



# Alpha Strike: Commander's Edition

(Version 6.02)

The following is a compiled rules errata for the first printing of *Alpha Strike: Commander's Edition* as of 18 July, 2023.

## FULL ERRATA

There have been six printings of *Alpha Strike: Commander's Edition* to date: 2019, 2020, 2021, 2021, 2022, and 2023—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 6.0, so that every ruling is in order and in one place. Entries new to v6.0 are marked with a ⑥ and can also be found in the *New Additions* section at the end of this document.

## Introduction

### ⑥ Unit Types (p. 28)

- 1) Under "Ground Units", replace the paragraph with the following:

In *Alpha Strike*, references to ground units include all units with an MV rating including 'Mechs, ProtoMechs, infantry, battle armor, combat vehicles, and all support vehicles except for fixed-wing and airship support vehicles. It does not include units that have a Thrust rating instead.

- 2) Under "Ground Vehicles", delete the last sentence ("Wing-in-ground-effect...").

- 3) Under "Air Vehicles", first sentence

In *Alpha Strike*, references to air vehicles refer to any combat vehicle or support vehicle that uses VTOL (v) movement, but can also refer to wing-in-ground effect (WiGE) vehicles (g) due to their unique motive system.

Change to:

In *Alpha Strike*, references to air vehicles refer to any combat vehicle or support vehicle that uses VTOL (v) movement type or wing-in-ground effect (g) movement type.

### 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".

### ⑥ Mobile vs. Immobile (p. 32)

At the end of the paragraph insert the following:

If a unit begins the Movement Phase unable to move on its own, whether it is immobile, shutdown, or being transported, carried or towed, the unit does not receive a movement this turn.



### 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.

### ⑥ Terrain (p. 32)

#### 1) Second sentence

This difficulty is demonstrated in the form of an extra Move cost per inch of travel through such terrain.

#### Change to:

This difficulty is demonstrated in the form of an extra Move cost per inch of travel through such terrain, where any part of the unit's base would overlap that terrain.

#### 2) At the end of the paragraph insert the following:

To enter a new terrain type, a unit must pay for one full inch of movement within the terrain, and then may move up to one full inch through that terrain type. Additional movement beyond the first inch within the same terrain type may be paid for in full or half inches.

### ⑥ Movement Cost Table (p. 34)

Replace the table with the version available for download on the Errata page.

### ⑥ Terrain (p. 35)

Under "Level Change", replace the paragraph with the following:

*This ruling has changed from previous errata versions.*

'Mechs may climb onto and over terrain as steep as 2 inches high, while ground vehicles, infantry, and ProtoMechs may only climb onto and over terrain as steep as 1 inch high. (For exceptions, see *Jumping*, p. 37, and *VTOL Movement*, p. 36). Level changes greater than these are considered prohibited terrain—too sheer for these ground units to traverse. If the unit does not have enough Move allowance remaining to climb to the desired level, it must remain at the previous level, and cannot move any further. Once the unit has reached level ground large enough for its base to rest entirely on level ground, it may then climb or descend again.

Units may ignore level changes less than a half inch during their movement, but if the total elevation change becomes half inch or greater during its movement, it must immediately pay the elevation change movement cost.

### 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) ⑥ Under “Vertical Take-Off and Landing (VTOL) Movement”, replace the third and fourth paragraphs with the following:

VTOLs cannot move through any terrain that rises higher than their current elevation level. Any VTOL that deliberately descends to the level of the underlying terrain is landing, but automatically crashes if the terrain type is prohibited (such as Woods). VTOLs with the Amphibious (AMP) special ability may land on water features, but VTOLs without such abilities will crash if they attempt to “land” in water.

To take off, landed VTOL units must gain at least 1 inch of elevation above the ground before making any further VTOL movement. Crashing VTOLs suffer 1 damage point, roll for critical damage as per normal combat rules, and are immobilized for the remainder of the game.

- 4) 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 Diagram [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.

## ⑥ Ground Movement (p. 37)

At the end of the paragraph insert the following:

Ground movement is available to and used by all non-aerospace units as their standard movement mode. This includes VTOL, WiGE, submersible, naval, and all non-aerospace movement types except jumping.

## 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 C<sup>3</sup>. Units cannot mount or dismount a sprinting transport. If a unit has already mounted a transport this turn, the transport cannot sprint this turn.

### ⑥ Hull Down (p. 38)

- 1) At the end of the third paragraph insert the following:

*This ruling has changed from previous errata versions.*

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.

- 2) Fourth paragraph, last sentence

Units other than vehicles and 'Mechs reduce all attack values by half (rounded down, to a minimum of 0).

Change to:

Units other than vehicles and 'Mechs halve all attack values (rounded down). Any unit with a turret (TUR) may ignore the hull down attack modifiers and restrictions above if they only use the damage values and special abilities listed for the TUR special ability.

### ⑥ Transporting Infantry (p. 38)

- 1) Under "Infantry Transports", second paragraph, second sentence

Mounting infantry must be done at the beginning of the transporting unit's movement,

Change to:

Mounting infantry must be done before the transporting unit's movement,

- 2) Under "Infantry Transports", replace the third and fourth paragraphs with the following:

*This ruling has changed from previous errata versions.*

Immediately after its transport has completed its movement, the transported units may dismount. This is part of the transport's movement. Units cannot dismount the same turn they mounted a transport, nor can they dismount from a transport that mounted units this turn. Dismounted units must be placed in base-to-base contact with the transport and in terrain not prohibited to the dismounting unit, including any elevation change. As part of dismounting, the dismounted units can then move up to half their MV (round down). Dismounting units cannot use standstill, hull down or sprinting movement modes, and can only use jump movement mode from an airborne transport or if mechanized (see below).

Airborne ground unit transports (VTOL or WiGE) may dismount jump-capable units, including battle armor or infantry that have the Paratroopers (PAR) special ability, but must land to dismount all other unit types. Eligible units dismounting from an airborne unit must be placed in base-to-base contact where the transport's base would be if landed at its current location. Units dismounting from an airborne unit cannot move on the same turn. Units dismounting from an airborne transport receive the airborne target modifier the turn they dismount.

Units transported by airborne aerospace units, or non-jump capable units transported by airborne ground vehicle transports, may only dismount using the *Dropping Troops* optional rules (see p. 160).

- 3) Under "Mechanized Battle Armor", at the end of the first paragraph insert the following:

A transport carrying mechanized battle armor may not go airborne or use WiGE, VTOL, submersible, or aerospace (thrust) movement.

### 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.

⑥ **Transporting [example text] (p. 39)**

Replace the text with the following:

*This ruling has changed from previous errata versions.*

*Lara's force includes two IS Standard Battle Armor squads and one Maxim (infantry variant) hovercraft. Lara's battle armor infantry are not mounted, with a MV of 6"j. Each has the CAR4 special ability, meaning each requires a transport space of IT4 or more. If both were to travel together, they would need a unit that had a special ability of IT8 or higher.*

*During her Ground Movement Phase, Lara decides to have the infantry mount the Maxim for a quick hop across the battlefield. The Maxim has the IT12 special ability, so it can easily transport the two CAR4 infantry, using only eight of its twelve infantry transport.*

*The infantry move first, being sure to save 2" of their MV in order to mount the Maxim. After all the infantry have mounted, Lara then moves the Maxim up to its MV of 16 inches. The movement phase is over.*

*The next Movement Phase, Lara moves the Maxim again up to its Move of 16 inches. Immediately after the Maxim's move, both infantry platoons dismount and are placed in base-to-base contact with the Maxim. They may then move half their MV value, for 1"j MV. They're not going to get far this turn, but that's why they have a transport. Both platoons may make weapon attacks during the upcoming Combat Phase.*

*Brian's Star consists of a Grendel B, Night Gyr Prime, Hellion C and two Points of Elemental battle armor. He wants to quickly transport the two battle armor units in his Star.*

*First, Brian looks at the Move available in his Star. The Grendel B has a MV of 14"j. The Night Gyr Prime has 8"j and the Hellion C has a MV of 14". All three are OmniMechs with the OMNI special ability. Brian decides to have the Grendel and Hellion carry the battle armor. Each Elemental moves in to base-to-base contact, one with the Grendel and one with the Hellion, and uses their last 2 inches of MV to mount the OmniMechs. The 'Mechs then move their full MV. This is the end of the first Movement Phase.*

*The second Movement Phase begins with both Elementals mounted. First, their 'Mech transports must move up to the full movement before any units can dismount. Then, immediately after the 'Mech transports move, each Elemental dismounts and is placed in base-to-base contact with their transport. Their 6"j MV is halved to 3"j by dismounting, so they may now use jump movement up to three inches away from their dismounting location. Both points may make 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...")
- 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) ⑥ Replace the "Mounting/Embarking" and "Dismounting/Disembarking" paragraphs with the following:

**Mounting/Embarking:** Embarking units use the same rules as infantry mounting a transport.

**Dismounting/Disembarking:** Disembarking units use the same rules as infantry dismounting a transport.

- 5) 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 C<sup>3</sup>) 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.



### 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.

### ⑥ **Line of Sight (p. 40)**

*After the last paragraph insert the following new paragraph:*

*This ruling has changed from previous errata versions.*

Infantry units occupying a building may ignore the building as blocking LOS, as long as their target may draw LOS to the occupied building.

*Errata note: In the sixth printing, there is additional text after this sentence in this paragraph. The additional text should be deleted.*

### **Line of Sight (p. 41)**

- 1) ⑥ *Under "Indirect Fire", second sentence*

To use indirect fire, there must be a unit friendly to the attacker that has a valid LOS and is within 42" of the target

Change to:

To use indirect fire, there must be a unit friendly to the attacker, that has not yet made an attack this turn, with valid LOS and within 42" of the target

- 2) ② *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**

### ⑥ **Attacker Movement Modifier (p. 42)**

*At the end of the section insert the following:*

**Infantry:** Infantry, both conventional and battle armor, do not use attacker movement modifiers. They always have a +0 attacker movement modifier regardless of the movement mode used.

### **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", first sentence*

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.

- 3) ⑥ *Under "Woods", second sentence*

An attacker can ignore the first 1" of intervening terrain if it is an extension of the attacker occupied terrain. This has no effect on target occupied terrain however, even if the attacker is within 1" of the target.

Change to:

Add a +1 modifier to an attack's Target Number if the line of sight has intervening wooded terrain more than 2" away from the attacker, or if the target occupies Woods terrain.

**Range Modifier (p. 43)**

- 1) ⑤ *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.

- 2) ⑥ *Under "Base-to-Base Contact", second sentence*

Units may not make weapon attacks against targets with which they are in base-to-base contact.

Change to:

Non-infantry units may not make weapon attacks against targets with which they are in base-to-base contact.

**⑥ Attack Modifiers Table (p. 44)**

Replace the table with the version available for download on the Errata page.

**⑥ 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, deals at least one 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).

**⑥ Rolling To Hit [example text] (p. 45)**

Replace the example with the following:

*This ruling has changed from previous errata versions.*

*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 ignore the woods she occupies, and the first 1" of Woods extending from her base as attacker occupied 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 5 [3 (Skill Rating) + 2 (medium range) = 5]. There is less than 1" of woods extending out from 'Mech A, so it is all attacker occupied and does not affect the target number.*

*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 8 [3 (Skill Rating) + 4 (long range) + 2 (target movement) - 1 (Large) = 8].*

*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. 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 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 standard attacks 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. Looking from directly above the vehicle at G towards A, the players place a tree*



(default 2" tall) at 1" away from 'Mech A in the line between A and G. Looking from the top of 'Mech A, towards vehicle G, the tree is below the line between the top of 'Mech A and looking toward vehicle G, so there is no woods modifier to the attack. The Modified Target Number is 7 [3 (Skill Rating) + 2 (medium range) + 1 (target movement) = 6].

### ⑥ Physical Attacks (p. 45)

- 1) Replace the second paragraph with the following

*This ruling has changed from previous errata versions.*

There are four types of physical attack that units may perform in Alpha Strike: Standard, Melee, Special, and Anti-'Mech Infantry. 'Mechs may attempt the first three of these physical attack types. ProtoMechs may attempt Standard or Melee physical attacks. Vehicle units may only attempt the Charge or Melee physical attacks. Infantry units (including battle armor) may attempt an Anti-'Mech Infantry attack if they have the Anti-'Mech (AM) special ability. Infantry may not use any other physical attack type.

- 2) At the end of the third paragraph insert the following:

Units that used VTOL, WiGE, or aerospace movement this turn may not make 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*

### ⑥ Melee Physical Attacks (p. 46)

Replace the first paragraph with the following:

*This ruling has changed from previous errata versions.*

Only units with the Melee (MEL) special ability may make Melee physical attacks. The unit uses a weapon to augment its normal physical attack damage. Units that have a Melee special ability may not choose to make a Standard physical attack instead. Melee physical attacks can only occur when the attacking unit is within 2 inches of its target and the target unit is also within the attacking unit's firing arc (see *Firing Arcs*, p. 41). 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.

### ⑥ Death From Above Attack (p. 46)

First paragraph, third sentence

On a successful DFA attack, the attacking unit delivers damage to its target equal to its Charge damage +1 (see *Charge Attacks*, left).

Change to:

On a successful DFA attack, the attacking unit delivers damage to its target equal to its Charge damage +1 (see *Charge Attacks*, left). Add an additional +1 to DFA damage if the unit has the Strong Jump Jets (JMPS) special ability at 2+, and -1 to DFA damage if the unit has the Weak Jump Jets (JMPW) special ability at 2+.

**⑥ Special Physical Attacks [example text] (p. 46)**

Replace the entire example with the following:

*Brian is debating whether his PNT-9R Panther light 'Mech (Size 1, with a Move of 10"/16"j and TMM of 2) will Charge or DFA an enemy CES-3R Caesar (a heavy Size 3 'Mech).*

*If the Panther charges, Brian calculates that it will deliver 2 points of damage (Size of 1 + half its TMM of 2 rounded down to 1) on a successful attack and will suffer 2 points of damage (half its TMM of 2 rounded down to 1, plus 1 as the Caesar is Size 3 or higher).*

*If the Panther attempts a DFA instead, this will add 1 to the charge damage for 3 damage from a DFA. It will suffer 1 damage (the Panther's Size value) if it hits. If the Panther misses, it will suffer 2 points of damage for its trouble (1 for its Size, + 1 for failed DFA).*

*Knowing that the Target Number modifier for a DFA is 2 points higher than a charge attack from the jumping movement attacker modifier but will have an increased defense from the higher jump TMM and the jumping target modifier, Brian must now choose between a DFA that will inflict more damage or the less damaging—but easier to pull off—charge.*

**Artillery Attacks (p. 47)**

- 1) ② 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) ⑥ Under "Scatter", third sentence

Once direction is determined, a second 1D6 roll result—multiplied by 2 if the attack is not from an Artillery Cannon—determines how many inches in that direction from the original POI the missed shot will scatter to.

Change to:

The POI will then scatter along this direction a distance in inches that is twice the margin of failure (MoF) the attack roll missed the target number. Artillery cannons scatter half this distance, equal to the MoF.

**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.

- 3) ⑥ Under "Underwater Damage", first sentence

all damage from underwater weapon attacks that hit a submerged unit is reduced by half (round down, to a minimum of 1).

Change to:

all damage from underwater weapon attacks that hit a submerged unit is halved (round down, to a minimum of 1).

⑥ **Applying Damage (p. 49)**

- 1) *Question 6, under “Yes”, second sentence*

The attack is finished.

Change to:

Then proceed to Question 7.

- 2) *Question 7, under “Yes”, second sentence*

The attack is finished.

Change to:

Then proceed to Question 8.

⑥ **Engine Hit (’Mechs) (p. 50)**

*Replace the paragraph with the following:*

*This ruling has changed from previous errata versions.*

The unit’s power system is damaged. 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 unit may still use overheating to add damage to its attacks, but this heat will add to the 1 point generated by the engine hit.) The ’Mech gains heat from this critical hit in the first End Phase it took the Engine Hit, if it fired its weapons in the Combat Phase of that turn. A second Engine Hit critical will destroy the unit.

⑥ **MP Hit (p. 50)**

*Second sentence*

The affected unit loses half of its current Move and TMM, rounding normally (to a minimum Move loss of 2 inches and TMM loss of 1).

Change to:

The affected unit halves all Move ratings and TMM, rounding down. Each MP Hit reduces the MV by a minimum of 2” and TMM by 1, until a minimum MV and TMM of 0.

⑥ **Weapon Hit (p. 50)**

*Second sentence*

All damage values—including those of special abilities that have damage values (such as AC, ARTX, FLK, HT, IF, LRM, SRM, TOR, and TUR) are reduced by 1 (to a minimum of 0).

Change to:

All damage values—including those of special abilities that have damage values (such as AC, ARTX, FLK, HT, IF, LRM, SRM, TOR, and TUR) are reduced by 1. A unit with 1 damage value is reduced to 0\*, and a unit with 0\* is reduced to 0 (no attack at that range).

⑥ **(p. 51)**

*Add the following new sidebar:*

**Multiple Modifiers**

When multiple cumulative effects apply to the same value, the general rule is they are applied in the order that they are received.

Temporary effects are an exception to the general order of applying effects. Temporary effects are effects that modify a unit’s value but can then be removed during gameplay. These include effects from heat (see p. 52), morale effects from the Animal Mimicry, Antagonizer, or Demoralizer special pilot abilities (see pp. 92-93), and any effects that apply for a specific attack, such as reductions from a target’s defensive special abilities like Anti-Missile System (see p. 76) or Ballistic-Reinforced Armor (see p. 83). Temporary effects are always applied last, after permanent effects, regardless of the order they were received. Temporary effects often have a marker (marking the unit’s current place on the heat scale, or a token placed on the unit for being intimidated) to denote the temporary effect, that is removed when the effect ends.



If two or more effects are applied to the same value at the same time, such as two defensive special abilities from a target unit being applied to an attack, apply any multiplying or dividing effects first, followed by any adding or subtracting effects. This only applies if the effects are applied at exactly the same time. If two units attack the same target, and both cause damage effects on the same value, they are applied in the order the attacks were resolved. The attacks are distinct and resolved in order. If an attacker has an option that modifies their attack value, and the target has an ability that modifies the attack value, the attacker option was made before the attack was applied to the target and is thus applied in that order. Temporary effects are always applied at the same time as all other temporary effects.

#### *Order Received Example*

*A unit suffers a critical hit to movement in turn 1, then the unit overheats in turn 2. The movement critical hit was applied to MV at the end of turn 1, then the heat modifies it again at the end of turn 2. They are applied in that order. If a unit is attacked twice in the same turn, and both attacks cause an MP hit that reduces the MV value, they are applied in the order the attacks are resolved. The first attack applies its effect on the target's MV value, then the second attack applies its effect.*

#### *Temporary Effects Example*

*A unit with MV 10" on the unit card overheats by one heat in turn 1. In the End Phase of turn 1 it will have -2" to MV from the first spot on the heat scale. It now has 8" MV. In turn 2, it then suffers an MP critical hit, that reduces its MV by half. The MP critical hit is a permanent effect, while heat is a temporary effect. So, the player first reduces the MV 10" by half for the permanent MP critical hit, to MV 5". Then, the heat is applied to reduce the MV to 3". In turn 3, after not making a weapons attack, the unit moves to 0 on the heat scale in the End Phase, restoring its MV to 5" for turn 4.*

## 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*

### Artillery Support (p. 56)

- 1) ⑥ Under “*Unsuccessful Attack*”, first sentence

If artillery misses the target (unit or POI), it will scatter.

Change to:

If artillery misses the POI, it will scatter.

- 2) ⑤ 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—

### ⑥ 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.

### ⑥ Additional Terrain Movement Cost Table (p. 57)

Replace the table with the version available for download on the Errata page.

### ⑥ Planted Fields (p. 60)

First paragraph, second sentence

However, they rise 2 inches above the underlying terrain and impart a +1 terrain modifier for every 4 full inches of planted fields intervening between the attacker and target.

Change to:

However, they rise 2 inches above the underlying terrain and impart a +1 terrain modifier if there are at least 4 full inches of planted fields intervening between the attacker and target.

### 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).

### ⑥ Large Units (p. 64)

Under “*Combat*”, in between the first and second sentences insert the following:

Large units block LOS through them to smaller units.



## Urban Combat

### ⑥ Climbing and Standing on Buildings (p. 72)

- 1) Under "Infantry and ProtoMechs", at the end of the paragraph insert the following:

Infantry may climb any number of levels in a building and may use the minimum movement rule to move from the ground level to the roof.

- 2) Under "'Mechs Outside of Buildings", replace the paragraph with the following:  
*This ruling has changed from previous errata versions.*

Along the outside of buildings, 'Mechs can climb up and down the structures' face in the same manner as they can ascend or descend the changes in ground levels, with a maximum level change of 2 inches in height. Jump-capable 'Mechs may alternatively jump onto a building's rooftop, as long as they have sufficient jumping Move to reach that height.

- 3) Under "Building Weight Capacity", replace the paragraph with the following:

Each building has a weight capacity limit listed on the Alpha Strike Buildings Table. This value is an abstraction of the tonnage limits for buildings in that class, and is the maximum total of the size classes of all units attempting to stand on top of or in the building—but only applies to ground units that do not possess the Large, Very Large, or Super Large special abilities. (Non-battle armor infantry units are treated as if they have a size class of 0 for the purposes of building weight capacity.) If the total number of all size class values for all ground units on top of the building exceeds this capacity, the entire structure will collapse (see *Building Collapse*, p. 74).

For example, a medium building—weight capacity 2—can support up to 2 light (size 1) 'Mechs on top of the building, because the combined size classes for the two 'Mechs would be  $1 + 1 = 2$ . If so much as one battle armor squad—size class 1—also jumped atop the building, the building would collapse, because the three units' size together would total 3 (2 for the two light 'Mechs, plus 1 for the battle armor).

- 4) After "Building Weight Capacity", insert the following new paragraph:

**Walls:** Any building may be designated as a wall. Units may not move into or through walls until the wall has been destroyed. Walls also count as twice their height for non-infantry units attempting to move from the ground to the top of the building.

### ⑥ Alpha Strike Buildings Table (p. 73)

Replace the table with the version available for download on the Errata page.

### Attacking Units Inside Buildings (p. 74)

- 1) ⑤ 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) ⑥ Under "Attacks from Within the Same Building", first sentence

If attacker and its target are inside the same building, reduce the building's Damage Absorption values by half (round down).

Change to:

If attacker and its target are inside the same building, the building's Damage Absorption is halved (round down).

### 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).*

⑥ **Skidding (p. 74)**

Replace the first two bullet points with the following:

*This ruling has changed from previous errata versions.*

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

⑥ **Resolving a Skid (p. 74)**1) *Replace the first and second paragraphs with the following:*

Skidding units will automatically suffer 1 point of damage for every 4 inches they have skid (rounded down, to a minimum of 0). In addition, these units may strike and collide with buildings, terrain, and even other units while doing so. For this reason, players should check for and apply the effects of any possible collisions *before* applying damage caused by the skid itself.

2) *Under "Collisions", second paragraph, first sentence*

If the skidding unit encounters any non-infantry units during its skid

Change to:

If the skidding unit encounters any units during its skid

3) *Under "Collisions", delete the third paragraph.*4) *Under "Collision Damage", replace the first two paragraphs with the following:*

If a skidding unit suffers a collision with terrain, buildings, or units, it will suffer additional damage from this collision equal to its own Size value. If the skidding unit is a vehicle, it must also roll for Motive Systems Damage (see p. 50) upon sustaining any collision.

If the skidding unit collides with a building or any non-infantry unit, it will also inflict damage to such unintended targets. For all of these unintended targets, this charge 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 to a building it collides with.

⑥ **Skidding Damage and Collisions (p. 74)**

Replace the first paragraph with the following:

To see if a unit skids, its player must make a special Control Roll as soon as the above conditions are met and the miniature has already moved 1 inch along its intended direction. This roll uses the unit's Skill Rating as its base Target Number, plus its Target Movement Modifier (TMM). If the roll result is equal to or higher than this modified Target Number, the unit will continue its move normally for that turn. Otherwise, it will skid half its MV (round up).

⑥ **(p. 75)**

Delete the Skid Modifiers Table and Collision/Charging Table in their entirety.

## 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).

⑥ **Electronic Countermeasures (ECM) (p. 77)**

*Replace the second paragraph with the following:*

ECM will disrupt the following hostile electronics on units within its area of effect, or that have an effect that has its line of sight for the effect go through the ECM's area of effect.

⑥ **Flak (FLK#/#/#/#) (p. 78)**

If a unit with this ability misses its Attack Roll by 2 points or less when attacking an airborne aerospace unit, VTOL, or WiGE target,

Change to:

If a unit with this ability misses its Attack Roll by 2 points or less when attacking an airborne unit, or any unit that used VTOL, WiGE or thrust movement this turn,

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.

⑥ **Jump Jets, Weak or Strong (JMPW#, JMPS#) (p. 78)**

*At the end of the entry insert the following:*

JMPS# and JMPW# also affect damage dealt when executing a Death From Above attack (see p. 46). Any effect that reduces TMM by 50% will lower the JMPS# by 1, to a minimum of JMPS0.

⑥ **Omni (Omni) (p. 78)**

*Replace the entry with the following:*

Ground-based units with the Omni special ability ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules (see *Transporting Infantry*, p. 38).

⑥ **Submersible Movement, Weak or Strong (SUBW#, SUBS#) (p. 79)**

*At the end of the entry insert the following:*

Any effect that reduces the unit's TMM by 50% will lower the # by 1, to a minimum of 0.

⑥ **Turret (TUR#) (p. 79)**

*Replace the entry with the following:*

A unit with a turret has some (or all) of its weapons mounted with a 360-degree field of fire. The unit can make an attack on a unit outside its standard firing arc, but must use the damage values and special abilities of the TUR special ability only. A multi-firing arc unit (like DropShips and buildings) that has a TUR treats the turret as an additional firing arc, and attacks with the turret as an additional attack.

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.



### ⑥ Notation and Tracking of C<sup>3</sup> Networks (p. 80)

Replace the entry with the following:

*This ruling has changed from previous errata versions.*

#### Designating a C<sup>3</sup> Network

Prior to the start of play, the controlling player of a C<sup>3</sup> network must clearly designate on his unit's cards which C<sup>3</sup> Masters controls which C<sup>3</sup> Masters and/or C<sup>3</sup> Slaves, and which C<sup>3</sup> Master connects three C<sup>3</sup> Masters together to form a company level (12 unit) C<sup>3</sup> network; the C<sup>3</sup> network can never be extended beyond 12 units.

To designate a C<sup>3</sup> network, use the following rules:

- A C<sup>3</sup> Master can only control one to three C<sup>3</sup> Slaves or one to three C<sup>3</sup> Masters.
- While a C<sup>3</sup> Master controls another C<sup>3</sup> Master, it cannot control a C<sup>3</sup> Slave.

The C<sup>3</sup> Configuration Diagram (see p. 81) illustrates the only four ways a C<sup>3</sup> network can be created. In each of the four diagrams, a circle represents either a 'Mech or vehicle; an "S" represents a C<sup>3</sup> Slave, while an "M" represents a C<sup>3</sup> Master. The arrows show the network links between C<sup>3</sup> Masters and C<sup>3</sup> Slaves, while the colors differentiate between each lance-level (4-unit) C<sup>3</sup> network.

**All C<sup>3</sup> Master Network:** The only allowable variation on those four configurations is to replace any of the C<sup>3</sup> Slaves with C<sup>3</sup> Masters.

**Multiple Networks:** If multiple C<sup>3</sup> networks are established at the start of the game and they are not designated as connected before play begins, they can never share targeting information during the scenario.

### ⑥ Ballistic-Reinforced Armor (BRA) (p. 83)

Replace the entry with the following:

Ballistic-reinforced armor reduces the damage from standard weapon attack that have the AC, FLK, IATM, IF, LRM, or SRM special abilities, or special weapon attacks made using those same abilities. The armor halves all damage by these attacks (rounding up).

Thus, if a unit with attack values of 5/4/2 and an AC2/2/0 special ability delivers a successful normal attack against a unit with the BRA special at Short range, the attack will be reduced to 3 points (half the damage value at Short range, rounded up). If the same unit makes a special weapon attack with the AC special ability (to use alternate munitions for example), the damage will be reduced to 1 (half the AC short range damage).

When a unit has lost all its Armor, remove the BRA special ability in the End Phase. If the Armor is repaired to 1 or more, it regains the BRA special ability.

### ⑥ Cargo Transport, Tons (CT#) (p. 84)

*Last paragraph*

This ability can be reduced in value and the same amount of Infantry Transport (IT#, see p. 78) added to a unit prior to the start of a game.

Change to:

This ability can be reduced in value and half the amount of Infantry Transport (IT#, see p. 78) added to a non-'Mech unit prior to the start of a game.

### ⑥ Impact-Resistant Armor (IRA) (p. 86)

*At the end of the second paragraph insert the following:*

When a unit has lost all its Armor, remove the IRA special ability in the End Phase. If the Armor is repaired to 1 or more, it regains the IRA special ability.

### ⑥ 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.



### ⑥ Large (LG) (p. 86)

Large units cover a 2" AoE template area. Large units block LOS.

#### Change to:

Large units have several modifiers to movement and combat. See *Large Units*, p. 64.

### ⑥ Mine Dispenser (MDS#) (p. 87)

*Third sentence*

*This ruling has changed from previous errata versions.*

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

#### Change to:

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

### ⑥ Narc Missile Beacon (CNARC# or SNARC#) (p. 87)

*Replace the first paragraph with the following:*

A unit with the CNARC# or SNARC# special ability may make an extra weapon attack using its Narc missile beacon device. A unit hit by a Narc beacon will not suffer damage from the Narc itself, but will suffer 1 additional point of damage from any indirect fire attack or special weapon attack using the IF, LRM or SRM special abilities, or any standard weapons attack from a unit with the IF, LRM or SRM special abilities, for the rest of the game—unless the unit is within a friendly ECM bubble. Standard Narc beacon launchers (indicated by SNARC) have a maximum range of Medium, while Compact Narc beacon launchers (CNARC) have a maximum range of Short. Unlike most effects, NARC takes place immediately and can be used by other attacks in the same turn.

### ⑥ Point Defense (PNT#) (pp. 87-88)

#### 1) *First paragraph, second sentence*

Unlike an anti-missile system (AMS), the point defense system may engage Arrow IV, capital, or sub-capital missiles as well as missile attacks delivered using the IF, SRM, and LRM specials.

#### Change to:

Unlike an anti-missile system (AMS), the point defense system may engage Arrow IV, capital, or sub-capital missiles as well as attacks from units with the IF, SRM, or LRM special abilities.

#### 2) *Replace the fourth paragraph with the following:*

For all other incoming missiles, 1 point of defensive damage will apply a +1 Target Number modifier to the missile's attack roll, and the incoming attack's damage value is halved (rounded down). If 2 or more points of defensive damage are assigned to an incoming missile attack, the attack is eliminated. For weapon attacks by a unit with IF, SRM or LRM specials, 1 point of defensive damage will use the standard anti-missile system (AMS; see p. 76) rules for that attack.

### ⑥ Reactive Armor (RCA) (p. 88)

*Replace the entry with the following:*

Reactive armor reduces the damage from an attack using the ART, BOMB, or MSL special abilities or an attack using the FLK special ability's damage values. The armor halves all damage by these attacks (rounding up).

Thus, if a unit with attack values of 5/4/2 and an FLK2/2/2 special ability delivers a successful standard weapons attack against a unit with the RCA special at Short range, the attack does 5 damage. It will not be affected by Reactive armor, as the attack is not using the FLK special ability's damage values. If the same unit missed an airborne unit by 1, and therefore triggered the FLK special ability to apply the FLK special ability's damage, the damage would be reduced to 1 (half of the FLK's short range damage value). If the same unit makes a special weapon attack with the ARTAIS special ability, the damage will be reduced to 1 (half the ARTAIS special ability damage).

### Reflective Armor (RFA) (p. 88)

#### 1) ⑥ *First paragraph, second sentence*

If a unit with this special is struck by an air-to-ground strafing attack, or by a weapon attack by a unit with the ENE special, or by an attack using the HT special, reduce this damage (or heat) by half before applying it.

Change to:

If a unit with this special is struck by an air-to-ground strafing attack, or by a weapon attack by a unit with the ENE special, or by an attack using the HT special, halve this damage (or heat) before applying it.

2) ⑤ In the second paragraph, delete FLK from the list of specials affected.

3) ⑤ Delete the fourth paragraph (“Finally, all critical hits ...”)

**⑥ Target Acquisition Gear (TAG) (p. 90)**

*Replace the entry with the following:*

TAG is used to paint a target with a laser to designate targets. A TAG-(or LTAG)-equipped unit can make a special weapons attack in order to designate a target. A TAG attack uses all appropriate rules for a standard weapon attack. LTAG works only at Short range, while TAG works at Short and Medium range. Designating a target is an additional attack that can be made in addition to any other weapon or physical attacks that same turn. The target of a painting attack need not be the same target used for the unit’s weapon or physical attacks.

A successfully designated target is spotted for indirect fire by the TAG-equipped unit, with no spotter attacked modifier. In addition, a designated target can be attacked by semi-guided LRMs (see p. 150) and homing artillery (see p. 152).

**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.)”

**⑥ 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****⑥ Animal Mimicry (p. 92)**

1) Change the cost from 2 points to 3 points.

2) *Second paragraph, replace the second sentence onwards with the following:*

*This ruling has changed from previous errata versions.*

During the Combat Phase, the player may select one enemy unit within line of sight and within medium range of this unit to try to intimidate. The intimidating unit must make a 2d6 roll, with a target number of 8 + the intimidating unit’s Skill – the intimidating unit’s SZ. Success will intimidate the target. Units that are Intimidated in this fashion subtract 2” from their MV and 1 from their TMM, to a minimum of 2” MV and 0 TMM, and suffer a +1 Target Number modifier for all attacks made against the intimidating unit. The intimidation takes effect in the End Phase of this turn and lasts through the End Phase of the next turn.

**⑥ Antagonizer (p. 92)**

*Second paragraph, first two sentences*

Once per turn, a unit with Antagonizer may trigger its ability at any single point along its path while moving. At that time, every enemy unit within 6 inches of the unit triggering this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes enraged.

Change to:

During the Combat Phase, in place of the unit’s attack, the player may select one enemy unit within short range of this unit to try to enrage. The Antagonizer unit must make a 2d6 roll, with a target number of 5 + their Skill. Success will enrage the target. The enrage takes effect in the End Phase of this turn and lasts through the End Phase of the next turn.



④ **Cross-Country (p. 93)**

Under "Unit Type"

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

Change to:

Ground vehicles

⑥ **Demoralizer (p. 93)**

Replace the second paragraph with the following:

*This ruling has changed from previous errata versions.*

During the Combat Phase, the player may select one enemy unit within line of sight and within medium range of this unit to try to intimidate. The Demoralizer unit must make a 2d6 roll, with a target number of 8 + the Demoralizer's Skill – the Demoralizer's SZ. Success will intimidate the target. Units that are Intimidated in this fashion subtract 2" from their MV and 1 from their TMM, to a minimum of 2" MV and 0 TMM, and suffer a +1 Target Number modifier for all attacks made against the intimidating unit. The intimidation takes effect in the End Phase of this turn and lasts through the End Phase of the next turn.

⑥ **Golden Goose (p. 96)**

Delete the last sentence ("Furthermore...").

⑥ **Jumping Jack (p. 97)**

Second paragraph, first two sentences

A pilot with the Jumping Jack SPA is so comfortable with the use of jumping movement that his unit receives an additional –1 Target Number modifier for any weapon attack it attempts during a turn where it has used jumping movement.

Change to:

A pilot with the Jumping Jack SPA is so comfortable with the use of jumping movement that their unit uses a +1 attacker movement modifier for jumping instead of +2.

⑥ **Oblique Artilleryman (p. 98)**

Second paragraph, second sentence

If the MoF for a counter-battery attack against an offboard position is 2 or 3, the weapon will deliver half its normal damage to the off-board target instead.

Change to:

If the MoF for a counter-battery attack against an offboard position is 2 or 3, the weapon will deliver half its normal damage (round down) to the off-board target instead.

⑥ **Sandblaster (p. 98)**

Second paragraph, last sentence

When this unit delivers a weapon attack using only one of the following specials—AC, FLK, IATM, LRM, SRM, or TOR—it receives a –1 Target Number modifier, and delivers an additional 1 point of damage (increased to 2 points if the attack is made at Short range).

Change to:

When this unit makes a standard weapon attack and has one or more of the AC, FLK, IATM, LRM, SRM, or TOR specials, it delivers an additional 1 point of damage (increased to 2 points if the attack is made at Short range).

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.



### ⑥ Camouflage (p. 103)

*First sentence*

Ground Units that are part of a Force with this ability and use the Stand Still movement option receive a +2 target movement modifier, in place of the usual +0.

Change to:

Ground Units that are part of a Force with this ability and use the hull down position movement option receive a +2 target movement modifier, in place of the usual hull down modifier.

### 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

### ⑥ Infantry Dragoons (p. 106)

Mounted infantry may move after dismounting, though only half their movement (round up, to a minimum of 2"/1 hex) is available after dismounting.

Change to:

Mounted infantry can use their full MV and TMM when dismounting.

### 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.

### ⑥ Tactical Experts (Siege) (p. 108)

*First sentence*

Units in the command with this Special Command Ability reduce the Damage Absorption rating of buildings by half (round the reduced value down).

Change to:

Units in the command with this Special Command Ability halve the Damage Absorption rating of buildings (round down).

## Force Building

### ⑥ Battle Lance (p. 117)

Under "Requirements", delete the last sentence of the first paragraph ("If the Battle Lance is a vehicle...").

### 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

### ⑥ Heavy Striker/Cavalry Lance (p. 119)

*First paragraph, second sentence*

At least 3 units in this formation type must be of Size 3, and none may be smaller than a Size 2.

Change to:

At least 3 units in this formation type must be of Size 3 or greater, and none may be smaller than a Size 2.

**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

**⑤ Command Lance (p. 120)**

*Under "Bonus Ability", first paragraph, first sentence*

Prior to the beginning of play, half of the non-commander units in this formation (round up) receive one of the following Special Pilot Abilities for free (each unit may receive a different SPA):

Change to:

Prior to the beginning of play, half of the units in this formation (round up) receive one of the following Special Pilot Abilities for free (each unit may receive a different SPA):

**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****⑥ Woods (Advanced) (p. 136)**

Delete the last sentence of the first paragraph ("In addition...").

**⑥ Advanced Terrain Movement Cost Table (p. 137)**

Replace the table with the version available for download on the Errata page.

**⑥ Advanced Terrain Attack Modifiers Table (p. 137)**

Replace the table with the version available for download on the Errata page.

**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.

⑥ **Flak (p. 145)**

*First paragraph, first sentence*

Flak ammunition is only effective against airborne units, including aerospace units, airships, VTOLs, and WiGEs.

Change to:

Flak ammunition is only effective against airborne units and units that have used VTOL, WiGE, or thrust movement this turn.

⑥ **Flechette (p. 145)**

*First paragraph, last sentence*

Against all other targets, the attacker must *subtract* half of its AC special damage values (rounded down) from the unit's normal attack values.

Change to:

Against all other targets, the attacker must halve its AC special damage (round down) and subtract the result from its normal attack values.

⑥ **Precision (p. 145)**

*Replace the entry with the following:*

*This ruling has changed from previous errata versions.*

Precision ammo improves the chances of hitting a target with TMM 2+. If an attack from a unit with precision autocannon ammo misses such a target by 2 points or less, the precision ammo will still score a hit, dealing the AC ability's damage to the target.

⑥ **Tracer (p. 145)**

Delete the last sentence ("This effect occurs whether or not...").

⑥ **Alternate Munitions Table (p. 146)**

For the six table entries that have dual modifiers (e.g. +0/-2), delete the first modifier.

⑥ **Heat-Seeker (p. 149)**

*Replace the second and third paragraphs with the following:*

Heat-seeker missiles improves the chances of hitting a target at 1 or higher on the heat scale. If an attack from a unit with heat-seeker missiles misses such a target by 2 points or less, the heat-seeker ammo will still score a hit, dealing the LRM or SRM ability's damage to the target.

⑥ **Inferno (p. 149)**

*Replace the second paragraph with the following:*

A unit firing inferno missiles can convert up to its SRM damage value to HT damage, applying a maximum of 2 Heat points to any target that tracks Heat. Heat in excess of 2 is lost, even in the event of multiple Inferno missile hits. For example, a unit with SRM: 1/1 would make an HT1 attack. The amount converted to HT damage is subtracted from the attack's normal weapon attack damage from the normal weapon attack damage when attacking a unit that tracks Heat.



⑥ **Listen-Kill Warheads (p. 149)**

Replace the first paragraph with the following:

Listen-Kill munitions are available only to units that possess the LRM or SRM specials. If an attack from a unit with Listen-Kill missiles misses a target by 1 point, the Listen-kill warheads will still score a hit, dealing the LRM or SRM ability's damage to the target.

⑥ **Semi-Guided Missiles (p. 150)**

Replace the entry with the following:

Semi-Guided missiles are available only to units with the LRM special.

Semi-Guided missiles improve the chances of hitting a target that has been successfully designated by a friendly TAG in the same turn. If an attack from a unit with Semi-Guided missiles misses such a target by 2 points or less, the Semi-Guided ammo will still score a hit, dealing the LRM or SRM ability's damage to the target.

Semi-Guided missiles may also be used with indirect fire (IF) attacks.

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

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

⑥ **Off-Board Artillery Attacks (p. 152)**

Under "Step 4: Roll Attack", "Artillery Scatter", third sentence

Once direction is determined, a second 1D6 roll result—multiplied by 2—then determines how many inches from the original POI the missed shot will actually land.

Change to:

The POI will then scatter along this direction a distance in inches that is twice the margin of failure (MoF) the attack roll missed the target number.

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.

⑥ **Engine Explosion Damage (p. 162)**

*First paragraph, third sentence*

For targets between 2 and 4 inches away, reduce this damage by half (rounded down, to a minimum of 0 points).

Change to:

For targets between 2 and 4 inches away, halve this damage (rounded down, to a minimum of 0 points).

⑥ **External Cargo (p. 163)**

- 1) *Replace the second paragraph with the following:*

In general, a 'Mech, ProtoMech, or Combat Vehicle unit can carry external cargo up to its own Size class.

- 2) *Replace the second bullet point with the following*

- If the unit is a Support Vehicle of Size class 3 or higher, it cannot be carried as external cargo.

- 3) Delete the third bullet point

- 4) *Under "Movement Effects", second sentence*

If the external cargo is more than one quarter of the unit's Size value, reduce its movement rate by one-half (again, rounding down to the nearest inch).

Change to:

If the external cargo is more than one quarter of the unit's Size value, halve its movement rate (again, rounding down to the nearest inch).

⑥ **Towing (p. 165)**

*At the end of the first paragraph insert the following:*

A unit uses the external cargo picking up (p. 163) and dropping off (p. 164) rules for connecting/disconnecting a trailer to be towed.

⑥ **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 unit 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),

⑥ **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).

⑥ **VTOL Strafing (p. 173)**

*Under "Movement Phase", at the end of the first paragraph insert the following:*

The entire strafing template must fit within the movement of the VTOL this turn. If the VTOL moves less than 10" during the turn, the strafing template must be marked to shorten its length to the distance moved by the VTOL this turn.

⑥ **Terrain Factor and Conversion Table (p. 173)**

Replace the table with the version available for download on the Errata page.

⑥ **Return Fire Against Strafing and Bombing VTOLs (p. 173)**

Delete this section.

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

- 1) ⑥ *Replace the first two paragraphs with the following:*

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. This remains a single attack. After making the multiple attack rolls, apply the successful damage to the target as a single attack.

The player may decide to attack two targets, splitting their unit's damage values and special abilities before making any attack rolls and assigning these to the two targets. The player declares how much of the available damage value to assign to attack the primary target. Remaining damage can be assigned to attack the secondary target. The secondary target has a +1 Target Number modifier.

If the secondary target is at a different range than the primary target, subtract the damage assigned for the primary attack from the damage value at the new range to determine the remaining damage that can be assigned to the secondary attack. For example, if the attacker has 3/3/2, the first target was at medium range and the attacker rolled attacks for two points of damage, it cannot then attack a secondary target a long range. It can attack a secondary target at short or medium range for 1 more attack.

- 2) *Replace the "Multi-tasker and Ground-Hugger" and "Natural 12" paragraphs with the following:*

*This ruling has changed from previous errata versions.*

④ **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.

③ **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.



④ **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).

④ **Lucky/Floats Like A Butterfly:** Each point of Lucky or Floats Like a Butterfly rerolls the entire attack.

④ **Marksman/Sharpshooter:** The critical chance from these special abilities is only applicable on the first attack roll of each attack.

④ **Multi-tasker and Ground-Hugger:** These Special Pilot Abilities allow the attacker to ignore the +1 Target Number modifier for a secondary target.

④ **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.

⑥ **Turret:** A unit may mix attacks with its turret and an attack in its firing arc using the secondary target rules above. Subtract the first attack damage values from the standard damage values as normal, but the turret is then also capped at its damage values. The turret attack must always be the secondary target when mixed with a non-turret attack. A combat vehicle with 4/4/2 and TUR(2/2/2) can make a primary attack for 2 damage at medium range to a target in its firing arc, and still have an attack with its TUR at a target not in its firing arc with 2/2/0.

④ **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.*

#### ⑥ Glider ProtoMechs (p. 177)

1) Delete the "Movement" paragraphs.

2) Under "Combat", at the start of the paragraph insert the following:

A ProtoMech using WiGE movement uses the jumping attacker movement modifier.

#### 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".

⑥ **Air-to-Ground Attacks (p. 181)**

Under "Step 2: Verify Firing Arc", "Altitude Bombing", second sentence

There must be at least one POI per 2 inches along the path and a minimum of one bomb dropped at each POI.

Change to:

Starting with the first POI selected, there must be one POI per 2 inches along the path and exactly one bomb dropped at each POI. The altitude bombing attack ends when the bomber runs out of BOMB# or chooses to end the altitude bombing run.

⑥ **Air-to-Ground Attacks (p. 182)**

Under "Step 5: Roll To Hit", "Bombing", replace the last paragraph with the following:

The POI will then scatter along this direction a distance in inches that is twice the margin of failure (MoF) that the attack roll missed the target number by.

⑤ **Air-to-Ground Attacks (pp. 182-183)**

Under "Step 6: Applying Damage", "DropShip Attacks", second sentence

*This ruling has changed from previous errata versions.*

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 **Air-to-Ground Attacks (p. 183)**

Under "Step 6: Applying Damage", "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 overhear damage effects. For example, at attacker at Middle altitude (+12") would use the medium range damage value.

⑥ **Aerospace Attack Modifier Table (p. 183)**

Replace the table with the version available for download on the Errata page.

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 **Aerospace Air-to-Air Attacks (p. 185)**

Under "Step 2: Establish Engagement Control", 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.

⑥ **Gray Death Legion (p. 194)**

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

⑥ **Appendix (pp. 199-207)**

Numerous tables duplicated in this section have had significant changes. See the Errata page (<https://bg.battletech.com/errata/>) for a PDF compilation of these tables.

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## NEW ADDITIONS

These are all new entries or modifications of old entries for AS:CE made from the fifth printing to the sixth printing. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ⑥.

### ⑥ Unit Types (p. 28)

- 1) Under "Ground Units", replace the paragraph with the following:

In *Alpha Strike*, references to ground units include all units with an MV rating including 'Mechs, ProtoMechs, infantry, battle armor, combat vehicles, and all support vehicles except for fixed-wing and airship support vehicles. It does not include units that have a Thrust rating instead.

- 2) Under "Ground Vehicles", delete the last sentence ("Wing-in-ground-effect...").

- 3) Under "Air Vehicles", first sentence

In *Alpha Strike*, references to air vehicles refer to any combat vehicle or support vehicle that uses VTOL (v) movement, but can also refer to wing-in-ground effect (WiGE) vehicles (g) due to their unique motive system.

Change to:

In *Alpha Strike*, references to air vehicles refer to any combat vehicle or support vehicle that uses VTOL (v) movement type or wing-in-ground effect (g) movement type.

### ⑥ Mobile vs. Immobile (p. 32)

At the end of the paragraph insert the following:

If a unit begins the Movement Phase unable to move on its own, whether it is immobile, shutdown, or being transported, carried or towed, the unit does not receive a movement this turn.

### ⑥ Terrain (p. 32)

- 1) Second sentence

This difficulty is demonstrated in the form of an extra Move cost per inch of travel through such terrain.

Change to:

This difficulty is demonstrated in the form of an extra Move cost per inch of travel through such terrain, where any part of the unit's base would overlap that terrain.

- 2) At the end of the paragraph insert the following:

To enter a new terrain type, a unit must pay for one full inch of movement within the terrain, and then may move up to one full inch through that terrain type. Additional movement beyond the first inch within the same terrain type may be paid for in full or half inches.

### ⑥ Movement Cost Table (p. 34)

Replace the table with the version available for download on the Errata page.

### ⑥ Terrain (p. 35)

Under "Level Change", replace the paragraph with the following:

'Mechs may climb onto and over terrain as steep as 2 inches high, while ground vehicles, infantry, and ProtoMechs may only climb onto and over terrain as steep as 1 inch high. (For exceptions, see *Jumping*, p. 37, and *VTOL Movement*, p. 36). Level changes greater than these are considered prohibited terrain—too sheer for these ground units to traverse. If the unit does not have enough Move allowance remaining to climb to the desired level, it must remain at the previous level, and cannot move any further. Once the unit has reached level ground large enough for its base to rest entirely on level ground, it may then climb or descend again.

Units may ignore level changes less than a half inch during their movement, but if the total elevation change becomes half inch or greater during its movement, it must immediately pay the elevation change movement cost.



### ⑥ Unit Type Movement (p. 36)

Under “Vertical Take-Off and Landing (VTOL) Movement”, replace the third and fourth paragraphs with the following:

VTOLs cannot move through any terrain that rises higher than their current elevation level. Any VTOL that deliberately descends to the level of the underlying terrain is landing, but automatically crashes if the terrain type is prohibited (such as Woods). VTOLs with the Amphibious (AMP) special ability may land on water features, but VTOLs without such abilities will crash if they attempt to “land” in water.

To take off, landed VTOL units must gain at least 1 inch of elevation above the ground before making any further VTOL movement. Crashing VTOLs suffer 1 damage point, roll for critical damage as per normal combat rules, and are immobilized for the remainder of the game.

### ⑥ Ground Movement (p. 37)

At the end of the paragraph insert the following:

Ground movement is available to and used by all non-aerospace units as their standard movement mode. This includes VTOL, WiGE, submersible, naval, and all non-aerospace movement types except jumping.

### ⑥ Hull Down (p. 38)

- 1) At the end of the third paragraph insert the following:

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

- 2) Fourth paragraph, last sentence

Units other than vehicles and 'Mechs reduce all attack values by half (rounded down, to a minimum of 0).

Change to:

Units other than vehicles and 'Mechs halve all attack values (rounded down). Any unit with a turret (TUR) may ignore the hull down attack modifiers and restrictions above if they only use the damage values and special abilities listed for the TUR special ability.

### ⑥ Transporting Infantry (p. 38)

- 1) Under “Infantry Transports”, second paragraph, second sentence

Mounting infantry must be done at the beginning of the transporting unit’s movement,

Change to:

Mounting infantry must be done before the transporting unit’s movement,

- 2) Under “Infantry Transports”, replace the third and fourth paragraphs with the following:  
*This ruling has changed from previous errata versions.*

Immediately after its transport has completed its movement, the transported units may dismount. This is part of the transport’s movement. Units cannot dismount the same turn they mounted a transport, nor can they dismount from a transport that mounted units this turn. Dismounted units must be placed in base-to-base contact with the transport and in terrain not prohibited to the dismounting unit, including any elevation change. As part of dismounting, the dismounted units can then move up to half their MV (round down). Dismounting units cannot use standstill, hull down or sprinting movement modes, and can only use jump movement mode from an airborne transport or if mechanized (see below).

Airborne ground unit transports (VTOL or WiGE) may dismount jump-capable units, including battle armor or infantry that have the Paratroopers (PAR) special ability, but must land to dismount all other unit types. Eligible units dismounting from an airborne unit must be placed in base-to-base contact where the transport’s base would be if landed at its current location. Units dismounting from an airborne unit cannot move on the same turn. Units dismounting from an airborne transport receive the airborne target modifier the turn they dismount.

Units transported by airborne aerospace units, or non-jump capable units transported by airborne ground vehicle transports, may only dismount using the *Dropping Troops* optional rules (see p. 160).

- 3) Under “Mechanized Battle Armor”, at the end of the first paragraph insert the following:

A transport carrying mechanized battle armor may not go airborne or use WiGE, VTOL, submersible, or aerospace (thrust) movement.



### ⑥ Transporting [example text] (p. 39)

Replace the text with the following:

*Lara's force includes two IS Standard Battle Armor squads and one Maxim (infantry variant) hovercraft. Lara's battle armor infantry are not mounted, with a MV of 6"j. Each has the CAR4 special ability, meaning each requires a transport space of IT4 or more. If both were to travel together, they would need a unit that had a special ability of IT8 or higher.*

*During her Ground Movement Phase, Lara decides to have the infantry mount the Maxim for a quick hop across the battlefield. The Maxim has the IT12 special ability, so it can easily transport the two CAR4 infantry, using only eight of its twelve infantry transport.*

*The infantry move first, being sure to save 2" of their MV in order to mount the Maxim. After all the infantry have mounted, Lara then moves the Maxim up to its MV of 16 inches. The movement phase is over.*

*The next Movement Phase, Lara moves the Maxim again up to its Move of 16 inches. Immediately after the Maxim's move, both infantry platoons dismount and are placed in base-to-base contact with the Maxim. They may then move half their MV value, for 1" of MV. They're not going to get far this turn, but that's why they have a transport. Both platoons may make weapon attacks during the upcoming Combat Phase.*

*Brian's Star consists of a Grendel B, Night Gyr Prime, Hellion C and two Points of Elemental battle armor. He wants to quickly transport the two battle armor units in his Star.*

*First, Brian looks at the Move available in his Star. The Grendel B has a MV of 14"j. The Night Gyr Prime has 8"j and the Hellion C has a MV of 14". All three are OmniMechs with the OMNI special ability. Brian decides to have the Grendel and Hellion carry the battle armor. Each Elemental moves in to base-to-base contact, one with the Grendel and one with the Hellion, and uses their last 2 inches of MV to mount the OmniMechs. The 'Mechs then move their full MV. This is the end of the first Movement Phase.*

*The second Movement Phase begins with both Elementals mounted. First, their 'Mech transports must move up to the full movement before any units can dismount. Then, immediately after the 'Mech transports move, each Elemental dismounts and is placed in base-to-base contact with their transport. Their 6"j MV is halved to 3"j by dismounting, so they may now use jump movement up to three inches away from their dismounting location. Both points may make attacks during the upcoming Combat Phase.*

### ⑥ Transporting Units (p. 39)

Replace the "Mounting/Embarking" and "Dismounting/Disembarking" paragraphs with the following:

**Mounting/Embarking:** Embarking units use the same rules as infantry mounting a transport.

**Dismounting/Disembarking:** Disembarking units use the same rules as infantry dismounting a transport.

### ⑥ Line of Sight (p. 40)

Replace the fourth paragraph with the following:

Infantry units occupying a building may ignore the building as blocking LOS, as long as their target may draw LOS to the occupied building.

*Errata note: In the sixth printing, the above sentence mistakenly only replaced the first sentence, not the entire paragraph as intended.*

### ⑥ Line of Sight (p. 41)

Under "Indirect Fire", second sentence

To use indirect fire, there must be a unit friendly to the attacker that has a valid LOS and is within 42" of the target

Change to:

To use indirect fire, there must be a unit friendly to the attacker, that has not yet made an attack this turn, with valid LOS and within 42" of the target

### ⑥ Attacker Movement Modifier (p. 42)

At the end of the section insert the following:

**Infantry:** Infantry, both conventional and battle armor, do not use attacker movement modifiers. They always have a +0 attacker movement modifier regardless of the movement mode used.



### ⑥ Terrain Modifiers (p. 43)

Under "Woods", second sentence

An attacker can ignore the first 1" of intervening terrain if it is an extension of the attacker occupied terrain. This has no effect on target occupied terrain however, even if the attacker is within 1" of the target.

Change to:

Add a +1 modifier to an attack's Target Number if the line of sight has intervening wooded terrain more than 2" away from the attacker, or if the target occupies Woods terrain.

### ⑥ Range Modifier (p. 43)

Under "Base-to-Base Contact", second sentence

Units may not make weapon attacks against targets with which they are in base-to-base contact.

Change to:

Non-infantry units may not make weapon attacks against targets with which they are in base-to-base contact.

### ⑥ Attack Modifiers Table (p. 44)

Replace the table with the version available for download on the Errata page.

### ⑥ Rolling To Hit [example text] (p. 45)

Replace the example with the following:

*This ruling has changed from previous errata versions.*

*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 ignore the woods she occupies, and the first 1" of Woods extending from her base as attacker occupied 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 5 [3 (Skill Rating) + 2 (medium range) = 5]. There is less than 1" of woods extending out from 'Mech A, so it is all attacker occupied and does not affect the target number.*

*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 8 [3 (Skill Rating) + 4 (long range) + 2 (target movement) - 1 (Large) = 8].*

*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. 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 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 standard attacks 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. Looking from directly above the vehicle at G towards A, the players place a tree (default 2" tall) at 1" away from 'Mech A in the line between A and G. Looking from the top of 'Mech A, towards vehicle G, the tree is below the line between the top of 'Mech A and looking toward vehicle G, so there is no woods modifier to the attack. The Modified Target Number is 7 [3 (Skill Rating) + 2 (medium range) + 1 (target movement) = 6].*

### ⑥ 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, deals at least one 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).



### ⑥ Physical Attacks (p. 45)

#### 1) Second paragraph, last sentence

Vehicle units may only attempt the Charging Special physical attack. Only infantry units (including battle armor) with the Anti-'Mech (AM) special ability may attempt an Anti-'Mech Infantry attack.

#### Change to:

Vehicle units may only attempt the Charge and Melee physical attacks. Infantry units (including battle armor) may attempt an Anti-'Mech Infantry attack if they have the Anti-'Mech (AM) special ability. Infantry may not use any other physical attack type.

#### 2) At the end of the third paragraph insert the following:

Units that used VTOL, WiGE, or aerospace movement this turn may not make physical attacks.

### ⑥ Melee Physical Attacks (p. 46)

#### First paragraph, first sentence

Only 'Mechs with the Melee (MEL) special ability may make Melee physical attacks.

#### Change to:

Only units with the Melee (MEL) special ability may make Melee physical attacks.

### ⑥ Death From Above Attack (p. 46)

#### First paragraph, third sentence

On a successful DFA attack, the attacking unit delivers damage to its target equal to its Charge damage +1 (see *Charge Attacks*, left).

#### Change to:

On a successful DFA attack, the attacking unit delivers damage to its target equal to its Charge damage +1 (see *Charge Attacks*, left). Add an additional +1 to DFA damage if the unit has the Strong Jump Jets (JMPS) special ability at 2+, and -1 to DFA damage if the unit has the Weak Jump Jets (JMPW) special ability at 2+.

### ⑥ Special Physical Attacks [example text] (p. 46)

#### Replace the entire example with the following:

*Brian is debating whether his PNT-9R Panther light 'Mech (Size 1, with a Move of 10"/16"j and TMM of 2) will Charge or DFA an enemy CES-3R Caesar (a heavy Size 3 'Mech).*

*If the Panther charges, Brian calculates that it will deliver 2 points of damage (Size of 1 + half its TMM of 2 rounded down to 1) on a successful attack and will suffer 2 points of damage (half its TMM of 2 rounded down to 1, plus 1 as the Caesar is Size 3 or higher).*

*If the Panther attempts a DFA instead, this will add 1 to the charge damage for 3 damage from a DFA. It will suffer 1 damage (the Panther's Size value) if it hits. If the Panther misses, it will suffer 2 points of damage for its trouble (1 for its Size, + 1 for failed DFA).*

*Knowing that the Target Number modifier for a DFA is 2 points higher than a charge attack from the jumping movement attacker modifier but will have an increased defense from the higher jump TMM and the jumping target modifier, Brian must now choose between a DFA that will inflict more damage or the less damaging—but easier to pull off—charge.*

### ⑥ Artillery Attacks (p. 47)

#### Under "Scatter", third sentence

Once direction is determined, a second 1D6 roll result—multiplied by 2 if the attack is not from an Artillery Cannon—determines how many inches in that direction from the original POI the missed shot will scatter to.

#### Change to:

The POI will then scatter along this direction a distance in inches that is twice the margin of failure (MoF) the attack roll missed the target number. Artillery cannons scatter half this distance, equal to the MoF.

### ⑥ Attack Direction (p. 48)

#### Under "Underwater Damage", first sentence

all damage from underwater weapon attacks that hit a submerged unit is reduced by half (round down, to a minimum of 1).

#### Change to:

all damage from underwater weapon attacks that hit a submerged unit is halved (round down, to a minimum of 1).



### ⑥ Applying Damage (p. 49)

- 1) Question 6, under "Yes", second sentence

The attack is finished.

Change to:

Then proceed to Question 7.

- 2) Question 7, under "Yes", second sentence

The attack is finished.

Change to:

Then proceed to Question 8.

### ⑥ Engine Hit ('Mechs) (p. 50)

Replace the paragraph with the following:

*This ruling has changed from previous errata versions.*

The unit's power system is damaged. 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 unit may still use overheating to add damage to its attacks, but this heat will add to the 1 point generated by the engine hit.) The 'Mech gains heat from this critical hit in the first End Phase it took the Engine Hit, if it fired its weapons in the Combat Phase of that turn. A second Engine Hit critical will destroy the unit.

### ⑥ MP Hit (p. 50)

Second sentence

The affected unit loses half of its current Move and TMM, rounding normally (to a minimum Move loss of 2 inches and TMM loss of 1).

Change to:

The affected unit halves all Move ratings and TMM, rounding down. Each MP Hit reduces the MV by a minimum of 2" and TMM by 1, until a minimum MV and TMM of 0.

### ⑥ Weapon Hit (p. 50)

Second sentence

All damage values—including those of special abilities that have damage values (such as AC, ARTX, FLK, HT, IF, LRM, SRM, TOR, and TUR) are reduced by 1 (to a minimum of 0).

Change to:

All damage values—including those of special abilities that have damage values (such as AC, ARTX, FLK, HT, IF, LRM, SRM, TOR, and TUR) are reduced by 1. A unit with 1 damage value is reduced to 0\*, and a unit with 0\* is reduced to 0 (no attack at that range).

### ⑥ (p. 51)

Add the following new sidebar:

#### Multiple Modifiers

When multiple cumulative effects apply to the same value, the general rule is they are applied in the order that they are received.

Temporary effects are an exception to the general order of applying effects. Temporary effects are effects that modify a unit's value but can then be removed during gameplay. These include effects from heat (see p. 52), morale effects from the Animal Mimicry, Antagonizer, or Demoralizer special pilot abilities (see pp. 92-93), and any effects that apply for a specific attack, such as reductions from a target's defensive special abilities like Anti-Missile System (see p. 76) or Ballistic-Reinforced Armor (see p. 83). Temporary effects are always applied last, after permanent effects, regardless of the order they were received. Temporary effects often have a marker (marking the unit's current place on the heat scale, or a token placed on the unit for being intimidated) to denote the temporary effect, that is removed when the effect ends.

If two or more effects are applied to the same value at the same time, such as two defensive special abilities from a target unit being applied to an attack, apply any multiplying or dividing effects first, followed by any adding or subtracting effects. This only applies if the effects are applied at exactly the same time. If two units attack the same target, and both cause damage effects on



the same value, they are applied in the order the attacks were resolved. The attacks are distinct and resolved in order. If an attacker has an option that modifies their attack value, and the target has an ability that modifies the attack value, the attacker option was made before the attack was applied to the target and is thus applied in that order. Temporary effects are always applied at the same time as all other temporary effects.

#### *Order Received Example*

*A unit suffers a critical hit to movement in turn 1, then the unit overheats in turn 2. The movement critical hit was applied to MV at the end of turn 1, then the heat modifies it again at the end of turn 2. They are applied in that order. If a unit is attacked twice in the same turn, and both attacks cause an MP hit that reduces the MV value, they are applied in the order the attacks are resolved. The first attack applies its effect on the target's MV value, then the second attack applies its effect.*

#### *Temporary Effects Example*

*A unit with MV 10" on the unit card overheats by one heat in turn 1. In the End Phase of turn 1 it will have -2" to MV from the first spot on the heat scale. It now has 8" MV. In turn 2, it then suffers an MP critical hit, that reduces its MV by half. The MP critical hit is a permanent effect, while heat is a temporary effect. So, the player first reduces the MV 10" by half for the permanent MP critical hit, to MV 5". Then, the heat is applied to reduce the MV to 3". In turn 3, after not making a weapons attack, the unit moves to 0 on the heat scale in the End Phase, restoring its MV to 5" for turn 4.*

#### ⑥ **Artillery Support (p. 56)**

*Under "Unsuccessful Attack", first sentence*

If artillery misses the target (unit or POI), it will scatter.

Change to:

If artillery misses the POI, it will scatter.

#### ⑥ **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.

#### ⑥ **Additional Terrain Movement Cost Table (p. 57)**

Replace the table with the version available for download on the Errata page.

#### ⑥ **Planted Fields (p. 60)**

*First paragraph, second sentence*

However, they rise 2 inches above the underlying terrain and impart a +1 terrain modifier for every 4 full inches of planted fields intervening between the attacker and target.

Change to:

However, they rise 2 inches above the underlying terrain and impart a +1 terrain modifier if there are at least 4 full inches of planted fields intervening between the attacker and target.

#### ⑥ **Large Units (p. 64)**

*Under "Combat", in between the first and second sentences insert the following:*

Large units block LOS through them to smaller units.

#### ⑥ **Climbing and Standing on Buildings (p. 72)**

- 1) *Under "Infantry and ProtoMechs", at the end of the paragraph insert the following:*

Infantry may climb any number of levels in a building and may use the minimum movement rule to move from the ground level to the roof.

- 2) *Under "Mechs Outside of Buildings", first sentence*

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

Change to:

with a maximum level change of 2 inches in height.

- 3) Under “Building Weight Capacity”, replace the paragraph with the following:

Each building has a weight capacity limit listed on the Alpha Strike Buildings Table. This value is an abstraction of the tonnage limits for buildings in that class, and is the maximum total of the size classes of all units attempting to stand on top of or in the building—but only applies to ground units that do not possess the Large, Very Large, or Super Large special abilities. (Non-battle armor infantry units are treated as if they have a size class of 0 for the purposes of building weight capacity.) If the total number of all size class values for all ground units on top of the building exceeds this capacity, the entire structure will collapse (see *Building Collapse*, p. 74).

For example, a medium building—weight capacity 2—can support up to 2 light (size 1) ’Mechs on top of the building, because the combined size classes for the two ’Mechs would be  $1 + 1 = 2$ . If so much as one battle armor squad—size class 1—also jumped atop the building, the building would collapse, because the three units’ size together would total 3 (2 for the two light ’Mechs, plus 1 for the battle armor).

- 4) After “Building Weight Capacity”, insert the following new paragraph:

**Walls:** Any building may be designated as a wall. Units may not move into or through walls until the wall has been destroyed. Walls also count as twice their height for non-infantry units attempting to move from the ground to the top of the building.

⑥ **Alpha Strike Buildings Table (p. 73)**

Replace the table with the version available for download on the Errata page.

⑥ **Attacking Units Inside Buildings (p. 74)**

Under “Attacks from Within the Same Building”, first sentence

If attacker and its target are inside the same building, reduce the building’s Damage Absorption values by half (round down).

Change to:

If attacker and its target are inside the same building, the building’s Damage Absorption is halved (round down).

⑥ **Skidding (p. 74)**

Replace the first bullet point with the following:

The unit uses Sprinting movement on pavement/road/bridge terrain types (see p. 35), or uses Sprinting movement on, uses jump movement and ends its move on, or moves more than half its Move rating on ice terrain (see p. 56), during a single Movement Phase.

⑥ **Resolving a Skid (p. 74)**

- 1) Replace the first and second paragraphs with the following:

Skidding units will automatically suffer 1 point of damage for every 4 inches they have skid (rounded down, to a minimum of 0). In addition, these units may strike and collide with buildings, terrain, and even other units while doing so. For this reason, players should check for and apply the effects of any possible collisions *before* applying damage caused by the skid itself.

- 2) Under “Collisions”, second paragraph, first sentence

If the skidding unit encounters any non-infantry units during its skid

Change to:

If the skidding unit encounters any units during its skid

- 3) Under “Collisions”, delete the third paragraph.



4) Under "Collision Damage", replace the first two paragraphs with the following:

If a skidding unit suffers a collision with terrain, buildings, or units, it will suffer additional damage from this collision equal to its own Size value. If the skidding unit is a vehicle, it must also roll for Motive Systems Damage (see p. 50) upon sustaining any collision.

If the skidding unit collides with a building or any non-infantry unit, it will also inflict damage to such unintended targets. For all of these unintended targets, this charge 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 to a building it collides with.

⑥ **Skidding Damage and Collisions (p. 74)**

Replace the first paragraph with the following:

To see if a unit skids, its player must make a special Control Roll as soon as the above conditions are met and the miniature has already moved 1 inch along its intended direction. This roll uses the unit's Skill Rating as its base Target Number, plus its Target Movement Modifier (TMM). If the roll result is equal to or higher than this modified Target Number, the unit will continue its move normally for that turn. Otherwise, it will skid half its MV (round up).

⑥ **(p. 75)**

Delete the Skid Modifiers Table and Collision/Charging Table in their entirety.

⑥ **Electronic Countermeasures (ECM) (p. 77)**

Replace the second paragraph with the following:

ECM will disrupt the following hostile electronics on units within its area of effect, or that have an effect that has its line of sight for the effect go through the ECM's area of effect.

⑥ **Flak (FLK#/#/#/#) (p. 78)**

If a unit with this ability misses its Attack Roll by 2 points or less when attacking an airborne aerospace unit, VTOL, or WiGE target, Change to:

If a unit with this ability misses its Attack Roll by 2 points or less when attacking an airborne unit, or any unit that used VTOL, WiGE or thrust movement this turn,

⑥ **Jump Jets, Weak or Strong (JMPW#, JMPS#) (p. 78)**

At the end of the entry insert the following:

JMPS# and JMPW# also affect damage dealt when executing a Death From Above attack (see p. 46). Any effect that reduces TMM by 50% will lower the JMPS# by 1, to a minimum of JMPS0.

⑥ **Omni (Omni) (p. 78)**

Replace the entry with the following:

Ground-based units with the Omni special ability ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules (see *Transporting Infantry*, p. 38).

⑥ **Submersible Movement, Weak or Strong (SUBW#, SUBS#) (p. 79)**

At the end of the entry insert the following:

Any effect that reduces the unit's TMM by 50% will lower the # by 1, to a minimum of 0.

⑥ **Turret (TUR#) (p. 79)**

Replace the entry with the following:

A unit with a turret has some (or all) of its weapons mounted with a 360-degree field of fire. The unit can make an attack on a unit outside its standard firing arc, but must use the damage values and special abilities of the TUR special ability only. A multi-firing arc unit (like DropShips and buildings) that has a TUR treats the turret as an additional firing arc, and attacks with the turret as an additional attack.



### ⑥ Notation and Tracking of C<sup>3</sup> Networks (p. 80)

Replace the entry with the following:

#### Designating a C<sup>3</sup> Network

Prior to the start of play, the controlling player of a C<sup>3</sup> network must clearly designate on his unit's cards which C<sup>3</sup> Masters controls which C<sup>3</sup> Masters and/or C<sup>3</sup> Slaves, and which C<sup>3</sup> Master connects three C<sup>3</sup> Masters together to form a company level (12 unit) C<sup>3</sup> network; the C<sup>3</sup> network can never be extended beyond 12 units.

To designate a C<sup>3</sup> network, use the following rules:

- A C<sup>3</sup> Master can only control one to three C<sup>3</sup> Slaves or one to three C<sup>3</sup> Masters.
- While a C<sup>3</sup> Master controls another C<sup>3</sup> Master, it cannot control a C<sup>3</sup> Slave.

The C<sup>3</sup> Configuration Diagram (see p. 81) illustrates the only four ways a C<sup>3</sup> network can be created. In each of the four diagrams, a circle represents either a 'Mech or vehicle; an "S" represents a C<sup>3</sup> Slave, while an "M" represents a C<sup>3</sup> Master. The arrows show the network links between C<sup>3</sup> Masters and C<sup>3</sup> Slaves, while the colors differentiate between each lance-level (4-unit) C<sup>3</sup> network.

**All C<sup>3</sup> Master Network:** The only allowable variation on those four configurations is to replace any of the C<sup>3</sup> Slaves with C<sup>3</sup> Masters.

**Multiple Networks:** If multiple C<sup>3</sup> networks are established at the start of the game and they are not designated as connected before play begins, they can never share targeting information during the scenario.

### ⑥ Ballistic-Reinforced Armor (BRA) (p. 83)

Replace the entry with the following:

Ballistic-reinforced armor reduces the damage from standard weapon attacks that have the AC, FLK, IATM, IF, LRM, or SRM special abilities, or special weapon attacks made using those same abilities. The armor halves all damage by these attacks (rounding up).

Thus, if a unit with attack values of 5/4/2 and an AC2/2/0 special ability delivers a successful normal attack against a unit with the BRA special at Short range, the attack will be reduced to 3 points (half the damage value at Short range, rounded up). If the same unit makes a special weapon attack with the AC special ability (to use alternate munitions for example), the damage will be reduced to 1 (half the AC short range damage).

When a unit has lost all its Armor, remove the BRA special ability in the End Phase. If the Armor is repaired to 1 or more, it regains the BRA special ability.

### ⑥ Cargo Transport, Tons (CT#) (p. 84)

Last paragraph

This ability can be reduced in value and the same amount of Infantry Transport (IT#, see p. 78) added to a unit prior to the start of a game.

Change to:

This ability can be reduced in value and half the amount of Infantry Transport (IT#, see p. 78) added to a non-'Mech unit prior to the start of a game.

### ⑥ Impact-Resistant Armor (IRA) (p. 86)

At the end of the second paragraph insert the following:

When a unit has lost all its Armor, remove the IRA special ability in the End Phase. If the Armor is repaired to 1 or more, it regains the IRA special ability.

### ⑥ Improved ATM (IATM #/#/#) (p. 86)

Under "Magnetic Pulse", second sentence

as well as a -1 Target Number modifier for all weapon attacks, throughout the following turn.

Change to:

as well as a +1 Target Number modifier for all weapon attacks, throughout the following turn.

### ⑥ Large (LG) (p. 86)

Large units cover a 2" AoE template area. Large units block LOS.

Change to:

Large units have several modifiers to movement and combat. See *Large Units*, p. 64.



### ⑥ Mine Dispenser (MDS#) (p. 87)

*Third sentence*

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

Change to:

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

### ⑥ Narc Missile Beacon (CNARC# or SNARC#) (p. 87)

*Replace the first paragraph with the following:*

A unit with the CNARC# or SNARC# special ability may make an extra weapon attack using its Narc missile beacon device. A unit hit by a Narc beacon will not suffer damage from the Narc itself, but will suffer 1 additional point of damage from any indirect fire attack or special weapon attack using the IF, LRM or SRM special abilities, or any standard weapons attack from a unit with the IF, LRM or SRM special abilities, for the rest of the game—unless the unit is within a friendly ECM bubble. Standard Narc beacon launchers (indicated by SNARC) have a maximum range of Medium, while Compact Narc beacon launchers (CNARC) have a maximum range of Short. Unlike most effects, NARC takes place immediately and can be used by other attacks in the same turn.

### ⑥ Point Defense (PNT#) (pp. 87-88)

1) *First paragraph, second sentence*

Unlike an anti-missile system (AMS), the point defense system may engage Arrow IV, capital, or sub-capital missiles as well as missile attacks delivered using the IF, SRM, and LRM specials.

Change to:

Unlike an anti-missile system (AMS), the point defense system may engage Arrow IV, capital, or sub-capital missiles as well as attacks from units with the IF, SRM, or LRM special abilities.

2) *Replace the fourth paragraph with the following:*

For all other incoming missiles, 1 point of defensive damage will apply a +1 Target Number modifier to the missile's attack roll, and the incoming attack's damage value is halved (rounded down). If 2 or more points of defensive damage are assigned to an incoming missile attack, the attack is eliminated. For weapon attacks by a unit with IF, SRM or LRM specials, 1 point of defensive damage will use the standard anti-missile system (AMS; see p. 76) rules for that attack.

### ⑥ Reactive Armor (RCA) (p. 88)

*Replace the entry with the following:*

Reactive armor reduces the damage from an attack using the ART, BOMB, or MSL special abilities or an attack using the FLK special ability's damage values. The armor halves all damage by these attacks (rounding up).

Thus, if a unit with attack values of 5/4/2 and an FLK2/2/2 special ability delivers a successful standard weapons attack against a unit with the RCA special at Short range, the attack does 5 damage. It will not be affected by Reactive armor, as the attack is not using the FLK special ability's damage values. If the same unit missed an airborne unit by 1, and therefore triggered the FLK special ability to apply the FLK special ability's damage, the damage would be reduced to 1 (half of the FLK's short range damage value). If the same unit makes a special weapon attack with the ARTAIS special ability, the damage will be reduced to 1 (half the ARTAIS special ability damage).

### ⑥ Reflective Armor (RFA) (p. 88)

*First paragraph, second sentence*

If a unit with this special is struck by an air-to-ground strafing attack, or by a weapon attack by a unit with the ENE special, or by an attack using the HT special, reduce this damage (or heat) by half before applying it.

Change to:

If a unit with this special is struck by an air-to-ground strafing attack, or by a weapon attack by a unit with the ENE special, or by an attack using the HT special, halve this damage (or heat) before applying it.



### ⑥ Target Acquisition Gear (TAG) (p. 90)

Replace the entry with the following:

TAG is used to paint a target with a laser to designate targets. A TAG-(or LTAG)-equipped unit can make a special weapons attack in order to designate a target. A TAG attack uses all appropriate rules for a standard weapon attack. LTAG works only at Short range, while TAG works at Short and Medium range. Designating a target is an additional attack that can be made in addition to any other weapon or physical attacks that same turn. The target of a painting attack need not be the same target used for the unit's weapon or physical attacks.

A successfully designated target is spotted for indirect fire by the TAG-equipped unit, with no spotter attacked modifier. In addition, a designated target can be attacked by semi-guided LRMs (see p. 150) and homing artillery (see p. 152).

### ⑥ 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).

### ⑥ Animal Mimicry (p. 92)

1) Change the cost from 2 points to 3 points.

2) *Second paragraph, replace the second sentence onwards with the following:*

During the Combat Phase, the player may select one enemy unit within line of sight and within medium range of this unit to try to intimidate. The intimidating unit must make a 2d6 roll, with a target number of 8 + the intimidating unit's Skill – the intimidating unit's SZ. Success will intimidate the target. Units that are Intimidated in this fashion subtract 2" from their MV and 1 from their TMM, to a minimum of 2" MV and 0 TMM, and suffer a +1 Target Number modifier for all attacks made against the intimidating unit. The intimidation takes effect in the End Phase of this turn and lasts through the End Phase of the next turn.

### ⑥ Antagonizer (p. 92)

Second paragraph, first two sentences

Once per turn, a unit with Antagonizer may trigger its ability at any single point along its path while moving. At that time, every enemy unit within 6 inches of the unit triggering this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes enraged.

Change to:

During the Combat Phase, in place of the unit's attack, the player may select one enemy unit within short range of this unit to try to enrage. The Antagonizer unit must make a 2D6 roll, with a target number of 5 + their Skill. Success will enrage the target. The enrage takes effect in the End Phase of this turn and lasts through the End Phase of the next turn.

### ⑥ Demoralizer (p. 93)

Replace the second paragraph with the following:

During the Combat Phase, the player may select one enemy unit within line of sight and within medium range of this unit to try to intimidate. The Demoralizer unit must make a 2D6 roll, with a target number of 8 + the Demoralizer's Skill – the Demoralizer's SZ. Success will intimidate the target. Units that are Intimidated in this fashion subtract 2" from their MV and 1 from their TMM, to a minimum of 2" MV and 0 TMM, and suffer a +1 Target Number modifier for all attacks made against the intimidating unit. The intimidation takes effect in the End Phase of this turn and lasts through the End Phase of the next turn.

### ⑥ Golden Goose (p. 96)

Delete the last sentence ("Furthermore...").



⑥ **Jumping Jack (p. 97)**

*Second paragraph, first two sentences*

A pilot with the Jumping Jack SPA is so comfortable with the use of jumping movement that his unit receives an additional –1 Target Number modifier for any weapon attack it attempts during a turn where it has used jumping movement.

Change to:

A pilot with the Jumping Jack SPA is so comfortable with the use of jumping movement that their unit uses a +1 attacker movement modifier for jumping instead of +2.

⑥ **Oblique Artilleryman (p. 98)**

*Second paragraph, second sentence*

If the MoF for a counter-battery attack against an offboard position is 2 or 3, the weapon will deliver half its normal damage to the off-board target instead.

Change to:

If the MoF for a counter-battery attack against an offboard position is 2 or 3, the weapon will deliver half its normal damage (round down) to the off-board target instead.

⑥ **Sandblaster (p. 98)**

*Second paragraph, last sentence*

When this unit delivers a weapon attack using only one of the following specials—AC, FLK, IATM, LRM, SRM, or TOR—it receives a –1 Target Number modifier, and delivers an additional 1 point of damage (increased to 2 points if the attack is made at Short range).

Change to:

When this unit makes a standard weapon attack and has one or more of the AC, FLK, IATM, LRM, SRM, or TOR specials, it delivers an additional 1 point of damage (increased to 2 points if the attack is made at Short range).

⑥ **Camouflage (p. 103)**

*First sentence*

Ground Units that are part of a Force with this ability and use the Stand Still movement option receive a +2 target movement modifier, in place of the usual +0.

Change to:

Ground Units that are part of a Force with this ability and use the hull down position movement option receive a +2 target movement modifier, in place of the usual hull down modifier.

⑥ **Infantry Dragoons (p. 106)**

Mounted infantry may move after dismounting, though only half their movement (round up, to a minimum of 2"/1 hex) is available after dismounting.

Change to:

Mounted infantry can use their full MV and TMM when dismounting.

⑥ **Tactical Experts (Siege) (p. 108)**

*First sentence*

Units in the command with this Special Command Ability reduce the Damage Absorption rating of buildings by half (round the reduced value down).

Change to:

Units in the command with this Special Command Ability halve the Damage Absorption rating of buildings (round down).

⑥ **Battle Lance (p. 117)**

Under "Requirements", delete the last sentence of the first paragraph ("If the Battle Lance is a vehicle...").

⑥ **Heavy Striker/Cavalry Lance (p. 119)**

*First paragraph, second sentence*

At least 3 units in this formation type must be of Size 3, and none may be smaller than a Size 2.

Change to:

At least 3 units in this formation type must be of Size 3 or greater, and none may be smaller than a Size 2.

⑥ **Woods (Advanced) (p. 136)**

Delete the last sentence of the first paragraph (“In addition...”).

⑥ **Advanced Terrain Movement Cost Table (p. 137)**

Replace the table with the version available for download on the Errata page.

⑥ **Advanced Terrain Attack Modifiers Table (p. 137)**

Replace the table with the version available for download on the Errata page.

⑥ **Flak (p. 145)**

*First paragraph, first sentence*

Flak ammunition is only effective against airborne units, including aerospace units, airships, VTOLs, and WiGEs.

Change to:

Flak ammunition is only effective against airborne units and units that have used VTOL, WiGE, or thrust movement this turn.

⑥ **Flechette (p. 145)**

*First paragraph, last sentence*

Against all other targets, the attacker must *subtract* half of its AC special damage values (rounded down) from the unit’s normal attack values.

Change to:

Against all other targets, the attacker must halve its AC special damage (round down) and subtract the result from its normal attack values.

⑥ **Precision (p. 145)**

*Replace the entry with the following:*

Precision ammo improves the chances of hitting a target with TMM 2+. If an attack from a unit with precision autocannon ammo misses such a target by 2 points or less, the precision ammo will still score a hit, dealing the AC ability’s damage to the target.

⑥ **Tracer (p. 145)**

Delete the last sentence (“This effect occurs whether or not...”).

⑥ **Alternate Munitions Table (p. 146)**

For the six table entries that have dual modifiers (e.g. +0/–2), delete the first modifier.

⑥ **Heat-Seeker (p. 149)**

*Replace the second and third paragraphs with the following:*

Heat-seeker missiles improves the chances of hitting a target at 1 or higher on the heat scale. If an attack from a unit with heat-seeker missiles misses such a target by 2 points or less, the heat-seeker ammo will still score a hit, dealing the LRM or SRM ability’s damage to the target.

⑥ **Inferno (p. 149)**

*Replace the second paragraph with the following:*

A unit firing inferno missiles can convert up to its SRM damage value to HT damage, applying a maximum of 2 Heat points to any target that tracks Heat. Heat in excess of 2 is lost, even in the event of multiple Inferno missile hits. For example, a unit with SRM: 1/1 would make an HT1 attack. The amount converted to HT damage is subtracted from the attack’s normal weapon attack damage from the normal weapon attack damage when attacking a unit that tracks Heat.



⑥ **Listen-Kill Warheads (p. 149)**

Replace the first paragraph with the following:

Listen-Kill munitions are available only to units that possess the LRM or SRM specials. If an attack from a unit with Listen-Kill missiles misses a target by 1 point, the Listen-kill warheads will still score a hit, dealing the LRM or SRM ability's damage to the target.

⑥ **Semi-Guided Missiles (p. 150)**

Replace the entry with the following:

Semi-Guided missiles are available only to units with the LRM special.

Semi-Guided missiles improve the chances of hitting a target that has been successfully designated by a friendly TAG in the same turn. If an attack from a unit with Semi-Guided missiles misses such a target by 2 points or less, the Semi-Guided ammo will still score a hit, dealing the LRM or SRM ability's damage to the target.

Semi-Guided missiles may also be used with indirect fire (IF) attacks.

⑥ **Off-Board Artillery Attacks (p. 152)**

Under "Step 4: Roll Attack", "Artillery Scatter", third sentence

Once direction is determined, a second 1D6 roll result—multiplied by 2—then determines how many inches from the original POI the missed shot will actually land.

Change to:

The POI will then scatter along this direction a distance in inches that is twice the margin of failure (MoF) the attack roll missed the target number.

⑥ **Engine Explosion Damage (p. 162)**

First paragraph, third sentence

For targets between 2 and 4 inches away, reduce this damage by half (rounded down, to a minimum of 0 points).

Change to:

For targets between 2 and 4 inches away, halve this damage (rounded down, to a minimum of 0 points).

⑥ **External Cargo (p. 163)**

1) Replace the second paragraph with the following:

In general, a 'Mech, ProtoMech, or Combat Vehicle unit can carry external cargo up to its own Size class.

2) Replace the second bullet point with the following

- If the unit is a Support Vehicle of Size class 3 or higher, it cannot be carried as external cargo.

3) Delete the third bullet point

4) Under "Movement Effects", second sentence

If the external cargo is more than one quarter of the unit's Size value, reduce its movement rate by one-half (again, rounding down to the nearest inch).

Change to:

If the external cargo is more than one quarter of the unit's Size value, halve its movement rate (again, rounding down to the nearest inch).

⑥ **Towing (p. 165)**

At the end of the first paragraph insert the following:

A unit uses the external cargo picking up (p. 163) and dropping off (p. 164) rules for connecting/disconnecting a trailer to be towed.



⑥ **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.

⑥ **Practical Line of Sight (p. 171)**

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

⑥ **VTOL Strafing (p. 173)**

*Under "Movement Phase", at the end of the first paragraph insert the following:*

The entire strafing template must fit within the movement of the VTOL this turn. If the VTOL moves less than 10" during the turn, the strafing template must be marked to shorten its length to the distance moved by the VTOL this turn.

⑥ **Terrain Factor and Conversion Table (p. 173)**

Replace the table with the version available for download on the Errata page.

⑥ **Return Fire Against Strafing and Bombing VTOLs (p. 173)**

Delete this section.

⑥ **Multiple Attack Rolls (p. 175)**

*Replace the first two paragraphs with the following:*

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. This remains a single attack. After making the multiple attack rolls, apply the successful damage to the target as a single attack.

The player may decide to attack two targets, splitting their unit's damage values and special abilities before making any attack rolls and assigning these to the two targets. The player declares how much of the available damage value to assign to attack the primary target. Remaining damage can be assigned to attack the secondary target. The secondary target has a +1 Target Number modifier.

If the secondary target is at a different range than the primary target, subtract the damage assigned for the primary attack from the damage value at the new range to determine the remaining damage that can be assigned to the secondary attack. For example, if the attacker has 3/3/2, the first target was at medium range and the attacker rolled attacks for two points of damage, it cannot then attack a secondary target a long range. It can attack a secondary target at short or medium range for 1 more attack.

⑥ **Multiple Attack Rolls (p. 175)**

*After "Multi-Tasker and Ground-Hugger", insert the following new paragraph:*

**Turret:** A unit may mix attacks with its turret and an attack in its firing arc using the secondary target rules above. Subtract the first attack damage values from the standard damage values as normal, but the turret is then also capped at its damage values. The turret attack must always be the secondary target when mixed with a non-turret attack. A combat vehicle with 4/4/2 and TUR(2/2/2) can make a primary attack for 2 damage at medium range to a target in its firing arc, and still have an attack with its TUR at a target not in its firing arc with 2/2/0.

⑥ **Glider ProtoMechs (p. 177)**

1) Delete the "Movement" paragraphs.

2) *Under "Combat", at the start of the paragraph insert the following:*

A ProtoMech using WiGE movement uses the jumping attacker movement modifier.

**⑥ Air-to-Ground Attacks (p. 181)**

Under "Step 2: Verify Firing Arc", "Altitude Bombing", second sentence

There must be at least one POI per 2 inches along the path and a minimum of one bomb dropped at each POI.

**Change to:**

Starting with the first POI selected, there must be one POI per 2 inches along the path and exactly one bomb dropped at each POI. The altitude bombing attack ends when the bomber runs out of BOMB# or chooses to end the altitude bombing run.

**⑥ Air-to-Ground Attacks (p. 182)**

Under "Step 5: Roll To Hit", "Bombing", replace the last paragraph with the following:

The POI will then scatter along this direction a distance in inches that is twice the margin of failure (MoF) that the attack roll missed the target number by.

**⑥ Aerospace Attack Modifier Table (p. 183)**

Replace the table with the version available for download on the Errata page.

**⑥ Gray Death Legion (p. 194)**

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

**⑥ Appendix (pp. 199-207)**

Numerous tables duplicated in this section have had significant changes. See the Errata page (<https://bg.battletech.com/errata/>) for a PDF compilation of these tables.