



Alpha Strike: Commander's Edition

(Version 5.1)

The following is a compiled rules errata for the first printing of *Alpha Strike: Commander's Edition* as of 14 September, 2022.

FULL ERRATA

There have been five printings of *Alpha Strike: Commander's Edition* to date: 2019, 2020, 2021, 2021, 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 4th printing are marked with a ④). All errata and page number references here are for the first printing (2019) 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 5.1, so that every ruling is in order and in one place. Entries new to v5.1 are marked with a * and can also be found in the *New Additions* section at the end of this document.

Introduction

③ Choose Forces (p. 29)

After the "Preparing Unit Cards" subsection, insert the following new subsection (same header level):

BattleTech Conversions

If a sourcebook lists Piloting and Gunnery skills for a unit or pilot, but no *Alpha Strike* Skill, use the average of the Piloting and Gunnery Skills, rounded down, as the *Alpha Strike* Skill Rating.

Movement

④ Movement Phase (p. 31)

Replace all instances of "formations" with "units".

⑤ Stacking (p. 32)

After the first paragraph insert the following:

A unit's entire base must fit within any terrain restrictions. For example, if two units are 1" from each other, an enemy unit may not move between them, as the 1 1/4" base will not fit between those two enemy units. If there is only 1" between two 3"-high elevation changes, units cannot fit between the two at the ground level; that breaks the movement rules for elevation changes and is prohibited terrain (see Movement Cost Table, p. 34, for prohibited terrain by unit type). Similarly, a unit must be legally able to cross all terrain its base occupies. So, 'Mechs can move across an elevation change of 2" per 2" travelled, but one cannot stand or move through where its base occupies both a 0" elevation and a 3" elevation, as a 3" elevation change is prohibited terrain for 'Mechs.

Movement Cost Table (p. 34 and p. 199)

- 1) ④ Under "Water", Depth 0", "Prohibited Movement Mode/Unit Type"

Ground, Infantry⁶

Change to:

Naval

- 2) * Under "Water", change the Move Cost per Inch for Depth 2"+ from +6" to +3"

- 3) ⑤ Footnote 9

This ruling has changed from previous errata versions.

Infantry, ground vehicles, ProtoMechs, and WiGEs may not perform elevation changes greater than 1" per 1" travelled. 'Mechs may not make elevation changes over 2" per 1" travelled.

**Change to:**

Infantry, ground vehicles, ProtoMechs, and WiGEs may not perform elevation changes greater than 1" per 2" travelled. 'Mechs may not make elevation changes over 2" per 2" travelled.

⑤ Terrain (p. 35)

Under "Level Change", replace the first and second sentences with the following:

'Mechs may climb onto and over terrain as steep as 2 inches high (per 2 inches of horizontal travel), while ground vehicles, infantry, and ProtoMechs may only climb onto and over terrain as steep as 1 inch high (per 2 inches of horizontal travel). Changing levels costs extra movement per inch of elevation changed.

⑤ Unit Type Movement (p. 35)

Replace the "ProtoMechs" paragraph with the following:

ProtoMechs largely follow the same ground movement rules as BattleMechs do, except as noted in the Movement Cost Table.

Unit Type Movement (p. 36)

- 1) ② Under "Submersible Movement", second paragraph, first sentence

spending 1 inch of Move for every 1-inch increase

Change to:

spending 2 inches of Move for every 1-inch increase

- 2) ② Under "Vertical Take-Off and Landing (VTOL) Movement", second paragraph, second sentence

spending 1 inch of Move for every 1-inch increase

Change to:

spending 2 inches of Move for every 1-inch increase

- 3) ⑤ Under "Wing-in-Ground Effect (WiGE) Movement", at the end of the section insert the following new paragraph:

Elevation and Units: A unit with an elevation (from VTOL and WiGE movement, for example) is considered physically at that distance above the play area for all purposes. These units are usually left represented on the "ground" level, but for all game purposes the miniature, including base, is considered to be a number of inches above the ground equal to its elevation. The miniature or other temporary stand-in should be held at the elevation above the table to determine line of sight, base-to-base contact, or any other check on the unit's location.

② Movement Basics [example text] (p. 37)

Last paragraph

If the player would rather place his 'Mech in the water, he can move the 'Mech 3 inches to the water's edge, spend 4 inches of Move for the elevation change into the water and then spend 3 inches of Move to push through 1.5 inches of water terrain.

Change to:

If the player would rather place his 'Mech in the water, he can move the 'Mech 3 inches to the water's edge, spend 2 inches of Move for the elevation change into the water and then spend 3 inches of Move to push through 1.5 inches of water terrain.

② Movement Basics Diagram (p. 37)

Change the label for the water from 2" Depth Water to 1" Depth Water.

Jumping (p. 38)

- 1) ② Under "Maximum Jump Height", last sentence

A jumping unit can jump over any terrain that is lower in height than its jump Move rating, so a unit with 6 inches of jumping Move may jump over any obstructions less than 6 inches tall.

Change to:

A jumping unit can jump over any terrain up to half its jump Move rating (rounded down) plus its starting elevation, so a unit with 6 inches of jumping Move, standing on a 2"-high hill, can jump 5" high and may jump over a 2"-tall building on top of a 3"-high hill.

2) ④ *Under "Water"*

Units with jumping capability may jump into water terrain, but not out of it.

Change to:

Units with jumping capability may jump into water terrain of depth 1" or greater, but not out of it. Depth 0" water does not limit jump movement.

⑤ **Sprinting (p. 38)**

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

This ruling has changed from previous errata versions.

A sprinting unit can do nothing but move, and so is unable to take any actions or fulfill any mission objectives that involve anything more than movement (spotting for indirect fire, scanning a building, picking up an object, etc.). Systems which require no action to activate still function as normal, such as AMS, ECM, and C³. Units cannot mount or dismount a sprinting transport. If a unit has already mounted a transport this turn, the transport cannot sprint this turn.

*** Hull Down (p. 38)**

Replace the third paragraph with the following:

A hull down unit has a +0 TMM but gains a +1 Target Number modifier to any attacks made against it, unless they are from the rear attack direction (see p. 48). The unit is considered half its normal height for line of sight. A target that is hull down cannot receive the partial cover modifier.

Transporting Infantry (p. 38)1) ⑤ *Replace the fourth paragraph with the following:*

Dismounting must be done at the end of the transport's movement. It costs neither the transport nor the transported unit any Move to do so. Airborne vehicle and aerospace units may be able to dismount infantry while airborne. Jump-capable infantry (including battle armor or infantry that have the advanced paratroopers (PAR) special) may be dropped via High- or Low-Altitude Combat Drops. Other infantry units may dismount from VTOL, WiGE or Airship units using Zipline Drops. Zipline, Low-Altitude and High-Altitude Combat Drops are described in the *Dropping Troops* optional rules (see p. 160). If not covered by an option above, the airborne unit must land to dismount the infantry.

2) *** Fifth paragraph, delete the last sentence ("It is, however, permissible to mount an infantry unit, move its transport, dismount the infantry, and make attacks with the infantry unit all in the same turn.")**⑤ **Transporting Infantry (p. 39)**

Under "Extended Mechanized Special Ability", second sentence

However, the transport mounted by these units loses 2 inches of Move per turn as long as the XMEC unit remains on board.

Change to:

However, a non-OMNI transport mounted by these units loses 2 inches of Move per turn as long as the XMEC unit remains on board.

*** Transporting Infantry [example text] (p. 39)**

Second paragraph, fourth sentence onwards

This ruling has changed from previous errata versions.

The Maxim has a Move of 16 inches. It spends 4 inches to mount both infantry platoons. The Maxim has 12 inches of Move left available.

Lara moves the Maxim 8 inches straight ahead. She then spends 4 inches of additional Move to dismount both infantry platoons. Both platoons may make weapons attacks during the upcoming Combat Phase.

Change to:

The infantry move first, saving at least 2 inches of their Move in order to mount the Maxim. After all the infantry have mounted, Lara then moves the Maxim up to its Move of 16 inches. The next turn, Lara moves the Maxim up to its Move of 16 inches and dismounts all the infantry. The infantry platoon may not move this turn, but may make weapons attacks during the upcoming Combat Phase.

Transporting Non-Infantry Units (p. 39)

- 1) ④ Rename this section to **Transporting Units**
- 2) ④ Remove the second sentence of the first paragraph: "They do not apply to the transport of infantry units by units with the Infantry Transport (IT#) special ability (see *Transporting Infantry*, p. 38)."
- 3) ⑤ Under "Ground Unit Transport", at the end of the paragraph insert the following:

A transport may not mount/embark and dismount/disembark units in the same turn. Once a transport has mounted/embarked units, it may not dismount/disembark any units that turn, and once a transport has dismounted/disembarked units, it may not mount/embark units. A unit may not mount/embark and dismount/disembark in the same turn either.
- 4) ⑤ After the "Dismounting/Disembarking" paragraph insert the following:

Transported Units and Combat: Transported units cannot be targeted by enemy units, and area-effect attacks do not damage them. If a transport is destroyed, all units it is transporting are also destroyed. Transported units cannot use any special abilities (such as ECM or C³) while being transported.

Mechanized Battle Armor (see p. 38) and External Cargo (see p. 163) have some exceptions. They still cannot be targeted separately, but attacks against its transport can damage the transported units instead. They are damaged by area-effect attacks, and if their transport is destroyed, they are not destroyed but immediately dismounted or dropped.

*** Transporting [example text] (p. 39)**

- 1) *First example, replace the last paragraph with the following:*

The infantry move first, saving at least 2 inches of their Move in order to mount the Maxim. After all the infantry have mounted, Lara then moves the Maxim up to its Move of 16 inches. The next turn, Lara moves the Maxim up to its Move of 16 inches and dismounts all the infantry. The infantry platoon may not move this turn, but may make weapons attacks during the upcoming Combat Phase.

- 2) *Second example, replace the last paragraph with the following:*

The Night Gyr moves to a position within 4" of the battle armor, alongside the Grendel and Hellion that were already in position. Brian then wants to mount the battle armor onto the OmniMechs. Brian cannot have the battle armor mount the Night Gyr, as it has already moved this turn. The battle armor units thus each move in to base-to-base contact (up to 4" of MV) with the Grendel and Hellion and then pay 2" of MV to mount their OmniMechs. Brian may then move the Grendel and Hellion, along with their mounted battle armor, if he chooses.

⑤ Combat Phase (p. 40)

Fifth paragraph

Valid targets for an attack include other units, buildings, other structures (such as bridges), and terrain.

Change to:

Valid targets for an attack include enemy units, buildings, other structures (such as bridges), and terrain.

② Line of Sight (p. 40)

After last paragraph insert the following new paragraph:

If terrain is occupied by the unit, the first 2" of that terrain extending away from the base of the unit is still considered the occupied terrain. Occupied terrain more than 2" from the base of the unit becomes intervening terrain. For example, if a unit occupies a building, and is within 2" of the edge of the building, the building is occupied but not intervening so it does not block LOS.



If the same unit occupies a building, and line of sight is drawn through more than 2" of the building, then building is now intervening and blocks LOS. For Woods, if the unit occupies the Woods, the first 2" away from the base of the unit does not count toward the 6" of Woods blocking LOS.

② Line of Sight (p. 41)

Under "Indirect Fire", last paragraph, last sentence

Note that aerospace units can spot for indirect fire while they are in the Central Zone, provided they have the Recon (RCN) special ability.

Change to:

Note that aerospace units can spot for indirect fire provided they have the Recon (RCN) special ability.

Combat

Terrain Modifiers (p. 43)

- 1) ⑤ *Second paragraph, second sentence*

Terrain is intervening if the Line of Sight passes through it before reaching the target, and any terrain occupied by the attacker is considered intervening even if it does not pass through Line of Sight to the target (see *Line of Sight*, p. 40).

Change to:

Terrain is intervening if the Line of Sight passes through it before reaching the target.

- 2) ② *Under "Woods"*

Add a +1 modifier to an attack's Target Number if the target occupies wooded terrain.

Change to:

Add a +1 modifier to an attack's Target Number if the target occupies wooded terrain, or if the line of sight passes through intervening wooded terrain.

⑤ Range Modifier (p. 43)

First paragraph, second sentence

To determine a unit's range, measure the distance from the edge of the attacker's base to the edge of the target's base, and compare this number to the Alpha Strike Range Table, to determine what range bracket the target lies in.

Change to:

To determine a unit's range, hold the measuring tape or other measuring tool above both the attacker and the target, and measure the horizontal distance from the edge of the attacker's base to the edge of the target's base. Compare this number to the Alpha Strike Range Table, to determine what range bracket the target lies in.

Attack Modifiers Table (p. 44 and p. 200)

- 1) ② Remove footnote 1 from Target Movement Modifiers "Standstill/Minimum Movement" and "Jumping Movement". Add footnote 1 to Attacker Movement Modifiers "Jumping Movement" and "Standstill".
- 2) * *Under "Target Movement Modifiers", after Standstill/Minimum Movement, insert the following new row:*

| | |
|-----------|----|
| Hull Down | +1 |
|-----------|----|
- 3) ② *Under "Other Modifiers", "Attack", add a new entry:*

| | |
|---|----|
| Is an Indirect Artillery attack and spotter has TAG/LTAG within range of target | -1 |
|---|----|
- 4) * *Under "Other Modifiers", "Attack", add a new footnote marker to "Is attacking a secondary target". The corresponding footnote reads:*

Requires the *Multiple Attack Rolls* optional rule (see p. 175).
- 5) ② *In the table, change the footnote reference for "Is airborne Aerospace" from 11 to 10.*



- 6) ② In the table, change the numbering for any instance of footnote references 6-10 to 5-9.
- 7) ③ Under Footnote 10, delete “Do not apply if attacker is also an airborne aerospace unit.”

④ **Rolling to Hit (p. 45)**

Under “Natural 12”

If the attack roll is successful and the roll is a natural 12 (two 6s), the attack results in an automatic critical hit (see *Applying Damage*, p. 49)

Change to:

If the attack roll is successful, delivers at least 1 point of damage, and the roll is a natural 12 (two 6s), the attack results in an automatic critical hit (see *Applying Damage*, p. 49).

⑤ **Rolling To Hit [example text] (p. 45)**

Replace the example with the following:

In the Target Number Diagram, Alice’s ‘Mech is at point A. The ‘Mech she is attacking with has a Skill Rating of 3. It cannot see Aaron’s ‘Mech (at point B), since that unit is completely submerged. It can see the conventional infantry unit (at C), the large support vehicle (at D), the ‘Mech unit at point E, the ProtoMech at point F, and the vehicle at point G. Alice starts with her Skill Rating of 3 and applies the rest of the modifiers. As Alice’s ‘Mech occupies Woods, all her attacks will have a +1 Target Number modifier for Woods.

Here are her Target Numbers:

The infantry unit at point C is 16” away, putting it at Medium range, which adds a +2 modifier. They have a 0 TMM, for no Target Number modifier. The Modified Target Number is 6 [3 (Skill Rating) + 2 (medium range) + 1 (woods) = 6].

The large support vehicle at D is 26” away—Long range, which adds 4. It has a TMM of 2, giving a +2 Target Number modifier. It is a large support vehicle, which subtracts 1. The Modified Target Number is 9 [3 (Skill Rating) + 4 (long range) + 1 (woods) + 2 (target movement) – 1 (Large) = 9].

The target ‘Mech at E is 2” away, making it Short range, which doesn’t add a modifier. It has a TMM of 1 and it jumped this turn, for a total Target Number modifier of +2. The highest target movement modifier of +2 is used. Next, Alice adds 1 because it is in water that provides partial cover. As Unit A occupies the Woods between Unit A and Unit E and there is 2” or less of Woods between them, the Woods are all consider attacker-occupied and so there is no intervening Woods. The Modified Target Number is 6 [3 (Skill Rating) + 0 (short range) + 2 (target movement) + 1 (partial cover) = 6]. Though Alice’s unit has LOS to ProtoMech at F, that unit is outside of her firing arc, so no shots at it are possible.

The vehicle unit at point G is 8” away, putting it at medium range for a +2 modifier. It had a 2 TMM, but a motive hit has reduced the TMM to 1, giving a +1 Target Number modifier. There are 2” of woods between the attacker and target, but occupied and intervening woods are not cumulative, there is still only the +1 Target Number modifier for Woods. The Modified Target Number is 7 [3 (Skill Rating) + 2 (medium range) + 1 (target movement) + 1 (intervening/occupied woods) = 7].

② **Physical Attacks (p. 45)**

Second paragraph, third sentence

ProtoMechs may attempt Standard-type physical attacks only.

Change to:

ProtoMechs may attempt Standard or Melee physical attacks.

② **Physical Attacks [example text] (p. 46)**

- 1) *Third paragraph, last sentence*

If the Vindicator misses, it will suffer 1 point of damage for its trouble (0 because the Vindicator’s Size is less than 3 + 1).

Change to:

If the Vindicator misses, it will suffer 3 points of damage for its trouble (2 for its Size, + 1).

- 2) *Last paragraph, first sentence*

Knowing that the Target modifier for a DFA is 1 point higher than a charge attack

Change to:

Knowing that the Target Number modifier for a DFA is 2 points higher than a charge attack



⑤ Melee Physical Attacks (p. 46)

At the end of the first paragraph insert the following:

If a unit is at a different elevation than the attacker, the difference in elevation is added to the distance. Thus, a 'Mech on a hill at the edge of a 2" range of Melee and 1" above the attacker could not be attacked by a Melee physical attack.

⑤ Charge Attacks (p. 46)

Replace the entire section (including the table, which is deleted) with the following:

In a Charge attack, the attacking unit ('Mech or vehicle) uses its ground movement to ram its target, using its mass and speed to deliver damage. A successful Charge can thus damage both the attacker and the target. The charging unit's damage is equal to its Size plus half its Target Movement Modifier (rounded down). Thus, a Size 3 unit with TMM 3 would deal 4 damage with successful charge.

Damage to Attacker: If the Charge attack is successful, the attacking unit also suffers half its Target Movement Modifier (rounded down) in damage, plus 1 point of damage if its target is Size 3 or higher. This does not count as an attack by the target unit.

② Artillery Attacks (p. 47)

Under "Target", first paragraph, second sentence

This POI is selected on the map, and an area of effect template (see p. 197) is placed [...]

Change to:

This POI is selected on the map, and an area of effect template (see p. 216) is placed [...]

② Artillery Range and Damage Table (p. 47 and p. 201)

1) Under "Special", change ART-AIS/ART-AIC to ART-AIS/ART-AC

2) Add the following entries:

| | | | |
|--------------------|----------|------|----|
| Cruise Missile/50 | ART-CM5 | 5 | 2" |
| Cruise Missile/70 | ART-CM7 | 7/2 | 6" |
| Cruise Missile/90 | ART-CM9 | 9/4 | 6" |
| Cruise Missile/120 | ART-CM12 | 12/5 | 6" |

Attack Direction (p. 48)

1) ⑤ Under "Area of Effect (AoE) Damage", at the end of the paragraph insert the following:

A unit is within the Area of Effect if any part of the unit's base is within the area.

2) ④ Under "Underwater Damage", before the last sentence insert the following:

A partially submerged unit can avoid a hull breach on a 2D6 roll with a Target Number equal to its Skill Rating, applying a +2 Target Number modifier. Success negates the Critical Hit chance from that hull breach.

* Engine Hit ('Mechs) (p. 50)

Second sentence

For 'Mech units, an engine hit will cause the unit to generate 1 heat point any time it fires its weapons without delivering any extra damage from overheating.

Change to:

For 'Mech units, an engine hit will cause the unit to generate 1 heat point in the End Phase if it made any weapon attacks in the turn. This heat is separate from overheating, and does not deliver any extra damage to the weapon attack.

The Battlefield

⑤ Heat (p. 52)

1) Second paragraph, second sentence

(Jumping Move is not affected by the heat scale.)

Change to:

(Move and TMM is not affected by the heat scale when using Jumping movement.)

- 2) Delete the “End Phase Heat Application” paragraph.

⑤ **Offensive Aerospace Support (Strikes) (p. 54)**

Under “Light Strike Target Number”, change the Target Number from 4 to 5.

③ **Battlefield Support Table (p. 55)**

Under “Defensive Aerospace Support”, alter the rows and Target Numbers to the following:

Light Air Cover

| | | | |
|------------------------|----|------------------------|---|
| Light Strike | 3 | Heavy Air Cover | |
| Light Bombing | 4 | Light Strike/Bombing | 9 |
| Heavy Strike | 9 | Heavy Strike | 5 |
| Strafing/Heavy Bombing | 11 | Strafing/Heavy Bombing | 6 |

③ **Defensive Aerospace Support (Light Cover) (p. 55)**

Underneath the header, alter the italicized attack types and accompanying Target Numbers to the following:

Light Strike Target Number: 3

Light Bombing Target Number: 4

Heavy Strike Target Number: 9

Strafing/Heavy Bombing Target Number: 11

③ **Defensive Aerospace Support (Heavy Cover) (p. 55)**

Underneath the header, alter the italicized attack types and accompanying Target Numbers to the following:

Light Strike/Bombing Target Number: 9

Heavy Strike Target Number: 5

Strafing/Heavy Bombing Target Number: 6

⑤ **Artillery Support (p. 56)**

Under “Unsuccessful Attack”, third sentence

Once direction is determined, a second 1D6 roll result—multiplied by 2 (1 for missed shots by artillery cannons)—

Change to:

Once direction is determined, a second 1D6 roll result—multiplied by 2—

* **Minefield Support (p. 56)**

At the end of the first paragraph insert the following:

Minefield Support cannot be stacked: no part of a minefield template can be placed to overlap another minefield template.

Environmental Conditions (p. 61)

- 1) ④ *Third paragraph, first sentence*

If using the optional Concealing Unit Data rules (p. 153),

Change to:

If using the optional *Concealing Unit Data* rules (p. 157),

- 2) ⑤ *Third paragraph, last sentence*

The maximum spotting range for probes is unaffected by environmental conditions and is 12” for Light Probe (LPRB), 16” for Probe (PRB), or 24” for Bloodhound (BH).

Change to:

The maximum spotting range for probes is unaffected by environmental conditions and is 12" for Light Probe (LPRB), 18" for Probe (PRB), or 26" for Bloodhound (BH).

Urban Combat

⑤ Climbing and Standing on Buildings (p. 72)

Under "Mechs Outside of Buildings", first sentence

with a maximum level change of 2 inches in height per inch of forward movement.

Change to:

with a maximum level change of 2 inches in height per 2 inches of forward movement.

③ Attacking Buildings [example text] (p. 74)

1) *First paragraph, first sentence*

Eric's 'Mech has taken shelter in an 8" tall medium building that had already been reduced to 10 CF by previous damage.

Change to:

Eric's 'Mech has taken shelter in an 8" tall, large heavy building with a CF of 10

2) *Last paragraph, first sentence*

This ruling has changed from previous errata versions.

As the medium building is 8 inches high, its collapse will deliver 4 points to Eric's 'Mech (2 inches per each 4 inches of building height).

Change to:

As the heavy building is 8 inches high, its collapse will deliver 4 points to Eric's 'Mech (2 points per each 4 inches of building height).

⑤ Attacking Units Inside Buildings (p. 74)

Under "Infantry Units", replace the second paragraph with the following:

For example, if a unit capable of delivering 5 points of damage strikes a CF 4 medium building with an infantry unit inside, the building applies the 5 damage to its CF and is destroyed. The same attack is also applied against the infantry: 5 points of damage from the attack, minus 2 for a medium building's damage absorption for infantry. The infantry takes 3 damage from the attack.

② Skidding (p. 74)

Replace the first two bullet points with the following:

- The unit moves more than half its Move rating on pavement/road/bridge terrain types (see p. 35), or on ice terrain (see p. 56), during a single Movement Phase.

Special Abilities

⑤ Angel ECM (AECM) (p. 76)

An Angel ECM suite has all the advantages of a standard ECM suite. Angel ECM is treated as two standard ECM suites (see p. 77).

Change to:

An Angel ECM suite has the effects of standard ECM (see p. 77), but is treated as two standard ECM suites if using the *ECM/ECCM* optional rule (see p. 161).

② Heat (HT #/#/#) (p. 78)

After the first paragraph insert the following new paragraph:

A unit with a HT value at a range the unit does not normally deal damage at may make a special weapon attack in place of its standard weapon attack. This only deals the effects of the HT special ability.



③ Watchdog (WAT) (p. 80)

Last sentence

(Active probes are covered in greater detail in the Optional Rules chapter, see p. 136.)

Change to:

For the active probe rules, see *Optional Special Abilities*, page 82.

⑤ Notation and Tracking of C³ Networks (p. 80)

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

A unit may only belong to a single C³ network. While a unit may mount both a C³ Master and a C³ Slave, it may not use both at once. For units so equipped, at the start of the game designate which C³ system is operational.

* Improved ATM (IATM #/#/#) (p. 86)

Under "Magnetic Pulse", second sentence

But if this attack hits a target in the Short range bracket, the target suffers a loss of 2 inches of Move, as well as a -1 Target Number modifier for all weapon attacks, throughout the following turn.

Change to:

But if this attack hits a target in the Short range bracket, the target suffers a loss of 2 inches of Move, as well as a +1 Target Number modifier for all weapon attacks, throughout the following turn.

③ Mine Dispenser (MDS#) (p. 87)

Third sentence

Each mine dispenser deploys a density 1 minefield.

Change to:

Each mine dispenser deploys a density 1 minefield once per scenario.

⑤ Reflective Armor (RFA) (p. 88)

- 1) In the second paragraph, delete FLK from the list of specials affected.
- 2) Delete the fourth paragraph ("Finally, all critical hits ...")

③ Tight-Stream Electromagnetic Pulse Weapons (TSEMP#) (p. 90)

Third paragraph, last sentence

Delete "(TSEMP weapons are ineffective in airborne combat, but may be part of an air-to-ground attack by fighters so equipped.)"

* Trenchworks/Fieldworks Engineers (TRN) (p. 91)

First sentence

Each turn these infantry units may convert an area under a 2" AoE template into a fortified area.

Change to:

These infantry units may create fortified positions (see p. 168). Fortified positions can be used by infantry digging in (see p. 139) or ProtoMechs and vehicles going hull down (see p. 38).

Special Pilot Abilities

② Animal Mimicry (p. 92)

Last paragraph, last sentence

Units that are Intimidated in this fashion reduce their Move by half (round down) and suffer a +1 Target Number modifier for all attacks made against the animal-mimicking unit until after the next Movement Phase.

Change to:

Units that are Intimidated in this fashion reduce their Move by half, their TMM by half (round each reduction down), and suffer a +1 Target Number modifier for all attacks made against the animal-mimicking unit until after the next Movement Phase.



④ **Cross-Country (p. 93)**

Under "Unit Type"

Combat Vehicles (but only those that use ground movement types)

Change to:

Ground vehicles

② **Demoralizer (p. 93)**

Replace the second paragraph with the following:

Every enemy unit that comes within 6" of a unit using this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes intimidated. Intimidated units reduce their TMM and Move by half (round each reduction down) and suffer a +1 Target Number modifier for all attacks made against the Demoralizer.

② **Heavy Horse (p. 101)**

Delete the last sentence ("This damage does not apply to physical attacks, however.")

Special Command Abilities

⑤ **Banking Initiative (p. 103)**

At the end of the third paragraph insert the following:

If two (or more) players use this ability to declare banked initiative victory on the same turn, the banked initiative for those players is still spent, but initiative is determined as if the ability had not been used by any players.

② **Environmental Specialization (p. 104)**

First paragraph, third sentence

The terrain types chosen for this specialization may be any type except for clear, and any other environmental conditions

Change to:

The terrain types chosen for this specialization may be any type, and any other environmental conditions

⑤ **Overrun Combat (p. 107)**

At the end of the second paragraph insert the following:

The damage effects of attacks from Overrun Combat are resolved immediately.

Force Building

② **Striker/Cavalry Lance (p. 118)**

Under "Bonus Ability"

75 percent of the units in a standard Striker/Cavalry Lance receive

Change to:

75 percent of the units in a standard Striker/Cavalry Lance (round normally) receive

Pursuit Lance (p. 120)

- 1) ⑤ Under "Ideal Role"

Skirmisher

Change to:

Striker

- 2) ② Under "Bonus Ability"

75 percent of the units in this formation receive the Blood Stalker Special Pilot Ability



Change to:

75 percent of the units in this formation (round normally) receive the Blood Stalker Special Pilot Ability

④ **Combined Transport and Infantry Formations (p. 121)**

Second paragraph, at the end of the paragraph insert the following:

The existing formation and the Mechanized and or Nova formation each count as separate formations for determining the number of formations a force has, as well as when using Lance/Star Movement (see p. 33).

④ **Forced Withdrawal (p. 126)**

Replace the second paragraph with the following:

A unit that has taken crippling damage will begin to retreat. The unit must move its full movement towards its home map edge. It may use jumping or sprinting movement but is not required to do so. The unit may move around terrain that is prohibited or would cause damage to the unit and the unit may choose any facing at the end of each movement. Once it reaches the home map edge, the unit retreats from battle and is removed from the game.

Optional Rules

③ **Armed Buildings (p. 138)**

Under "Arming a Building", second paragraph, first sentence

Delete ", and dividing the result by 5, rounding the result normally"

② **Artillery Emplacements (p. 138)**

Replace the last paragraph with the following:

For example, a player wishing to arm a CF 15 building with artillery weapons could select a weapon as powerful as a Cruise Missile/70, which can deliver a maximum 7 points of damage per standard-ammo attack. But the same building may not mount the next size up in artillery weapons—the Cruise Missile/90—because its maximum damage value of 9 points exceeds half of the building's CF.

④ **Digging In (p. 139)**

Under "Modified Position Benefits", at the end of the paragraph insert the following:

An infantry unit in a fortified position has a +0 target movement modifier.

④ **Hitting the Deck (p. 139)**

Second paragraph, after the first sentence insert the following:

The infantry unit has a +0 target movement modifier.

④ **Precision (p. 145)**

First paragraph

but add 1 point of damage to a successful weapon attack if the target has a Move of 10" or more.

Change to:

but add 1 point of damage to a successful weapon attack if the target has a target movement modifier of 2 or more for this attack.

② **Artillery (Advanced) (p. 151 and p. 209)**

Rename "Artillery Attack Modifiers Table" to "Off-Board Artillery Attack Modifiers Table"



⑤ Visual Range Spotting Table (p. 157)

Alter the "Maximum Range" values as follows:

Pitch Black 6"
 Night, Moonless Night, Blizzard 12"
 Fog, Blowing Sand 18"
 Dusk, Dawn, Rain (Torrential) 30"
 Rain, Snow 42"
 Normal Daylight 120"

⑤ Concealing Record Sheets (p. 158)

Under "Active Probes", first paragraph, second sentence

[...] 12" for the light active probe (LPRB), 16" for the standard probe (PRB), and 26" for the Bloodhound (BH).

Change to:

[...] 12" for the light active probe (LPRB), 18" for the standard probe (PRB), and 26" for the Bloodhound (BH).

⑤ General Dropping Rules (p. 160)

Before the "Aerospace Transports" paragraph insert the following:

Available Drop Options: Airborne vehicles using VTOL or WiGE movement may only use low-altitude or zipline drops. Airborne aerospace units use the either High-Altitude or Low-Altitude Drops based on the altitude chosen for them in the Movement Phase.

⑤ High-Altitude Drops (p. 160)

After the "Attacks Against Dropping Units" paragraph insert the following:

Infantry Drops: A scattered infantry unit only suffers 1 point of damage from the drop, regardless of the roll's margin of failure.

⑤ Low-Altitude Drops (p. 160)

1) *First paragraph, last sentence*

The transport's controlling player must declare the unoccupied points along this path that each dropping unit will target for landing.

Change to:

The transport's controlling player must declare an unoccupied point within 2" of its flight path (aerospace unit) or base (vehicle unit) that each dropping unit will target for landing.

2) *After the "Attacks by Dropping Units" paragraph insert the following:*

Infantry Drops: A scattered infantry unit will not suffer damage from the drop, regardless of the roll's margin of failure.

* Fortified Positions (p. 168)

Second paragraph, first sentence

To create a fortified position, the engineering unit must remain stationary for a full turn, during which time it also may not make any weapon or physical attacks of any kind.

Change to:

To create a fortified position, the engineering unit must remain stationary for a full turn, during which time it also may not make any attacks of any kind, be used as a spotter, or take any other actions.

④ Morale Check Table (p. 170 and p. 210)

After "Unit is inside a Building", break the remaining rows off into a subtable labelled "Additional Nerve-Recovery Modifiers".

③ Making the Morale Check (p. 170)

Second paragraph, first sentence

A routed must begin to retreat per the rules for Forced Withdrawal (see p. 126),



Change to:

A routed unit must begin to retreat per the *Forced Withdrawal* rules (see p. 126),

*** Practical Line of Sight (p. 171)**

Under "Infantry & Vehicles", change the template size from 1" x 1" to 1" x 1.25"

③ Practical Line of Sight Size Table (p. 171)

The template (image) for Infantry and Vehicles should be 1.25" (same width as 'Mech) rather than 1.5" (same width as SuperHeavy 'Mech).

Multiple Attack Rolls (p. 175)

- 1) * *First paragraph, first sentence*

Any time a unit attacks a target, separate attack rolls are made for each point of damage the unit would deliver at that range.

Change to:

Any time a unit attacks a target, all weapon attacks roll a separate attack roll for each point of damage. Area effect and physical attacks do not use multiple attack rolls.

- 2) ④ *Replace the "Multi-tasker and Ground-Hugger" paragraph with the following:*

Damage Modifiers: A damage modifier from the attacker (a choice of the attacker, the use of a special ability or special pilot ability, etc) or from terrain or an environmental condition (being underwater, an attack from the rear, etc) is applied before determining the number of attack rolls. A unit with 3 damage, attacking from the rear arc, would roll four attack rolls.

A damage modifier from the target (armor special abilities, anti-missile system, etc) is applied after all attack rolls are resolved and the final damage determined. A unit with 3 damage and the SRM special ability attacking a target with AMS would roll three attack rolls. If only one of them is successful, the AMS would reduce the damage by 1, except the minimum of 1 rule would still apply and the target would take 1 damage.

Damage-Reducing Effects: After all multiple attack rolls have been made on a target, apply damage-reducing effects to the total damage result on that unit.

Heat, Flak and Special Weapon Attacks: If the unit has the Heat (HT) or Flak (FLK) special abilities (see p. 78), the player may designate any of the attack rolls from the unit as possessing one of those special abilities. If the unit has an AC, SRM, or LRM special ability using *Alternate Munitions* (see p. 143), and that alternate munition allows the use of a special weapon attack, the player may designate any of the attack rolls from the unit as implementing the special weapon attack. These special weapon attacks apply their effects as a special weapon attack. For example, precision autocannon munition (see p. 145) applies the -2 Target Number modifier to the attack from a special weapon attack instead of receiving the damage bonus for a standard weapon attack with precision munitions.

No single attack roll may be designated as for more than one of these abilities (whether HT, FLK, or a special weapon attack) and no special ability may be designated for more attack rolls than the rating for the special ability. The damage rating for these abilities is limited as with standard damage above if making multiple attacks at different ranges.

Using Armor Piercing, Cluster, Flechette, or Anti-TSM Warheads requires two attack rolls to be designated to them for each use of these alternate munitions replacing their damage reduction. Only one attack roll is then made; the second is discarded unless Flechette munitions are being used against conventional infantry or wood or jungle terrain, in which case both attack rolls are used. If the unit only has a single attack roll for the turn, the unit can use one of the alternate munitions, but the damage on a successful attack must be rolled as for *Minimal Damage* (see p. 48).

Lucky/Floats Like A Butterfly: Each point of Lucky or Floats Like a Butterfly rerolls the entire attack.

Marksmen/Sharpshooter: The critical chance from these special abilities is only applicable on the first attack roll of each attack.

Multi-tasker and Ground-Hugger: These Special Pilot Abilities allow the attacker to ignore the +1 Target Number modifier for a secondary target.

Natural 12: The Natural 12 rule may only result in a maximum of one critical hit per target when using the optional *Multiple Attack Rolls* rule.

Weapon Specialist: This Special Pilot Ability allows the reroll of a single attack roll each turn.



④ Multiple Attack Rolls (p. 175)

Insert the following example:

An AWS-9M Awesome (attack values: 4/4/3) attacks a Bushwacker at Medium range in the rear, giving the Awesome four attack rolls from its medium-range damage value plus one for a rear attack. The Awesome has the Sharpshooter SPA (see p. 99), which causes a critical hit if the margin of success is three or more. The Bushwacker is damaged, with 1 Armor and 3 Structure remaining. It has Reflective Armor (RFA, see p. 88).

Using Multiple Attack Rolls, the Awesome rolls 12, 8, 12, 7, and 3. Four attack rolls succeed, and two of them succeed with a margin of 3 or greater. Two of the attack rolls are natural 12s. The Reflective Armor (RFA) special reduces the damage by 1. This results in 3 damage to the Bushwacker, plus a critical hit from the Sharpshooter SPA and a critical hit from the Natural 12 rule.

The Bushwacker applies the 3 damage, marking off 1 Armor and 2 Structure. The 2 Structure damage causes another critical hit. It has 1 Structure remaining, assuming it survives the three critical hits.

② Land-Air BattleMechs (p. 178)

Under "Combat Phase", Target Movement Modifiers, after the first sentence insert the following:

Add an additional +1 modifier to LAMs in AirMech mode.

⑤ QuadVees (p. 178)

Under "Conversion and Movement", at the end of the bullet point section insert the following new bullet point:

- Wheeled QuadVees in vehicle mode increase their available MV per turn by 2".

② Step 6: Applying Damage (p. 182)

Under "Dropship Attacks", second sentence

while striking attacks by DropShips use the unit's rear weapon arc if the unit is a spheroid DropShip.

Change to:

while Striking attacks by DropShips will use the front weapon arc if they are aerodyne DropShips or the rear weapon arc if they are spheroid DropShips.

⑤ Step 6: Applying Damage (pp. 182-183)

Under "DropShip Attacks", second sentence

Strafing attacks by DropShips always use the unit's front firing arc weapons, while Striking attacks by DropShips will use the front weapon arc if they are aerodyne DropShips or the rear weapon arc if they are spheroid DropShips.

Change to:

Strafing and striking attacks by DropShips will use the front weapon arc if they are aerodyne DropShips or the rear weapon arc if they are spheroid DropShips.

④ Step 6: Applying Damage (p. 183)

Under "Striking Damage", replace the paragraph with the following:

The damage from a successful striking attack is the unit's standard attack values for the range to the target based on the attacker's altitude, plus any overheat damage effects. For example, at attacker at Middle altitude (+12") would use the medium range damage value.

② Aerospace Attack Modifier Table (p. 183)

Delete the "Attacker is a Drone" and "Attacker is a Grounded DropShip" rows.

③ Aerospace Attack Modifiers Table (p. 183)

1) Change the following modifiers as indicated:

| | |
|------------------|----|
| Altitude Bombing | +0 |
| Dive Bombing | +0 |



- 2) Under “Miscellaneous Modifiers”, add

Is an Area-Effect Attack +1

③ **Aerospace Critical Hit Effects (p. 184)**

Under “Weapon Hit”, last sentence

For units with multiple attacks (such as DropShips and mobile structures), a Weapon Hit critical will reduce the damage values at all ranges in a randomly-determined arc by 50 percent (round down, to a minimum of 0).

Change to:

For units with multiple attacks (such as DropShips and mobile structures), a Weapon Hit critical will reduce all damage values by 25 percent (round down, to a minimum of 0).

④ **Step 2: Establish Engagement Control (p. 185)**

After the first paragraph insert the following new paragraph:

If both units succeed on their Control Roll, both units may attack the other with both units firing forward weapons towards the front of the target and no modifiers for engagement.

④ **Step 2: Establish Engagement Control [example text] (p. 185)**

Replace the entire entry with the following:

Side A has two aerospace fighters: A1 and A2. Side B has two aerospace fighters: B1 and B2. All units are Skill 4.

Side B won Initiative for this turn.

Side A starts the Combat Phase as the Initiative loser. A1 makes an attack on B1.

Both A1 and B1 make Control Rolls. Both have a Target Number of the Skill Rating 4, plus 2 for air-to-air combat, for a final Target Number of 6. A1 rolls 2D6 and succeeds with a 7 result. B1 rolls 2D6 and fails its Control Roll with a 5. Because A1 succeeded and B1 failed, A1 is now tailing B1. A1 receives a –2 Target Number modifier to its attacks for tailing B1.

A2 then makes an attack on B1. A2 rolls a 6, succeeding. B1 rolls an 11, which succeeds. A2 can attack B1, and B1 can attack A2.

Now it is Side B’s turn for the Combat Phase.

B1 is being tailed by A1 from an earlier engagement roll. It cannot fire in its rear arc and thus is unable to hit A1. B1 can attack A2, or make an air-to-ground attack instead if it prefers.

B2 makes an attack on A1. There was no previous engagement roll here, and so the players make one now. B2 rolls a 7 and succeeds. A1 rolls an 8 and succeeds. B2 can attack A1 from the front with no modifiers from the engagement roll positioning.

⑤ **Ground-to-Air Combat (p. 187)**

Under “Determine Target Number”, second paragraph

but disregard the target movement modifier and instead apply a –4 immobile target modifier.

Change to:

with a +0 target movement modifier and, if a spheroid DropShip, the –4 immobile modifier.

Airships, DropShips and Small Craft (p. 188)

- 1) ② *Third paragraph*

They can engage air units, make strike attacks, or strafe with their Nose firing arc.

Change to:

They can engage air units or strafe with their Nose arc, or they can make strike attacks with their Rear arc.

- 2) ③ *Fourth paragraph, last sentence*

A grounded Spheroid DropShip can make attacks the same as hovering in place.

Change to:

A grounded spheroid DropShip follows the rules under DropShip Firing Arcs, page 65.

* **Gray Death Legion (p. 194)**

Under “Command Lance”, Delmar Clay’s WVR-6R *Wolverine*, change the Move value from 12”j to 10”j.

*** Movement Cost Table (p. 199)**

Under "Water", change the Move Cost per Inch for Depth 2" + from +6" to +3"

*** Attack Modifiers Table (p. 200)**

- 1) Under "Target Movement Modifiers", after Standstill/Minimum Movement, insert the following new row:

| | |
|-----------|----|
| Hull Down | +1 |
|-----------|----|

- 2) Under "Other Modifiers", "Attack", add a new footnote marker to "Is attacking a secondary target". The corresponding footnote reads:

Requires the *Multiple Attack Rolls* optional rule (see p. 175).

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NEW ADDITIONS

These are all the new entries or modifications of old entries for version 5.1 of this document. They may also be found in the **Full Errata** section in the appropriate locations, marked with a *.

* Movement Cost Table (p. 34)

Under "Water", change the Move Cost per Inch for Depth 2"+ from +6" to +3"

* Hull Down (p. 38)

At the end of the third paragraph insert the following:

A target that is hull down cannot receive the partial cover modifier.

* Transporting Infantry (p. 38)

Fifth paragraph, delete the last sentence ("It is, however, permissible to mount an infantry unit, move its transport, dismount the infantry, and make attacks with the infantry unit all in the same turn.")

* Transporting [example text] (p. 39)

- 1) First example, replace the last paragraph with the following:

The infantry move first, saving at least 2 inches of their Move in order to mount the Maxim. After all the infantry have mounted, Lara then moves the Maxim up to its Move of 16 inches. The next turn, Lara moves the Maxim up to its Move of 16 inches and dismounts all the infantry. The infantry platoon may not move this turn, but may make weapons attacks during the upcoming Combat Phase.

- 2) Second example, replace the last paragraph with the following:

The Night Gyr moves to a position within 4" of the battle armor, alongside the Grendel and Hellion that were already in position. Brian then wants to mount the battle armor onto the OmniMechs. Brian cannot have the battle armor mount the Night Gyr, as it has already moved this turn. The battle armor units thus each move in to base-to-base contact (up to 4" of MV) with the Grendel and Hellion and then pay 2" of MV to mount their OmniMechs. Brian may then move the Grendel and Hellion, along with their mounted battle armor, if he chooses.

* Attack Modifiers Table (p. 44)

- 1) Under "Target Movement Modifiers", after Standstill/Minimum Movement, insert the following new row:

| | |
|-----------|----|
| Hull Down | +1 |
|-----------|----|

- 2) Under "Other Modifiers", "Attack", add a new footnote marker to "Is attacking a secondary target". The corresponding footnote reads:

Requires the *Multiple Attack Rolls* optional rule (see p. 175).

* Engine Hit ('Mechs) (p. 50)

Second sentence

For 'Mech units, an engine hit will cause the unit to generate 1 heat point any time it fires its weapons without delivering any extra damage from overheating.

Change to:

For 'Mech units, an engine hit will cause the unit to generate 1 heat point in the End Phase if it made any weapon attacks in the turn. This heat is separate from overheating, and does not deliver any extra damage to the weapon attack.

* Minefield Support (p. 56)

At the end of the first paragraph insert the following:

Minefield Support cannot be stacked: no part of a minefield template can be placed to overlap another minefield template.



*** Improved ATM (IATM #/#/#) (p. 86)**

Under "Magnetic Pulse", second sentence

But if this attack hits a target in the Short range bracket, the target suffers a loss of 2 inches of Move, as well as a -1 Target Number modifier for all weapon attacks, throughout the following turn.

Change to:

But if this attack hits a target in the Short range bracket, the target suffers a loss of 2 inches of Move, as well as a +1 Target Number modifier for all weapon attacks, throughout the following turn.

*** Trenchworks/Fieldworks Engineers (TRN) (p. 91)**

First sentence

Each turn these infantry units may convert an area under a 2" AoE template into a fortified area.

Change to:

These infantry units may create fortified positions (see p. 168). Fortified positions can be used by infantry digging in (see p. 139) or ProtoMechs and vehicles going hull down (see p. 38).

*** Fortified Positions (p. 168)**

Second paragraph, first sentence

To create a fortified position, the engineering unit must remain stationary for a full turn, during which time it also may not make any weapon or physical attacks of any kind.

Change to:

To create a fortified position, the engineering unit must remain stationary for a full turn, during which time it also may not make any attacks of any kind, be used as a spotter, or take any other actions.

*** Practical Line of Sight (p. 171)**

Under "Infantry & Vehicles", change the template size from 1" x 1" to 1" x 1.25"

*** Multiple Attack Rolls (p. 175)**

First paragraph, first sentence

Any time a unit attacks a target, separate attack rolls are made for each point of damage the unit would deliver at that range.

Change to:

Any time a unit attacks a target, all weapon attacks roll a separate attack roll for each point of damage. Area effect and physical attacks do not use multiple attack rolls.

*** Gray Death Legion (p. 194)**

Under "Command Lance", Delmar Clay's WVR-6R Wolverine, change the Move value from 12"j to 10"j.

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Under "Water", change the Move Cost per Inch for Depth 2"+ from +6" to +3"

*** Attack Modifiers Table (p. 200)**

- 1) *Under "Target Movement Modifiers", after Standstill/Minimum Movement, insert the following new row:*

| | |
|-----------|----|
| Hull Down | +1 |
|-----------|----|

- 2) *Under "Other Modifiers", "Attack", add a new footnote marker to "Is attacking a secondary target". The corresponding footnote reads:*

Requires the *Multiple Attack Rolls* optional rule (see p. 175).