



# Interstellar Operations

(Version 1.1)

The following is a compiled rules errata for the first printing of *Interstellar Operations* as of 4 September, 2019.

## NEW ADDITIONS

Prior to this release there was no compiled errata for this product. All errata here is for the first and only printing (2016) of *Interstellar Operations*. 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.

### Alternate Eras

#### The Universal Technology Advancement Table (p. 33)

Under "Common", delete the last sentence: "In terms of game rules, Common items may be considered Tournament Legal."

#### Universal Technology Advancement Table (p. 36)

MechWarrior Combat Suit: change the "Common" date from 2520 to —.

#### Universal Technology Advancement Table (p. 37)

MechWarrior Cooling Suit: change the "Prototype" date from 2680 to 2480.

#### Universal Technology Advancement Table (p. 40)

Remote Drone Command Console: change the Technology Rating from D to E.

#### Universal Technology Advancement Table (p. 41)

Apollo MRM FCS: change the "Common" date from — to 3097 and add "330, TO" to the "Page Reference" column.

#### Universal Technology Advancement Table (p. 46)

Narc Missile Beacon: change the "Return" date from 3055 (FS/LC)\* to 3035 (FW)\*.

#### Universal Technology Advancement Table (p. 61)

Tandem Charge SRMs: change the Production (Faction) information from FS to 3062 (FS).

#### Universal Technology Advancement Table (p. 62)

Mortar Munitions: change all Page References from *TM* to *TO*.

### Alternate Eras: Units and Equipment

#### Belter Augmentations (p. 74)

Under "General Belter Game Rules", at the end of the first paragraph insert the following:

A character with Belter Augmentations is considered protected for the purposes of the *Gravitational Effects* rules (see p. 36, *SO*).



### Enhanced Imaging Game Rules (p. 75)

*Third paragraph, first sentence*

All combat modifiers for darkness are ignored by the EI-equipped unit.

Change to:

All attack modifiers for darkness are ignored by the EI-equipped unit.

### Cybernetic Myomer Implants, Dermal Armor (p. 80)

*Replace the second paragraph with the following:*

As with most such augmentations, infantry units and other multi-person crews require all of their members to be equipped with the same full-body implants to receive the benefits. Also, when constructing a conventional infantry unit equipped with dermal armor myomer implants, reduce the crew requirements for all weapons by 1 (2, if the unit is also equipped with the triple-strength myomer implant), and eliminate the encumbering effects (if any) for such weapons. The minimum crew any infantry weapon may be reduced to is 1. In addition, these platoons may carry up to 3 secondary weapons per squad (4 if the unit is also equipped with the triple-strength myomer implant). Platoons created under these conditions suffer no MP reduction, regardless of the number of secondary weapons carried.

### Cybernetic Myomer Implants, Triple-Strength (p. 81)

- 1) Under "Game Rules", delete the second paragraph.
- 2) *Under "Construction Rules", replace the second paragraph with the following:*

As with most such augmentations, infantry units and other multi-person crews require all of their members to be equipped with the same full-body implants to receive the benefits. Also, when constructing a conventional infantry unit equipped with triple-strength armor myomer implants, reduce the crew requirements for all weapons by 1 (2, if the unit is also equipped with the dermal armor myomer implant), and eliminate the encumbering effects (if any) for such weapons. The minimum crew any infantry weapon may be reduced to is 1. In addition, these platoons may carry up to 3 secondary weapons per squad (4 if the unit is also equipped with the dermal armor myomer implant). Platoons created under these conditions suffer no MP reduction, regardless of the number of secondary weapons carried.

### Expanded ProtoMech Structure and Armor Table (p. 101)

Change the Arm values for 3, 4, and 5 tons to 1 (2).

### Primitive JumpShip Construction (p. 128)

*Third paragraph, first sentence*

Constructing a Primitive JumpShip (or WarShip) uses the standard rules given for WarShip construction in *Strategic Operations* (see pp. 142-161, *TO*), with the changes outlined below.

Change to:

Constructing a Primitive JumpShip (or WarShip) uses the standard rules given for WarShip construction in *Strategic Operations* (see pp. 142-161, *SO*), including determining costs, with the changes outlined below.

### Primitive JumpShip Construction (pp. 130-131)

*Under "Step 4: Add Armour", replace the paragraph with the following:*

Primitive JumpShips use the rules and limits for standard WarShips when computing their armor values (see p. 152, *SO*), and may not mount any of the advanced armor types such as improved ferro-aluminum, ferro-carbide, or lamellor ferro-carbide. This means that the maximum tonnage of armor a Primitive JumpShip may carry is equal to the ship's SI tonnage, divided by 50 (rounded down to the nearest half ton). In addition to this, as with modern WarShips, Primitive JumpShips will receive additional "weight-free" armor points per facing, based on their structural integrity values. All armor mounted on a Primitive JumpShip—including the "free" armor provided by the vessel's structural integrity value—must be multiplied by 0.66, rounding down to the nearest whole number.



### Primitive JumpShip Construction [example text] (p. 131)

- 1) Under "Step 4: Add Armour", replace the example paragraph with the following:

Reviewing the Advanced Aerospace Unit Armor Table lets David know that he could assign a maximum of 20 tons of standard armor to his ship [ $1,000$  (SI mass)  $\div 50 = 20$ , no rounding required]. Even though this is a low amount, he decides he's going to assign only 19 tons of Primitive armor.

Before placing the armor, he first determines how much "weight-free" armor the Aquilla will receive in addition to this, which is 1 point of capital-scale armor per facing, for a total of 6 points [ $10$  (SI)  $\div 10 = 1$  per facing;  $6$  facings  $\times 1$  point per facing = 6 points].

David then multiplies the 19 tons of armor he has opted for by the standard Advanced Aerospace Unit Armor Weights for a 100,000-ton Inner Sphere WarShip using standard armor, and finds that this yields 15 armor points [ $19$  (armor tonnage)  $\times 0.8$  (standard armor for a 100,000 vessel) = 15.2, rounded down to 15]. He then adds the free 6 points to 16 for a total of 21. Multiplying this total armor value by the Primitive armor factor of 0.66, he finds he has 13 armor points to allocate [ $21$  (non-Primitive armor points)  $\times .66$  (Primitive armor factor) = 13.86, rounding down to 13].

He thus assigns this armor as follows: 3 to the nose, 2 to each fore-side, 2 to each aft-side and 2 to the aft. This leaves a running total of 66,859 tons.

- 2) Under "Step 6: Complete Record Sheet", replace the last two paragraphs with the following:

David then adds 20 escape pods, at 7 tons a piece, for a total of 140 tons. All of this gives him a running total of 79,748.

Finally, David takes the remaining tonnage and assigns it into 2 cargo bays of 10,126 tons each, with a single door for each cargo bay.

### QuadVee Game Rules (p. 133)

Under "Movement Phase (Vehicle Mode)", first sentence

A QuadVee in Vehicle mode uses all standard and advanced movement rules applicable to a tracked vehicle (if it possesses Tracks) or a wheeled vehicle (if it possesses Wheels).

Change to:

A QuadVee in Vehicle mode uses all standard and advanced movement rules applicable to a tracked vehicle (if it possesses Tracks) or a wheeled vehicle (if it possesses Wheels; use the movement reduction rules due to damage for quad units with Tracks, per p. 143, TW).

### QuadVee Game Rules (p. 134)

Under "Combat Phase (Vehicle Mode)", "Physical Attacks", at the end of the section insert the following new paragraph:

Infantry swarm attacks against QuadVeets in vehicle mode apply the standard  $-2$  to-hit modifier for attacking vehicles.

### Primitive Units and RetroTech (Multiple Eras) (p. 141)

Under "Primitive Aerospace Small and Large Craft", replace both paragraphs with the following:

Aside from the primitive prototype versions of the K-F Boom and Docking Collars found under Primitive Prototype Equipment (see pp. 117-120), the costs for all of the primitive forms of the various aerospace unit types that are larger than aerospace fighters (including small craft, DropShips, and space stations) may be computed as normal for those unit types, with Primitive JumpShips computed as modern WarShips.

Even though primitive core aerospace components, such as jump drives and sails, are substantially different from their modern forms, many of these feature weight modifications and such that impact costs by default, and thus require no additional modification. Additionally, for cost purposes, all Primitive K-F jump drives and components are treated as modern WarShip drives and components, including K-F drive support systems, rather than modern JumpShip drives and components.



### **Shielded Aerospace Smart Robotic Control System (SA-SRCS) Game Rules (p. 141)**

*Under "Electronic Warfare", at the end of the paragraph insert the following:*

SA-SRCS-equipped units do not suffer from interference like drones mounting ASRCS.

### **Step 2: Install Engine and Control Systems (p. 162)**

*Under "Add Gyroscope", first paragraph, last sentence*

A superheavy gyro weighs as much as a heavy-duty gyro of equal capacity, and thus can be calculated by dividing the 'Mech's Engine Rating by 50 (and rounding up to the nearest whole number).

Change to:

A superheavy gyro weighs as much as a heavy-duty gyro of equal capacity, and thus can be calculated by dividing the 'Mech's Engine Rating by 100 (rounding up to the nearest whole number), and then multiplying the result by 2.

### **Tripod 'Mech Game Rules (p. 164)**

*Under "Pilot/Gunnery Skills", "Dedicated Technical Officer", third sentence*

This Initiative modifier is not cumulative if more than one superheavy tripod 'Mech is present.

Change to:

This Initiative modifier is not cumulative if more than one superheavy tripod 'Mech is present; in the case of multiple initiative bonuses due to multi-pilot setups (such as the force also having a cockpit command console), only the highest bonus applies.

## **Alternate Eras: Costs and Availability**

### **Inner Sphere Recovered Prototypes (Late Succession Wars) (p. 186)**

*Under "Prototype Ferro-Fibrous Armor", last sentence*

Thus, the cost for 10 tons of prototype ferro-fibrous armor would be 600,000 C-bills (60,000 x 10 = 750,000).

Change to:

Thus, the cost for 10 tons of prototype ferro-fibrous armor would be 600,000 C-bills (60,000 x 10 = 600,000).

### **Dark Age and RISC Equipment (Dark Age) (p. 191)**

*Under "RISC Super-Cooled Myomers", last sentence*

If the unit does have UMU or jump jets of any kind,

Change to:

If the unit does not have UMU or jump jets of any kind,

### **Superheavy 'Mechs (Multiple Eras) (p. 193)**

*Second paragraph*

For BV purposes, treat a Superheavy 'Mech's Heavy-Duty Gyro as a standard Gyro.

Change to:

For BV purposes, treat a Superheavy 'Mech's gyro as a Heavy-Duty Gyro.

### **Alternate Era Weapons and Equipment Battle Value Table (Cont.) (p. 195)**

Centurion Weapon System: change its BV from 750 to 190.

### **Additional Alternate Era Weapons and Equipment (p. 220)**

Medium Re-Engineered Laser: change "Heat Std (Aero)" from 6 (67) to 6 (6).



## Strategic BattleForce

### Attack Declaration (p. 240)

*Under "Step 3: Determine To-Hit Number", second paragraph, first sentence*

A Formation may gain a bonus to its To-Hit Modifier by withholding fire from one or more of its Units.

Change to:

A Formation may gain a bonus to its To-Hit Modifier by withholding fire from one or more of its Units that are able to damage the target at that range.

## Abstract Combat System

### Combat Tactics (p. 316)

*Under "Aggressive Tactics", last sentence*

If the roll fails, the Formation reduces any damage it receives by the same multiplier, and the damage it deals is reduced by -0.2

Change to:

If the roll fails, the Formation increases any damage it receives by the same multiplier, and the damage it deals is reduced by -0.2.

### The Star-System Radar Map (p. 319)

*Under "Moons", last sentence*

If an engagement occurs a zone with a Moon, the center zone of the engagement map is treated as being Moon and follows all the same rules for Combat Units in the SSRM Central Zone.

Change to:

If an engagement occurs in a zone with a Moon, the center zone of the engagement map is treated as being the Moon and follows all the same rules for Combat Units in the SSRM Central Zone.

## Conversion Rules

### Step 1A: Choose Elements (p. 326)

*Under "ProtoMechs", replace Step 6 with the following:*

6. Determine a ProtoMech Point's Skill by following Step 1G.
7. Follow Step 1H to determine PV. Divide the result by two (round up), instead of three (round normally).

## Inner Sphere at War

### Sample Faction Starting Abilities (p. 346)

*Under "Draconis Combine", add Superior Black Ops*

### Faction Abilities and Flaws (p. 347)

*Under "Supply Problems", last sentence*

Add +1 to all RP Supply Costs per Formation to represent the inherent waste in the system.

Change to:

Add +1 to all RP Supply Costs per Combat Command to represent the inherent waste in the system.



### Creating Combat Commands (p. 353)

Replace the entire section with the following:

To create a new Combat Command, a player must first determine its composition. Each new Combat Command must have 1 'Mech regiment (and can have no more than 1 'Mech regiment), but beyond that, its additional attendant Units need not follow the standard for that Faction. The new Command's exact composition and Weight dictates its cost. The cost is modified based on the Experience Rating (Green or Regular) of the Command and its Loyalty Rating (Questionable, Reliable or Fanatical). This cost is then doubled if the Command will have attendant JumpShips, which has an effect on the transportation cost for the unit (see *Movement*, p. 358). Once this total cost is subtracted from the Faction's remaining Resource Points, the new unit can begin its existence on any world within your Faction except an 'Other' world. It is available for immediate use, such as combat and transportation.

Mercenary Combat Commands may not be created by the player Factions using these rules. The gamemaster may, at his own option, decide to create or introduce new mercenary Combat Commands if desired. These forces follow the basic ISW rules.

*Joshua wants to raise a new unit on his Capital. He wants it to consist of a single medium 'Mech, two light Aerospace wings, one light Armor regiment, and one infantry regiment. The total cost for this is 54. While he would like this unit to have a higher Experience Rating, the highest quality permitted within the system is Regular, which would double the cost to 108 RP. Joshua considers it adequate for the new unit to have a Reliable Loyalty rating, which 1.5 modifier brings the total to 162 RP. Finally, he intends for this force to be very active, and invests in Attendant JumpShips, which brings the total cost for the new unit to 324 RP.*

### New Combat Command Cost Table (p. 353)

Replace the Combat Formation section of the table with the following:

Combat Formation	Cost (RP) by Weight			
	Light	Medium	Heavy	Assault
BattleMech Regiment*	16	24	30	40
Aerospace Wing	8	12	15	24
Armor Regiment	8	12	15	24
Infantry Regiment	6	6	6	6
Artillery Battalion	5	5	5	5

### Calculating Resource Points (p. 354)

First bullet point

Capture or loss of worlds (see Worlds Value Table, p. 351, and *Pacification and Integration*, p. 363)

Change to:

Capture or loss of worlds (see *Pacification and Integration*, p. 363)

### Military Phase Sequence of Events (p. 354)

Last sentence

Training and supply must be resolved before any Military Actions in that Phase.

Change to:

Training must be resolved before any Military Actions in that Phase.

### Combat Orders (p. 357)

Under "Fortify (Defensive)", last sentence

A fortified Combat Command reduces the damage it takes by 10 percent for ground.

Change to:

A fortified Combat Command reduces the damage it takes by 10 percent for ground units.



**Contested Worlds (p. 363)**

*Under "Pacification and Integration", second paragraph, last sentence*

The attacking force must stay on world at least one full Turn (or four ACS turns) to interrupt the pacification.

Change to:

The attacking force must stay on world at least one full Turn (or eight ACS turns) to interrupt the pacification.

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