



Interstellar Operations: Alternate Eras

(Version 3.01)

The following is a compiled rules errata for the first/second printing (see below) of *Interstellar Operations: Alternate Eras* as of 17 January, 2023.

FULL ERRATA

There have been three printings of *Interstellar Operations: Alternate Eras* to date. The first printing of this material was found in the single-volume book *Interstellar Operations* (2016), which also included the material that would later be found in *Interstellar Operations: BattleForce*. *Interstellar Operations* was then split into two volumes, but each of the two split volumes is considered to be a direct descendant of the single-volume version and so continues the printing numbers from there: 2021 (second printing / first two-volume printing) and 2023 (third printing / second two-volume printing)—you can check page 5 of the book to see which printing you have.

Prior to this release there was no compiled errata for this two-volume version (all errata corrections for the original *Interstellar Operations* were folded into the two-volume versions when they were created; see the separate *Interstellar Operations* errata document v1.21 for a list of these).

All errata and page number references here are for the first/second printing (2021) 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.

③ Universal Technology Advancement Table (p. 29)

Primitive Aerospace Fighter Armor: Under “Production (Faction)”, change the entry from ~2300 (TH) to ~2300 (TA)

③ Universal Technology Advancement Table (p. 30)

Ablative/Flak, Concealed: Under “Production (Faction)”, change the entry from 2300 (TH) to 2395 (TH)

Ablative/Flak, Concealed: Under “Common”, change the entry from 2305 to 2405

③ Universal Technology Advancement Table (p. 42)

JumpShips: Under “Production (Faction)”, change the entry from ~2100 (—) to ~2100 (TA)

③ Universal Technology Advancement Table (p. 44)

Exoskeleton: Under “Production (Faction)”, change the entry from ~2100 (—) to ~2100 (TA)

③ Universal Technology Advancement Table (p. 49)

Laser Rifle (Marx XX): Under “Production (Faction)”, change the entry from ~2685 (TH) to ~2665 (TH)

③ Enhanced Imaging Game Rules (p. 69)

Second paragraph, second sentence

Such units cannot be operated by warriors without EI implants.

Change to:

Such units cannot be operated by warriors without EI implants, and if the EI interface is disabled, the unit is forced to shut down.

③ Enhanced Imaging Game Rules (p. 69)

Second paragraph, second sentence

Such units cannot be operated by warriors without EI implants.

Change to:

Such units cannot be operated by warriors without EI implants, and if the EI interface is disabled, the unit is forced to shut down.



③ Anti-Penetrative Ablation (ABA) Armor Rules (p. 80)

Under "Game Rules", first sentence

ABA Armor applies an additional –2 roll modifier to the critical hit check for all attacks made by weapons with armor-piercing abilities, including armor-piercing autocannon ammo, armor-piercing mortars, tandem-charge missiles, and tasers of all kinds.

Change to:

ABA Armor applies an additional –2 roll modifier to the critical hit check for all attacks made by weapons with armor-piercing abilities, including armor-piercing autocannon ammo, tandem-charge missiles, and tasers of all kinds.

③ Impact-Resistant Armor Rules (p. 82)

Under "Game Rules", second paragraph, first sentence

Furthermore, if a location protected by armor is struck by weapons with armor-piercing capabilities—including armor-piercing autocannon ammo, armor-piercing mortars, tandem-charge missiles, and tasers of all kinds—

Change to:

Furthermore, if a location protected by armor is struck by weapons with armor-piercing capabilities—including armor-piercing autocannon ammo, tandem-charge missiles, and tasers of all kinds—

③ AirMech Mode (Standard LAMs Only) (p. 102)

Before the first bullet point ("Hovering"), insert the following new bullet point:

- **Space:** A LAM in AirMech mode operates on the space map using the *Space Drops for Ground Units in Zero-G Operations* (see p. 22, SO) & *Zero-G Ground Unit Combat* (see p. 107, SO) rules, as if they were a BattleMech with a Thrust Rating equal to their AirMech Cruising MP/3, expending fuel normally.

③ AirMech Mode (Standard LAMs Only) [example text] (p. 103)

Fourth paragraph, third sentence

He may either continue moving at Elevation 3 (at a cost of an additional 2 MP per hex) or he may descend to one elevation above the underlying terrain (putting him at Elevation 1).

Change to:

He may either continue moving at Elevation 3 (at a cost of 2 MP per hex) or he may descend to one elevation above the underlying terrain (putting him at Elevation 1).

③ LAM Construction (p. 108)

Under "Chassis Restrictions and Requirements", before "Minimum Jumping MP" insert the following new paragraph:

Actuators: LAMs must be constructed with both lower arm actuators.

③ Machina Domini Interface Game Rules (p. 110)

Under "Clan Machina Domini Interface", last sentence

Units using a Clan Machina Domini interface cannot be operated by pilots that lack EI neural implants, even if they possess a VDNI.

Change to:

Units using a Clan Machina Domini interface cannot be operated by pilots that lack EI neural implants, even if they possess a VDNI, and if the EI is disabled, the Machina Domini interface fails and the 'Mech shuts down.

③ Machina Domini Interface Construction Rules (p. 110)

1) Under "BattleMech Interface Cockpit", first paragraph, last sentence

A BattleMech equipped with an interface cockpit also may not employ the Cramped Cockpit or Rumble Seat Design Quirks.

Change to:

A BattleMech equipped with an interface cockpit also may not employ the Cramped Cockpit Design Quirk.

2) Under "Clan Machina Domini Interfaces", replace the paragraph with the following:

Use the same construction rules as the Inner Sphere version, except that a MechWarrior equipped with an EI neural implant is required, instead of VDNI implants.



③ **RetroTech (p. 116)**

Under "Armor (All Units)", change the entry to the following:

RetroTech units can only mount primitive armor available to the unit type, and cannot use modern armors such as ferro-fibrous, hardened, and the like. RetroTech combat vehicles and conventional fighters are still built using the support vehicles rules, and so may only mount armor types available to support units (but are still bound to any Tech Base or BAR restrictions).

③ **Alternate Eras And Equipment Battle Value Table (Cont.) (p. 190)**

Change all "Special Munition: Dead-Fire" Ammo BVs to the following:

LRM-5: **9**; LRM-10: **17**; LRM-15: **26**; LRM-20: **35**; SRM-2: **4**; SRM-4: **7**; SRM-6: **10**; MML-3: **6/6**; MML-5: **8/9**; MML-7: **11/12**; MML-9: **15/17**

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