



TechManual

(Version 6.0)

This document is a compiled rules errata for the first printing of *TechManual* as of 12 February, 2022.

FULL ERRATA

There have been six printings of the *TechManual* to date: 2007 (first printing; FanPro), 2007 (second printing; Catalyst), 2019 (retro art), 2020, 2021, and 2021 (new art)—you can check page 7 of the book to see which one you have. Entries corrected in a given printing are marked with a number corresponding to that printing (e.g. entries corrected in the 4th printing are marked with a ④).

This section combines all previously issued errata with the new additions of version 6.0, so that every ruling is in order and in one place. All errata and page number references here are for the first printing (2007) unless specified otherwise. 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.

Special Note: The pace of reprints in 2021 was such that there was a reprint ordered on very short notice: the fifth printing. This printing flew under the radar and led to some confusion. As a result, unfortunately the 6th printing is also labelled “5th printing”. However, the actual 6th printing is easy to spot, as it has entirely different cover art. I have no idea what changes, if any, were made to the real 5th printing. This document assumes that none were made and it is identical to the fourth, but I can’t confirm that.

Construction Basics

② Support Vehicles (p. 20)

Under “WiGE”, first sentence

Wing-in-Ground-Effect Support Vehicles weigh anywhere from 0.100 to 4.999 tons at the Small size, 5 to 80 tons for Medium size and 80.5 to 160 tons for Large size.

Change to:

Wing-in-Ground-Effect Support Vehicles weigh anywhere from 0.100 to 4.999 tons at the Small size, 5 to 80 tons for Medium size and 80.5 to 240 tons for Large size.

③ Omni Technology (p. 20)

Under second paragraph, first sentence

All equipment and components used in an Omni unit’s base (core) configuration are considered “fixed” and may not change in terms of weight, space or arrangement between the base model and any of its Primary or Alternate configurations.

Change to:

All equipment and components used in an Omni unit’s base (core) configuration are considered “fixed” and may not change in terms of weight, space or bodily location between the base model and any of its Primary or Alternate configurations.

⑥ Medium Weapons (p. 20)

First paragraph, second sentence

In terms of construction, medium weapons may be mounted only on Small Support Vehicles or battle armor with anti-personnel weapon mounts.

Change to:

In terms of construction, medium weapons may be mounted only on Small Support Vehicles or battle armor with armored glove manipulators.

③ Battle Armor Weapons (p. 20)

Under second paragraph, first sentence

Non-missile battle armor weapons install ammunition along the same lines as medium and light weapons, complete with receiving the first bin of ammunition free, integrating all ammunition into the weapon’s space and counting only as additional weight for the weapon itself.



Change to:

Non-missile battle armor weapons install ammunition along the same lines as medium and light weapons, integrating all ammunition into the weapon's space and counting only as additional weight for the weapon itself.

BattleMech Construction

③ Allocate Tonnage For Internal Structure (p. 47)

Replace the entire "OmniMechs" entry with the following:

The type of internal structure and placement of any critical slots required must be determined upon the design of the base configuration. All complete primary and alternate configurations thereafter must use the same number in any given bodily location for their slots, although it is permissible to shift the slots within a location when designing a new configuration.

③ Install Engine (p. 48)

Replace the entire "OmniMechs" entry with the following:

The engine type, rating and location of its critical slots must be established when designing an OmniMech's base configuration, and Engine critical slots in the right or left torsos may be shifted within their location in that OmniMech's completed primary or alternate configurations as the designer wishes, so long as the slots remain contiguous.

③ Determine Jump Capability (p. 51)

Under "OmniMechs", second paragraph, first sentence

If any jump jets are established for a base configuration at this stage, they are considered permanent and may not be altered in that OmniMech's completed primary or alternate configurations.

Change to:

If any jump jets are established for a base configuration at this stage, they are considered permanent but may be shifted within their bodily location as the designer wishes in that OmniMech's completed primary or alternate configurations.

③ BattleMech MASC and TSM Table (p. 52)

This ruling has changed from previous errata versions.

Under "BattleMech MASC and TSM Table", footnote text

*Percentage of the BattleMech's total weight (in tons). Round this figure up to the nearest full ton/critical slot.

Change to:

*Percentage of the BattleMech's total weight (in tons). Round this figure normally to the nearest full ton/critical slot.

③ Special Physical Enhancements (p. 53)

Under "OmniMechs", first sentence

The type, weight and placement of critical slots for MASC and Triple-Strength Myomer must be established when designing an OmniMech's base configuration, and may not be altered in that OmniMech's completed primary or alternate configurations.

Change to:

The type, weight and location of critical slots for MASC and Triple-Strength Myomer must be established when designing an OmniMech's base configuration, and may be shifted within their location (following the contiguity of the system) in that OmniMech's completed primary or alternate configurations.

③ Add Armor (p. 55)

Replace the entire "OmniMechs" entry with the following:

The type, weight, number of points and critical slots (if any) required for an OmniMech's armor must be established when designing an OmniMech's base configuration, and although the location of such slots may not be changed they may be shifted as the designer pleases within their established location in the completed primary or alternate configurations.



③ Step 5: Add Weapons, Ammunition and Other Equipment (p. 57)

- 1) Under "Space", end of second paragraph and start of third paragraph (right column)

This ruling has changed from previous errata versions.

Some items, however, may be broken up among multiple sections (and are noted as such on the Weapon and Equipment Tables).

The weapons that may be mounted in multiple locations—the AC/20, Ultra AC/20, LB 20-X AC and the heavy Gauss rifle—must be placed in adjacent body locations, and automatically receive the most restrictive firing arc.

Change to:

Some items, however, may be broken up among two locations.

Any ranged weapon occupying 8 or more critical slots may be split between any two adjacent locations, not including the legs. If so, the weapon automatically receives the more restrictive firing arc of the two.

- 2) Under "OmniMechs", first paragraph, second sentence

In such cases, these "fixed" items must be mounted and placed on the Critical Hits Table before completion of the base configuration, and may not be altered in the completed primary or alternate configurations.

Change to:

In such cases, these "fixed" items must be mounted and placed on the Critical Hits Table before completion of the base configuration, and though the location of such slots may not be changed they may be shifted as the designer wishes within their established location according to the contiguity of the system in the completed primary or alternate configurations.

④ Gladiator BattleMech [example text] (p. 58)

Replace the third paragraph with the following:

Tallying up the tonnage and space used, Brent finds his Gladiator Prime has used up 23.5 tons of weapons, leaving 3 tons to spare, with 3 slots left open in the left arm (thanks to the removal of the lower arm and hand for the Gauss rifle), 5 in the right arm, 4 in the left torso and 3 in the right torso. Brent decides to devote the last 3 tons to more double heat sinks. He places one in the left arm (occupying 2 of the remaining slots) and two in the right arm (where they take up 2 slots each). The completed OmniMech configuration is now ready for battle.

IndustrialMech Construction

⑥ Fuel (p. 68)

First paragraph, last sentence

Rates at which these fuels are consumed will be covered in *Tactical Operations*,

Change to:

Rates at which these fuels are consumed are covered in *Strategic Operations*, pages 32-33.

⑥ Add Cockpit (p. 69)

First paragraph, sixth line

(ejection will be covered in *Tactical Operations*).

Change to:

(ejection is covered in *Tactical Operations: Advanced Rules*, p. 164-166).

⑥ IndustrialMech Cockpit Enhancements: Advanced Fire Control and Ejection (p. 69)

Third paragraph, second sentence

Ejection, an advanced rule that will be covered in *Tactical Operations*,

Change to:

Ejection, an advanced rule covered in *Tactical Operations: Advanced Rules*, pp. 164-166),

② "Hunter" CattleMaster IndustrialMech [example text] (p. 74)

- 1) First paragraph, second sentence

Focusing on the lightest possible weaponry, he starts with 3 machine guns at 0.5 tons and 1 critical slot apiece, placing 2 of these in the left arm and 1 in the right.

Change to:

Focusing on the lightest possible weaponry, he starts with 3 machine guns at 0.5 tons and 1 critical slot apiece, placing 2 of these in the right arm and 1 in the left.

- 2) First paragraph, last sentence

Dave then adds 2 small lasers to the design to give his "Hunter" some ammunition-free backup weaponry, placing both of these 0.5-ton, 1-critical slot weapons in the left arm as well.

Change to:

Dave then adds 2 small lasers to the design to give his "Hunter" some ammunition-free backup weaponry, placing both of these 0.5-ton, 1-critical slot weapons in the right arm as well.

② "Hunter" CattleMaster IndustrialMech [example text] (p. 75)

Second sentence

(for example, the CattleMaster's left arm-mounted small lasers would list a "2" under QTY, "LA" under Location,

Change to:

(for example, the CattleMaster's right arm-mounted small lasers would list a "2" under QTY, "RA" under Location,

ProtoMech Construction

③ ProtoMech Structure and Armor Table (p. 82)

Under "Total ProtoMech Tonnage", rows 3, 4 and 5, change Arms (Left/Right) from "1 (4)" to "1 (2)"

③ ProtoMech Ammunition Weight Table (p. 88)

- 1) Under "Anti-Personnel Gauss", change Kg (per Shot) from "40" to "25"

- 2) Add the following new entries in the appropriate order:

Plasma Cannon	100kg	Gauss Rifle	125kg
Ultra AC/10	100kg	HAG/20	166.66kg
LB 10-X AC	100kg	Flamer (Vehicle)	50kg

Combat Vehicle Construction

Step 2: Install Engine and Control Systems (p. 101)

- 1) ③ Above "Hovercraft" insert the following new subsection:

Fuel Capacity and Range: Fuel consumption is not tracked in *Total Warfare* standard rules play, and fuel-using Combat Vehicles have their fuel automatically included in the mass of their engine, rather than needing to allocate weight for it. However, if you wish to calculate the range for Combat Vehicles with ICE and Fuel Cell engines, assume a fuel mass equal to 10% of the engine's mass, as found on the Master Engine Table. Range is then calculated by using the Support Vehicle fuel rules (see p. 129), referencing the appropriate engine type (see p. 127).

- 2) ③ Under "Tractor/Trailer Vehicles", replace the second paragraph with the following:

The MPs of a combined Tractor/Trailer unit may vary during gameplay. The Cruise MP of a combined Tractor/Trailer unit is equal to the sum of the Engine Rating of the primary Tractor unit (the one doing all the towing/pushing) plus the lowest Suspension Factor of the combined units, then divided by the combined weight of the Tractor and its Trailer(s) (rounded down). The Flank MP is then computed normally by multiplying the Cruise MP by 1.5, and rounding up to the nearest whole number. Thus, a 15-ton Wheeled Tractor with an Engine Rating of 55 and Suspension Factor 20, towing a 10-ton Wheeled Trailer (Suspension Factor 20), would have a combined Tractor/Trailer MP of 3 Cruise and 5 Flank MP ([Engine Rating 55 + lowest suspension factor of 20] / [15 Tractor tons + 10 Trailer tons] = 75/25 = 3 MP; 3 Cruise MP x 1.5 = 4.5MP; round up to 5 Flank MP).

- 3) ④ After "Tractor/Trailer Vehicles" insert the following new paragraph:

WiGEs: These vehicles must be constructed with a minimum of 5 Cruising MP.



③ Combat Vehicle Engine Space Table (p. 101)

1) Change "Item Slots Lost" for Compact Fusion from 0 to -1*.

2) Add the following new footnote:

*Using a Compact Fusion engine adds 1 free item slot to any Combat Vehicle design.

③ Space (p. 101)

Replace the entire entry with the following:

If a Combat Vehicle uses an ICE or Standard Fusion engine, the maximum number of items the vehicle may carry is unaffected. Other engine types—such as Compact, Light Fusion, and Extralight (XL) engines—will cost (or add, as in the case of the Compact Fusion engine type) a number of open slots, as indicated in the Combat Vehicle Engine Space Table below.

Any reduction (or addition) of equipment slots should be determined at this time.

③ Add Control Systems (p. 103)

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

Combat Vehicles are always assumed to have the crew stations required for all their crew members (including any supplemental crew derived from equipment).

③ Step 3: Add Heat Sinks (p. 104)

First paragraph, last sentence

The number of heat sinks required by a vehicle equals the total amount of heat generated by firing all of its energy weapons simultaneously.

Change to:

The minimum number of heat sinks required by a vehicle equals the total amount of heat generated by firing all of its energy weapons simultaneously.

③ Step 5: Add Weapons, Ammunition and Other Equipment (p. 107)

Under "Power Amplifiers", first paragraph

Power amplifiers weigh 10 percent of the weight of the energy weapons carried but take up no item slots on the Combat Vehicle's record sheet. Unlike most other rounding conventions for tonnage-standard units, power amplifiers round up to the nearest 0.1-ton increment, rather than the nearest 0.5-ton increment.

Change to:

Power amplifiers weigh 10 percent of the weight of the energy weapons carried, rounded up to the nearest half-ton, but take up no item slots on the vehicle's record sheet.

Support Vehicle Construction

③ Support Vehicle Structural Costs and Availability (p. 120)

Change the third column header from "Minimum Tech Rating" to "Minimum Tech/Base Availability Rating". The following are the correct entries for the column, with the Support Vehicle type given alongside for reference purposes:

Support Vehicle	Minimum Tech/Base Availability Rating	Support Vehicle	Minimum Tech/Base Availability Rating
Airship (Small)	A/C-D-C	Tracked (Medium)	B/B-C-B
Airship (Medium)	B/D-E-D	Tracked (Large)	B/C-D-C
Fixed-Wing (Small)	B/C-D-C	VTOL (Small)	C/C-D-C
Fixed-Wing (Medium)	B/C-D-C	VTOL (Medium)	C/C-D-C
Fixed-Wing (Large)	B/D-E-D	VTOL (Large)	C/D-E-D
Hover (Small)	C/A-B-A	Wheeled (Small)	A/A-A-A
Hover (Medium)	C/A-B-A	Wheeled (Medium)	A/A-B-A
Hover (Large)	C/B-C-B	Wheeled (Large)	A/B-C-B
Naval (Small)	A/C-D-C	WiGE (Small)	C/B-C-B
Naval (Medium)	A/C-D-C	WiGE (Medium)	C/B-C-B
Tracked (Small)	B/B-C-B	WiGE (Large)	C/C-D-C



③ Chassis Modifications Table (p. 122)

Change Min. Tech Rating for Environmental Sealing from “C” to “B”.

③ Chassis Modification Descriptions (p. 123)

“Prop” table entry

May not operate above 18,000-meter altitude (unit also goes Out of Control at Velocity 8+).

Change to:

Cannot operate above atmospheric row 1; Only moves 1 hex per turn on the high-altitude map; Goes Out of Control at Velocity 8+.

③ Minimum Engine Weights (p. 126)

Between the first and second sentence, insert the following:

Fusion Engines with a Tech Rating of D or higher have a minimum engine weight of 0.25 tons (250 kilograms).

Support Vehicle Engine Weight Multipliers and Fuel Weight Percentage Table (p. 127)

1) ③ Change the Steam Engine Tech E Engine Weight Multiplier from “2.8” to “2.6”

2) ③ Change the ICE Engine Tech B Engine Weight Multiplier from “2.0” to “3.0”

3) ② *Under the double-asterisk footnote*

ICEs running on alcohol or natural gas use 1.5 percent.

Change to:

ICEs running on alcohol or natural gas use 1.25 percent.

4) ③ *Under the double-dagger footnote*

The minimum weight for Fission engines and Tech Rating C Fusion engines is 5 tons.

Change to:

The minimum weight for Fission engines and Tech Rating C Fusion engines is 5 tons; the minimum weight for Tech Rating D+ Fusion Engines is 0.25 tons.

② Hesiod Wheeled Support Vehicle [example text] (p. 128)

Second paragraph

Thus, the Hesiod’s engine weight comes to 4 tons

Change to:

Thus, the Hesiod’s engine weight comes to 1.5 tons

④ Determine Structural Integrity (Airships/Fixed-Wings Only) (p. 130)

Second paragraph, first sentence

The Structural Integrity Value for an Airship Support Vehicle must equal the Airship’s Safe Thrust Rating *or* 2 percent of the Airship’s weight in tons (rounded down), whichever value is higher.

Change to:

The Structural Integrity Value for an Airship Support Vehicle must equal the Airship’s Safe Thrust Rating *or* 2 percent of the Airship’s weight in tons (rounded down), whichever value is higher (to a minimum of 1).

③ Support Vehicle Minimum Crew Table (p. 131)

Update the table with the following values:

Minimum Crew Formula:

Minimum Crew Needs = Base Crew Minimum + Non-Gunner Minimum Crew + Minimum Gunners + Minimum Officers

Vehicle Type	Base Crew Minimum
All Support Vehicles (Small size)	1
Airship or Naval (Medium size)	4
Other Support Vehicles (Medium size)	2
Other Support Vehicles (Large size)	3
Support Vehicle constructed as a Trailer with no Engine	0*



ADDITIONAL CREW

Non-Gunners

Minimum Crew Requirement

Communications Equipment (per ton, see p. 212)	1
Field Kitchen (per item, see p. 217)	3
MASH (per theater, see p. 228)	5

Minimum Gunners (by Fire Control System)*

Support Vehicle Size	None (+2 to-hit)	Basic (+1 to-hit)	Advanced (+0 to-hit)
Small	1 per weapon	1 per facing‡	1 per facing‡/‡‡
Medium/Heavy	Total Weapon Tonnage ÷ 2†	Total Weapon Tonnage ÷ 3†	Total Weapon Tonnage ÷ 4†/††

Minimum Officer Requirement

1 to 3 Non-Officer Crew	0	
4 or more Non-Officer Crew		Total Non-Officer Crew ÷ 6 (round up)

*Gunners are required only for items that require a Gunnery Skill roll to use in combat.
 †Round up
 ††Tech E Chassis SVs use Tonnage ÷ 5; Tech F Chassis SVs use Tonnage ÷ 6 to determine gunners
 ‡Turret and pintle mounts counts as separate facing
 ‡‡Includes the vehicle’s driver

③ **Step 4: Add Armor (p. 134)**

Under “Tech Rating”, first sentence

The Tech Rating of the armor chosen for a Support Vehicle may not exceed that of its chassis.

Change to:

The Tech Rating of the armor chosen for a Support Vehicle usually does not exceed that of its chassis. It is possible to mount armor at a higher Tech Rating than the chassis, but this will drive up the Support Vehicle’s overall Tech Rating accordingly.

③ **Support Vehicle Armor Table (p. 134)**

- 1) For the first subtable, under “Vehicle Type”, change “Airship, Naval, WiGE” to “Airship, Naval”
- 2) For the first subtable, Insert a new row, “WiGE”, with a Total Max Armor Factor of “4 + (0.5 per ton)”
- 3) Replace the lower portion of this table (the part that cross-references BAR and Tech Rating) and its footnote with the following:

Barrier Armor Rating (BAR)	Weight (in kg) per Armor Point (by Tech Rating)					
	A	B	C	D	E	F
2	40	25	16	13	12	11
3	60*	38	24	19	17	16
4	NA	50	32	26	23	21
5	NA	63*	40	32	28	26
6	NA	NA	48	38	34	32
7	NA	NA	56*	45	40	37
8	NA	NA	NA	51*	45	42
9	NA	NA	NA	57*	51*	47
10	NA	NA	NA	63*	56*†	52*†

*The Armored chassis modification is required to install this armor on a chassis of this Tech Rating.
 †At Tech Ratings E and F, BAR 10 Armor occupies slot space equal to that of Inner Sphere and Clan Ferro-Fibrous Armor types (respectively).

② **Swiftran VTOL [example text] (p. 135)**

Replace the first full paragraph on the page (“At the Tech Rating of E used for the Swiftran’s chassis...”) with the following:

At the Tech Rating of E used for the Swiftran’s chassis, Todd notes that BAR 10 armor—the equivalent of Combat Vehicle armor—weighs in at 56 kilograms per point. The maximum protection of 29 points would weigh 2 tons (29 points x 56 kg per point = 1,624 kg = 1.62 tons, which rounds up to 2 tons). Noting that at 2 tons the Swiftran can also achieve the same 29 points of BAR 10 armor at Tech



Rating D (29 points x 63 kg per point = 1,827 kg = 1.83 tons, which also rounds up to 2 tons), for flavor reasons Todd chooses to go with less efficient Tech Rating D armor instead.

Step 5: Add Weapons, Ammunition, and Other Equipment (p. 136)

- 1) ③ Under “Weapons and Ammunition”, first paragraph, third sentence

Regardless of their type, these weapons require no heat sinks, but may carry ammunition in multiples of their clip size.

Change to:

Regardless of their type, these weapons require no heat sinks and come with a free clip; they may carry ammunition in multiples of their clip size.

- 2) ⑥ Under “Weapons and Ammunition”, in between the first and second paragraphs insert the following:
This ruling has changed from previous errata versions.

When mounting Small and Medium Weapons on Support Vehicles, each such weapon occupies 1 item slot. Use the Conventional Infantry Weapons Table starting on page 349 to determine the weapon’s damage in *BT* gameplay. Because such weapons fire individually, however, the actual damage values for a Small/Medium weapon in *BT* gameplay when fired by a Support Vehicle must be rounded to the nearest whole point (rounding 0.5 up). Thus, a Support Vehicle mounting a Thunderstroke II Gauss Rifle as a Medium Weapon (Base Damage: 0.53), would inflict 1 point of damage with that weapon in *BT* gameplay (0.53 rounds up to 1), but if the vehicle used a Gyroslug Carbine instead (Base Damage: 0.35), it would inflict no *BT* damage with that weapon (0.35 rounds down to 0). Any applicable special weapon effects (such as Heavy Burst or Flame-Based Weapon capability) also apply to Light or Medium Weapons mounted on Support Vehicles.

To find the weapon’s Short, Medium, and Long Range values when fired by a Support Vehicle, use the weapon’s listed Base Range for Short, multiply it by 2 for Medium Range, and 3 for Long. If applicable, the Range can then be used to determine a Small or Medium Weapon’s Aerospace combat range as well: a range of 9 or less equals Aerospace Short Range; 10 to 19 equates to Aerospace Medium Range; 20 to 24 is Aerospace Long Range; and 25 or more is Aerospace Extreme Range. Thus, a Support Vehicle that mounts a Thunderstroke II Gauss Rifle (Base Range: 2) has a Short Range of 2 (Base Range 2), Medium Range of 4 (Base Range 2 x 2 = 4), and a Long Range of 6 (Base Range 2 x 3 = 6). If mounted on a Support Vehicle that uses Aerospace rules (such as a Fixed Wing Support Vehicle), the Long Range of 6 would translate to an Aerospace Range of Short. Non-melee weapons with a Base Range of 0 use a Short Range of 0, Medium Range of 1, and Long Range of 2.

② Simca Ambulance [example text] (p. 137)

First paragraph, first sentence

With 1,346 kilograms remaining for his Simca and only 5 item slots,

Change to:

With 1,436 kilograms remaining for his Simca and only 5 item slots,

Conventional Infantry Construction

③ Conventional Infantry Basics (p. 145)

Under “Mechanized Infantry”, fourth paragraph, last sentence

Mainly dependent on militarized versions of off-road cars, these troops cannot negotiate rough terrain, rubble, any woods, or water greater than Depth 1 in combat.

Change to:

Mainly dependent on militarized versions of off-road cars, these troops cannot negotiate rough terrain, rubble, any woods, or water greater than Depth 0 in combat.

③ Affiliation and Infantry Deployment (p. 146)

At the end of the second paragraph insert the following

Note that, regardless of affiliation, a maximum of 5 squads is allowed per platoon or sub-platoon.



② Clan Mechanized Tracked Point [example text] (p. 147)

Second sentence

His mechanized platoon (Point) numbers 25 troopers; the Formations Table indicates it will be composed of 4 squads of 5 troops each. Jason also blacks out Troopers 26 through 30 for his Clan platoon's line on the Infantry Record Sheet.

Change to:

His mechanized platoon (Point) numbers 20 troopers; the Formations Table indicates it will be composed of 4 squads of 5 troops each. Jason also blacks out Troopers 21 through 30 for his Clan platoon's line on the Infantry Record Sheet.

③ Infantry Weapon Statistics (p. 148)

Under "Weapon Class/Type", first paragraph, last sentence

The platoon's secondary weapon type (if any) must always be a Support Weapon.

Change to:

If a secondary weapon is chosen, it may be of any weapon type (Melee, Standard, or Support).

③ Infantry Weapon Classifications Table (p. 148)

1) *Third subtable*

- a) Delete the asterisk after "Game Play Effect"
- b) Apply the * footnote marker to both the Anti-Aircraft Weapon and Flame-Based Weapon entries
- c) Flame-Based Weapon: May inflict damage and heat to heat-tracking units†
Change to:
Flame-Based Weapon: Every time the platoon fires, before the to-hit roll is made, the player may announce he is applying the Damage Value as heat to the target, in place of damage*†
- d) At the end of the entry for Special Feature "N" (Non-penetrating weapon) add a double dagger (††)

2) *Footnotes section*

- a) *Change the asterisk footnote to the following:*
*Unless otherwise stated, these effects apply for the full platoon's attack, regardless of the number of weapons per squad
Change to:
*Platoon special feature applies if one or more weapons assigned
- b) *Insert the following new footnote:*
†† Platoon special feature only applies if weapon is used to determine Base Range

③ Infantry Weapon Statistics (p. 149)

Under "Damage", second sentence

Delete the word "(Support)" between "Secondary" and "Weapons" in the second sentence.

⑥ Choose Primary Infantry Weapons (p. 150)

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

No Primary Infantry Weapon may have a Damage Value greater than 0.60. If the weapon selected has a Damage Value greater than 0.60, then reduce its Damage Value to 0.60 when determining final damage values (see p. 152). Platoons that have their primary weapon damage reduced in this way automatically gain the Heavy Burst Weapon special feature.

③ Determine Final Range Values (p. 152)

Second and third sentences

If the platoon fields 1 Secondary Weapon or less, ranges and modifiers that apply to the platoon's attack are those of the Primary Weapons. If the platoon fields 2 Secondary Weapons, then it is the Secondary Weapons' range and modifiers that apply.

Change to:

If the platoon fields 1 Secondary Weapon or less per squad, the ranges, modifiers and Damage Type that apply to the platoon's attack are those of the Primary Weapons. If the platoon fields 2 or more Secondary Weapons per squad, then it is the Secondary Weapons' range, modifiers and Damage Type that apply.

③ Determine Final Damage Values (p. 152)

First paragraph

$[(8 \text{ Secondary Weapons} \times 0.43) \times [20 \text{ Primary Weapons} \times 0.21]] = 7.64$, rounded normally [up] to 8).

Change to:

$[(8 \text{ Secondary Weapons} \times 0.43) + [20 \text{ Primary Weapons} \times 0.21]] = 7.64$, rounded normally [up] to 8).

② Clan Mechanized Tracked Point [example text] (p. 154)

1) *First sentence*

Jason's Mechanized Tracked Point is comprised of 5 squads of 5 troopers each, for a total of 25 troopers.

Change to:

Jason's Mechanized Tracked Point is comprised of 4 squads of 5 troopers each, for a total of 20 troopers.

2) *Second paragraph, replace the paragraph with the following:*

At 1 Bearhunter per each of the platoon's 4 squads, the Secondary Weapon damage of 2.33 points each applies for only 4 troopers' Damage Values. The remaining 16 troopers (20 total troopers – 4 Bearhunter troopers = 16 remaining troopers) deliver the Damage Value for the platoon's Primary Weapons, the Gauss SMGs (0.45 each). The final platoon Damage Value comes to 21 $[(4 \text{ Secondary Weapons} \times 2.33 \text{ Damage per Secondary Weapon}) + [16 \text{ Primary Weapons} \times 0.45 \text{ Damage per Primary Weapon}]] = 16.52$, round up to 17). Dividing this value by 20, Jason finds that the average damage per trooper for his Point is 0.85 $(17 \text{ Damage} \div 20 \text{ troops} = 0.85 \text{ Damage per trooper})$. Multiplying each trooper individually, he determines the Damage Value of the platoon for troopers numbered 1 through 20.

③ Infantry and Cargo Transportation (p. 155)

At the end of the fourth paragraph (second on the page), insert the following:

Round all weights up to the nearest half ton.

③ Conventional Infantry Weight Table (p. 155)

Reduce the listed weights for Foot, Motorized, and Jump Infantry by 0.015 tons, giving values of:

Foot (0.085 tons), Motorized (0.195 tons), Jump (0.165 tons)

③ Conventional Infantry Anti-'Mech Capability (p. 155)

Before the examples insert the following:

Special Feature: Adding Anti-'Mech Capability to Conventional Infantry

Although most conventional infantry are technically capable of swarming or conducting leg attacks on enemy 'Mechs, this highly risky tactic is usually performed only by those who are trained for it, and who go into battle properly equipped.

To reflect the equipping of a conventional infantry unit for Anti-'Mech attacks during platoon construction, add 15 kilograms (0.015 tons) to the base weight of each trooper in the unit, to account for the unit's Anti-'Mech Infantry kits. This kit includes the necessary climbing gear and a satchel charge; with it, the unit can possess a better Anti-'Mech Skill Rating than 8 in game play. Without it, the unit receives a fixed Anti-'Mech Skill Rating of 8 during construction (see p. 314 to alter a unit's Anti-'Mech Skill Rating).

Disregard this rule if the platoon uses any of the Mechanized Motive Types, as such units are automatically barred from Anti-'Mech attacks.

② Clan Mechanized Tracked Point [example text] (p. 155)

Second sentence

He then calculates that at 25 troopers, his platoon weighs 25 tons in all $(25 \text{ troopers} \times 1 \text{ ton per Mechanized Tracked Trooper Base Weight} = 25 \text{ tons})$, and may only be broken down as far as 5 troopers per transport.



Change to:

He then calculates that at 20 troopers, his platoon weighs 20 tons in all (20 troopers x 1 ton per Mechanized Tracked Trooper Base Weight = 20 tons), and may only be broken down as far as 5 troopers per transport.

Battle Armor Construction

③ **Weapon Space (p. 161)**

Second column, first new paragraph, last sentence

When installed, items that occupy multiple slots must be allocated to the same body location (unless the item’s rules specifically permit otherwise).

Change to:

When installed, items that occupy multiple slots must be allocated contiguously to the same body location (unless the item’s rules specifically permit otherwise).

③ **Choose Weight (p. 162)**

First paragraph, fourth sentence

Any unspent tonnage left after the creation process is considered wasted or—if space permits—may be used to determine the capacity of any modular mounts or cargo spaces, such as AP weapon mounts and mission equipment items.

Change to:

Any unspent tonnage left after the creation process is considered wasted or—if space permits—may be used to determine the capacity of any modular mounts or cargo spaces, such as configurable turret mounts and mission equipment items.

③ **Battle Armor Capabilities Table (p. 167)**

Replace the entire table with the following:

BATTLE ARMOR CAPABILITIES TABLE				
Battle Armor Weight Class and Features	Anti-Mech Attacks		Mechanized Battle Armor	Minimum Manipulator Requirements*
	Swarm	Leg		
Quad Body Type (Any)	No	No	No	Not Applicable
PA(L) / Exoskeleton	Yes	Yes	Yes	2 Armored Gloves; 2(1)** Basic Manipulators; or 1 Battle Claw (Heavy or Standard)
Light	Yes	Yes	Yes	2 Armored Gloves; 2(1)** Basic Manipulators; or 1 Battle Claw (Heavy or Standard)
Medium	Yes	Yes	Yes	2(1)** Basic Manipulators; or 1 Battle Claw (Heavy or Standard)
Heavy	No	No	Yes	1 Basic Manipulator; or 1 Battle Claw (Heavy or Standard)
Assault	No	No	No	Not Applicable
Uses UMU Equipment	No	Yes***	Yes†	As Weight Class
Uses Magnetic Clamps	‡	‡	Yes‡	None

*Basic Manipulator and/or Battle Claw requirements include such modifications with Vibro-Claws, Mine-Clearance or Magnets.
 **Only 1 Basic Manipulator needed for Mechanized Battle Armor
 ***Only possible against targets in Depth 1+ Water.
 †So long as all other requirements are met in terms of weight class, body type and minimum manipulator requirements.
 ‡See *Magnetic Clamps*, above.

③ **Tunnel Rat Industrial Exoskeleton [example text] (pp. 167-168)**

Replace the third paragraph with the following:

Checking the Battle Armor Capabilities Table, Keith notes that his Tunnel Rat—as an exoskeleton that lacks some of the minimum manipulator requirements—may not engage in anti-Mech attacks in its default industrial drill configuration. If, however, he were to swap the right-arm industrial drill with another basic manipulator, his battle armor would meet the qualifications for these capabilities.



③ Step 5: Add Weapons, Ammunition and Other Equipment (p. 170)

First sentence

Change the page reference from “pp. 347–348” to “pp. 346–348”.

③ Weapon Location Restrictions (p. 170)

This ruling has changed from previous errata versions.

Second paragraph, last sentence

Battle armor may not mount conventional infantry weapons designated as melee or support.

Change to:

Battle armor may not use Melee-type conventional infantry weapons.

③ Battle Armor Weapon Limits Table (p. 170)

Replace all instances of “Anti-Personnel Weapon” in the table with “Anti-Personnel Weapon Mount”

③ Modular Technology (p. 171)

Replace the entire entry with the following:

At the designer’s option, battle armor (including power armor and exoskeletons) may install modular mounts for their weapons to mimic the configurable capabilities of Omni units. Modular mounts are broken into two types. The first, Modular/Turret Mounts, are detailed on page 262. The second, Squad Support Weapon mounts, can be found on page 270.

Humanoid battle armor may carry one squad support weapon mount, one standard modular weapon mount per arm, and two standard modular weapon mounts in the body; they may not install turret mounts. Quad battle armor may only add a single modular turret mount (referred to as a configurable turret mount), which must be installed in the body. Regardless of the type or number of mounts chosen, the weapon limit rules on page 170 still apply.

Mounts (other than anti-personnel mounts) may also accommodate non-weapon items. Any item listed on the Battle Armor Equipment Tables may be installed in a mount as per the usual construction rules, except for the following prohibited items: Camo System, Extended Life Support, HarJel, Jump Booster, Magnetic Clamps, Mission Equipment, Modular/Turret Mounts, Space Operations Adaptation, Squad Support Weapon.

Unless carried by armored glove manipulators, battle armor anti-personnel weapons are always fitted in modular mounts. Anti-Personnel Weapons are detailed on page 271, and their mounts are covered on page 262.

③ Other Weapon Mount Options (p. 171)

1) First paragraph

Quad battle armor may use a standard turret mount in place of the modular mount, to save on bulk and weight.

Change to:

Quad battle armor may install a standard turret mount instead of the configurable turret mount, sacrificing the modular ability to save on bulk and weight.

2) At the end of this section, insert the following paragraph:

Battle armor equipped with one or more armored glove manipulators may use one additional non-Melee conventional infantry weapon with crew requirements of less than 2. The weight of this weapon or its ammunition is never counted towards a battlesuit’s weight limits.

③ Fenrir Battle Armor [example text] (p. 172)

Replace the entire entry with the following:

Peter has 880 kilograms to spend on weapons, and 11 weapon slots in the Body location to place them. He decides to start by making the Fenrir’s armament modular, choosing the configurable turret mount for his design (see p. 262). As the configurable turret requires a certain pre-determined size for its mount—to determine its weight and slot capacity—Peter selects a 3-slot capacity for the mount, meaning the entire turret mount will weigh 80 kilograms and occupy 2 slots.

Peter can install 800 kilograms worth of weaponry that can occupy a grand total of 12 slots (3 in the Configurable Turret + 9 in the Body). Per the Weapon Limits Table, Peter can install up to 4 anti-personnel weapon mounts and 4 anti-BattleMech weapons in all this space. He decides at this point that the base configuration for his Fenrir is complete.

For one configuration, Peter decides to place an SRM-4 launcher in the configurable turret mount. The SRM weighs 240 kilograms and occupies 2 slots on its own, leaving 1 slot open in the turret for ammunition. Peter decides to give the SRM the maximum



ammunition load of 4 shots, which takes up the remaining turret weapon slot, and weighs 160 kilos (4 SRM-4 shots at 40 kg per volley = 160 kg). Though the resulting weapon weight is only 400 kilograms, leaving the SRM-4 Fenrir 400 kilos shy of its 2,000-kg maximum (800 kg – 400 kg = 400 kg), Peter cannot allocate more weaponry to the Fenrir without making it a completely different design (because he reserved all the leftover weight for his configurable turret).

Aerospace Unit Construction

③ Engineering (p. 176)

Under "Engineering", second paragraph, first sentence

Delete the words ", or in both the stern and bottom of most aerodyne craft,"

④ Aerospace Unit Engine Table (p. 185)

Under "Conventional Fighter (Clan or I.S.)", "Engine Types Permitted"

ICE, Fusion (Std) only

Change to:

ICE, Fusion (as per Tech Base)

⑥ Determine Fuel Capacity (p. 186)

First paragraph, first sentence

(which will be covered in *Tactical Operations*).

Change to:

(which is covered in *Strategic Operations*, p. 33).

③ Determine Fuel Capacity (p. 186)

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

The internal fuel capacity of an OmniFighter's base configuration must be fixed, and this internal fuel cannot be altered in its completed Primary or Alternate configurations. Additional fuel may be pod-mounted, however.

③ Structural Integrity Table (p. 187)

This ruling has changed from previous errata versions.

- 1) Add a cross after the formulas for both "Small Craft or DropShip" SI Weight entries. (+)
- 2) Insert a new footnote: "+Round up to the nearest half-ton."

③ Aerospace Units Crew Needs table (p. 189)

Under the second subtable

Change "1 per 6 weapons (round up)" to "1 per 6 weapons on the design (round up)"

④ Special Enhancements (p. 190)

Change the header to the above (i.e. drop the parenthetical statement part), and then replace the second paragraph with the following:

Aerospace fighters and aerodyne Small Craft, by virtue of their design, already incorporate VSTOL capabilities, but may mount this equipment to eliminate the +2 penalty for attempting a vertical landing in atmosphere.

③ Step 4: Add Heat Sinks (p. 193)

First paragraph, second sentence

Aerospace fighters can push these heat sinks beyond tolerances, but conventional fighters, Small Craft and DropShips operate on a "zero-heat principle,"

Change to:

Aerospace fighters and Small Craft can push these heat sinks beyond tolerances, but conventional fighters and DropShips operate on a "zero-heat principle,"



Step 5: Add Weapons, Ammunition and Other Equipment (p. 194)

- 1) ③ *Second paragraph, in between the first and second sentences insert the following:*

The exception to this is large craft like DropShips, which must round up the mass of any ammunition to the nearest ton regardless of the number of rounds carried.

- 2) ⑥ *Second paragraph, last sentence*

(2 tons of ammo per launcher x 5 shots per ton = 10 shots per ton

Change to:

(2 tons of ammo per launcher x 5 shots per ton = 10 shots per launcher

Weapons Bays and Firing Arcs (p. 195)

- 1) ② *First paragraph, second sentence*

These weapon bay classes are: Point Defense, Laser, Pulse Laser, PPC, Autocannon, LB-X AC, ATM, LRM, MRM, SRM, Rocket Launcher and Capital Missile.

Change to:

These weapon bay classes are: Point Defense, Laser, Pulse Laser, PPC, Plasma, Autocannon, LB-X AC, ATM, LRM, MRM, MML, SRM, Rocket Launcher and Capital Missile.

- 2) ⑥ *After the second paragraph insert the following new paragraph:*

This ruling has changed from previous errata versions.

To determine the maximum number of plasma weapons allowed in a bay, first find the average heat that weapon can deal to a target (round normally if necessary). Add this value to the weapon's attack value and use this figure to determine max bay damage.

③ Crew Quarters (p. 195)

Replace the last paragraph with the following:

Fighters—conventional and aerospace—may not incorporate quarters under these rules. They have a default life support endurance of 96 hours when operated in hostile environments that require life support.

External Consumables Pods: Fighters may add life support endurance in lieu of bombs, with each pod providing another 96 hours endurance per fighter occupant. Because of cockpit space and amenities limits, a fighter may only carry 1 pod per 25 tons (round up) of fighter mass, even though the pods only occupy 1 hard point each. Life support from these pods is consumed before any from internal reserves. If a fighter carrying external consumables pods sustains bomb critical damage, determine the damaged bomb randomly, including any external consumables pods. If an external consumables pod is damaged, the life support of that pod is lost.

External consumables pods may be dropped using the rules for *Dumping Bombs* (see *Total Warfare*, p. 247) in the case of emergency bomb dumps, or *Dumping Ammunition* (see *Total Warfare*, p. 104) in non-emergencies. Dumped consumables pods—whether full or empty—do not inflict any damage when they land.

③ Heat Sinks (p. 195)

- 1) *First paragraph, second sentence*

Aerospace fighters, which can push their heat limits better, may mount as many heat sinks as desired after their initial 10 free sinks are added with the engine.

Change to:

Aerospace fighters and Small Craft, which can push their heat limits better, may mount as many heat sinks as desired after their initial 10 free sinks are added with the engine.

- 2) *Second paragraph, first sentence*

DropShips and Small Craft may not generate heat in excess of their heat sinks.

Change to:

DropShips may not generate heat in excess of their heat sinks.



⑥ Transport Bays and Doors (DropShips and Small Craft only) (p. 196)

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

This ruling has changed from previous errata versions.

Transport bays for any unit type other than infantry must assign a minimum of 1 bay door each, to allow for entry and egress from the vessel. Aerodyne small craft can have no more than 2 bay doors, while spheroid small craft can have no more than 4 bay doors. For all other vessels, the maximum number of bay doors is equal to 7 plus the vessel's total weight (in tons) divided by 50,000 (rounded up). Thus, a DropShip weighing 20,000 tons would receive a maximum of 8 bay doors ($7 + [20,000 \div 50,000] = 7.4$, rounded up to 8), while a DropShip weighing 80,000 tons would be limited to 9 doors ($7 + [80,000 \div 50,000] = 8.6$, rounded up to 9).

⑥ Transport Bays and Doors (DropShips and Small Craft only) (p. 196)

Third paragraph (second on the page), last line

Rules for dropping 'Mechs will appear in Tactical Operations.

Change to:

Rules for dropping 'Mechs are in *Strategic Operations*, page 20.

② Nokohono'o DropShip [example text] (p. 197)

1) Third paragraph, first sentence

For the Fore-Left arc, Chris chooses to mount 3 MRM-20s

Change to:

For the Fore-Left arc, Chris chooses to mount 3 MRM-30s

2) Third paragraph, second sentence

These weapons weigh 131 tons in total (30 tons [3 MRM-20s] + 4 tons [MRM ammo] + 30 tons [2 Gauss Rifles] + 4 tons [Gauss ammo] + 22 tons [2 LRM-20s] + 6 tons [LRM ammo] + 35 tons [7 ER PPCs]) = 131 tons.

Change to:

These weapons weigh 131 tons in total (30 tons [3 MRM-30s] + 4 tons [MRM ammo] + 30 tons [2 Gauss Rifles] + 4 tons [Gauss ammo] + 22 tons [2 LRM-20s] + 6 tons [LRM ammo] + 35 tons [5 ER PPCs]) = 131 tons.

3) Sixth paragraph, first sentence

With 4,687.5 tons spent on weapons (3716.5 tons [Nose] + 262 tons [Fore-Sides] + 330 [Aft-Sides] + 49 tons [Aft] = 4,687.5 tons),

Change to:

With 4,687.5 tons spent on weapons (3716.5 tons [Nose] + 262 tons [Fore-Sides] + 660 [Aft-Sides] + 49 tons [Aft] = 4,687.5 tons),

② Step 6: Complete the Record Sheet (p. 199)

Second paragraph, third sentence

(for example, a listing for 2 large lasers in a single fighter location would state "2 ER Large Lasers" under the Quantity and Weapon columns, but show 8 for Heat and 8 for damage at Short and Medium ranges, reflecting just one weapon fired.

Change to:

(for example, a listing for 2 large lasers in a single fighter location would state "2 Large Lasers" under the Quantity and Weapon columns, but show 8 for Heat and 8 for damage at Short and Medium ranges, reflecting just one weapon fired.

Weapons and Heavy Equipment

③ Light Active Probe (p. 204)

Replace the entire entry with the following:

The Clans' Light Active Probe is a smaller and somewhat less powerful version of the standard model. Initially thought to be a recent creation, it was later discovered to be an old Clan Mongoose experiment that the Smoke Jaguars brought to fruition some years later. Weighing just half a ton, this system has an effective range of only 90 meters, but that is still far enough to give some would-be ambushers a bad day.



③ A-Pod/B-Pod (p. 205)

1) Under "Unit Restrictions"

A-Pods and B-Pods may only be installed on BattleMechs, IndustrialMechs and ground-based Combat and Support Vehicles (those with a Wheeled, Tracked, Hover or WiGE motive system).

Change to:

A-Pods and B-Pods may only be installed on BattleMechs, IndustrialMechs, WiGEs, VTOLs and ground-based Vehicles (Combat or Support Vehicles with a Wheeled, Tracked or Hover motive system).

2) Under "Construction Rules"

BattleMechs and IndustrialMechs may only mount A-Pods on their Leg locations. B-Pods may be mounted in any location. Combat and Support Vehicles using B-Pods may mount them on any Side location, or on the turret.

Change to:

For 'Mechs, A-Pods may only be mounted in Leg locations, while B-Pods may be mounted in any location. Vehicles may mount pods in any location other than the Body.

③ Commercial Armor (p. 205)

Change Introduced to "Circa 2300 (Terran Alliance)"

③ Armor, Standard (or Heavy Industrial) Armor (p. 205)

Under "Introduced", delete "[Standard Military]], 3040 (Federated Commonwealth [Heavy Industrial])"

③ Artemis IV Fire-Control System (p. 207)

Under "Construction Rules", replace the first and second paragraphs with the following:

The Artemis IV FCS is only applicable to standard LRM, SRM and MML launchers (including any one-shot or torpedo versions). If Artemis IV is added to an applicable launcher, every applicable launcher on the unit must have Artemis IV (non-applicable launchers, such as Streak SRMs, may still be installed). For example, if a unit has one Artemis IV-equipped LRM launcher, then every single standard LRM, SRM and MML launcher on the unit must have Artemis IV. Note that while Clan ATM launchers have Artemis IV integrated as part of their design, ATM launchers do not count as an applicable launcher type, meaning you can have ATMs on the same unit as LRM, SRM or MML launchers without Artemis IV.

Artemis IV must be placed in the same location as the launcher it is added to. If a launcher that must receive an Artemis enhancement is set in a location with no space remaining for the Artemis, then Artemis IV may not be mounted on that unit at all, because one of its launchers cannot receive the required upgrade.

For OmniMechs with one or more fixed (i.e. non-pod-mounted) missile launchers, whether or not the fixed launchers have Artemis determines the 'Mech's usage of Artemis. This cannot be modified through alternate configurations. For example, for an OmniMech with fixed launchers without Artemis, no launcher on the 'Mech, fixed or not, may have Artemis. Conversely, for an OmniMech with Artemis-equipped fixed launchers, all its applicable launchers must be equipped with Artemis.

③ Standard Autocannon (p. 208)

Change Extinct to "Circa 2850 (Clans only)"

③ Ultra Autocannon (p. 208)

Change Recovered to "3035 (Federated Commonwealth [UAC/5]); 3057 (Free Worlds [UAC/2, UAC/10]); 3060 (Lyran/Free Worlds [UAC/20])"

③ C³/C³I Computer (p. 209)

Under "Construction Rules", at the end of the entry insert the following new paragraph:

The C³ Master (but not C³I units or C³ Slaves) exactly duplicates the function of Target Acquisition Gear (see p. 238). The firing arc for the TAG is based on the location the C³ Master is mounted in (which may be rear-mounted if desired).

③ Capital Missile Launchers (p. 210)

1) Under "Game Rules"

Change Introduced to "2305 (Terran Alliance [Capital Missiles]); 2550 (Terran Hegemony [AR-10])"



- 2) Under “Construction Rules”, at the end of the entry insert the following sentence:

An AR-10 launcher only requires a total of 10 shots, adding shots for all missile types together.

③ Cellular Ammunition Storage Equipment (CASE) (p. 210)

Under “Construction Rules”, first paragraph, last sentence

Units built using Clan technology (except for ProtoMechs) are presumed to incorporate CASE automatically in all locations that store ammunition or explosive equipment (such as Gauss rifles).

Change to:

Units built with a Clan internal structure (except for ProtoMechs) are presumed to incorporate CASE automatically in all locations that store ammunition or explosive equipment (such as Gauss rifles), unless otherwise specified.

③ 'Mech Cockpit (p. 211)

- 1) Change Introduced to “Circa 2300 (Terran Alliance)”

- 2) *First paragraph, first sentence*

Born at the same time as the concept of the 'Mech—including the IndustrialMech progenitors that were outclassed in the 2350s by the advent of myomer technology—'Mech cockpits today vary slightly from design to design,

Change to:

Born at the same time as the concept of the 'Mech, 'Mech cockpits today vary slightly from design to design,

③ Communications Equipment (p. 212)

- 1) *Under “Unit Restrictions”*

ProtoMechs may not mount communications equipment.

Change to:

None.

- 2) *Under “Game Rules”, replace the entire entry with the following:*

BattleMechs, ProtoMechs, Combat Vehicles and fighters of all kinds automatically possess a basic amount of communications equipment (equivalent to 1 ton) as part of their cockpit and control systems. Small Craft and DropShips incorporate communications equipment as well (equivalent to 3 tons of such equipment) as part of their cockpit and control systems. IndustrialMechs and Support Vehicles do not carry communications equipment more sophisticated than a radio unless they invest tonnage in such gear.

Advanced units have the following basic communication equipment equivalency: satellites (1 ton), JumpShips (4 tons), WarShips and Space Stations (5 tons); rules for such units are found in *Tactical Operations* (satellites) and *Strategic Operations* (JumpShips, WarShips, and Space Stations).

Communications equipment that a unit automatically comes with stacks with a set of additional equipment to produce a total communications equipment tonnage rating. For example, a Small Craft (which receives 3 tons free) that adds a set of 3 tons of communications equipment has a total communications equipment rating of 6 tons.

For all eligible units, a set of communications equipment must be installed in full-ton lots (to a maximum of 15 tons per unit). No unit may add more than one set of communications equipment.

For BattleMechs and IndustrialMechs, communications equipment requires 1 critical slot per ton and must be allocated to the Critical Hits Table in a contiguous series within the same location; it may be operated by 1 crewman.

Combat and Support Vehicles need to allocate only 1 equipment slot to the entire set, regardless of its tonnage. Aerospace units may treat communications equipment like cargo, allocating the set to the Body/Fuselage location without occupying weapon slots. For these units, all additional communications equipment adds 1 crewman to the unit's minimum crew needs for every ton of communications gear.

ProtoMechs may not mount any additional communications equipment.

⑥ Ejection Seat (p. 214)

Under “Game Rules”

Ejection seats have no impact in *Total Warfare*. Rules for ejection will appear in *Tactical Operations*.

Change to:

Ejection seats have no impact in *Total Warfare*. Rules for ejection appear in *Tactical Operations* (see pp. 194-196, *TO:AR*).



③ Light engines (p. 214)

Last sentence

Spies from the Lyran Alliance reportedly stole this technology in the early 3060s,

Change to:

Spies from the Lyran Alliance reportedly stole this technology in the late 3050s,

③ Environmental Sealing (p. 216)

Replace the entire entry with the following:

ENVIRONMENTAL SEALING

Introduced: Pre-spaceflight

Unlike BattleMechs, conventional and aerospace fighters, submersible vehicles and DropShips—which all incorporate this technology by design—many Support Vehicles and IndustrialMechs lack the hermetic sealing to operate in toxic environments, vacuum or even underwater. At an added cost in chassis mass, however, environmental sealing can be added to many of these units, incorporating air tanks, filters, scrubbers and airtight sealing.

This process allows for the crew cabins, cockpits and critical parts to function normally in such hostile environments, albeit at an increased cost. Even though environmental sealing protects the pilots and crews of units so equipped and enables their parts to move properly, don't expect the likes of a Tyron 25 internal combustion engine to function when completely submerged, even with full sealing. Such engines, after all, still need to take in air to burn their fuel. Achieving full functionality irrespective of environment can only be attained by vehicles and units that are not only sealed, but whose engines also don't need to breathe air (such as fuel cell, fission or fusion plants).

Tech Base: Inner Sphere and Clan

Unit Restrictions: BattleMechs, ProtoMechs, aerospace fighters, Small Craft, DropShips and submersible Support Vehicles may not install environmental sealing (as they receive it automatically).

Game Rules: IndustrialMechs with environmental sealing may enter Depth 1 Water, but cannot be fully submerged unless they incorporate both environmental sealing and a Fission, Fusion or Fuel Cell engine. Additional applications for enviro-sealing are covered in *Tactical Operations*.

Construction Rules: IndustrialMechs must spend 10 percent of their total mass (rounded up as appropriate to the unit's core construction rules) to add environmental sealing, and must assign one critical slot per body location to the sealing systems (see p. 70 under Step 2 of the IndustrialMech core construction rules). Support Vehicles may also incorporate environmental sealing into their chassis design process (see pp. 122-123).

Environmental sealing for Combat Vehicles is covered in *Tactical Operations* (see p. 115, *TO:AUE*).

③ Escape Pod (p. 216)

1) *Under "Unit Restrictions", first sentence*

Only naval-based Combat and Support Vehicles (including submersibles, hydrofoils and displacement hull craft) 5 tons and over may use maritime escape pods.

Change to:

Only Naval Support Vehicles (including those featuring hydrofoil or submersible chassis modifications) 5 tons and over may use maritime escape pods.

2) *Under "Game Rules"*

The use of these items will be covered in *Tactical Operations*.

Change to:

The use of these items is covered in *Strategic Operations*, pages 24-25.

⑥ Field Kitchen (p. 217)

Under "Game Rules"

Its game play rules will be covered in *Tactical Operations*.

Change to:

Its game play rules are covered in *Campaign Operations* page 219, under *Fatigue (Outside of Game Play)*.



③ Fire Control Systems (p. 217)

- 1) Under “Basic Fire Control”, change Introduced from “Circa 2400 (Terran Hegemony)” to “Pre-spaceflight”
- 2) Under “Advanced Fire Control”, change Introduced from “circa 2439 (Terran Hegemony)” to “Circa 2300 (Terran Alliance)”
- 3) Under “Fire Control System”, change Tech Rating from “(Basic Fire Control—C; Advanced Fire Control—D)” to “(Basic Fire Control—B; Advanced Fire Control—C)”

③ Gauss Rifle (p. 219)

- 1) Change Recovered to “3040 (Federated Commonwealth, Free Worlds League, Draconis Combine)”
- 2) Under “Construction Rules”, replace the first paragraph with the following:
 AP, Light, standard (Inner Sphere and Clan) and Hyper-Assault Gauss rifles may be mounted on any unit per its standard weapon and equipment mounting rules. Biped OmniMechs that choose to mount a Gauss rifle in the arm must remove the lower arm and hand actuator before doing so.
- 3) Under “Construction Rules”, at the end of the second paragraph insert the following:
 On aerospace fighters, Heavy Gauss rifles may only be installed in the nose or tail, never the wings.

③ (p. 225)

Change the header title “Standard Structure” to “BattleMech Structure” and replace the entry with the following:

The first true BattleMech chassis was, of course, that used on the Terran Hegemony’s pre-Star League *Mackie* design. Today’s standard internal structures—though they may look different from ‘Mech to ‘Mech—are essentially built to those same centuries-old specifications: a tribute to the genius of the *Mackie*’s original design team.

③ Combat Vehicle Structure (p. 225)

Change Introduced to “Circa 2470”

③ Laser (p. 226)

Second paragraph, fifth line. Delete the following:

with large lasers appearing first on the *Mackie*,

Standard Lasers (p. 227)

- 1) ② Change Introduced to “Circa 2300 (Terran Alliance [medium and small]), 2316 (Terran Hegemony [large])”
- 2) ③ Change Extinct to “Circa 2850 (Clans only [medium and large])”

⑥ Lifeboat (p. 227)

Under “Game Rules”, second sentence

These systems will be covered more fully in *Tactical Operations*.

Change to:

These systems are covered more fully in *Tactical Operations* (see p. 165, *TO:AR*).

⑥ Look-Down Radar (p. 227)

Under “Game Rules”, second sentence

This system will be covered more fully in *Tactical Operations*.

Change to:

This system is covered more fully in *Tactical Operations* (see p. 152, *TO:AUE*).

⑥ MASH Equipment (p. 228)

Under “Game Rules”

Its full functionality will be covered in *Tactical Operations*.

Change to:

Its full functionality is covered in *Campaign Operations*, pages 191 and 210.

② **Long-Range Missiles (LRM) (p. 229)**

Change Introduced to "2300 (Terran Alliance)"

③ **Torpedo Launchers (p. 230)**

1) Underneath the title insert the following: "**Introduced:** 2380 (Terran Hegemony)"

2) *Third sentence*

The standard short-range torpedo (SRT) or long-range torpedo (LRT) launcher can only function at water depths of six meters or more, and their munitions cannot be swapped out for standard missiles because of physical differences in the launch mechanisms.

Change to:

The standard short-range torpedo (SRT) and long-range torpedo (LRT) launchers' munitions cannot be swapped out for standard missiles because of physical differences in the launch mechanisms.

Missile Munitions (p. 230)

1) ③ Remove the "Flare LRMs" entry entirely.

2) ④ Remove the "Incendiary LRMs" entry entirely.

③ **Missile (p. 231)**

1) *Under "Unit Restrictions"*

ProtoMechs may not mount ATMs, MMLs, MRMs or rocket launchers

Change to:

ProtoMechs may not mount ATMs, MMLs, MRMs, rocket launchers or Single-Shot (OS) Missile Launchers

2) *Under "Construction Rules", insert the following:*

Only standard LRM and SRM launchers may be installed as Torpedo Launchers. Only Torpedo Launchers may fire Torpedoes.

Paramedic Equipment (p. 233)

1) ③ *Under "Unit Restrictions"*

ProtoMechs may not mount paramedic equipment.

Change to:

Only IndustrialMechs, Combat Vehicles and Support Vehicles may install Paramedic Equipment.

2) ⑥ *Under "Game Rules", second sentence*

Its use will be expanded upon in *Tactical Operations* and *CBT: RPG Revised*.

Change to:

Its use is expanded upon in *Campaign Operations*, page 198.

3) ③ *Under "Construction Rules", first sentence: delete "Combat Vehicles"*.

③ **Extended-Range (ER) PPC (p. 233)**

Change Introduced to "2751 (Terran Hegemony)"

Snub-Nose PPC (p. 234)

1) ③ Change Introduced to "2784 (Terran Hegemony)"

2) ⑥ Underneath "Introduced", insert "**Extinct:** 2790"

3) ⑥ Underneath "Extinct", insert "**Recovered:** 3067 (Draconis Combine)"



③ Pintle Mount (p. 235)

1) Under "Unit Restrictions"

Pintle mounts may only be used by ground-based Combat and Support Vehicles (those using a Wheeled, Tracked, Hover or WiGE motive system), Combat and Support VTOLs, and Airship Support Vehicles.

Change to:

Pintle mounts may be used by any Small Support Vehicle, except those of the Fixed-Wing or Naval motive types.

2) Under "Game Rules", replace the entire entry with the following:

Pintle mounts provide a 180-degree firing arc for any equipment mounted on the vehicle's sides. Pintles—and the equipment mounted on them—may not operate if the unit's engine is shut down or the crew/pilot is otherwise incapable of acting.

3) Under "Construction Rules", first and second sentences

Pintles may not be used to mount heavy weapons (those weighing 0.5 tons or more), nor may they mount armor as a turret. The weight of a pintle mount is equal to 5 percent of the weight of all weapons and equipment (excluding ammunition) mounted in the pintle, rounded up to the nearest kilogram for Small-size Support Vehicles, or to the nearest half-ton for all other applicable unit types.

Change to:

Pintles may not be used to mount heavy weapons (see p. 20), nor may they mount armor as a turret. The weight of a pintle mount is equal to 5 percent of the weight of all weapons and equipment (excluding ammunition) mounted in the pintle, rounded up to the nearest kilogram.

4) At the bottom of the Pintle Mount box, insert "**Game Rules: Total Warfare**, p. 206", aligned right.

③ Plasma Cannon/Plasma Rifle (p. 235)

1) Under "Unit Restrictions"

ProtoMechs may not carry plasma weapons.

Change to:

None.

2) Under "Construction Rules", second sentence

On Combat and Support Vehicles, plasma weapons are treated as energy weapons,

Change to:

On ProtoMechs, as well as Combat and Support Vehicles, plasma weapons are treated as energy weapons,

③ Power Amplifiers (p. 235)

1) Change Introduced to "Circa 2300 (Terran Alliance)"

2) Under "Unit Restrictions"

Only Combat and Support Vehicles and fighter units using non-fusion/non-fission engine types may install power amplifiers.

Change to:

Only units with energy weapons and using non-fusion/non-fission engine types may install power amplifiers.

3) Under "Construction Rules", second sentence

The rules appear on p. 107 for Combat Vehicles, p. 136 for Support Vehicles and p. 194 for fighters.

Change to:

The rules appear on p. 74 for IndustrialMechs, p. 107 for Combat Vehicles, p. 137 for Support Vehicles, and p. 195 for conventional fighters.



③ Quarters/Seating (p. 236)

Under "Construction Rules", add the following entry to the table, between "Quarters, 1st Class" and "Seat, Pillion":

Seat, Combat Crew ... 0.5 tons ... 1 ... 1 person crew station (extra)

Remote Sensor Dispenser (p. 236)

- 1) ③ Under "Introduced", change "Pre-spaceflight" to "Early spaceflight"

- 2) ⑥ Under "Game Rules"

The remote sensor dispenser has no impact in *Total Warfare*; its use will be covered in *Tactical Operations*.

Change to:

The remote sensor dispenser has no impact in *Total Warfare*; its use is covered in *Tactical Operations* (see p. 187, *TO:AUE*).

- 3) ③ Under "Construction Rules"

Any unit with cargo space may devote tonnage to additional remote sensors as "ammo" at a rate of 30 sensors per half-ton.

Change to:

Every Remote Sensor Dispenser has a fixed payload of 30 sensors and cannot be equipped with additional remote sensor "ammo".

③ Retractable Blade (p. 237)

Under "Construction Rules", after the first paragraph, insert the following:

Retractable Blades may only be mounted in a 'Mech's arms. Installing a Retractable Blade does not require a hand actuator to be located in the same arm, but arms intended to use a Retractable Blade must have shoulder, upper and lower arm actuators.

⑥ Searchlight (p. 237)

Under "Game Rules", second sentence

Their effect in game play will be detailed in *Tactical Operations*.

Change to:

Their effect in game play is detailed in *Tactical Operations* (see p. 55, *TO:AR*).

③ Sword (p. 237)

Under "Construction Rules", second paragraph, second sentence

A sword's weight (in tons) is equal to the 'Mech's tonnage, divided by 20 (rounded up to the nearest whole number).

Change to:

A sword's weight (in tons) is equal to the 'Mech's tonnage, divided by 20 (rounded up to the nearest half-ton).

③ Target Acquisition Gear (TAG) (p. 238)

- 1) Under "Recovered", change "3033 (Federated Suns)" to "3044 (Federated Commonwealth)"

- 2) *Second paragraph, second sentence*

Lost during the early Succession Wars, this technology was finally recovered in the early 3030s by the Federated Suns, which began fielding the resurrected TAGs to assist in the targeting of laser-guided bombs.]

Change to:

Lost during the early Succession Wars, this technology was finally recovered by the Federated Suns, which began fielding the resurrected TAGs to assist in artillery targeting.

③ Targeting Computer (p. 238)

Under "Construction Rules", second paragraph, first sentence

The weight of a targeting computer is based on the weight of all direct-fire, non-missile heavy weapons (not counting machine guns, flamers or TAG systems) used by the unit.

Change to:

The weight of a targeting computer is based on the weight of all non-missile heavy weapons of the pulse and/or direct-fire Types (not counting machine guns, flamers or TAG systems) used by the unit.

③ Transport Bays (p. 239)

- 1) Change Introduced to “Varies”

- 2) Under “Unit Restrictions”, replace the entire entry with the following:

BattleMechs may only carry Standard, Liquid, or Insulated Cargo Bays; IndustrialMechs may only carry Standard, Liquid, Insulated, or Container Cargo Bays; ProtoMechs may not carry Transport Bays of any kind.

- 3) Under “Construction Rules”, last paragraph, first sentence

The weight, equipment slot space (if any) and capacity for all transport bay types are shown in the Quarters/Seating Table below.

Change to:

The weight, equipment slot space (if any) and capacity for all transport bay types are shown in the table below.

- 4) Under “Construction Rules”, at the end of the last paragraph insert the following:

However, crew for the unit carrying the bay cannot be housed in those bays.

⑥ Transport Bay Table (p. 239)

Replace the existing table and footnotes with the following:

This ruling has changed from previous errata versions.

TRANSPORT BAY TYPE	WEIGHT	EQUIPMENT SLOT SPACE	CAPACITY	TOTAL BAY PERSONNEL
Cargo, Container	10 tons	1 per container ('Mech or Vehicle)	10 tons per container	NA
Cargo, Standard	Variable	1 per ton ('Mech)* / 1 (Vehicle)	Weight x 1.0 (Bulk Items)	NA
Cargo, Liquid	Variable	1 per ton ('Mech)* / 1 (Vehicle)	Weight x 0.91 (Fluid Items)	NA
Cargo, Insulated or Refrigerated	Variable	1 per ton ('Mech)* / 1 (Vehicle)	Weight x 0.87 (Fluid/Bulk Items)	NA
Cargo, Livestock	Variable	NA ('Mech) / 1 (Vehicle)	Weight x 0.83 (Animals)	NA
Infantry Compartment (All)†	Variable	NA ('Mech) / 1 (Vehicle)	Weight x 1.0 (Infantry or Battle Armor)	NA
Infantry Bay, Foot	5 tons	NA ('Mech) / 1 (Vehicle)**	30 troopers (Foot Infantry)	30
Infantry Bay, Jump	6 tons	NA ('Mech) / 1 (Vehicle)**	30 troopers (Jump Infantry)	30
Infantry Bay, Motorized	7 tons	NA ('Mech) / 1 (Vehicle)**	30 troopers (Motorized Infantry)	30
Infantry Bay, Mechanized	8 tons	NA ('Mech) / 1 (Vehicle)**	7 troopers (Mechanized)	7
Battle Armor Bay (IS)	8 tons	NA ('Mech) / 1 (Vehicle)**	4 Battle Armor Troopers	6
Battle Armor Bay (Clan)	10 tons	NA ('Mech) / 1 (Vehicle)**	5 Battle Armor Troopers	6
Battle Armor Bay (IS)	12 tons	NA ('Mech) / 1 (Vehicle)**	6 Battle Armor Troopers	6
'Mech (per Cubicle)	150 tons	NA ('Mech) / 1 (Vehicle)	1 BattleMech or IndustrialMech	2
Fighter (per Cubicle)	150 tons	NA ('Mech) / 1 (Vehicle)	1 aero unit (up to 100 tons)	2
ProtoMech (per 5 Cubicles)	50 tons	NA ('Mech) / 1 (Vehicle)	5 ProtoMechs	6
Small Craft (per Cubicle)	200 tons	NA ('Mech) / 1 (Vehicle)	1 aero unit (up to 200 tons)	5
Vehicle, Light (per Cubicle)	50 tons	NA ('Mech) / 1 (Vehicle)	1 Vehicle (up to 50 tons)	5
Vehicle, Heavy (per Cubicle)	100 tons	NA ('Mech) / 1 (Vehicle)	1 Vehicle (up to 100 tons)	8
Vehicle, Superheavy (per Cubicle)	200 tons	NA ('Mech) / 1 (Vehicle)	1 Vehicle (up to 200 tons)	15

* Round up to the nearest whole number.

** All infantry bays of the same type on a Combat or Support Vehicle may be combined into a single, unified corresponding infantry bay slot.

† Cannot be mounted on DropShips, Airships (over 301 tons), Naval (over 301 tons), Mobile Structures and Advanced Aerospace units.

Table Reference: Weapons and Equipment (Industrial, pp. 344–345)

Game Rules: *Total Warfare* p. 261 (Cargo), p. 89 (Carrying Units) and pp. 213–214 (infantry formation sizes)

③ Bridgelayer (Light, Medium, Heavy) (p. 242)

- 1) Second paragraph, replace the second, third, and fourth sentences with the following:

Light bridgelayers weigh 1 ton and can support up to 16 tons of weight at full extension. Medium 'layers weigh 2 tons and can support up to 40 tons of traffic. And Heavy 'layers can support up to 90 tons of personnel and equipment on their 6-ton frames.

- 2) Under “Construction Rules”, last sentence

'Mech units may mount bridgelayers in the Left and Right Torso locations only (with a forward facing).

Change to:

'Mech units may mount bridgelayers in torso locations only (with a forward facing).

⑥ Bulldozer (p. 242)

Under "Construction Rules", first sentence

Combat and Support Vehicles may mount only one bulldozer blade per unit, and the bulldozer must be placed in the Front location

Change to:

Combat and Support Vehicles may mount a maximum of two bulldozer blades per unit, with a maximum of one per Front or Rear location.

③ Extended IndustrialMech Fuel Tanks (p. 244)

Change the name of the entry to "Extended Fuel Tanks", and replace the entire entry with the following:

EXTENDED FUEL TANKS

Introduced: Circa 2300 (Terran Alliance)

The concept of the extended fuel tank is hardly new, but entered widespread use in the days of pre-myomer, ICE-driven IndustrialMechs, when those walking monstrosities chugged away entire liters of fossil fuels every minute. Today's far more efficient engines have made great strides—no pun intended—since those days, but even so, fuel remains the limiting factor for all non-fusion/non-fission units.

Using the same basic technology as the external hardpoints described later for aircraft units—but mounted internally to protect the reserves of volatile chemicals or fuels—extended fuel tanks (available for ICEs and fuel cell engines) vastly improve a unit's basic operating range, depending on how many are installed. In the case of most internal combustion engines, a single tank weighing one tenth as much as the engine itself can add about 600 kilometers' worth of mobility, doubling its effective range. Matching such capabilities point by point, fuel cell-powered units gain about 450 extra kilometers for the equivalent ratio of added tanks, which also effectively doubles their stamina in the field.

Tech Base: Inner Sphere and Clan

Unit Restrictions: Only IndustrialMechs and Combat Vehicles with ICEs or Fuel Cell engines may install extended fuel tanks.

Game Rules: Each filled or partially filled extended fuel tank is treated as an ammo bin in combat, and will explode for 40 points per ton of tank if it suffers a critical hit (regardless of whether or not the unit is shut down or the pilot is conscious). Fuel consumption is not measured in *Total Warfare* game play; this aspect of play is covered in *Strategic Operations* (pp. 32-32) and *Campaign Operations* (see p. 24).

Construction Rules: Each extended fuel tank adds up to 600 kilometers of operating range for ICEs, or up to 450 kilometers of range for Fuel Cell engines, and weighs 10 percent of the unit's engine weight (rounded up to the nearest half ton). There is no special limit to the number of tanks that may be added.

For 'Mechs, the number of critical spaces occupied by an extended fuel tank is equal to the tank's tonnage (rounded up); these critical spaces can only be located in the Torso locations. For Combat Vehicles, an extended fuel tank occupies one slot (regardless of its weight), which must be placed in the Body.

Refueling Drogue/Fluid Suction System (p. 247)

- 1) **③** *Under "Unit Restriction", last sentence*

BattleMechs and ProtoMechs may not mount a fluid suction system.

Change to:

BattleMechs, ProtoMechs and DropShips may not mount a fluid suction system.

- 2) **⑥** *Under "Game Rules", first sentence*

Refueling drogues and fluid suction systems have no impact in *Total Warfare*; their use will be covered in *Tactical Operations*.

Change to:

Refueling drogues and fluid suction systems have no effect in *Total Warfare* play; their use is covered on page 33 of *Strategic Operations*.

- 3) **③** *Under "Construction Rules", first sentence*

Delete the first sentence ("Refueling drogues may only be mounted in"...)



Salvage Arm (p. 248)

- 1) ③ Change Introduced to “2415 (Terran Hegemony)”
- 2) ⑥ Under “Game Rules”

The salvage arm has no effect in *Total Warfare* game play. Its use will be described more fully in *Tactical Operations*.

Change to:

The salvage arm has no effect in *Total Warfare* game play. Its uses are described more fully in *Tactical Operations* (p. 181, *TO:AR*) and *Campaign Operations* (pp. 193, 214-216).

- 3) ③ Under “Construction Rules”, delete “bulldozer”.

③ Sprayer/Light Fluid Suction System (p. 249)

Under “Unit Restrictions”, replace the entry with the following.

As they may not mount internal cargo, ProtoMechs may not mount sprayers or light fluid suction systems. Aerospace units are also prohibited from mounting Sprayer/Light Fluid Suction Systems.

③ Active Probe (p. 252)

- 1) Change Introduced to “2900 (Clan Smoke Jaguar); 3050 (Federated Commonwealth)”
- 2) *Flavour text, last sentence*

Incorporating strong yet portable thermal and radar sensors, the Inner Sphere model can accurately spot hidden units at 120 meters, while the Clan version is good out to 150 meters.

Change to:

Incorporating strong yet portable thermal and radar sensors, both the Inner Sphere and Clan models can accurately spot hidden units out to 90 meters.

③ Mimetic (p. 253)

First paragraph, last sentence

Most effective when the suit is motionless, mimetic armor also features an impressive ECM and IR baffling capability that makes targeting a squad of troopers so equipped nearly impossible, especially if they move quite slowly.

Change to:

Most effective when the suit is motionless, mimetic armor also features limited ECM and IR baffling capabilities that enhances the armor’s visual camouflage, making targeting a squad of troopers so equipped nearly impossible, especially if they move slowly.

③ Cutting Torch (p. 254)

Change Introduced to “Early spaceflight”

③ Fuel Tank (p. 255)

- 1) Change Introduced to “2744 (Terran Hegemony)”
- 2) Below this line, insert two new lines: “**Extinct:** 2781”, followed by “**Recovered:** 3051 (Federated Commonwealth)”
- 3) *Under “Game Rules”*

Fuel has no effect in *Total Warfare* game play. The impact of fuel tanks in campaign and role-playing settings will be covered in future sources.

Change to:

Fuel consumption has no effect in *Total Warfare* game play. When converting battle armor for use in zero-g operations (see *Strategic Operations* p. 22), each fuel tank adds 40 points to the unit's fuel amount.

Grenade Launcher (p. 256)

- 1) ⑥ Change Introduced to Early Spaceflight [Micro Grenade Launcher], 2900 (Clan Diamond Shark [Heavy Grenade Launcher]), 3050 (Federated Commonwealth [Heavy Grenade Launcher])

2) ③ *Under “Tech Base”*

Inner Sphere (Micro and Standard); Clan (Standard only)

Change to:

Inner Sphere (Micro and Heavy); Clan (Heavy only)

③ **Machine Gun (p. 258)**

Change Introduced to “Varies”

③ **Modular Equipment Adaptor (p. 260)**

First paragraph, last sentence

Delete “or adaptation-enhanced manipulator weighing up to three times as much”

③ **Mine Dispenser (p. 260)**

Delete this entire entry.

③ **Long Range Missile (LRM) Launchers (p. 261)**

Second paragraph, first sentence

Strangely, even though battle armor LRMs are possible, as of this writing, those suits that carry an LRM are little more than test beds and one-off variants; no production armor yet exists that mounts an LRM. [Note: The FedSuns’ much-anticipated Hauberk battle armor, which sports a five-tube LRM, began development almost a year after Professor Habeas’ death, and didn’t hit the field en masse until April of 3070. –EB]

Change to:

Clan Goliath Scorpion’s Undine battle armor, which sports a single-shot five-tube LRM launcher, was the first to widespread production, debuting in 3059.

③ **Rocket Launchers (p. 261)**

Change Introduced to “3050 (Federated Commonwealth)”

③ **Advanced Short Range Missile Launcher (p. 261)**

1) **Introduced:** 3058 (Clan Hell’s Horses)

Change to:

Introduced: 3056 (Clan Hell’s Horses)

2) *First sentence*

A recent advance in battlesuit SRM technology, the so-called advanced SRM debuted in 3058 with Clan Hell’s Horses’ Gnome-class battle armor.

Change to:

A recent advance in battlesuit SRM technology, the so-called advanced SRM debuted in 3056 with Clan Hell’s Horses’ Gnome-class battle armor.

③ **Missile Launchers (p. 262)**

Under “Missile Munitions”, “Multi-Purpose Missiles”, delete the following text:

The drawback, of course, is weight. Weighing in at double the mass of a comparable short- or long-range missile, multi-purpose warheads can limit a battle armor’s options for secondary equipment just to have the capability of striking submerged targets in the relatively unlikely event of subsurface combat.

③ **Modular/Turret Mounts (p. 262)**

1) *Under “Construction Rules”, third paragraph, third sentence*

An entry of “As Location” under Capacity means that all slots remaining in the mount’s location (after those occupied by the mount itself or any gear placed there before the mount was installed) are considered part of the modular mount.

Change to:

An entry of "As Location" under Capacity means that all slots remaining in the mount's location (after those occupied by the mount itself or any gear placed there before the mount was installed) are considered part of the mount.

2) *Under "Construction Rules", third paragraph, last sentence*

In another example, an 80 kg configurable turret—with a Capacity of 4—has a set limit of 4 slots for its mount, and occupies 2 more slots for the mount itself).

Change to:

In another example, an 80 kg configurable turret—with a Capacity of 4—has a set limit of 4 slots in its mount, but only occupies 2 slots in the suit for the mount itself).

3) *Under "Construction Rules", last paragraph, last sentence*

This ruling has changed from previous errata versions.

AP weapon mounts may only accommodate AP-scale light and medium weapons (see Weapons, Anti-Personnel, p. 271).

Change to:

AP weapon mounts may only accommodate Standard-type conventional infantry weapons (see the Conventional Infantry Weapons and Equipment Table, pp. 349-351). All other mount types described herein can also accommodate non-weapon items: see *Modular Technology* on page 171 for details.

4) *Table, "Modular Mount Type" column*

Change the name of this column from "Modular Mount Type" to "Mount Type"

5) *Table, "Mount Type" column*

Modular Turret Mount

Change to:

Standard Turret Mount

6) *Table, "Mount Type" column*

Modular Turret Mount (Configurable)

Change to:

Configurable Turret Mount

7) *Table*

Under "Anti-Personnel Weapon Mount", change Capacity (Slots Available) from "As Location" to "1"

③ **Modular/Turret Mounts (p. 263)**

Last paragraph, last sentence

Delete "Like the standard MWM, AP weapon mounts are limited only by the maximum weight of the suit and the mass and bulk of the weapons and ammo to be carried."

③ **Mortar (p. 263)**

Change Introduced to "3057 (Lyran Alliance)"

③ **Parafoil (p. 266)**1) *Under "Game Rules"*

The parafoil has no impact in *Total Warfare* game play. This equipment's function will be covered more fully in *Tactical Operations*.

Change to:

Battle armor units equipped with parafoils as well as jump jets benefit from greater control in atmospheric drops. These drops are not an option in *Total Warfare* game play, but the combination of parafoils and jump jets gives a -2 bonus to the Landing Roll as described under *Atmospheric Drops*, page 20 of *Strategic Operations*.



- 2) Under "Construction Rules", after the first sentence insert the following:

It may only be mounted in the Body location.

Remote Sensor Dispenser (p. 268)

- 1) ③ Change Introduced to "3050 (Federated Commonwealth)"

- 2) ⑥ Under "Game Rules"

This equipment has no impact on *Total Warfare* standard rules play. Its effects will be described in detail in *Tactical Operations*.

Change to:

This equipment has no impact on *Total Warfare* standard rules play. Its effects are described in detail in *Tactical Operations* (see p. 187, *TO:AUE*).

- 3) ③ Under "Construction Rules", at the end of the section insert the following sentence:

The battle armor-grade Remote Sensor Dispenser has a fixed payload of 6 sensors, and cannot be equipped with additional remote sensor "ammo".

③ Squad Support Weapon (p. 270)

- 1) Under "Construction Rules", first paragraph, second sentence

This percentage is 50 for Inner Sphere squads, 40 for Clan Points.

Change to:

This amounts to 50 percent of weapon weight for battle armor with an Inner Sphere technology base, 40 for Clan.

- 2) Under "Construction Rules", append the following line to the end of the second paragraph:

Though only one suit in a squad actually has the weapon, a squad support weapon mount always counts as one of a suit's allowable anti-Mech weapons.

- 3) Under "Construction Rules", insert the following new paragraph at the end of the section:

This mount can accommodate non-weapon items: see *Modular Technology* on page 171 for details.

③ Weapons, Anti-Personnel (p. 271)

- 1) Under "Medium Weapons", end of paragraph, insert the following:

This ruling has changed from previous errata versions.

As such you will only see these unconverted Medium class weapons used by "hand" with suits equipped with armored glove(s) and then only weapons not requiring a crew to operate.

- 2) Under "Game Rules", replace the second paragraph with the following:

The rules on page 218, *Total Warfare* presume the battlesuit is mounting a single Auto-Rifle as an AP weapon. At the players' option, the damage, ranges and to-hits of alternative anti-personnel weapons types may be found in accordance with Step 2 of the Conventional Infantry core construction rules (starting on p. 148).

- 3) Under "Construction Rules", replace the entire entry with the following:

The anti-personnel weapon mount (see *Modular/Turret Mounts*, p. 262) carries Standard-type conventional infantry weapons. In addition, a humanoid suit equipped with at one or more armored glove manipulators (see *Manipulators*, pp. 259-260) may carry any non-Melee conventional infantry weapon with a crew requirement of less than 2. In either case, the weight of these weapons and any ammunition required is never counted towards a battlesuit's weight limits.



③ Conventional Infantry Weapons (p. 273)

Under "Construction Rules", replace the second paragraph with the following:

Under these construction rules conventional infantry weapon and ammunition weights need not be tracked. These values appear on the Conventional Infantry Weapons and Equipment table as a means of tracking such weight values for infantry weapons mounted on Small Support Vehicles (see *Light Weapons and Heavy Weapons*, p. 271).

Costs and Availability

③ Rounding (p. 274)

Under "Rounding", replace the first paragraph with the following:

All costs computed in *TechManual* must not be rounded until the end of the calculations process, after applying any final cost multipliers. At that point, costs should be rounded up to the nearest .01 C-bill.

③ Conventional Infantry Costs [example text] (p. 276)

Third sentence

After consulting the Conventional Infantry Costs Table,

Change to:

After consulting the Conventional Infantry Weapons table (pp. 298-301) for costs,

③ BattleMech and IndustrialMech Structural Cost and Availability (Cont) (p. 278)

- 1) Under "Jump Jets", "Standard", "Cost (in C-bills)"

200 x (Number of Jump Jets)² x Unit Tonnage

Change to:

200 x (Number of Jump Jets)² x Unit Tonnage

- 2) Under "Jump Jets", "Improved", "Cost (in C-bills)"

500 x (Number of Jump Jets)² x Unit Tonnage

Change to:

500 x (Number of Jump Jets)² x Unit Tonnage

- 3) Under "MASC", "Cost (in C-bills)"

1,000 x Engine Tonnage x MASC Tonnage

Change to:

1,000 x Engine Rating x MASC Tonnage

- 4) Under "Heat Sinks"

Change the Tech Rating for both Standard Heat Sink entries from "D" to "C"

③ ProtoMech Structural Costs and Availability (p. 279)

- 1) Under "Jump Jets", "Cost (in C-bills)"

200 x (Number of Jump Jets)² x Unit Tonnage

Change to:

200 x (Number of Jump Jets)² x Unit Tonnage

- 2) Under "Jump Jets", insert the following:

ProtoMech Myomer Booster	(1,000 x Engine Rating x Booster Tonnage)	F	X-X-F
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③ Combat Vehicle Costs and Availability (p. 279)

Under Component, change the Tech Rating for both Heat Sink entries from "D" to "C"



Support Vehicle Structural Costs and Availability (p. 280)

- 1) ② In between "Turret" and "Power Amplifier", insert the following new row:

Pintle 1,000 x Pintle Tonnage** B A-A-A

- 2) ③ Footnotes

*The base Tech Rating for Support Vehicle Motive Systems, Chasses, Engines, and Armor are determined in the Core Construction process (starting on p. 116)

Change to:

*The base Tech Rating and Availability Ratings for Support Vehicle Motive Systems, Chassis, Engines and Armor are determined in the core construction process (starting on p. 116)

③ Battle Armor Structural Costs and Availability (p. 281)

- 1) Under "Armor (per Armor Point)", change the Availability for "Stealth, Standard" from "(X-X-E)" to "(F-X-E)"
- 2) Under "Armor (per Armor Point)", change the Tech Rating for "Fire Resistant" from "E" to "F"

③ Base Conventional Infantry Costs and Availability (p. 282)

Under "Component", change "Anti-Mech Training" to "Anti-Mech Training and Equipment"

③ Aerospace Unit Costs and Availability (p. 283)

- 1) Under "Avionics", change the Tech Rating from "B" to "C"
- 2) Under "Heat Sinks", "Standard", change the Tech Rating from "D" to "C"

③ Final Unit Costs (p. 284)

Second paragraph, last sentence

Once applied, the unit's final cost may be rounded as indicated under *Basic Cost Calculations* (see p. 284).

Change to:

Once applied, the unit's final cost may be rounded as indicated under *Basic Cost Calculations* (see p. 274).

⑥ Final Unit Cost Formulas Table, Support Vehicles (p. 285)

After "Naval (All)", insert the following:

WiGE: ... (Structural Cost + Weapon/Equipment Costs) x (Omni Conversion Cost*) x (1 + [Total Tonnage ÷ 25])

③ Clan Ratings (p. 286)

First paragraph, last sentence

For units constructed with a Clan Tech Base, the following guidelines apply:

Change to:

For units constructed with a Clan Tech Base, the following guidelines apply to equipment entries shared with the Inner Sphere:

③ Clan Ratings (p. 287)

First paragraph, first sentence

(such as standard autocannons, which went extinct for the Clans in the 2820s),

Change to:

(such as standard autocannons, which went extinct for the Clans in the 2850s),

③ Heavy Weapons and Equipment (p. 290)

- 1) Under "LB-10X", change Introduced (Affiliation) to "2595 (TH) / 2824 (CWF)"
- 2) Under "Ultra AC/5", change Introduced (Affiliation) to "2640 (TH) / 2825 (CMN)"
- 3) Under "Gauss Rifle", change Introduced (Affiliation) to "2590 (TH) / 2828 (CBR)"
- 4) Under "Machine Gun", change Introduced (Affiliation) to "PS / 2825 (CDS)"
- 5) Under "Flamer", change Introduced (Affiliation) to "2025 (WA) / 2827 (CFM)"



③ Heavy Weapons and Equipment (Cont) (p. 291)

- 1) Under "ER Large Laser", change Introduced (Affiliation) to "2620 (TH) / 2823 (CNC)"
- 2) Under "Small Laser", change Introduced (Affiliation) to "2300 (TA) / —"
- 3) Under "Medium Laser", change Introduced (Affiliation) to "2300 (TA) / —" and change Extinction to "— / 2850"
- 4) Under "Large Laser", change Introduced (Affiliation) to "2300 (TA) / —" and change Extinction to "— / 2850"
- 5) Under "Small Pulse Laser", change Introduced (Affiliation) to "2609 (TH) / 2829 (CGB)"
- 6) Under "Medium Pulse Laser", change Introduced (Affiliation) to "2609 (TH) / 2827 (CJF)"
- 7) Under "Large Pulse Laser", change Introduced (Affiliation) to "2609 (TH) / 2824 (CCY)"
- 8) Under "ER PPC", change Introduced (Affiliation) to "2751 (TH) / 2826 (CSR)"
- 9) Under "Snub-Nose PPC", change Availability from "(X-X-F)" to "(F-X-F)"
- 10) *This ruling has changed from previous errata versions.*
Under "LRM 5" and "LRM 10", change Introduced (Affiliation) to "2300 (TA) / 2824 (CCY)"
- 11) *This ruling has changed from previous errata versions.*
Under "LRM 15" and "LRM 20", change Introduced (Affiliation) to "2315 (TH) / 2824 (CCY)"
- 12) Under "SRM 2", "SRM 4", and "SRM 6", change Introduced (Affiliation) to "2370 (TH) / 2824 (CCC)"
- 13) Under "Streak SRM 2", change Introduced (Affiliation) to "2647 (TH) / 2822 (CSA)"
- 14) Under "Torpedo (LRM, SRM only)", change Introduced (Affiliation) to "2380 (TH) / 2824 (CCY)"
- 15) Under "One-Shot**", add "+" and change Reintroduced (Affiliation) from "NA / NA" to "3030 (FW) / —"
- 16) Under "Anti-Missile System", change Introduced (Affiliation) to "2617 (TH) / 2831 (CBS)"
- 17) Under "Active Probe (Beagle)", change Introduced (Affiliation) to "2576 (TH) / 2832 (CGS)"

③ Heavy Weapons and Equipment (Cont) (p. 292)

- 1) *Above the "CASE" entry insert the following new table entry:*

Active Probe (Light)	50,000	(X-X-E)	— / 2900 (CSJ)	— / —	NA / NA
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- 2) Under "CASE", change Introduced (Affiliation) to "2476 (TH) / 2825 (CCY)"
- 3) Under "ECM Suite (Guardian)", change Introduced (Affiliation) to "2597 (TH) / 2832 (CJS)"
- 4) *After Machine Gun Array, insert the following new table entry:*

Omni Technology++	NA	(X/E/E)	3052 (IS) / 2854 (Clan)	— / —	— / —
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- 5) Under "Narc Missile Beacon", change Introduced (Affiliation) to "2587 (TH) / 2828 (CHH)"
- 6) Under "TAG", change Reintroduced (Affiliation) from "3033 (FS) / NA" to "3044 (FC) / NA"
- 7) Under "Light TAG", change Introduced (Affiliation) to "— / 3054 (CWF)"
- 8) Under "Capital Missiles", change Availability for the Killer Whale, White Shark, and Barracuda from "X-X-F" to "D-X-D"
- 9) Under "Capital Missiles", change Introduced (Affiliation) for the Killer Whale, White Shark, and Barracuda from "ES" to "2305". Change Introduced (Affiliation) for the AR-10 Launcher from "ES" to "2550".
- 10) *At the end of the table, insert a new footnote:*

++ Note: this is Omni technology, NOT just OmniMechs specifically.

③ Industrial Equipment (p. 292)

- 1) Under "Ejection Seat (IndustrialMech)", change Availability from "(D-E-F)" to "(D-E-E)"
- 2) Under "Extended Fuel Tanks (per ton)", change Introduced (Affiliation) to "ca 2300 (TA) / —"



③ Industrial Equipment (Cont) (p. 293)

- 1) Change the name of the “Fire Control” entry to “Fire Control Systems”
- 2) Under “Fire Control”, “Basic (SV)”, change Introduced (Affiliation) from “2400 (TH) / —” to “PS / —”
- 3) Under “Fire Control”, “Advanced (SV)”, change Introduced (Affiliation) from “2400 (TH) / —” to “2300 (TA) / —”
- 4) Under “Remote Sensor Dispenser”, change Availability from “(X-X-D)” to “(D-D-D)” and change Introduced (Affiliation) from “PS / —” to “ES / —”
- 5) Under “Salvage Arm”, change Introduced (Affiliation) from “2452 (TH) / —” to “2415 (TH) / —”
- 6) Under “Sprayer”, “Mech”, change Introduced (Affiliation) to “ca 2300 (TA) / —”
- 7) Under “Transport Bay”, rename the entry “Infantry, Compartment (per ton)*” to “Compartment, Infantry/BA (per ton)*”

Heavy Weapon Ammunition (p. 294)

- 1) ③ Under “Autocannon/2”, change Cost from “1,000 / 25” to “1,000 / 22”
- 2) ② Under “LB 5-X AC (Standard)”, change Availability from “(C-D-D)” to “(X-X-D)”
- 3) ② Under “LB 5-X AC (Standard)”, “(Cluster)” subsection, change Availability from “(C-D-D)” to “(X-X-D)”
- 4) ② Under “LB 10-X AC (Standard)”, change Availability from “(E-F-D)” to “(C-E-D)”
- 5) ② Under “LB 10-X AC (Standard)”, “(Cluster)” subsection, change Availability from “(C-D-D)” to “(E-F-D)”

Heavy Weapon Ammunition (Cont) (p. 295)

- 1) ③ For all LRM ammunition entries (LRM 5, 10, 15, 20 and MML 3, 5, 7, 9), change Introduced (Affiliation) from “2400 (TH) / —” to “2300 (TA) / —”
- 2) ③ Under “Streak SRM-6”, change Cost from “54,000 / 4,320” to “54,000 / 3,240”
- 3) ③ Under “ER Missiles (ATM)”, change Introduced (Affiliation) from “NA / 3053 (CSA)” to “NA / 3054 (CSA)”
- 4) ③ Delete the “Flare (LRM)” line entirely
- 5) ⑥ Delete the “Incendiary (LRM)” line entirely
- 6) ② Under “Fragmentation (LRM/SRM/MML)”, change Availability from “(E-X-D)” to “(E-F-E)”.
- 7) ③ Under “Anti-Missile System (Clan)”, change the Availability from “E-F-D” to “X-D-C” and change Introduced (Affiliation) from “2617 (TH)” to “2831 (CBS)”

③ Heavy Weapon Ammunition (Cont) (p. 296)

- 1) Under “High-Explosive (Bomb)” and “Cluster (Bomb)”, change Extinction from “2855 / —” to “— / —”
- 2) Under “High-Explosive (Bomb)” and “Cluster (Bomb)”, change Reintroduced (Affiliation) from “3051 (FC) / NA” to “NA / NA”
- 3) *At the end of the table, insert the following:*
 † See page 230 ‘Single-Shot (OS) Missile Launchers’ for exact dates/availability of One-Shot systems.
- 4) Under “Capital Missiles”, change Introduced (Affiliation) for “Killer Whale”, “White Shark”, and “Barracuda” from “ES” to “2305 (TA)”
- 5) Under “Capital Missiles”, change Introduced (Affiliation) for “AR-10 Launcher from “As Missile” to “2550”

③ Additional Battle Armor Weapons and Equipment (p. 296)

- 1) Under “Flamer (Vehicle)”, change the name of the entry to “Flamer (BA)”, and change Introduced (Affiliation) from “PS / —” to “3050 (FC) / 2868 (CWF)”
- 2) Under “ER Micro Laser”, change Introduced (Affiliation) from “NA / 3060 (CSJ)” to “NA / 3059 (CSJ)”



Additional Battle Armor Weapons and Equipment (Cont) (p. 297)

- 1) ③ Under "Small Laser", change Introduced (Affiliation) from "2400 (TH) / —" to "2300 (TA) / —"
- 2) ③ Under "Medium Laser", change Introduced (Affiliation) from "2400 (TH) / —" to "2300 (TA) / —"
- 3) ③ Under "Medium Laser", change Extinction from "— / 2820" to "— / —"
- 4) ③ Under "Mortars", change Introduced (Affiliation) for both the Light and Heavy Mortar from "PS" to "3057 (LA)"
- 5) ③ Under "Grenade Launchers", delete the "Grenade Launcher" row entirely and replace the Heavy Grenade Launcher entry with the following:

Grenade Launcher (Heavy)	4,500/500	(X-X-D)	3050 (FC) / 2900 (CDS)	NA / — NA / NA
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- 6) ③ Under "Advanced SRM (per tube)", change Introduced (Affiliation) from "NA / 3058 (CHH)" to "NA / 3056 (CHH)"
- 7) ③ Under "Detachable Missile Pack Mod.**", change Introduced (Affiliation) from "3060 (LA) / 2825 (CSV)" to "3060 (LA) / 2870 (CSV)"
- 8) ③ Under "Compact Narc Launcher", change Introduced (Affiliation) from "3060 (LA) / 2825 (CSV)" to "3060 (LA) / 2875 (CSV)"
- 9) ③ Under "Light Active Probe", change Introduced (Affiliation) from "2900 (CMN)" to "2900 (CSJ)"
- 10) ③ Under "Cutting Torch", change Availability from "(B-B-E)" to "(B-B-B)"
- 11) ⑥ Under "Fuel Tank", replace the entry with the following:

Fuel Tank	500 / 10	(X-X-E)	2744 (TH) / —	2781 / — 3051 (FC) / NA
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- 12) ③ "Mine Dispenser": delete this row entirely.

③ Additional Battle Armor Weapons and Equipment (p. 298)

- 1) Change "Configurable Turret Mod**" to "Configurable Turret Mount**"
- 2) Under "Light TAG", change Introduced (Affiliation) to "3053 (DC) / 3054 (CWF)"
- 3) *Footnotes*

**Detachable and Configurable Weapon Mods add their price to the cost of the weapon or turret they modify (respectively).

Change to:

**Detachable Missile Packs and Configurable Weapon Mounts add their price to the cost of the weapon or turret they modify (respectively).

③ Conventional Infantry Weapons (p. 298)

Under "Blade, Vibro-axe", change Introduced (Affiliation) from "2445 (LA) / —" to "2445 (LC) / —"

③ Conventional Infantry Weapons (Cont) (p. 301)

Change "SRM Launcher (Lt, One-Shot)" to "SRM Launcher (Light)"

Battle Value

Note – pages 302-314 have been replaced completely. See the BT website for a replacement document.

③ Defensive Factors Table (p. 315)

Replace footnote with the following:

* Including bonuses for jump capability, enhanced movement capability from MASC or triple-strength myomer, and any VTOL movement modifier. Do not add the +1 to-hit penalty used in attacks against battle armor units. For units with detachable missile packs, use the best modifier for movement.



Inner Sphere Weapons and Equipment BV Table (p. 317)

- 1) ③ Under “Flamer”, change the entry name to “Flamer (‘Mech)”
- 2) ③ Under “Plasma Rifle (Man-Portable)”, change Ammo BV from “2” to “0”.
- 3) ③ Under “Gauss Rifle (David)” and “Gauss Rifle (“King David”)”, change Ammo BV from “1” to “0”.
- 4) ③ After “Gauss (Grand Mauler)”, insert two new entries: “Gauss (Magshot) 15 2” and “Gauss (Tsunami) 6 0”
- 5) ③ Under “Gauss (Magshot)”, change Ammo BV from “2” to “0”.
- 6) ③ *This ruling has changed from previous errata versions.*
Disregard previous errata changing the BV of the SRM-5 ammo. Its BV is 6.
- 7) ③ Under “MRM-40”, change BV from “224/49” to “224/45”
- 8) ⑥ Under “Anti-Battle Armor Pod (B-Pod)”, add a new ‡ footnote symbol next to the item name.
- 9) ③ Delete the second instance of “Nail/Rivet Gun” (above “Popup Mine”)
- 10) ③ For the following items, after the Item BV add a ** footnote marker: Hatchet, Retractable Blade, Sword.
- 11) ③ Under “Wrecking Ball” add an empty row followed by a new header, “Battle Armor Equipment”

Add the following equipment under this header:

Flamer (BA) 5 —

Move the following equipment under this header:

Gauss (Grand Mauler) 6 0

Gauss (Tsunami) 6 0

Grenade Launcher (Automatic) 1 0

Grenade Launcher (Heavy) 2 0

Recoilless Rifle (Light) 12 0

Recoilless Rifle (Medium) 19 0

Recoilless Rifle (Heavy) 22 0

LRM-1 14/3 2

LRM-2 20/4 3

LRM-3 29/6 4

LRM-4 38/8 5

MRM-1 9/2 1

MRM-2 13/3 2

MRM-3 18/4 2

MRM-4 23/5 3

MRM-5 28/6 4

Rocket Launcher 1 2 —

Rocket Launcher 2 3 —

Rocket Launcher 3 4 —

Rocket Launcher 4 5 —

Rocket Launcher 5 6 —

SRM-1 15/3 2

SRM-3 30/6 4

Battle Claw (w/ Magnets) 3/ pair —

Battle Claw (w/ Vibro-Claws) 1 each —

Heavy Battle Claw (w/ Magnets) 3/ pair —

Heavy Battle Claw (w/ Vibro-Claws) 1 each —

Magnetic Clamps 1 —

Narc (Compact) 16/4 0

Popup Mine 6 —

And then rename the “Grenade Launcher (Automatic)” entry to “Grenade Launcher (Micro)”

- 12) ③ *In the footnotes section, add the following new footnotes:*

**The damage used to calculate the item’s BV is based on the final damage the item can deal after all possible modifications (such as TSM) are applied.

‡ Treat as Gauss weapon when calculating defensive battle rating.

Clan Weapons and Equipment BV Table (p. 318)

- 1) ③ Under “Flamer”, change the entry name to “Flamer (‘Mech)”
- 2) ③ Under “Advanced SRM-4”, change BV from “60/8” to “60/12”
- 3) ③ Under “SRM-5”, change BV from “58/12” to “47/9”, and change Ammo BV from “8” to “6”
- 4) ③ The Battle Claw (w/Vibro-Claws) and Machine Gun Array entries from the Inner Sphere table on p. 317 should be copied to the Clan table exact, complete with footnotes.
- 5) ③ Clan Active Probe and Light Active Probe should be listed as defensive equipment with the † item.



- 6) ③ Replace the LRM entries with the following values:

	Item BV	Ammo BV		Item BV	Ammo BV
LRM-1	17/3	2	LRM-11	126/25	16
LRM-2	24/5	3	LRM-12	141/28	18
LRM-3	34/7	4	LRM-13	145/29	19
LRM-4	46/9	6	LRM-14	159/32	20
LRM-5	55/11	7	LRM-15	164/33	21
LRM-6	69/14	9	LRM-16	180/36	23
LRM-7	76/15	10	LRM-17	185/37	24
LRM-8	88/18	11	LRM-18	199/40	25
LRM-9	94/19	12	LRM-19	203/41	26
LRM-10	109/22	14	LRM-20	220/44	27

- 7) ⑥ Under “Anti-Battle Armor Pod (B-Pod)”, add a new ‡ footnote symbol next to the item name. Create a new ‡ footnote stating the following: “Treat as Gauss weapon when calculating defensive battle rating.”
- 8) ③ Under “Wrecking Ball” add an empty row followed by a new header, “Battle Armor Equipment”

Add the following equipment under this header:

Flamer (BA) 5 —
Laser (Small) 9 —

Move the following equipment under this header:

PPC (Support) 14 —	Advanced SRM-2 30/6 4
“Bearhunter” Superheavy AC 4 0	Advanced SRM-3 45/9 6
Grenade Launcher (Heavy) 2 0	Advanced SRM-4 60/12 8
Recoilless Rifle (Light) 12 0	Advanced SRM-5 75/15 10
Recoilless Rifle (Medium) 19 0	Advanced SRM-6 90/18 12
Recoilless Rifle (Heavy) 22 0	Narc (Compact) 16/4 0
Advanced SRM-1 15/3 2	

Conventional Infantry Weapons BV Table (p. 319)

Note – page 319 has been replaced completely. See the BT website for a replacement document.

Index

F (p. 321)

- ③ Third column: delete “Flare LRM, 230”
④ Third column: change the page ref for “Fluid suction system” to 247, 248

I (p. 321)

Fourth column: delete “Incendiary LRM, 230”

P (p. 322)

Fourth column: change the page ref for “Pintle mount” to 234
Fourth column: change the page ref for “Plasma cannon” to 235

S (p. 323)

First column: between “Salvage Arm” and “Searchlight” add “Screen Launcher, 292, 318, 342”

T (p. 323)

Third column: between “Tear gas SRM” and “Technology Base” add “Tech Rating, 122”



Record Sheets

③ Four-Legged 'Mech Record Sheet (p. 325)

Add an extra circle to both the LT and RT internal structure locations: the maximum IS points in each location is 21.

③ VTOL Record Sheet (p. 328)

Under "VTOL Combat Critical Hits Table", "Rotors" column, replace the two instances of "Rotot" with "Rotor"

Tables

③ Inner Sphere Weapons and Heavy Equipment Table (p. 341)

- 1) Under "LB 5-X", change the Range from "5/3/7/14/21 (Long)" to "3/7/14/21 (Long)"
- 2) Under "Large Laser", change the Space for SV from "5" to "2"

③ Inner Sphere Heavy Weapons and Equipment Table (Cont) (p. 342)

- 1) Under "Beagle Active Probe", change the Space for DS from "0" to "NA".
- 2) Under "Guardian ECM Suite", change the Space for DS from "0" to "NA".
- 3) Under "Targeting Computer", column "SV": change value from Var* to 1
- 4) Under "Capital Missiles", change the Tech Rating for "Killer Whale", "White Shark", "Barracuda", "AR-10 Launcher", "Kraken-T", "Killer Whale-T", "White Shark-T", and "Barracuda-T" from "F" to "D".
- 5) Under "Capital Missiles", change the Tech Rating for "Screen Launchers" from "F" to "E".

Clan Weapons and Heavy Equipment Table (p. 343)

- 1) ③ Under "Ultra AC/5", change WT (Tons) from "8" to "7"
- 2) ③ Under "ER Micro Laser", change Range from "0/1/2/3-4 (Short)" to "0/1/2/4 (Short)"
- 3) ③ *For the following weapons, change Space for P from "NA" to "1":*
LB 10-X, Ultra AC/10, Gauss Rifle, HAG/20, Flamer (Vehicle), ER Large Laser, Large Pulse Laser, Heavy Large Laser, ER PPC
- 4) ③ Under "Plasma Cannon", change "Ref" from 234 to 235
- 5) ④ *Under the "Damage Std. (Aero)" column, change the values for the ATM-6, -9, and -12 as follows (the -3 is fine):*
2/Msl (10), 2/Msl (14), 2/Msl (20)
- 6) ③ Under all four LRM entries with Artemis, change Space for P from "1" to "NA"
- 7) ③ Under all three SRM entries with Artemis, change Space for P from "1" to "NA"
- 8) ③ Under "Active Probe", change the Space for DS from "0" to "NA"
- 9) ③ Under "ECM Suite", change the Space for DS from "0" to "NA"
- 10) ③ Under "Capital Missiles", change the Tech Rating for "Killer Whale", "White Shark", "Barracuda", "AR-10 Launcher" from "F" to "D".

Industrial Equipment Table (p. 344)

- 1) ③ Under "Environmental Sealing", delete the "Combat Vehicle" line
- 2) ④ Under "Extended Fuel Tanks", change the Space for CV from NA to 1
- 3) ③ Under "Fluid Suction System", "Light (Vehicle)" and "Light ('Mech)", change Ref from "247" to "248"
- 4) ③ Under "Lifeboat (Atmospheric)", change Heat from "NA (0)" to "0 (NA)"; change its SC and DS ratings from 0 to NA
- 5) ③ Under "Lifeboat (Aerospace) and Lifeboat (Maritime)", change Heat from "NA (0)" to "0 (NA)"
- 6) ③ Under "Lift/Arresting Hoists", change the Arresting Hoist M and CV Space from "3*" and "1*" to "NA"



- 7) ⑥ Under “MASH”, Space for SC and DS, change the (Core Unit) value from “NA” to “1” and the (Added Theatre) value from “NA” to “0”
- 8) ③ Under “Mining Drill”, change Space for CV and SV from “NA” to “1”
- 9) ③ Under “Paramedic Equipment”, change the Space for M from “NA” to “1*”, and change the Space for CV from “1*” to “1”
- 10) ④ Under “Pintle”, change the name of the entry to “Pintle Mount”, change the Space for CV from “0” to “NA”, change the Space for SV from “0” to “0*”, and change the Ref from 235 to 234
- 11) ③ Under “Quarters/Seating”, change Steerage, Crew/2nd Class and Officer/1st Class CV Space from “1*” to “NA”
- 12) ③ Under “Quarters/Seating”, after “Officer/1st Class”, insert the following entry:

Seating (Combat Crew) ... 0 ... NA (NA) ... NA (NA) ... NA ... 0.5 ... NA ... NA ... 1* ... NA ... NA ... NA ... NA ... A ... 236

- 13) ③ Between “Quarters/Seating” and “Refueling Drogue”, insert the following entry:

Power Amplifier ... 0 (0) ... NA (NA) ... NA (NA) ... NA ... Var* ... 0 ... NA ... 0 ... 0 ... 0 ... NA ... NA ... D ... 235

- 14) ③ Under “Remote Sensor Disp.”, change the entry name to “Remote Sensor Dispenser”, and change Ammo (Per Ton) from “60” to “30*”

③ Industrial Equipment Table (Cont) (p. 345)

- 1) Under “Weapons, Anti-Personnel”, Line “Medium”, column “SV”: change value from 2* to 1*
- 2) Under “Turret”, column “Tech Rating”: change value from A to B

Heavy Weapons Ammunition (p. 345)

- 1) ③ Under “Artemis-Capable (LRM/SRM/MML)” Ammo Type, change Tech (Rating) from “F” to “E”
- 2) ③ Delete the “Flare (LRM)” line entirely
- 3) ④ Delete the “Incendiary (LRM) line entirely

Heavy Weapon Ammunition (Cont) (p. 346)

- 1) ⑥ Under “Narc Missile Beacon (Homing)”, change the Tech Base from IS to IS / Clan
- 2) ③ Under “Remote Sensors”, delete the entire line entirely
- 3) ④ Delete the footnote that reads “‡Incendiary LRM capability may be combined with...”

③ Inner Sphere Battle Armor Equipment Table (p. 346)

- 1) Change the table column header “Ammo (Weight Per Shot)” to “Weight Per Shot (Ammo)”
- 2) Under “Grenade Launcher”, change the name of the entry to “Heavy Grenade Launcher”
- 3) Under “Micro Grenade Launcher”, change the Range from “—/1/2/3” to “—/1/2/—”
- 4) Under “Heavy Mortar”, change Weight Per Shot (Ammo) from “4 kg (40)” to “4 kg (20)”
- 5) Under “David Light Gauss Rifle” and “King David Light Gauss Rifle”, change Weight Per Shot (Ammo) from “0.75 (15) kg” to “0.75 (20) kg”
- 6) Under “Heavy Recoilless Rifle”
 - a) Change Range from “—/2/4/6” to “—/3/5/7”
 - b) Change Weight (Item) from “375 kg” to “325 kg”
 - c) Remove the italics from the entire line
- 7) Under “Flamer (Vehicle)”, change the name of the entry to “Flamer (BA)”
- 8) Delete the footnote that reads “‡Incendiary LRM capability may be combined with...”



③ Inner Sphere Battle Armor Equipment Table (Cont) (p. 347)

- 1) Change the table column header “Ammo (Weight Per Shot)” to “Weight Per Shot (Ammo)”
- 2) Under “Plasma Rifle”, change the name of the entry to “Plasma Rifle (Man-Portable)”
- 3) Under the Weight Per Shot (Ammo) column for *all* versions of the LRM, SRM, and MRM, change the (0) notations to (1). Also, for the Inner Sphere Compact Narc Launcher, change (0) to (1).
- 4) Under “SRM 5”, change Weight (Item) from “200 kg” to “300 kg”
- 5) Under “Heat Sensor”, change Range from “—/—/—/34” to “—/9/18/27”
- 6) Under “Parafoil”, change Space Slots from “1” to “1*”
- 7) Under “Remote Sensor Dispenser”, change Weight Per Shot (Ammo) from “NA” to “NA (6*)”
- 8) “Mine Dispenser”: delete this row entirely.
- 9) *Under the † footnote, first sentence*

One-Shot (OS) capability may be assigned to any desired LRM, SRM, MRM or Narc Launcher Type.

Change to:

One-Shot (OS) capability may be assigned to any desired LRM, SRM or MRM launcher type.

Clan Battle Armor Equipment Table (p. 348)

- 1) ③ Change the table column header “Ammo (Weight Per Shot)” to “Weight Per Shot (Ammo)”
- 2) ③ Under the Weight Per Shot (Ammo) column for *all* versions of the LRM, SRM, and Advanced SRM, change the (0) notations to (1).
- 3) ③ Under “AP Gauss Rifle”, change Weight Per Shot (Ammo) from “1.25 kg (50)” to “1.25 kg (20)”
- 4) ③ Under “Grenade Launchers”: italicize this entry.
- 5) ③ Under “Heavy Recoilless Rifle”, change Range from “—/2/4/6” to “—/3/5/7”; change Weight (Item) from “375 kg” to “325 kg”
- 6) ③ Under “Flamer (Vehicle)”, change the name of the entry to “Flamer (BA)”
- 7) ③ Under “LRM-5”, change Space Slots from “4 [3]” to “3 [4]”
- 8) ③ Under “Compact Narc”, change Weight Per Shot (Ammo) from “10 kg (2)” to “10 kg (1)”
- 9) ⑥ Under “Heat Sensor”, change the Range from —/—/—/34 to —/11/23/34
- 10) ③ Under “Parafoil”, change Space Slots from “1” to “1*”
- 11) ③ Under “Remote Sensor Dispenser”, change Weight Per Shot (Ammo) from “NA” to “NA (6*)”
- 12) ③ *Under the † footnote, first sentence*

One-Shot (OS) capability may be assigned to any desired LRM, SRM, MRM or Narc Launcher Type.

Change to:

One-Shot (OS) capability may be assigned to any desired LRM or SRM launcher type.

Conventional Infantry Weapons (pp. 349-352)

Note – pages 349-352 have been replaced completely. See the BT website for a replacement document.



NEW ADDITIONS

These are all the new entries or modifications of old entries for version 6.0 of this document, entries corrected in the 6th printing of *TechManual*. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ⑥.

⑥ **Medium Weapons (p. 20)**

First paragraph, last sentence

In terms of construction, medium weapons may be mounted only on Small Support Vehicles or battle armor with anti-personnel weapon mounts.

Change to:

In terms of construction, medium weapons may be mounted only on Small Support Vehicles or battle armor with armored glove manipulators.

⑥ **Step 5: Add Weapons, Ammunition and Other Equipment (p. 136)**

Under "Weapons and Ammunition", at the end of the third paragraph insert the following:

This ruling has changed from previous errata versions.

Non-melee weapons with a Base Range of 0 use a Short Range of 0, Medium Range of 1, and Long Range of 2.

Errata note: this paragraph was inserted in the second printing

⑥ **Choose Primary Infantry Weapons (p. 150)**

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

No Primary Infantry Weapon may have a Damage Value greater than 0.60. If the weapon selected has a Damage Value greater than 0.60, then reduce its Damage Value to 0.60 when determining final damage values (see p. 152). Platoons that have their primary weapon damage reduced in this way automatically gain the Heavy Burst Weapon special feature.

⑥ **Step 5: Add Weapons, Ammunition and Other Equipment (p. 194)**

Second paragraph, last sentence

(2 tons of ammo per launcher x 5 shots per ton = 10 shots per ton)

Change to:

(2 tons of ammo per launcher x 5 shots per ton = 10 shots per launcher)

⑥ **Weapons Bays and Firing Arcs (p. 195)**

Replace the third paragraph with the following:

This ruling has changed from previous errata versions.

To determine the maximum number of plasma weapons allowed in a bay, first find the average heat that weapon can deal to a target (round normally if necessary). Add this value to the weapon's attack value and use this figure to determine max bay damage.

Errata note: the paragraph being replaced was inserted in the third printing

⑥ **Transport Bays and Doors (DropShips and Small Craft only) (p. 196)**

Second paragraph (first on the page), first sentence

This ruling has changed from previous errata versions.

On DropShips, however, transport bays—including those for fighters, BattleMechs and other units—must assign a minimum of 1 bay door each, to allow for entry and egress from the vessel.

Change to:

Transport bays for any unit type other than infantry must assign a minimum of 1 bay door each, to allow for entry and egress from the vessel.

⑥ **Environmental Sealing (p. 216)**

Under "Unit Restrictions"

BattleMechs, ProtoMechs, aerospace fighters, Small Craft, DropShips and submersible Support Vehicles may not install environmental sealing (as they receive it automatically).

Change to:

BattleMechs, ProtoMechs, conventional and aerospace fighters, Small Craft, DropShips and submersible Support Vehicles may not install environmental sealing (as they receive it automatically).

⑥ **Snub-Nose PPC (p. 234)**

- 1) Underneath “Introduced”, insert “**Extinct:** 2790”
- 2) Underneath “Extinct”, insert “**Recovered:** 3067 (Draconis Combine)”

Errata Note: In the 3rd and 4th printings, these values were inserted, but with incorrect dates. The above values are correct.

⑥ **Transport Bay Table (p. 239)**

This ruling has changed from previous errata versions.

- 1) Under “Capacity”, for Foot Infantry, Jump Infantry, and Motorized Infantry, change the amount given to “30 troopers”.
- 2) Under “Total Bay Personnel”, for Foot Infantry, Jump Infantry, and Motorized Infantry, change all amounts given to a single “30”.
- 3) Under “Capacity”, for Mechanized Infantry, change the amount given to “7 troopers”.
- 4) Under “Total Bay Personnel”, for Mechanized Infantry, change all amounts given to a single “7”.

⑥ **Bulldozer (p. 242)**

Under “Construction Rules”, first sentence

Combat and Support Vehicles may mount only one bulldozer blade per unit, and the bulldozer must be placed in the Front location

Change to:

Combat and Support Vehicles may mount a maximum of two bulldozer blades per unit, with a maximum of one per Front or Rear location.

⑥ **Grenade Launcher (p. 256)**

Change Introduced to Early Spaceflight [Micro Grenade Launcher], 2900 (Clan Diamond Shark [Heavy Grenade Launcher]), 3050 (Federated Commonwealth [Heavy Grenade Launcher])

⑥ **Final Unit Cost Formulas Table, Support Vehicles (p. 285)**

After “Naval (All)”, insert the following:

This ruling has changed from previous errata versions.

“WiGE: ... (Structural Cost + Weapon/Equipment Costs) x (Omni Conversion Cost*) x (1 + [Total Tonnage ÷ 25])”

⑥ **Heavy Weapon Ammunition (Cont) (p. 295)**

Delete the “Incendiary (LRM)” line entirely

⑥ **Additional Battle Armor Weapons and Equipment (Cont) (p. 297)**

This ruling has changed from previous errata versions.

Under “Fuel Tank”, change the extinction date from — / — to 2781 / —

⑥ **Inner Sphere Weapons and Equipment BV Table (p. 317)**

Under “Anti-Battle Armor Pod (B-Pod)”, add a new ‡ footnote symbol next to the item name. Create a new ‡ footnote stating the following: “Treat as Gauss weapon when calculating defensive battle rating.”

⑥ **Clan Weapons and Equipment BV Table (p. 318)**

Under “Anti-Battle Armor Pod (B-Pod)”, add a new ‡ footnote symbol next to the item name. Create a new ‡ footnote stating the following: “Treat as Gauss weapon when calculating defensive battle rating.”

⑥ **Industrial Equipment Table (p. 344)**

Under “MASH”, Space for SC and DS, change the (Core Unit) value from “NA” to “1” and the (Added Theatre) value from “NA” to “0”



⑥ **Heavy Weapon Ammunition (Cont) (p. 346)**

Under "Narc Missile Beacon (Homing)", change the Tech Base from IS to IS / Clan

⑥ **Clan Battle Armor Equipment Table (p. 348)**

Under "Heat Sensor", change the Range from $-\text{---}/\text{---}/\text{---}/34$ to $-\text{---}/11/23/34$