



A Time of War

(Version 3.0)

The following is a compiled rules errata for the first printing of *A Time of War*, as of 6 June, 2022.

FULL ERRATA

There have been three printings of *A Time of War* to date: 2010, 2015, and 2022—you can check page 5 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 2nd printing are marked with a ②). All errata and page number references here are for the first printing (2010) 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.

This section combines all previous errata with the new additions of version 3.0, so that every ruling is in order and in one place. Entries new to v3.0 are marked with a ③ and can also be found in the *New Additions* section at the end of this document.

② Attribute Checks (p. 38)

Under "Double Attribute Checks"

...or using INT and DEX to perform an action using an untrained Technician Skill.

Change to:

...or using INT and DEX to perform an action using an untrained Forgery Skill.

② Skill Checks Example (cont.) (p. 41)

1) *First full paragraph*

Franz's controlling player thus will receive a total roll modifier of +14. He rolls 2D6 and sees a 5 and a 4—for a roll total of 9. Adding the +14, the player finds the final result is 23. This means Franz succeeded in his untrained Stealth efforts by 5 points.

Change to:

Franz's controlling player thus will receive a total roll modifier of +10. He rolls 2D6 and sees a 5 and a 4—for a roll total of 9. Adding the +10, the player finds the final result is 19. This means Franz succeeded in his untrained Stealth efforts by 1 point.

2) *Last paragraph*

Because Franz's Margin of Success (MoS) is higher than Ethan's, Franz slips by Ethan undetected.

Change to:

Because Franz's Margin of Success (MoS) is lower than Ethan's, Franz's attempt to slip by is detected by Ethan.

② Recovering Edge (p. 43)

Second example, at the end of the example insert the following sentence:

Caveat: If Jared rolls that 2, the fact that he already spent EDG points in advance to try and ensure his roll's success means that he will not be allowed to burn EDG again on the same action, not even for a reroll.

② Independent (p. 63)

Under Sub-Affiliations, Astrokaszy

Streetwise/Periphery (+10 CP)

Change to:

Streetwise/Periphery (+10 XP)

② Notes (p. 63)

Third paragraph, at the end of the paragraph insert the following sentence:

If the extreme gravity rules are used, other effects on the character's Attribute maximums and costs will apply in character creation as noted in those rules (see pp. 237-238).



② Notes (p. 73)

Under "Military Schools", "Military Academy"

Add "Pilot/WarShip" to the list of available skills under the Special field.

② Fast Learner (p. 117)

First paragraph, second sentence

Fast Learner reduces the experience cost for Skills by 10 percent, both during character generation (see p. 85) and Skill advancement (see p. 333).

Change to:

Fast Learner reduces the experience cost for Skills by 20 percent, both during character generation (see p. 85) and Skill advancement (see p. 333).

② Gremlins (p. 118)

Second paragraph, first sentence

A character with this Trait is so bad with machines that even his attempts to understand technological systems seem to bog down on the intellectual level, resulting in a 10 percent increase to the XP costs for raising or purchasing any Technician Skill.

Change to:

A character with this Trait is so bad with machines that even his attempts to understand technological systems seem to bog down on the intellectual level, resulting in a 10 percent increase to the XP costs for raising or purchasing any Technician Skill after character creation.

② Slow Learner (p. 126)

First paragraph, second sentence

Slow Learner increases the experience cost for Skills by 10 percent during character generation (see p. 85) and Skill advancement (see p. 333).

Change to:

Slow Learner increases the experience cost for Skills by 20 percent during character generation (see p. 85) and Skill advancement (see p. 333).

② Tech Empathy (p. 126)

First paragraph, second sentence

A character with this Trait can grasp the concept of operating technological systems faster than others, resulting in a 10 percent decrease to the XP costs for raising or purchasing any Technician Skill.

Change to:

A character with this Trait can grasp the concept of operating technological systems faster than others, resulting in a 10 percent decrease to the XP costs for raising or purchasing any Technician Skill after character creation.

② Light Units Table (p. 135)

- 1) Change "CPK-6 "Copper" SecurityMech [25]" to "CPK-65 Copper SecurityMech [25]"
- 2) Change "WI-DM DemolitonMech [35]" to "DemolitionMech [35]"
- 3) Change "SC Powerman LoarderMech [35]" to "SC Powerman HaulerMech [35]"
- 4) Change "CON-7 "Carbine" ConstructionMech [30]" to "CON-7 Carbine ConstructionMech [30]"
- 5) Change "KIC-3 Harvester Ant [20]" to "KIC-3 Harvester Ant AgroMech [20]"
- 6) Change "HVR-99 Harvester [30]" to "HVR-99 Harvester AgroMech [30]"
- 7) Change "GM-3A "Pompei" FireMech [15]" to "GM-3A Pompier FireMech [15]"
- 8) Change "MR-8C Marco [30]" to "MR-8C Marco ExplorerMech [30]"

② Medium Units Table (p. 135)

Replace all instances of "Hyena SalvageMech [55]" with "HYN-4A Hyena SalvageMech [55]".



② Heavy/Assault Units Table (p. 135)

- 1) Replace all instances of "Kiso [100]" with "K-3N-KR4 Kiso [100]"
- 2) Change "GUR-2G Gurkha [35]" to "LM-4/C Lumberjack [70]"
- 3) Change "RCL-4 Dig Lord [65]" to "RCL-4 Dig Lord MiningMech [65]"
- 4) Change "ATAE-70 "Uni" CargoMech [70]" to "ATAE-70 Uni CargoMech [70]"

② Specialties (p. 141)

- 1) *First paragraph, last sentence*

Sample specialties include "Lasers" for any Gunnery subskill...

Change to:

Sample specialties include "Energy" for any Gunnery subskill...

- 2) *Second paragraph, last sentence*

...while a Skill listed as "Gunnery/'Mech (Laser)" indicates that the character's 'Mech-based Gunnery Skill specializes in laser weaponry, rather than ballistic or missile weapons.

Change to:

...while a Skill listed as "Gunnery/'Mech (Energy)" indicates that the character's 'Mech-based Gunnery Skill specializes in energy weaponry, rather than ballistic or missile weapons.

② Surgery (p. 155)

Third paragraph, second sentence

As a general rule of thumb, the Surgery Skill should not be used on characters who have suffered less than half of their total number of hit points in damage, or who have sustained any single injury greater than half the character's BOD score (rounded down, if individual injuries are being tracked).

Change to:

As a general rule of thumb, the Surgery Skill should not be used on characters who have suffered less than half of their total number of hit points in damage, or who haven't sustained any single injury greater than half the character's BOD score (rounded down, if individual injuries are being tracked).

② Initiative [example text] (p. 166)

Replace the second and third paragraphs with the following:

Josef's player rolls 2D6 and gets a result of 5. Robert, thanks to his Combat Paralysis, must roll 3D6 and take the worst two dice, but lucks out with a final result of 8 in spite of this handicap. For the thugs, the GM rolls an 8 for the leader, a 4 for Thug #2 and a 6 for Thug #3.

The Initiative sequence is thus Robert and the Thug Leader at 8, Thug #3 at 6, Josef on 5, and Thug #2 at 4. Finding Robert's RFL of 6 higher than the thug leader's RFL of 5, the gamemaster determines that Robert can act before the thug leader, followed by Thug #3.

② Initiative Table (p. 166)

Bullet point

*To use Skill modifiers, Squad or Team Initiative rules must be in play. For Tactics, the appropriate Subskill is required; For both, the squad leader must be present, active and able to communicate with his troops to apply the modifier.

Change to:

*To use Tactics Skill modifier, character must have appropriate Tactics subskill; Leadership Skill modifier cannot be applied unless Squad or Team Initiative is in play, and Squad Leader is present, active, and able to communicate with his troops.

② Encumbrance (p. 170)

Under "Encumbering Items", at the end of the section (before the example begins), insert the following new paragraph:

For encumbrance purposes, a character's effective strength when wearing battle armor increases based on the suit's weight class and equipment (see Battle Armor Strength and Melee Modifiers Table, p. 216).



② **Melee Combat Rolls (p. 175)**

Bullet list, second item

If the attacker’s roll succeeds, but his MoS does not exceed the defender’s MoS, both attacker and defender suffer damage.

Change to:

If the attacker’s roll succeeds, but his MoS does not exceed that of the defender, the defender may choose to either negate the attack entirely, or both sides will suffer damage.

③ **Consciousness Check (p. 184)**

At the end of the section (after the example text) insert the following new subsection:

Becoming Conscious

A consciousness check is made in the End Phase of a combat turn for each character knocked out in a previous turn. Those that pass wake up.

③ **Fatigue Accumulation Table (p. 189)**

Last footnote

†Round normally (.5 rounds up)

Change to:

†Round normally (.5 rounds down)

② **Battle Armor Melee Modifiers Table (p. 216)**

1) Rename this table to “Battle Armor Strength and Melee Modifiers Table”

2) Under “Other Features”, insert a new line: Has Myomer Booster +0M / +12 +2 +2

3) Insert a new column, “STR Modifier”. All entries for this column are +0, with the following exceptions:

PA(L)/Exoskeleton (80-400 kg)	+1
Light (401-750 kg)	+2
Medium (751-1,000 kg)	+4
Heavy (1,001-1,500 kg)	+6
Assault (1,501-2,000 kg)	+8
Salvage Arm	+2
Cargo Lifter	+8
Has Myomer Booster	+4

4) *First footnote*

*Quadrupeds may only attempt charging melee attacks.

Change to:

*Quadruped battle armor melee attacks are a special ramming strike that can be delivered in a 5-second turn. The damage from this attack is the sum of all relevant BDs for chassis type and weight, +1 BD per 5 meters traveled in the turn (round up).

5) *Footnotes, at the bottom of the table insert the following new footnote:*

Note: STR Modifiers for battle armor apply only to encumbrance rules (see p. 170).

② **Vehicular Stealth Equipment Table (p. 218)**

Under “Vehicle/Mech Stealth Systems”

1) After “Null Signature System”, add “Void-Signature System 3/3/7+”

2) Angel ECM 10/0/0

Change to:

Angel ECM 10/0/0++



- 3) Add the following footnotes to the bottom of the table:

†If the Void-Sig unit's ECM is disabled, its E/I/C Rating becomes 0/3/0

††If a unit with Stealth Armor uses an Angel ECM, use a 10/5/0 rating instead. If a unit with Void-Sig uses an Angel ECM, use a 5/3/7 rating instead.

③ Range Master (p. 221)

First sentence

The Range Master Ability grants the warrior mastery over any range band except Short (Minimum, Medium, Long and so forth).

Change to:

The Range Master Ability grants the warrior mastery over any range band except Short (Minimum, Medium, Long and Extreme).

③ Sniper (p. 221)

First sentence

The Sniper Special Pilot Ability reduces all range attack modifiers by half,

Change to:

The Sniper Special Pilot Ability reduces the Medium, Long and Extreme Range Attack modifiers by half.

② Modern Melee Weapons (p. 264)

- 1) Neural Lash: Change range to "2M"
- 2) Vibrosword, Clan: Change weight to "4KG/*"

② Ballistic Weapons, Cont. (p. 266)

Federated-Barrett M42B

On the notes for the Standard and Close-In Modes, replace the contents of the Notes column with the following:

Burst: 10; Laser Sight; 5-shot Compact Grenade Launcher

Energy Weapons (p. 267)

- 1) ② M61A Combat System: Replace the contents of the Notes column with the following:
Includes Laser sight and 5-shot Compact Grenade Launcher
- 2) ② Maser 960 Assault System: Replace the contents of the Notes column with the following:
Burst: 10, Recoil: 0, includes detachable vibroblade and 6-shot Compact Grenade Launcher
- 3) ② Maser 1200 LSS: Replace the contents of the Notes column with the following:
Burst: 5, Recoil: 0, includes detachable vibroblade and 6-shot Compact Grenade Launcher
- 4) ② Maser IIC IAS: Replace the contents of the Notes column with the following:
Encumbering, includes detachable vibroblade and 5-shot Grenade Launcher
- 5) ③ *Second printing only*: ER Laser Rifle: Change the AP/BD code from 4B/4 to 4E/4.

③ Flechette Weapons (p. 268)

M&G Flechette Rifle: Change the Cost/Reload code from 75/2 to 200/8.

② Grenade Launchers and Mortars (p. 273)

- 1) Grenade Launcher: Change shots from 20 to 10.
- 2) Grenade Launcher, Automatic: Change shots from 10 to 20.



Missile Launchers (p. 274)

- 1) ② SRM Launcher (Light): Change shots from 2 to 1.
- 2) ② SRM Launcher (Heavy): Change shots from 1 to 2.
- 3) ③ Mk 2 Man-Portable AA Weapon: Under “Notes”, delete “Encumbering”.

③ Ordnance (pp. 282-284)

At the end of the † footnote append the following:

If a flash attack exceeds the BAR of the defense (if any), you are considered Blinded for a number of turns equal to the Flash damage.

② Special Game Rules (p. 284)

Final paragraph, first sentence

For example, a standard automatic rifle with its default clip inflicts 4B/4B damage per shot; but with flechette ammo, the same rifle delivers 2B/5BS damage (AP 4B – 2B = 2B; BD 4B + 1S = 4BS).

Change to:

For example, a standard automatic rifle with its default clip inflicts 4B/4B damage per shot; but with flechette ammo, the same rifle delivers 1B/5BS damage (AP 4B – 3B = 2B; BD 4B + 1S = 4BS).

② Specialty Ammunition (p. 285)

Under “Slug-Thrower Specialty Ammo”, between the Radioactive Tracker and Subsonic entries, insert the following new ammunition type:

Item: Shotgun Solid Slugs

Equipment Ratings: B/A-A-A/B

AP/BD: +3B/-0S

Cost/Reload: x4

Aff: -

Notes: Shotguns only.

③ Weapon Accessories (p. 286)

Gyroscopic Harness, under “Notes”

ENCUMBERING**

Change to:

ALLOWS USE OF SEMI-PORTABLE ITEM BY SINGLE OPERATOR (ITEM/HARNESS COMBINATION IS ENCUMBERING);

ENCUMBERING**

③ Special Game Rules for Personal Armor (p. 289)

At the end of the section insert the following:

Personal armor cannot be worn with an exoskeleton or power armor.

Standard Armor Kits (By Faction) (p. 292)

- 1) ② Under “Clans, Generic”
 - a) Change the Equipment Rating for both the Helmet and Suit from “E/E-E-E/F” to “E/X-E-E/F”
 - b) Change the Equipment Rating for both the Boots and Gloves from “C/E-E-E/F” to “C/X-E-E/F”
- 2) Under “ComStar/Word of Blake”
 - a) ② Change the Equipment Rating for the Helmet from “F/D-D-D/F” to “F/X-D-D/F”
 - b) ② Change the Equipment Rating for the Suit from “D/E-E-E/E” to “E/X-E-D/E”
 - c) ② Change the Equipment Rating for the Boots from “B/A-A-A/A” to “E/X-A-A/A”
 - d) ③ *Second printing only:* Change the Equipment Ratings for the Gloves from E/X-A-A/A to B/A-A-A/A

③ Repair/Salvage Gear (p. 310)

Fission/Fusion Repair Kit: Under “Notes”, change ENCUMBERING to MOBILE



② Personal Vehicles Table (p. 324)

- 1) Routemaster Hoverbus: change Equipment Ratings to "C/B-B-A/C".
- 2) Crimson Streak: change Armor to "2/2/1 (8)". Change Cargo to "75".
- 3) Bayamo Hoverbike: change Equipment Ratings to "D/X-D-A/B".
- 4) Air Car Hovercraft: change Armor to "2/1/2 (3)". Change Cargo to "147".
- 5) Feicui Aircar Hovercraft: change Armor to "3/1/1 (3)". Change Cargo to "192".
- 6) Hurricane Hover Car: change Armor to "2/1/1 (2)". Change Cargo to "49".
- 7) Saturnus V Racer: change Fuel to "108/AL". Change Range to "887KM". Change Cargo to "0".
- 8) Blue Nova Sports Car: change Equipment Ratings to "B/X-X-A/B".
- 9) Aston-Martin Fiver Roadster: change Equipment Ratings to "D/X-X-A/B".
- 10) A-M Fiver Traveler Minivan: change Equipment Ratings to "D/X-X-A/B".
- 11) Skoda Growler Utility Truck: change Cargo to "128".
- 12) Bulldog Medium Truck: change Equipment Ratings to "B/X-B-A/B".
- 13) Jeep: Change Armor to "2/2/1 (5)". Change Cargo to "294".
- 14) Jet Sled Tracked Snowmobile: change Equipment Ratings to "D/D-E-D/B". Change Cost to "5,000". Change Armor to "1/1/1 (2)". Change Range to "244KM". Change Cargo to "29".

② Personal Vehicles Table (cont.) (p. 325)

- 1) Zanadu Air Bus Jet: Change Equipment Ratings to "C/X-E-C/C". Change Crew/Pass to "6/100". Change Cargo to "6,500".
- 2) Soar VTOL: Change Cargo to "50".
- 3) Atlantia Luxury Yacht: Change Armor to "25/16/10 (3)". Change Crew/Pass to "9/7". Change Cargo to "7,000". Change Note to "Note: 7 Luxury Quarters, 9 Crew Quarters".
- 4) ††These generic vehicles were not detailed in Technical Readout: Vehicle Annex.
Change to:
 ††These generic vehicles were not detailed in *Technical Readout: Vehicle Annex Revised*.

② Training (p. 334)

Second paragraph, second sentence

Subtract from this roll half of the difference between the student's skill level and that of the trainer...

Change to:

Add to this roll half of the difference between the student's skill level and that of the trainer, round down...

② The Sandbox Approach [example text] (p. 346)

Replace all instances of "Balalaba" or "Ballaliba" with "Ballalaba".

② Battle Armor Squad Combat Record Sheet (p. 393)

Weapons Listing, Skill Column

For all entries, replace "Pilot/Battlesuit" with "Martial Arts".

③ Fatigue Accumulation Table (p. 400)

At the bottom of the table insert the following footnote:

†Round normally (.5 rounds down)



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NEW ADDITIONS

These are all the new entries or modifications of old entries for the third printing of *A Time of War*. They may also be found in the **Full Errata** section in the appropriate locations, marked with a "③".

③ **Consciousness Check (p. 184)**

At the end of the section (after the example text) insert the following new subsection:

Becoming Conscious

A consciousness check is made in the End Phase of a combat turn for each character knocked out in a previous turn. Those that pass wake up.

③ **Fatigue Accumulation Table (p. 189)**

Last footnote

†Round normally (.5 rounds up)

Change to:

†Round normally (.5 rounds down)

③ **Range Master (p. 221)**

First sentence

The Range Master Ability grants the warrior mastery over any range band except Short (Minimum, Medium, Long and so forth).

Change to:

The Range Master Ability grants the warrior mastery over any range band except Short (Minimum, Medium, Long and Extreme).

③ **Sniper (p. 221)**

First sentence

The Sniper Special Pilot Ability reduces all range attack modifiers by half,

Change to:

The Sniper Special Pilot Ability reduces the Medium, Long and Extreme Range Attack modifiers by half.

③ **Energy Weapons (p. 267)**

Second printing only: ER Laser Rifle: Change the AP/BD code from 4B/4 to 4E/4.

③ **Flechette Weapons (p. 268)**

M&G Flechette Rifle: Change the Cost/Reload code from 75/2 to 200/8.

③ **Missile Launchers (p. 274)**

Mk 2 Man-Portable AA Weapon: Under "Notes", delete "Encumbering".

③ **Ordnance (pp. 282-284)**

At the end of the † footnote append the following:

If a flash attack exceeds the BAR of the defense (if any), you are considered Blinded for a number of turns equal to the Flash damage.

③ **Weapon Accessories (p. 286)**

Gyroscopic Harness, under "Notes"

ENCUMBERING**

Change to:

ALLOWS USE OF SEMI-PORTABLE ITEM BY SINGLE OPERATOR (ITEM/HARNESS COMBINATION IS ENCUMBERING);

ENCUMBERING**



③ **Special Game Rules for Personal Armor (p. 289)**

At the end of the section insert the following:

Personal armor cannot be worn with an exoskeleton or power armor.

③ **Standard Armor Kits (By Faction) (p. 292)**

Second printing only: Under "ComStar/Word of Blake", "Gloves", change the Equipment Ratings from E/X-A-A/A to B/A-A-A/A

③ **Repair/Salvage Gear (p. 310)**

Fission/Fusion Repair Kit: Under "Notes", change ENCUMBERING to MOBILE

③ **Fatigue Accumulation Table (p. 400)**

At the bottom of the table insert the following footnote:

†Round normally (.5 rounds down)