BattleForce Errata
(v1.3, 7 August, 2020)

The following updates the BattleForce ruleset, as presented in the 2011 second printing of Strategic Operations, for the purposes of compatibility with the first printing of Alpha Strike. Please note that further revisions to Alpha Strike mean that BattleForce and Alpha Strike do not line up perfectly. These revisions will be seen in the upcoming replacement for Strategic Operations.

To-Hit Modifiers Table (p. 227)

1) Replace the Target Movement Modifier subtable with the following:

<table>
<thead>
<tr>
<th>TARGET MOVEMENT MODIFIER</th>
<th>Target</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0-2 MP Available</td>
<td>+0</td>
</tr>
<tr>
<td></td>
<td>3-4 MP Available</td>
<td>+1</td>
</tr>
<tr>
<td></td>
<td>5-6 MP Available</td>
<td>+2</td>
</tr>
<tr>
<td></td>
<td>7-9 MP Available</td>
<td>+3</td>
</tr>
<tr>
<td></td>
<td>10-17 MP Available</td>
<td>+4</td>
</tr>
<tr>
<td></td>
<td>18+ MP Available</td>
<td>+5</td>
</tr>
<tr>
<td></td>
<td>Jump Capable</td>
<td>+1</td>
</tr>
</tbody>
</table>

2) Under the “Target Movement Modifier” subtable, change the footnote at the bottom to read:

Modifier is based upon available MP modified by heat level and critical hits if applicable. MP expended are irrelevant. Units with multiple movement modes do not stack MP or modifiers; the target movement modifier is always derived from whatever movement mode gives the highest bonus. Does not apply to Aerospace Elements.

3) Under the “Target Type Modifier” subtable, delete the “Jump Capable” line.

Amount of Damage (p. 229)

1) Replace the first paragraph with:

The base amount of damage dealt from a successful attack is the Element’s S, M, L, or E Damage Values. If the target is at short range, the base damage is the Element’s S value. For a target at medium range, use the M value. For a target at long range use the L Damage Value and for a target at extreme range use the E Damage Value. In the Standard Rules only aerospace Elements use extreme range. For example, an Element with S/M/L/E Damage Values of 3/3/1/- would do 3 points of damage at short and medium ranges, 1 point at long range, and no damage at extreme range. Any attack striking a target in the rear does 1 additional point of damage.

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

**Minimal Damage:** Elements with 0* for a Damage Value must roll 1D6 when applying damage. On a roll of 3 or higher, the Element deals 1 damage. Otherwise the Element does no damage. Elements making a successful attack that deals no damage may not resolve any Critical Hit or Motive Hit checks, but they will prompt hull beach checks if they occur in underwater or vacuum environments.

Damage Underwater (p. 229)

Replace paragraph with:

Attacks against an underwater element are reduced to 50 percent of normal damage (round down to a minimum of 1). Weapon attacks from an element with the ENE special ability are not reduced for an underwater target and deal full damage. Each attack against an underwater element generates a Critical Hit chance regardless of whether or not structure is damage (see Roll For Critical Hits, p. 236). Elements with the Torpedo (TOR) special
ability add the damage value from that range in their special ability to attacks made to targets underwater. This damage is added after the base, non-TOR damage is halved by the underwater Element, and does its full damage value to the target.

**Weapon Hit (p. 231)**

1) Remove the third sentence ("Abilities that track damage from ammunition (AC, LRM, SRM) are added to the Base Damage Value before this reduction.")

2) Fourth sentence (third, after the above deletion):

   Abilities that allow other types of attacks or damage (ARTX, FLK, HT, IF, SDS, TUR) are also reduced by 1 (to a minimum of zero)."

   Change to:

   Abilities that allow other types of attacks or have damage values (AC, ARTX, FLK, HT, IF, LRM, SDS, SRM, TOR, TUR) are also reduced by 1 (to a minimum of zero).

**Establish Point Values and Force Size (p. 238)**

1) After the first paragraph insert the following new paragraph:

   A list of canon BattleTech Elements with BattleForce stats – including Point Values – may be found on the Alpha Strike Unit Cards at www.MasterUnitList.info. Alpha Strike and BattleForce share the same unit conversions from Total Warfare.

2) Delete the last two paragraphs.

**Determining An Element’s Point Value (p. 238)**

Replace the entire section with the following new section:

**Adjusting for Skill**

The BattleForce Point Value system is designed to generate a unit’s overall combat rating 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.

**Less Experienced (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 BattleForce play is always 1 point.

**More Experienced (Skill Rating 3 and Less):** 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 High-Skill PV Increase Table shown below.

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).
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<<BEGIN TABLE>>
<table>
<thead>
<tr>
<th>Low-Skill PV Decrease Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit’s Base PV</td>
</tr>
<tr>
<td>-------------------</td>
</tr>
<tr>
<td>0-14</td>
</tr>
<tr>
<td>15-24</td>
</tr>
<tr>
<td>25-43</td>
</tr>
<tr>
<td>35-44</td>
</tr>
<tr>
<td>45-54</td>
</tr>
<tr>
<td>55-64</td>
</tr>
<tr>
<td>65-74</td>
</tr>
<tr>
<td>75-84</td>
</tr>
<tr>
<td>85-94</td>
</tr>
<tr>
<td>95-104</td>
</tr>
</tbody>
</table>
*Increase PV decrease by 1 point for every 10 base PV over 104.
<<END TABLE>>

<<BEGIN TABLE>>
<table>
<thead>
<tr>
<th>Improved-Skill PV Increase Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit’s Base PV</td>
</tr>
<tr>
<td>------------------</td>
</tr>
<tr>
<td>0-7</td>
</tr>
<tr>
<td>8-12</td>
</tr>
<tr>
<td>13-17</td>
</tr>
<tr>
<td>18-22</td>
</tr>
<tr>
<td>23-27</td>
</tr>
<tr>
<td>28-32</td>
</tr>
<tr>
<td>33-37</td>
</tr>
<tr>
<td>38-42</td>
</tr>
<tr>
<td>43-47</td>
</tr>
<tr>
<td>48-52</td>
</tr>
</tbody>
</table>
*Increase PV increase by 1 point for every 5 base PV over 52.
<<END TABLE>>

Expanded Critical Hits Table (p. 285)

Under footnotes

**Includes Warships, Satellites and Space Stations.
Change to:
**Includes Warships and Space Stations.

Artillery (pp. 287 and 485)

1) Replace the contents of the Artillery Range and Damage Table with the following:

<<BEGIN TABLE>>
<table>
<thead>
<tr>
<th>Artillery Name</th>
<th>Range in BF Maps</th>
<th>Range in BF Hexes</th>
<th>BF Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arrow IV (IS)</td>
<td>3</td>
<td>45</td>
<td>2</td>
</tr>
<tr>
<td>Arrow IV (Clan)</td>
<td>3</td>
<td>51</td>
<td>2</td>
</tr>
<tr>
<td>Thumper</td>
<td>7</td>
<td>119</td>
<td>1</td>
</tr>
<tr>
<td>Sniper</td>
<td>6</td>
<td>102</td>
<td>2</td>
</tr>
<tr>
<td>Long Tom</td>
<td>10</td>
<td>170</td>
<td>3/1</td>
</tr>
<tr>
<td>Cruise Missile/50</td>
<td>17</td>
<td>283</td>
<td>5</td>
</tr>
<tr>
<td>Cruise Missile/70</td>
<td>17</td>
<td>283</td>
<td>7</td>
</tr>
<tr>
<td>Cruise Missile/90</td>
<td>17</td>
<td>283</td>
<td>9/3</td>
</tr>
<tr>
<td>Cruise Missile/120</td>
<td>17</td>
<td>283</td>
<td>12/5</td>
</tr>
<tr>
<td>Battle Armor Tube Artillery</td>
<td>—</td>
<td>30</td>
<td>1</td>
</tr>
<tr>
<td>Thumper Cannon</td>
<td>—</td>
<td>5</td>
<td>0*</td>
</tr>
<tr>
<td>Sniper Cannon</td>
<td>—</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Long Tom Cannon</td>
<td>—</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>
<<END TABLE>>

2) After “Cruise Missiles” add the following new section:

Artillery Cannons

Artillery cannons do not use command points for direct or indirect fire. They do not use artillery to-hit modifiers, but instead use standard attack to-hit modifiers, including range, terrain, etc. They may fire indirectly using the standard Indirect Fire Attacks rules (see p. 225). Artillery cannons, like standard Artillery, make their attack in addition to their standard attacks, may target a POI (Point of Interest) rather than a target unit, and scatter (at half the distance of standard artillery). They do not apply the immobile target modifier.
Advanced Force Distribution Table (p. 301)

1) Supernova Binary 6 Stars [3 ‘Mech and 3 Battle Armor] (30)
   Change to:
   Supernova Binary 4 Stars [2 ‘Mech and 2 Battle Armor] (20)

2) Under-Strength Galaxy 2 Clusters (40-210)
   Regular Galaxy 3 Clusters (60-315)
   Reinforced Galaxy 4 Clusters (80-420)
   Strong Galaxy 5 Clusters (100-525)
   Change to:
   Under-Strength Galaxy 2 Clusters (40-300)
   Regular Galaxy 3 Clusters (60-450)
   Reinforced Galaxy 4 Clusters (80-600)
   Strong Galaxy 5 Clusters (100-750)

Alternate Munitions (p. 308)

1) Replace the first paragraph with the following:
   
   The abstract nature of BattleForce makes using specialty ammo problematic. The standard rules assume that all Elements are equipped with standard munitions, however several special munitions are suitable for use with BattleForce. Many have damage modifiers as shown on the alternate munitions table. If the munitions have additional effects aside from damage modifiers, they are described under the appropriate section. To use specialty ammo simply declare the appropriate ammo during the attack declaration phase and roll for a weapons attack as normal. If the attack is successful, adjust the weapon damage and resolve special effects (if applicable). Aerospace and infantry (including battle armor) Elements cannot use specialty ammo.

2) Replace the second paragraph of the example text with the following:

   If Caleb succeeds with a normal weapons attack he will do 3 points of damage at short or medium range and 1 point of damage at long range. If Caleb elects to fire Tandem Charge SRMs, his damage will remain the same, but he will get a critical hit chance on a successful hit. If he decides on Swarm LRM and the attack misses, Caleb must make another attack on another target in the same hex, using only the LRM damage value, if there are any other Elements in the same hex. Finally, if he uses both munitions simultaneously, he will get a critical hit chance on a successful hit and possibly make an additional Swarm attack on a miss. He would also have to be at short or medium range for this effect; at long range he would lose the critical hit chance from the Tandem Charge SRMs.

3) Replace stat block with:

   CRD-5S Crusader
   MP 4 Damage S/M/L/E 3/4/2/- SRM: 1/1 LRM 1/2/2 OV 1 Size 4 Armor/Structure: 6/5 Points: 14 Specials: IF2, CASE, SRCH, SOA, SEAL, ES

Autocannon Munitions (p. 309)

1) Under “Armor-Piercing Ammo”, replace the text with the following:

   The damage value for the attack is reduced by 1 (minimum 1 damage). Roll 2d6; on a result of 10 or better roll once on the critical hit table for the target Element. This ammo is treated like standard autocannon ammo against aerospace, infantry, and battle armor Elements.
2) Under “Flak Ammo”, replace the text with the following:
   The unit can choose to make an attack using the FLK special ability as if the unit had that ability with the
   same damage values as its AC special ability. For example, an Element with AC2/2/0 using Flak Ammo
   could make a weapon attack against an airborne target with a –2 to hit modifier as if it had FLK 2/2/0.

3) Under “Precision Ammo”, replace the text with the following:
   Add 1 to the damage value of the weapon attack if using Precision Ammo and target Element has 5+ MP.

Long Range Missiles (p. 310)
Under “Swarm”, replace the text with the following:
If the attack misses and other Elements (friend or foe) are in the target hex, randomly determine one and make
a new attack against that Element. The damage values for this additional Swarm attack are equal to the LRM
damage values only. Continue randomly picking targets from the remaining Elements until the Swam attack is
successful or all Elements in the hex have been attacked.”

Alternate Munitions Table (p. 310)
1) Under “Autocannon/Armor-Piercing”
   Replace to-hit modifier with +0 and damage modifier with -1.

2) Under “Autocannon/Precision Ammo”
   Replace to-hit modifier with +0 and damage modifier with +1**.

3) Under “Short Range Missiles/Heat Seeking (HS)”
   Replace to-hit modifier with +0 and damage modifier with +1*.

4) Under “Long Range Missiles”
   Delete the “Follow the Leader (FTL)” line.

5) Under “Long Range Missiles/Heat Seeking (HS)”
   Replace to-hit modifier with +0 and damage modifier with +1*.

6) Under the table just after the “**Target must be at 2 or higher on the heat scale”
   Add “***Target must have 5+ MP”.

Specialty Infantry (p. 323)
1) Under SCUBA (Standard)
   “as if they have an MV of 1 and UMU”
   Change to:
   “as if they have a MV of 1f/1s and UMU”

2) Under SCUBA (Motorized)
   “except they have a MV of 2 and UMU”
   Change to:
   “except they have an MV of 1f/2s and UMU”
Special Ability Table (pp. 342-344)
Add the following special abilities to the table:

<table>
<thead>
<tr>
<th>Ability</th>
<th>Abbreviation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire Fighter</td>
<td>FF</td>
<td>Infantry that can put out fires (see p. 323)</td>
</tr>
<tr>
<td>Mountain Troops</td>
<td>MTN</td>
<td>Infantry that may climb 2 levels per turn (see p. 323)</td>
</tr>
<tr>
<td>Paratroops</td>
<td>PARA</td>
<td>Infantry that may dismount from airborne transports (see p. 323)</td>
</tr>
</tbody>
</table>

Artillery Abbreviation Table (pp. 342-344)
Add line for “Battle Armor Tube Artillery” (Abbreviation: ART-BA)

AUTOCANNON (AC X/X/X/X) (p. 345)
1) Replace (AC X/X/X/X) with (AC X/X/X).
2) Replace the first paragraph with the following:
   This ability tracks an Element’s light and standard autocannon damage if it can do 10 or more points of damage. This ability allows an Element to use specialty ammo (see Alternate Munitions, p. 308).
3) Under “Conversion:” replace X/X/X/X with X/X/X.

BRIDGELAYER (BRID) (p. 346)
At the end of the section insert the following paragraph:

   Infantry Bridgelayers: Infantry with this ability may erect a bridge using gear and parts carried with them for the task, but may only do so once per scenario. Infantry bridgelayers require 2 turns to complete their bridges, which possess a starting CF of 8, and can support units up to Size 2.

BattleMech Shield (SHLD) (p. 346)
First paragraph, last sentence
Change to:
All weapon attacks made by an Element with this ability incur an additional +1 to-hit modifier.

CREW (CRW#) (p. 348) – New ability
This ability has no effect on BattleForce play.

CRITICAL RESISTANT (CR) (p. 348) – New ability
   A unit with this special ability features special armor or other protective features that reduces the chance and severity of a critical hit (including damage to structure, damage effects from armor-penetrating weapons, and hull breaches while in vacuum or underwater). Any time an attack on this unit prompts a roll on its Critical Hits Table, apply a –2 modifier to the Critical Hit roll. Modified critical results of 1 or less are treated as No Critical Hit results.
   Conversion: The element has Hardened Armor or Ferro-Lamellor armor on all locations.

ENERGY (ENE) (p. 348)
“Conversion: No weapons or only energy weapons.”
Change to:
“Conversion: No explosive ammo, weapons or equipment.”

FIRE FIGHTER (FF) (p. 349) – New ability
   These Elements may put out fires within 2” on a 2d6 roll of 8+. Reduce this target number by 1 for each turn spent fighting a fire (to a max of -3), and for each additional Element engaged in fighting the same fire.
   Conversion: Infantry element with firefighting specialty.
FLAK (FLK X/X/X/X) (p. 349)
1) Replace X/X/X/X with X/X/X.

2) Replace first paragraph with:
Elements with this ability that miss a to-hit roll against an airborne aerospace unit, VTOL or WiGE target by 2 or less can deal its FLK rating in damage to the target.

3) Second paragraph: add “Excluding infantry,” just before “Calculate heat-modified damage”.

HEAT (HT#) (p. 349)
If the total heat generated is between 6 and 10 points...
Change to:
If the total heat generated is between 5 and 10 points...

LONG RANGE MISSILES (LRM X/X/X/X) (p. 350)
1) Replace X/X/X/X with X/X/X.

2) Replace the first paragraph with the following:
This ability tracks an Element’s standard LRM damage if it can do 10 or more points of damage. This ability allows an Element to use specialty ammo (see Alternate Munitions, p. 308). An attack from an Element with the LRM special ability does less damage to a target with AMS.

3) Under “Conversion:” replace X/X/X/X with X/X/X.

MARINE (MAR) (p. 350) – New ability
An infantry Element equipped and trained for space operations (see Boarding and Repelling, p. XX).
Conversion: Infantry element with XCT specialty.

MOUNTAIN TROOPS (MTN) (p. 351) – New ability
These infantry Elements may climb 2 levels per turn.
Conversion: Infantry element with mountain troop specialty.

OVERHEAT: LONG RANGE (OVL) (p. 351) – New ability
An Element with this special ability can use its Overheat Value at long range.

PARATROOPS (PAR) (p. 351) – New ability
These infantry Elements may dismount from airborne transport Elements (including aerospace Elements) just like jump infantry.
Conversion: Infantry element with paratrooper specialty.

POINT DEFENSE (PNT) (p. 352)
Just before the “Conversion” paragraph insert the following new paragraph:
If using the Squadrons rules (see p. 326), PNT protects the squadron as a whole. Note the total PNT values of all Elements in a squadron, and adjust this total during the game to account for losses.

REACTIVE ARMOR (RCA) (p. 352) – New ability
A unit with reactive armor is resistant to damage from explosive ordnance, particularly those delivered by artillery and missile weaponry. If a unit with this special is struck by damage from any area-effect attack, or by any attacking using the ART, BOMB, MSL, or FLK specials, reduce the damage from these attacks by half before
applying it (rounding down). For any attack against a unit with reactive armor by a unit with the IF, LRM, or SRM specials, reduce the amount of attack’s damage by half of the LRM or SRM special’s value at the appropriate range (rounding up). If reactive armor reduces damage below 1 point, treat the attack as delivering 1 point.

Note that this damage reducing effect even covers general attacks by units that possess such abilities, so if a unit that can deliver 4 points of damage at Short range attacks a target with reactive armor, and the attacker has the SRM 2/2 special, the damage delivered is 3 points (4 points total – (2 ÷ 2) = 3).

**Conversion:** The element has Reactive armor on all locations.

**REFLECTIVE ARMOR (RFA) (p. 352) – New ability**

A unit with reflective armor is resistant to damage from energy weapons, including flamers, but is much more susceptible to physical attacks, area-effect weapons, and armor-penetrating hits. If a unit with this special is struck by an air-to-ground strafing attack, or by a weapon attack by a unit with the ENE special, or by an attack using the HT special, reduce this damage (or heat) by half before applying it. (Round this damage down, to a minimum of 1 point of damage or heat applied from that attack type.)

If, on the other hand, a unit with this ability suffers damage from any physical attack, an area-effect attack, or by any attack using the ART, BOMB, FLK, or MSL specials, double the damage applied by that attack.

For all other attacks against a unit with reflective armor, reduce the total damage applied by 1 point (to a minimum of 1 point).

Finally, all critical hits suffered by a unit equipped with reflective armor apply a +2 modifier on the unit’s Critical Hits Table. Modified critical results of 13 or higher are treated as Engine Hits.

Note that this damage reducing (and increasing) effect even covers general attacks by such units that possess such abilities, so if a unit that can deliver 4 points of damage at Short range attacks a target ‘Mech with reflective armor, and the attacker also has the HT2 special, the attack will deliver 3 points of damage (4 – 1 = 3), plus 1 point of heat (HT2 ÷ 2 = 1).

**Conversion:** The element has Laser Reflective armor on all locations.

**SHORT RANGE MISSILES (SRM X/X/X/X) (p. 352)**

1) Replace X/X/X/X with X/X.

2) Replace first paragraph with:

This ability tracks an Element’s standard SRM damage if it can do 10 or more points of damage. This ability allows an Element to use specialty ammo (see Alternate Munitions, p. 308). An attack from an Element with the SRM special ability does less damage to a target with AMS.

3) Under “Conversion:” replace LRM X/X/X/X with SRM X/X.

**TASER (p. 353)**

1) Second paragraph, delete the following sentence:

   The effects of a successful taser attack are modified from Tactical Operations (see p. 347, TO) as follows: the attack causes no damage and the duration of the effect (whether shutdown or interference) is always 1 turn.

2) Before “Conversion”, insert a new, third paragraph that reads:

   A non-aerospace element hit by a taser must make a taser effect roll. On an 8+, the element is shut down for 1 turn. On a 7 or less, the element has a +1 penalty to all skill rolls for 1 turn (not cumulative with additional taser hits). This roll is modified by:

   - Battle Armor Taser –2
   - BattleMech target –2
   - Battle Armor target +2
TORPEDO (TOR) (p. 353)
1) Remove first paragraph.

2) Replace second paragraph with:

   Elements with the Torpedo special ability do additional damage if the attacker and target are both in a water hex. Hovercraft and airborne WiGEs operating on the surface of a water hex are valid targets. The Torpedo special ability damage is not modified by the attacker or target being underwater. For example, an Element has damage values of 2/2/2 and TOR 3/3 and fires at a target underwater at short range. The base damage of 2 is halved to 1, but the full TOR damage of 3 is applied, for a total of 4 damage to the target.

3) Under “Conversion”, after the existing text add the following new paragraph:

   If the Element is a ’Mech, Combat Vehicle or Medium Support Element, combine all torpedo weapons on the Element into a single torpedo special ability with short, medium and long ranges. If the Element is a Large, Very Large or Super Large Support Element, calculate a separate torpedo special ability for each arc (if applicable).

TURRET (TUR) (p. 353)
1) Replace first paragraph with:

   An Element with a turret has some weapons with a 360-degree field of fire. Damage for all turret-mounted weapons are included in the base damage values for the element and then separately for the TUR special ability. When an Element makes an attack outside of its standard field of fire, it can use its TUR special ability to still make the attack, but can only use the TUR ability’s damage values and special abilities. If a special ability is not listed within the TUR special ability, the Element cannot use that ability during the TUR weapon attack. The TUR weapon attack replaces the standard attack; they cannot both be used in the same turn. If the TUR has a FLK, IF or other special ability that replaces a standard attack, the TUR cannot make both the special ability attack and its standard attack.

2) Under “Conversion”, replace text with:

   One or more turrets. If an Element has multiple turrets but does not have multiple firing arcs, then calculate all the weapons as a single turret. Mobile Structures combine multiple turrets from their 7-hex regions into single turrets. Each of these turrets gives the Element one attack with a 360-degree arc that replaces that region’s standard attack.

   Turrets calculate all other special abilities as if they are an Element themselves. IF, FLK, AC, etc. are calculated for each Turret as applicable.

Movement Mode Table (p. 355)
1) Remove the * and corresponding footnote from the f movement mode.

2) Delete the line for UMU from the table. It uses submersible and doesn’t use a separate entry.

Battle Armor (p. 355)
Delete everything after first sentence. Replace with “Ignore the effects of DWP or other movement-inhibiting equipment on this unit’s speed.”

Permanent Movement Penalties (p. 357)
Add the following sentence to the end of the paragraph:

   Hardened armor on a ’Mech reduces MP available to an Element by 1 when it is converted to BattleForce MV. This is after any other modifiers for MASC, Superchargers, etc.
Aerospace Elements (p. 357)

Replace first paragraph with:

In addition to receiving a BattleForce armor value, aerospace units—including fighters, Small Craft, DropShips, JumpShips, space stations, and WarShips—also receive a special value called Threshold. This Threshold value equals the unit’s BattleForce armor value, divided by 3, and then divided by the number of firing arcs (1 for aerospace, 4 for others), rounding up.

Converting Armor (p. 358)

1) Under “Hardened Armor”

Multiply the total Armor Value by 1.50

Change to:

Multiply the total Armor Value by 2

2) Under “Conventional Infantry”, replace the paragraph with:

Conventional Infantry have an armor value equal to the total number of troopers in the Element divided by (15 / armor divisor), rounded up.

3) Under “Mobile Structures”, replace the paragraph with:

As each hex of a Mobile Structure represents 7 hexes in Total Warfare-scale hexes, divide the Mobile Structure into a number of regions equal to its total number of hexes divided by 7, rounding up to the nearest whole number. Allocate each of the hexes of the Mobile Structure to one of these regions, dividing them as equally as possible amongst them. For example, a 16 hex Mobile Structure would convert to three BattleForce regions, with two regions of 5 hexes and one region of 6 hexes. These regions are fixed for the duration of the conversion process and game play.

Total the armor for all the hexes of the Mobile Structure and divide by the number of regions, rounding up to the nearest whole number. Then compare this number to the Armor Conversion Table or divide it by 30 and round normally to determine the BattleForce Armor Value for each region.

4) Delete the entire “Reflective (Glazed) and Reactive (Blazer) Armor” section

Converting Structure (p. 358)

Under “Mobile Structures”, replace first paragraph with:

Total the CF from the Mobile Structure and divide by the number of BattleForce hexes of the Mobile Structure, rounding up to the next whole number. Then compare this number to the Armor Conversion Table, or divide it by 30 and round up to the next whole number to determine the BattleForce Structure Value per region.

Converting Weapons (p. 359)

Under “Autocannon/SRM/LRM”, replace first paragraph with:

Elements other than aerospace and infantry (including battle armor) may use special munitions with autocannon, SRMs, LRMss, NLRMs, and MMLs. Field guns allow an infantry unit to use special ammunitions, but only for the field gun. Do not count any other infantry weapons in calculating the special ability rating for the field gun weapons.

If the total heat-modified, medium-range damage from each type of these weapon systems is equal to 10 or more points, the Elements receives a special ability of that type. This is in addition to those weapons being calculated for base damage values. This applies only to Light and Standard autocannon (not LB-X, Rotary, Ultra and so on), and standard SRM, MML, LRM, and NLRM launchers (not Artemis-enabled, Improved One-Shot, One Shot, Streak and so on). For MMLs, count their full short range damage and half their medium range damage as SRM, and their full long range damage and half their medium range damage as LRM.
Converting Weapons (p. 360)

1) Under “Turret (Non-Mobile Structure)”, replace text with:
   
   Add all the weapons in each turret to calculate the base damage for the TUR special ability. Calculate IF, AC, LRM, SRM, FLK and/or TOR special abilities for the TUR as applicable (see corresponding Special Ability descriptions).

2) Under “Turret (Mobile Structures)”, replace text with:
   
   Combine all turrets in each region into a single turret, and then add all the weapons in each combined turret to calculate the base damage for each TUR special ability. Calculate IF, AC, LRM, SRM, FLK and/or TOR special abilities for each TUR as applicable (see corresponding Special Ability descriptions).

3) Under “Base Damage”, replace “all the weapon damage” with “all non-Torpedo weapon damage”.

Conventional Infantry (p. 361)

Replace section with the following:

Standard conventional infantry damage is calculated by taking the number of troopers in the unit, and using the Cluster Hits Table (see p. 216, TW) roll of 7 to determine an average number of troopers. Using the resulting number of troopers to determine the damage for the element for conversion. Consult the Generic Conventional Infantry Damage Table (see p. 216, TW) for Total Warfare conventional infantry damage by number of troopers.

For calculating BattleForce Short range, use the damage values at range 1, for Medium range, 4, and for Long range, 18.

If the unit is equipped with field guns, calculate damage as if the unit were a vehicle (including being able to qualify for the AC special ability) and do not include any weapons except the field guns in the damage calculations.

Mobile Structures (p. 361)

Replace text with:

Combine all non-Torpedo weapons in each region to calculate the base damage for that region. AC, SRM, LRM, IF, FLK and TUR special abilities for each region are then calculated (see Turrets, above). Calculate TOR damage separately.

PAGE 361:

1) Delete the “Conventional Infantry” and “ProtoMechs and Battle Armor” subsections in their entirety. Replace with the “Battle Armor Infantry” and “Conventional Infantry” subsections (and table) from page 102 of Alpha Strike Companion.

2) At the end of the new “Conventional Infantry” subsection insert the following new paragraph:

   Conventional Infantry units equipped with Field Guns (not Field Artillery), use the full damage values of the Field Guns instead of this damage calculation, and qualify for AC and FLK specials. Note: The requirement of 10 rounds of fire still applies, so an Ultra AC/20 platoon would have a damage value of 2.15 instead of 3.

WarShips (p. 362)

1) Change section name to “JumpShips and WarShips”

2) Replace the first sentence with the following:

   In BattleTech play, JumpShips and WarShips possess eight firing arcs, and calculate damage separately for each, but under the BattleForce rule system, these arcs are condensed into 4, with both “Fore-Side” arcs added together and combined with the “Nose” arc, while each “Aft-Side” arc is merged into its respective
“Broadside” arc to produce an BattleForce “side arc”. (The “Aft” arc of a JumpShips or WarShip unit is left unmodified.)

Converting Heat (p. 362)

1) Second paragraph, add “For medium and short range,” to the beginning of the paragraph.

2) Before “If an Element has multiple types...”, insert the following new paragraph:

For long range, find the total heat as with medium and short range, but do not count weapons that have a short range damage value but no long range damage value. Use this total heat to modify the long range base damage as described above. If the resulting heat-modified final damage value is less than the non-heat modified damage value, adjust the long range base damage as for medium and short range above (i.e. Include all weapons in heat adjustment) and divide by 10 (rounding up to the next whole number). If the resulting heat-modified final damage value is equal to the non-heat modified damage value, do not heat-modify the long range damage value.

Determining Final Damage Value (p. 362)

Replace the first paragraph with:

Divide the heat-modified damage by 10. If the sum is greater than 0 at any Range bracket, but less than 0.5, the unit receives a damage notation of 0* for that bracket, as per the Minimal Damage rule (see p. 229). Otherwise, round up to the next whole number for base damage, and round normally for AC, FLK, IF, LRM and SRM damage to find the BattleForce Damage Value at each range.

Calculating Overheat Value (‘Mechs and Aerospace Fighters Only) (p. 362)

Replace paragraph with:

If an Element’s damage is heat-modified, it may have an Overheat Value (OV) in BattleForce. Calculate the Element’s max BattleForce medium range damage value without heat modification for base damage. Repeat this calculation with heat modification. Next, subtract the heat-modified damage value from the non-heat-modified damage value. If the result is a positive number, this is the Element’s OV value (to a max of 4). If the Element doesn’t have medium range damage values, apply this process to short range.

Corsair example: Converting Armor (p. 363)

1) Last sentence

Dividing this by 10 and rounding up yields a Damage Threshold of 1.

Change to:

Dividing this by 3 and rounding up yields a Damage Threshold of 3. As it only has a single firing arc, 3 is the final Damage Threshold.

2) Update the “CSR-V12 Corsair” table’s threshold value to 3

Clan Elemental Point example: Converting Weapons (p. 364)

1) Replace the paragraph with the following:

Each trooper in the Clan Elemental Point has a small laser, an SRM-2 launcher with 2 shots and an anti-personnel weapon mount (with rifles in this example). As the SRM-2 only has two rounds of ammo, its damage is reduced by 25 percent. A troop number of 5 gives a troop factor of 3, and we add 0.5 for battle armor for a final troop factor of 3.5. We multiply the single suit damage by this troop factor to find the damage values for the point of five Elementals.

2) Change the Small Laser Damage Value to 3, and the SRM-2 Damage Values to 1.5
3) Change the Base Damage values to:
   5.5  3  0

4) After this, add a new row that reads:
   Point Damage  19.25  5.25  0

Clan Elemental Point example: Determining Final Damage Value (p. 364)
Change the damage values to:

<table>
<thead>
<tr>
<th>Base Damage</th>
<th>19.25</th>
<th>5.25</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>/10</td>
<td>1.93</td>
<td>.53</td>
<td>0</td>
</tr>
<tr>
<td>Final Damage Value</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Conventional Infantry example: Converting Weapons (p. 364)
Replace the paragraph with the following:

A platoon of 25 has a troop factor of 16. Sixteen troops of rifle-armed infantry deal 8 damage and have a maximum range of 3.

Nekohono'o example: Converting Armor (p. 366)
At the end of the paragraph insert the following:

Its damage threshold is 2.67, rounded up to 3.

Olympus example: Converting Armor (p. 367)

1) Last sentence
   Its Damage threshold is equal to that number divided by 10 (2.2) and rounded up to 3.
   Change to:
   Its damage threshold is its armor of 22 divided by 3, then divided by 4 for its number of firing arcs: 1.83, rounded up to 2.

2) Update the “Olympus-Class Space Station” table’s threshold value to 2

Firefly example: Converting Weapons (p. 368)

Last sentence
The Firefly does not calculate LRM damage separately as it cannot do 10 or more points of damage with LRMs.
Change to:
The Firefly does not calculate an LRM special ability as it cannot do 10 or more points of damage with LRMs.

Firefly example: Converting Heat (p. 368)

Replace the paragraph with the following:

For short and medium range, use the ‘Mech’s full heat dissipation and total heat output. The Firefly’s 3 medium lasers generate a total of 9 heat points. Its 4 small lasers generate a total of 4 heat points. The LRM-5 generates 2 heat points. Movement heat (jumping) creates 4 points. This gives a total heat of $9 + 4 + 2 + 4 = 19$. Subtracting 4 to give 15, this heat value is greater than the 10 points the ‘Mech’s heat sinks can dissipate, and so its short and medium Damage Values must be adjusted using the formula below.

At long range, and for indirect fire, only the LRM-5’s heat (2) is used, plus movement (4). 6 heat is less than the 10 heat points the ‘Mech dissipates, and so these Damage Values are not adjusted for heat.
Firefly example: Converting Special Equipment to Special Abilities (p. 368)
Replace the paragraph with the following:

The *Firefly* mounts an LRM-5, which gives it an indirect fire ability of IF0*.

Firefly example: Converting Heat (p. 369)
1) Change part of the Heat-Modified Formula Damage Values for Short and Medium from “÷ (17 – 4)” to “÷ (19 – 4)”
2) Change the Heat-Modified Formula Damage Values for Long and Indirect to 3
3) Change the Heat-Modified Damage Values to 19/12/3/3

Firefly example: Determining Final Damage Value (p. 369)
1) Change the Base Damage Values for Long and Indirect from “2” to “3”
2) Change the ÷ 10 Damage Values for Long and Indirect from “0.2” to “0.3”
3) Change the Final Damage Values for Long and Indirect to “0*”

ProtoMech Point example: Converting Special Equipment to Special Abilities (p. 370)
Replace the paragraph with the following:

The ProtoMech Point has LRMs, but since it cannot do 1 or more points of heat-modified *BattleForce* damage with this weapon type it only gains the IF0* ability.

ProtoMech Point example: ProtoMech Point 1 table (p. 370)
Change the Specials entry to IF0*

DropShip Mover Platform example (p. 369)
1) Under “Converting Armor”, replace paragraph with:
   
   With a total of 19 hexes, the DropShip Mover Platform must be converted into *BattleForce*-scale hexes before armor can be converted. The Element is arranged in concentric circles as shown in Diagram 1. After converting to *BattleForce* scale, the Element will have 3 hexes (two regions of 6 shown in blue and one region of 7 shown in red in Diagram 2). Each hex of the Mover has 32 points of armor. Combining the armor gives the Mover a total of 608 armor, divided by the 3 hexes gives us 203 points of armor per hex. Consulting the Armor Conversion Table, this translates to 7 points of Armor per region.

2) Under “Converting Structure”, replace paragraph with:

   Each hex has a CF of 150, giving a total of 2850 CF. Dividing by 3 regions yields 950 CF per region. Dividing by 30 gives us a Structure Value of 32 per region. Next, the Damage Thresholds must be calculated. Each regions value of 32, divided by 10, gives a result of 3.2, which rounds up to 4.

3) In the “DropShip Mover Platform” table
   a) Replace “HEX 1-8 Value” with “HEX 1-2 Value”
   b) Replace “HEX 9 Value” with “HEX 3 Value”
   c) Replace “3/15-2” with “7/32-4”
   d) Replace “1/5/-1” with “7/32-4”
   e) Replace “CT16.5D1,SRCH” with CT49D1,SRCH
   f) Replace “CT6D1,SRCH” with CT39D1,SRCH
Jormungand example (p. 372)
1) Under Turret 4 Weapons, Base Damage  
   Replace 15/20/20/0 with 25/30/30/0

2) After /10, Base Damage  
   Replace 1.5/2.0/2.0/0 with 2.5/3.0/3.0/0

3) Under Turret 5 Weapons, Base Damage  
   Replace 15/20/20/0 with 25/30/30/0

4) Under AC Damage  
   Replace 3/10/10/0 with 10/10/0/0

5) After /10, Base Damage  
   Replace 1.5/2.0/2.0/0 with 2.5/3.0/2.0/0

Jormungand example (p. 373)  
In the “Jormungand-Class Bluewater Cruiser” table
1) Remove the fourth dash from each damage value listing. 2/3/3/- is 2/3/3. Etc.
2) Replace “Turret3 (IF3)” with “Turret 3 (LRM1/2/2, IF2)”
3) Replace “Turret 4 Base: 2/2/2” with “Turret 4 (AC1/1/0) 3/3/2”
4) Replace “Turret 5 Base: 2/3/3” with “Turret 5 (AC1/1/0) 3/3/2”
5) Remove Turret 4 AC line and Turret 5 AC line.

Conqueror example: Converting Armor (p. 373)
1) Last sentence
   Its damage threshold is 10 percent of this, or 35.90, which rounds up to 36.
   Change to:
   Its damage threshold is its armor divided by 3 and then divided by its number of firing arcs (4): 29.92,
   which rounds up to 30

2) Update the “Conqueror-Class Battlecruiser/Carrier” table’s threshold value to 30

Standard Weapon Conversion Table – Clan (p. 376)
Light Machine Gun: change damage at Medium to 1 (from 0).

Standard Weapon Conversion Table – Clan (Continued) (p. 377)
Plasma Cannon: change damage at Short, Medium and Long to 0 (from 10).

DELETE the entire Quick-Strike Rules section (pp. 402-409), including index and ToC ref. It has been completely replaced by Alpha Strike: Commander’s Edition.