Campaign Operations

(Version 3.0)

The following is a compiled rules errata for the second printing of *Campaign Operations* as of 18 September, 2021.

NEW ADDITIONS

Prior to this release there was no compiled errata for this product. All errata here is for the second printing (2021) of *Campaign Operations*—you can check page 5 of the book to see which one you have. 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.

Stage 4: Determine Operating Expenses (p. 24)
Under "Fuel", first paragraph, replace the material from the fifth sentence onwards with the following:

Jump, mechanized, and motorized conventional infantry use fuel equal to 2 percent of the mass of the infantry compartment able to carry them. Jump-capable battle armor use fuel equal to 2 percent of their mass.

Fire Lance (p. 64)
Under "Light Fire Lance", "Requirements", at the end of the sentence insert the following:

At least 75 percent of the units in this Formation must have either the Missile Boat or Sniper Unit Roles.

Special Command Abilities (p. 85)
Before "Forcing The Initiative", insert the following new SCA:

FOCUS (SPA NAME)
During setup, the Force may assign one Unit out of every four (round down) the Special Pilot Ability listed in parentheses (e.g., Focus (Cluster Hitter)). This Special Command Ability may be taken a second time to give twice the number of SPAs, but only one SPA can be given by this Special Command Ability per Unit. If the Combat Command has two different SPA Command Abilities, it cannot give both SPAs to the same unit.

Special Pilot Ability Specialization (p. 86)
Delete this entry and its accompanying table.

HPG Table (p. 133)
Change the 2D6 Roll entry for "3-10" to "3-9". Then add a new row below it:

10   B-rated HPG   B-rated HPG   D-rated Service

Options Table (Continued) (p. 176)
1) Delete the "Night Combat" entry completely
2) Change the "Nightfall" WP Reward to 100-250

Options Table (Continued) (p. 177)
1) Change the "Sweltering" entry name to "Temperature Extremes"
2) Change the "Under the Full Moon" WP Reward to 75-200

Technical Personnel (p. 190)
Under "Technician/Mechanic"

This Technical Team is trained to work on Combat and Support Vehicles (except for Fixed-Wing Support Vehicles, Airships and Large Naval Vessels) and support conventional infantry.
Change to:
This Technical Team is trained to work on Combat and Support Vehicles (including VTOLs and WiGEs, but not Fixed-Wing Support Vehicles, Airships and Large Naval Vessels) and support conventional infantry.

Support Personnel Experience Table (p. 190)
Replace the table with the following:

SUPPORT PERSONNEL EXPERIENCE TABLE

Experience Rating	Base Skill Target		Combat Skills	
	Technical	Medical	Gunnery*	Anti-'Mech
Green	8+	10+	7	8/*
Regular	6+	8+	7	7/*
Veteran	5+	7+	6	6/*
Elite	3+	6+	6	5/*

*A Medical Team can make attacks as though it is a foot (rifle, ballistic) squad; it cannot make Anti-'Mech attacks, however (see *Medical Teams on the Battlefield*, p. 191).

Medical Teams on the Battlefield (p. 191)
Replace all references to "platoon" with "squad"

Buying (p. 203)
Under "Limb/Head/Body Section", after the third paragraph insert the following new paragraph:

To calculate the cost of individual points in any location, divide the cost of the location by the number of internal structure points in that location (see p. 47, *TM*).

Master Repair Table (Continued) (pp. 206-207)
Under "Partial Repair Effect", delete all instances of "permanent"

Partial Repairs [example text] (p. 208)
Last sentence

This result can only be reversed by replacing the entire left torso. Until then, the maximum armor that the left torso can support is reduced by 4.
Change to:
Unless he can assign an Elite Technical Team to the project, the result can only be reversed by replacing the torso. Until then, its maximum armor is reduced by 4.

FrankenMechs (Optional) (p. 213)
Under "Jump Jets", at the end of the paragraph insert the following:

Heavier jump jets cannot be mounted.

Special Cases (p. 216)
Under "Booby Traps", replace the paragraph with the following:

Nothing can be salvaged from a unit that employs a Booby Trap (see p. 109, *TO:AUE*) during the battle. When salvaging equipment from a unit that contains an undetected and un-triggered Booby Trap, there is a chance it will go off. Roll 2D6. On a result of 11+, the Booby Trap is activated, destroying the salvaged unit and all friendly support units participating in the operation.

Units conducting salvage may sweep for Booby Traps prior to beginning salvage operations. This process takes 5 minutes, and runs the risk of setting off a Booby Trap on 11+, but will only destroy the individual conducting the sweep. Found Booby Traps can be disarmed: this takes 30 minutes for a trained Explosive Ordnance Disposal (EOD) team, or 60 minutes for a general Tech Team. A dedicated EOD team automatically disarms the Booby Trap, but may not rush. An Elite Tech Team only triggers the

Booby Trap on a 12+, Veteran Teams on 11+, Regular 10+, and Green on 9+. Rushing the job applies a +1 modifier to the roll, while taking extra time subtracts 1.

Cargo Transport Table (p. 220)
1) Under "Planetary Conditions", replace "Storm/Tornado" with "Hurricane/Tornado"
2) *At the end of footnote 5 insert the following:*

    BA/Exoskeletons with mounted cargo lifters move their (installed lift capacity + 1 ton) x 1.2 tons per minute.

Mounting and Dismounting Units (Outside of Gameplay) (p. 221)
Under the last bullet point, last sentence, replace "Storm" with "Hurricane"

Units and Personnel in Cargo Bays (p. 222)
Fifth paragraph, last two sentences

Infantry bays (and the quarters included in other combat unit bays) are hardly a better choice, requiring 1 ton of consumables per day per 20 people; quarters are the preferred means of transporting personnel by submarine or spacecraft. (Quarters are so preferred that large infantry units usually convert cargo space to quarters and only load into the infantry bays of DropShips immediately prior to combat.)
Change to:
Infantry bays (and the quarters included in other combat unit bays) are hardly a better choice, requiring 1 ton of consumables per day per 20 people. Quarters are the preferred means of transporting personnel by submarine or spacecraft, requiring 1 ton of consumables per day per 200 people. (Large infantry units often convert cargo to quarters and only use infantry bays for combat deployments.)

Narrow/Low Profile (p. 229)
Change the point cost of this quirk from 2 to 3.

Overhead Arms (p. 229)
Replace the entire entry with the following:

So long as it is standing and has line of sight to its target, a 'Mech with Overhead Arms treats its arm-mounted weapons as one level higher for the purposes of determining the effect of terrain modifiers on line of sight calculations.

For example, a standing *Fire Moth* on Level 0 terrain would be Level 2 for LOS purposes as normal, but would treat attacks from its arm-mounted weapons as coming from Level 3. This does not allow the 'Mech to fire over Level 2 hexes directly in front of it (since the 'Mech must already have line of sight for the Overhead Arms to function), but might mean that the 'Mech could ignore intervening Woods hexes, and it would ignore partial cover for targets at the same level (Level 2, in our example) unless the target was receiving it from water.

A 'Mech with Overhead Arms receives a +2 Target Number modifier to all punch and physical weapon attacks (except for leg-mounted ones, like talons).

This quirk cannot be combined with the Low-Mounted Arms quirk, nor can it be taken by any 'Mech that either does not have arms, or lacks any form of direct-fire ranged weaponry in said arms.

Reinforced Legs (p. 229)
Designed for executing the dreaded "Death From Above" attack, some 'Mechs (the *Highlander*, for example) suffer half the normal damage to the legs when performing Death From Above successfully.
Change to:
Designed for executing the dreaded "Death From Above" attack, some 'Mechs (the *Highlander*, for example) suffer half the normal damage to the legs (round up) when performing Death From Above successfully.