

Replace the second paragraph with the following:

The following rules roughly describe the additional abilities of these exceptionally large units, which includes not only DropShips by default, but any unit that possesses the Very Large, or Super Large special abilities (VLG, SLG). These rules are in addition to the rules for Large (LG) units, which also apply to Very Large and Super Large units.

⑤ (p. 103)

Insert the following new subsection:

Multiple To-Hit Rolls

This is an optional rule to allow multiple to-hit rolls for units that deal more than 1 damage. A separate attack is made for each point of damage. The player makes a separate attack for each point of damage the unit has available. If the player switches targets after making an attack on the first target, the new, secondary, target has a +1 to-hit modifier. If the secondary target is at a different range than the primary target, the unit cannot attack with more points of damage than it has available at that secondary targets range band. All previous attacks on this turn from this unit are counted towards available damage at the new target. If the attacker has 3/3/2, the first target was at medium range and the attacker rolled attacks for two points of damage, it cannot then attack a secondary target a long range. It can attack a secondary target at short or medium range for 1 more attack.

You cannot mix special weapon attacks and standard weapon attacks when using multiple to-hit rolls, the unit must declare if it is using a standard or special weapon attack and then all weapon attacks this turn from that unit must be the same.

Multi-tasker and Ground-Hugger: These Special Pilot Abilities (see the *Alpha Strike Companion*) allow the attacker to ignore the +1 to-hit modifier for a secondary target.