



BattleMech Manual

(Version 7.01)

The following is a compiled rules errata for the first printing of the *BattleMech Manual* as of 17 September, 2023.

FULL ERRATA

There have been seven printings of the *BattleMech Manual* to date: 2017, 2019 (new cover + index), 2020, 2021 (new cover), 2021, 2022, and 2023—you can check page 4 of the book to see which one you have. Changes made in a given printing are marked with a number corresponding to that printing (e.g. changes from the 4th printing are marked with a ④). All errata and page number references here are for the first printing (2017) 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 7.0, so that every ruling is in order and in one place. Entries new to v7.0 are marked with a ⑦ and can also be found in the *New Additions* section at the end of this document.

② Table of Contents (p. 2)

- 1) Bottom left corner, under “Movement Basics”: delete the “Level Change” and “Stacked Terrain” entries
- 2) Under “Other Actions”, change the page reference for “Falling Damage to a ‘Mech” to p. 57
- 3) Under “Other Actions”, change the page reference for “Damaging a MechWarrior” to p. 58

② Terrain Hex Icons (p. 7)

Under “Water”, change the page reference from p. 16 to p. 15.

② Walking (p. 13)

Under “Triple-Strength Myomer”, change the page reference from p. 115 to p. 117.

② Running (p. 14)

- 1) Under “MASC”, change the page reference from p. 115 to p. 116.
- 2) Under “Supercharger”, change the page reference from p. 115 to p. 116.

② Ground Movement (p. 15)

Under “Lateral Shift”, at the end of the first paragraph insert the following:

A lateral shift costs 1 MP in addition to the cost of moving into the target hex.

② Movement Costs Table (p. 17)

Under “Additional Movement Actions”, add a new “Lateral Shift (quad ‘Mechs only)” row. Under “MP Cost per Hex”, note +1. Under “Piloting Skill Roll”, note —

③ Jumping Movement (p. 19)

Under “Into Water”, replace the paragraph with the following:

A ‘Mech jumping into a water hex Depth 1 or deeper makes a Piloting Skill Roll (see p. 53), applying no modifiers for the depth of the hex. If the PSR succeeds, the ‘Mech drops out of the air safely to the bottom of the water hex. If it fails, the ‘Mech tumbles to the bottom instead, falling a number of levels equal to the hex’s depth (halve the resulting damage as normal due to falling in water; round down).

② Prone BattleMechs (p. 19)

Under “Minimum Movement”, change the page reference from p. 18 to p. 16.

⑤ Careful Stand (Optional) (p. 19)

Replace the last paragraph with the following:

To make a careful stand attempt, the ‘Mech must have at least 3 Walking MP available. The Piloting Skill Roll to stand up applies a –2 Target Number modifier.



② Movement in Water (p. 19)

In the first paragraph, change the page reference from p. 16 to p. 15.

② Movement in Water (p. 20)

In the first paragraph on the page, change the page reference for “Minimum Movement” from p. 18 to p. 16.

⑦ Reckless Movement (pp. 20-21)

1) Under “Applies To”, add “Ice”

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

The increased MP cost imposed by the environmental conditions listed above represents the extra caution needed to avoid falling in such conditions. However, players who do not want to pay this MP cost can instead announce their intention to move recklessly before entering a hex affected by such a condition. When a 'Mech recklessly enters the hex, its controller must make a Piloting Skill Roll (see p. 53). Success means that the 'Mech enters the hex as normal. If the roll fails, the 'Mech immediately falls in the hex just entered (if this fall occurs on pavement, the 'Mech skids and its move is over; see *Skidding*, p. 68).

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

Minimum Movement: A 'Mech using this rule (see p. 16) to enter a hex where a reckless movement MP modifier applies always triggers the PSR for moving recklessly.

② Lifting Items (p. 21)

In the first paragraph, change the page reference for “Triple-Strength Myomer” from p. 115 to p. 117.

TAG Designation (p. 21)

1) ② Change the page reference for “TAG” from p. 112 to p. 113.

2) ⑦ *At the end of the section insert the following paragraph:*

Arm flipping (see p. 24) or torso-twisting (see p. 25) can be made immediately prior to firing TAG. This prevents any further use of such in that turn's Weapon Attack Phase.

⑤ Line of Sight (p. 22)

At the end of the paragraph before the “Adjacent 'Mechs” paragraph insert the following:

You can check for LOS before declaring an attack.

④ Firing Arcs (p. 24)

After “Prone 'Mechs” insert the following new paragraph:

Split-Location Weapons: A weapon whose critical slots are split between a torso and an arm location uses the torso firing arc.

⑤ Reversing (Flipping) Arms (p. 24)

Third paragraph, after the second sentence insert the following:

A 'Mech cannot punch or make arm-mounted physical weapon attacks while its arms are reversed.

⑤ Target Movement Modifier (p. 25)

Fourth paragraph, second sentence

If using Movement Dice (see p. 13), the color of the die indicates this modifier.

Change to:

If using Movement Dice (see p. 13), the number on the die indicates this modifier.



Partial Cover Modifier (p. 26)

- 1) ④ Before "Four-Legged 'Mechs" insert the following new paragraph:

Buildings: A standing 'Mech occupying a Level 1 building or a building hex one level below the roof receives partial cover, even if its attacker is at a higher level. If the hit location roll indicates a leg, the attack strikes the building instead, damaging it as normal.

- 2) ⑤ Under "Water", replace the first paragraph with the following:

This ruling has changed from previous errata versions.

Water: A standing 'Mech in Depth 1 water normally receives partial cover. However, partial cover from water never applies to attacks that could not hit the legs in the first place (for example, if the attack uses the Punch Location Table and the target is a biped 'Mech). Otherwise, it applies even versus attackers that are at a higher level than it or making physical attacks. Effects that ignore partial cover and/or terrain modifiers negate the Target Number modifier provided by water, but not the leg protection.

② Range Modifier (p. 27)

Under "Levels", second sentence

A target one hex away but 99 levels higher than the attacker is still one hex away when determining range and range modifiers.

Change to:

A target one hex away but 99 levels higher than the attacker is still one hex away when determining range and range modifiers (unless both the attacker and target are within a building; see *Combat Within Buildings*, p. 72).

⑤ Attack Modifiers Table (p. 28)

Under "Target", "Prone", remove the dagger footnote and delete the corresponding entry at the bottom of the table.

⑤ Attack Modifiers Table (p. 29)

Under "Weather Conditions", "Light", "Dusk/Dawn", remove the "ignore if target is illuminated" note.

② Indirect Fire (p. 31)

Under "TAG", at the end of the paragraph insert the following new paragraph:

Note that spotting a target for indirect fire via TAG does not apply any of the special Target Number modifiers listed under the final bullet point above.

② Shots (p. 31)

Under "Ammunition Use Timing"

Ammo expended is marked off when attack declarations are made.

Change to:

Ammo expended is marked off when attack declarations are made, except for Streak missile launchers, which only mark off ammo after a successful to-hit roll.

② Attack Direction (p. 32)

Replace the second paragraph with the following:

Use the *Line of Sight* rules (see p. 22) to determine which hexside is crossed when determining attack direction. If the LOS crosses exactly between two hexsides, the hex picked when LOS was determined must be used here as well.

⑦ Physical Attacks and Prone 'Mechs (p. 35)

Second paragraph, first sentence

Club, death from above, kick, and physical weapon attacks may be made against a prone 'Mech.

Change to:

Death from above and kick attacks may be made against a prone 'Mech.



⑥ Physical Attacks and Water (p. 35)

Under "Partial Cover", replace the entry with the following:

This ruling has changed from previous errata versions.

Partial Cover: For a standing biped 'Mech, Depth 1 water provides partial cover against any physical attack that does not roll on the Punch Location Table (bearing in mind that the attacker and target being at different levels can change what location table an attack uses; see the Different Levels Table on p. 34). For a standing quad 'Mech, Depth 1 water always provides partial cover.

If partial cover applies and the attacker is at the same LOS level (see p. 22) as the target, a hit that does not use the Kick Location Table and resolves to the legs is ignored; charges ignore this rule.

⑦ Charge Attacks (p. 35)

Fifth paragraph, first sentence

If the attacking 'Mech falls during the Weapon Attack Phase, its charge automatically misses; resolve the fall normally at the end of the Weapon Attack Phase.

Change to:

If the attacking 'Mech falls during the Weapon Attack Phase or its pilot is unconscious at the start of the Physical Attack Phase, its charge automatically misses; resolve any fall normally at the end of the Weapon Attack Phase.

⑦ Location After Charge (p. 36)

Second paragraph, first sentence

If the charge succeeds, the attacker then advances into the target's hex.

Change to:

If the charge succeeds and the attacker was not destroyed, the attacker then advances into the target's hex.

Death From Above Attacks (p. 37)

- 1) ⑦ Under "Weapon Attack Phase", replace the third paragraph with the following:

If the attacking 'Mech fails a Piloting Skill Roll in the Weapon Attack Phase (or would automatically fall), instead of falling that phase the DFA automatically is resolved in the Physical Attack Phase as if it missed (see *Falls After DFA*, at right). The DFA also misses if the attacking pilot is unconscious at the start of the Physical Attack Phase.

- 2) ③ Under "Weapon Attack Phase", at the end of the section insert the following new paragraph:

If a DFA's target is destroyed in the Weapon Attack Phase, the DFA becomes a normal jump and the attacker lands as normal.

Location After DFA (p. 37)

- 1) ⑦ *Second paragraph, first sentence*

If the DFA succeeds, the target (if not destroyed) is displaced one hex in the direction opposite the attack.

Change to:

If the DFA hits and the attacker was not destroyed, the target (if not destroyed) is displaced one hex in the direction opposite the attack.

- 2) ⑥ Under "Prohibited Terrain", first paragraph, second and third sentences

For example, if a target 'Mech would be displaced through hexside A, but A is prohibited, its controller then looks at hexsides B or F to see if those hexes are passable, then at hexsides C or E, then finally at hexside D. If two equally distant hexes are open, such as B or F, the controller chooses either one.

Change to:

For example, if a target 'Mech would be displaced through the top hexside, but that is prohibited, its controller then looks at the top-left and top-right hexsides to see if those hexes are passable, then at the bottom-left and bottom-right hexsides, then finally at the bottom hexside. If two equally distant hexes are open, such as top-left and top-right, the controller can choose either one.



② Falls After DFA (p. 37)

Replace the second paragraph with the following:

On an unsuccessful attack the attacker automatically falls, taking damage as though it had fallen 2 levels. Roll on the Facing After Fall Table to determine facing (see p. 57), but the Hit Location for this damage is always the rear.

④ Physical Weapon Attacks Table (p. 38)

Lance: change the To-Hit Modifier from 0 to +1.

② Damage Resolution Flow Chart (p. 42)

There are several errors here. The all-text version of this on pages 41 and 43 is correct; for correct visuals, download the refreshed copy of the page from the *BattleTech* Errata webpage.

② Leg Destruction (p. 45)

Replace the top-left first two paragraphs with the following paragraph:

A 'Mech that loses both of its legs automatically falls as well. It is not considered immobile (see p. 16), but it has 0 MP available. It cannot change hexsides or attempt to stand, though it can still attempt to prop itself up to fire if it has both arms.

Critical Hits (p. 45)

- 1) ⑦ Under "Hardened Armor", replace the paragraph with the following:

Hardened Armor: As long as there is armor in a facing/location, apply a -2 modifier when rolling on the Determining Critical Hits Table due to points of damage being inflicted there, and the critical-enhancing effects of Armor-Piercing ammo (see p. 106) are negated.

- 2) ② Under "Through-Armor Critical Hit", at the end of the entry insert the following paragraph:

If a TAC hit is scored on an already-destroyed left or right torso, the chance for a TAC transfers to the center torso along with the damage.

⑤ Gyro (Torso) (p. 48)

Under "PSR Modifiers", second sentence

The controlling player must make a PSR at the end of the phase in which the first critical hit occurred,

Change to:

The controlling player must make a PSR when the first critical hit is applied,

② Hand Actuator (Arm) (p. 48)

Under "Missing Actuators", replace the entry with the following:

Missing Actuators: Some 'Mechs are designed without one or both hand actuators. The Target Number modifier for punch attacks given above still applies to such 'Mechs (i.e. whether the actuator is destroyed or merely absent is irrelevant in this case).

② Hip (Leg) (p. 48)

First paragraph, second sentence

The 'Mech's Walking MP is cut in half.

Change to:

The 'Mech cannot make kick attacks. Additionally, its Walking MP is cut in half (round up; apply before any leg or foot actuator damage MP reductions).

⑦ Effects of Heat (p. 51)

Under "Heat Timing", at the end of the paragraph insert the following:

All heat effects resolve simultaneously, without affecting each other.



Shutdown (p. 52)

- 1) ⑥ *Third paragraph, first sentence*

If a 'Mech shuts down, a Piloting Skill Roll (see p. 53) is immediately required,

Change to:

If a 'Mech shuts down involuntarily, a Piloting Skill Roll (see p. 53) is immediately required,

- 2) ② *Under "Voluntary Shutdown", last sentence*

They may then restart the power plant in any subsequent End Phase, provided they first pass any Shutdown Avoid checks due to heat (if needed), and provided there is no damage (such as three or more Engine Shielding criticals) that prevents a restart.

Change to:

They may then restart the power plant in any subsequent End Phase, provided they first pass any Shutdown Avoid checks due to heat (if needed).

② Ammunition (p. 52)

First paragraph, second sentence

Ammunition explosions automatically injure the MechWarrior, inflicting 2 points of damage and forcing a Consciousness Roll (see p. 58).

Change to:

Ammunition explosions automatically injure the MechWarrior, inflicting 2 points of damage and forcing two Consciousness Rolls (see p. 58).

Piloting Skill Roll Table (p. 54)

- 1) ② *After "Mech takes 20+ points of damage in one phase" add a new number 1 footnote (and renumber the original 1-8 footnotes to 2-9). The new footnote text reads:*

This is damage actually taken, after any damage modifiers are applied.

- 2) ⑥ *Under "Damage to 'Mech"*

'Mech fusion reactor shuts down	+3 ¹
---------------------------------	-----------------

Change to:

'Mech fusion reactor involuntarily shuts down	+3 ²
---	-----------------

⑤ Falling Damage to a 'Mech [example text] (p. 57)

Second sentence

It does not have any pre-existing damage, it did not take 20 points of damage in this turn,

Change to:

It does not have any pre-existing damage, it did not take 20 points of damage this phase,

② Falling Damage to a MechWarrior (p. 57)

Replace the "Automatic Damage" paragraph with the following:

Automatic Damage: A MechWarrior automatically takes 1 point of damage if at the time of the fall their 'Mech is immobile (see p. 27) or if the modified Target Number for the PSR to avoid MechWarrior damage is greater than 12.

⑤ Accidental Falls From Above (p. 57)

Under "Falling 'Mech Hits Target", first paragraph, first sentence

(the level of the underlying hex plus the level of the target 'Mech).

Change to:

(the level of the underlying hex plus the level of the target 'Mech -1).



② Damaging a MechWarrior (p. 58)

Under "Falling", replace the second paragraph with the following:

If the 'Mech is immobile (see p. 27), or if the modified Target Number for the PSR to avoid MechWarrior damage is greater than 12, such a fall automatically damages the warrior.

⑦ Terrain Modifications (p. 61)

For the *Ice (Simplified)*, *Mud (Simplified)*, *Snow, Deep, and Swamp (Simplified)* entries, change the beginning of each PSR paragraph to read as follows (where "X" is the name of the terrain modification in question):

PSR: All PSRs made in a hex with X (including the PSR made when entering one, if Reckless Movement was used) apply a [...]

⑦ Clearing Woods or Jungle (p. 61)

At the end of the section insert the following paragraph:

Plasma Weapons: Versus woods, jungle or buildings, plasma rifles deal $(10+2D6) \times 2$ damage, while plasma cannons deal $3D6 \times 2$ damage.

② Light (p. 62)

Fourth paragraph, second sentence

A searchlight is presumed to be aiming at ground level, but a player may specify any level from 1 to 29.

Change to:

A searchlight is presumed to be aiming at ground level, but a player may specify any level from 1 to 29 at, above, or below the level the 'Mech is in and within LOS.

⑤ Dusk/Dawn (p. 62)

Delete the last sentence ("Ignore these modifiers if the target is illuminated.")

⑦ Fire Table (p. 64)

- 1) Under "Weapon Type", replace "Inferno" with "Plasma Weapon or Inferno"
- 2) Under "Weapon Type", replace "Plasma Weapon or Flamer" with "Flamer" and change the Target Number from 3+ to 4+
- 3) Under "Environment", change the Modifier for "Building: Hardened" from +2 to +1

④ Hull Integrity and Breaches (p. 65)

Third paragraph, last sentence

Even if a 'Mech exits the water, all components in flooded locations remain non-functional.

Change to:

Even if a 'Mech exits the water, all limbs and components rendered non-functional due to flooded locations remain non-functional. An arm rendered non-functional in this fashion counts as destroyed for the purposes of firing while prone (see p. 30).

④ Building Levels (p. 66)

Delete the second paragraph.

② Basements (p. 66)

Second paragraph, first sentence

A 'Mech automatically falls through the floor into a basement if the combined tonnage of all 'Mechs located on Level 0 is greater than the building hex's CF at the start of the current Movement Phase.

Change to:

A 'Mech automatically falls through the floor into a basement if it is on Level 0 and its tonnage is greater than the building hex's CF at the start of the current Movement Phase.



Moving Into Buildings (p. 67)

- 1) ④ *Replace the first paragraph with the following:*

'Mechs can enter a building hex. By default this is done at the building's ground level (i.e. the level of the underlying hex the building is in). A 'Mech may only enter a building hex at a level higher than the building's ground level if entering from an adjacent hex with a higher level (e.g. if a 'Mech walks from a Level 3 hill into a neighboring building hex on a Level 1 hill, it would enter the building at Level 2).

- 2) ② *Under "Collapse", first sentence*

If the total tonnage of 'Mechs on any single level of a building hex exceeds the hex's current CF

Change to:

If a 'Mech's tonnage on any single level of a building hex exceeds the hex's current CF

⑦ Skidding (p. 68)

Replace the rules text on this page with the following:

If a 'Mech using running movement makes a facing change in a paved hex at any point in the turn, and then attempts to enter a new hex in the same turn, before that 'Mech actually enters the hex the player must make a Piloting Skill Roll (see p. 53) to see if the 'Mech skids. The roll is modified based on the total number of hexes moved in the turn so far, using the Skid Modifiers Table (see below).

If the roll succeeds, the 'Mech does not skid and can enter the hex and continue its movement; multiple rolls could thus occur in a turn. If it fails, the 'Mech falls in its hex (however, do not resolve the fall damage yet as that is applied later; see *Damage*, below) and begins to skid.

A 'Mech skids for a number of hexes equal to the number of hexes it has moved in the turn so far (not MP spent), divided by 2 (round up). The skid takes the 'Mech in the direction it was travelling before making the facing change that caused it to skid. If a 'Mech skids off the playing area, it is considered destroyed for the remainder of the scenario.

After a skid, the 'Mech's movement ends, even if it had MP remaining.

Combat Effects: During a turn in which a 'Mech skids, add a +2 Target Number modifier for all weapons fire and physical attacks made against it, and a +1 Target Number modifier for all weapons fire and physical attacks (except unintentional charges) made by it.

Damage: Skidding damage is calculated at the end of the skid (except in the case of a potential collision, which interrupts this process; see p. 70). It is always applied in 5-point Damage Value groupings.

First calculate the 'Mech's fall damage (see *Falling*, p. 56). Then calculate its skid damage, which is one-half its normal falling damage, rounded up: multiply this result by the number of hexes it skid. Add together the damage from the fall and all hexes skid into one "attack". For example, a 65-ton 'Mech that falls (7 damage) and skids 2 hexes (4 damage per hex) must resolve 15 damage (in 5-point groupings), not 7 damage, 4 damage, and 4 damage.

Use the column of the Hit Location Table determined by the Facing After Fall Table to apply this damage.

⑦ Skidding Diagram 1: Collisions (p. 69)

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

Before resolving any part of the collision, damage to the Phoenix Hawk from its fall and its skid to that point must first be resolved. As the Phoenix Hawk weighs 45 tons, it suffers 5 points of damage falling into Hex G, where it failed its Piloting Skill Roll (45 tons divided by 10 is 4.5, rounded up to 5. A Phoenix Hawk would take 3 points of damage per hex skid (half the falling damage of 4.5, rounded up), but since a collision scenario began, the Phoenix Hawk interrupts its skid in Hex G to resolve it, and so hasn't skid any hexes yet. The player rolls on the Facing After Fall Table (see p. 57) to determine its facing and the Hit Location Table column (see p. 33) the damage is applied to. Assuming the skidding Phoenix Hawk survives, only then is the potential collision resolved.

- 2) *Fifth paragraph, last sentence*

applied in 5-point Damage Value groupings on the Front/Rear column of the Hit Location Table.

Change to:

applied in 5-point Damage Value groupings. The attack comes from the right hexside of Hex 2A, since that's the hex facing the Phoenix Hawk collided with, and is applied to the Phoenix Hawk based on the facing it rolled when it fell.



⑦ Skidding (p. 70)

Delete the first three paragraphs of the “Collisions with Stationary Objects” subsection. Then, insert the following subsection:

COLLISIONS—GENERAL

If an obstacle (e.g. a building, a hill, or a 'Mech) lies in the path of the skid, the skidding 'Mech may collide with it.

If a roll is to be made to see if a collision might occur (or one is automatically about to occur), the normal skidding damage resolution process is interrupted. When the interruption occurs, determine the skidding 'Mech's damage from its initial fall plus any skidding damage from the number of hexes skid up to and including where the skid was interrupted (if any), and resolve that together. Only then is the collision scenario resolved. If a 'Mech continues to skid after resolving it, the additional skidding damage is resolved afterwards. Each time a skid is interrupted afterwards with another collision scenario, apply all skidding damage to that point that has not yet been resolved.

For example, if a 'Mech falls and skids for five hexes, but runs into a building hex in the second hex of its skid—which it destroys and continues to skid—the damage from the fall and two hexes of skid would be applied together first, then the collision damage, then the damage from the collapsing building, and finally the damage from the additional hexes skid would be resolved.

Collision damage is applied in 5-point Damage Value groupings. For the purposes of calculating attack direction, damage to a skidding 'Mech from colliding with something is treated as if it came from the hex facing that the skidding 'Mech collided with (i.e. it always comes from the opposite direction that a 'Mech is skidding in). Unless specified otherwise, the Hit Location Table column used to assign damage to a skidding 'Mech is based on that 'Mech's facing relative to this attack direction, just like any other attack.

When calculating charge damage from a collision with a building or 'Mech, use only the distance the skidding 'Mech moved this turn prior to its skid: don't count the hexes it skid.

Multiple collisions can occur in a single skid.

⑦ Interrupting A Skid (p. 70)

- 1) Under “Accidental Falls”, replace the paragraph with the following:

Accidental Falls: If the level of the hex to be entered is two or more lower than the level of the skidding 'Mech's current hex, the 'Mech does not take skid damage from skidding into that hex, but automatically falls in that hex (see p. 56). The damage from the accidental fall is combined with the damage from the initial fall that started the skid plus any hexes skid and is all resolved together; make only one roll on the Facing After Fall Table to resolve both falls (though you still make two PSRs to avoid MechWarrior damage from the falls). The 'Mech's skid ends in the hex fallen into.

If there is already a 'Mech in the hex to be fallen into, instead see *Fall From Above*, under *Collisions With 'Mechs* at right.

- 2) Under “Water”, replace the paragraph with the following:

Water: 'Mechs automatically end their skid if they enter Depth 1 or deeper water, taking normal skidding or falling damage for entering that hex (based on how they entered it) and so risking a hull breach (see p. 65).

⑦ Collisions with Stationary Objects (p. 70)

- 1) Under “Buildings”, replace the third paragraph with the following:

For example, if a 'Mech skid into a Medium Building hex with no basement, destroyed that building hex, and still had four hexes to skid, the 'Mech's controller subtracts 2 MP (after looking at the MP Cost column of the Building Modifiers Table), leaving the 'Mech to skid two more hexes. However, if the building hex was not destroyed then the skid ends, with the skidding 'Mech now in the building hex.

Occupied Buildings: If a 'Mech would skid into a building hex occupied by another 'Mech, resolve the scenario as a collision with a 'Mech (see below), though the building absorbs damage as normal (see *Attacking 'Mechs Inside Buildings*, p. 71). If the 'Mech already in the building is displaced or destroyed as a result of this collision, the skidding 'Mech then moves into the building hex and a collision with the now-empty building is resolved.

- 2) Under “Levels”, second sentence

The 'Mech takes 1 point of damage for every 20 tons it weighs, round fractions up (use the Front/Rear column to apply the damage; the hit always comes from the front).

Change to:

The 'Mech takes 1 point of damage for every 20 tons it weighs (round fractions up) and then its skid ends.

⑤ Skidding Diagram 2: Skidding [example text] (p. 70)

Change the 'Mech from a *Griffin* to a *Griffin C* and its noted Walk/Run speed of 5/8 to 6/9.



⑦ Collisions With 'Mechs (p. 71)

- 1) *At the start of the second paragraph insert the following:*

If there is another 'Mech in the path of a skid, the skidding 'Mech stops in the hex immediately prior to it, resolves its skid up to and including the hex where it stopped, and then checks to see if it collides with the other 'Mech.

- 2) *At the end of the section insert the following paragraph"*

Fall From Above: If a skidding 'Mech will accidentally fall into a hex occupied by another 'Mech, the skid is interrupted in the hex prior to the fall. Then, instead of an unintentional charge, you resolve an accidental fall from above (see p. 57); no skidding damage occurs for moving into the hex fallen into. Afterward, the unit's skid ends.

④ Attacking 'Mechs Inside Buildings (p. 71)

Replace the first paragraph with the following:

This ruling has changed from previous errata versions.

'Mechs inside a building hex may be attacked. An attacker must have line of sight to the building hex, as well as to the target 'Mech. Building hexes block LOS, but the building hex a 'Mech is in does not count (since it is not intervening terrain).

④ Attacking 'Mechs Inside Buildings (p. 72)

Delete the "LOS" paragraph and replace it with the following paragraph:

Partial Cover: A standing 'Mech occupying a Level 1 building or a building hex one level below the roof automatically receives partial cover, even if its attacker is at a higher level. If the hit location roll indicates a leg, the attack strikes the building instead, damaging it as normal.

Combat Within Buildings (p. 72)

- 1) ④ Delete the second bullet point

- 2) ⑦ *New second / old third bullet point:*

Apply an automatic +1 Target Number modifier, and another +1 for each intervening building hex and/or level.

Change to:

Apply an automatic +1 Target Number modifier if the target 'Mech is inside a building hex (i.e. not on a roof), and another +1 for each intervening building hex and/or level.

- 3) ④ *Replace the last bullet point with the following:*

This ruling has changed from previous errata versions.

Always use the Front/Rear column of the standard Hit Location Table to resolve hits (see p. 33). If the target is in the same hex as the attacker, treat it as if it were in the attacker's forward arc.

- 4) ⑦ *At the end of the section insert the following:*

Rooftops: A 'Mech on a building's roof is not considered inside a building. Nonetheless, if a 'Mech inside a building is firing at another 'Mech on the roof of the same building (or vice versa), use the line of sight and Target Number modifiers given in the bullet points above.

Attacks by a 'Mech on a roof against a 'Mech inside another building use the rules for *Attacking 'Mechs Inside Buildings*.

④ Collapse (p. 73)

Replace the fourth paragraph with the following:

When a building hex collapses, any 'Mech in it takes damage. The base damage is equal to the hex's CF at the start of the phase divided by 10. If there are building levels above the 'Mech, add to this the base damage multiplied by the number of building levels above that 'Mech. Round the final result up. 'Mechs on the top level or roof apply no multiplier (i.e. the roof does not count as a level above for this purpose).



④ **Collapse: Hex Collapse [example text] (p. 73)**

Second paragraph: last two sentences: replace the text with the following:

The building had two levels above the Archer, and so the 'Mech takes 3 points of damage (base damage $0.7 \times 3 = 2.1$ (rounded up to 3). Player 2 assigns the 3 damage points using the Front/Back column of the Punch Hit Location Table.

④ **Collapse: Building Collapse [example text] (p. 74)**

Third paragraph (third and fourth sentences), and fourth paragraph (first through fourth sentences): replace the text with the following:

The building had two levels above the Archer, and so the 'Mech takes 3 points of damage (base damage $0.7 \times 3 = 2.1$ (rounded up to 2). Player 2 assigns the 3 damage points using the Front/Back column of the Punch Hit Location Table.

Player 1's 'Mechs, all in Hex B, fare somewhat worse. At the beginning of the Movement Phase, Hex B had a CF of 37; divided by 10, which gives a base damage of 3.7. Luckily, the Stinger is on the roof, meaning that no building levels are above it. It therefore takes 4 points of damage (3.7, rounded up), assigned against the Front/Back column of the Hit Location Table.

⑤ **Collapse: Falling and Displacement [example text] (p. 74)**

Third paragraph, first sentence

using the Front/Back column of the Hit Location Table.

Change to:

using the Front/Back column of the Punch Location Table.

② **During Game Play (p. 75)**

Under "Damage Value Groupings", third sentence

For example, the Heavy Bombing has five Damage Value groupings, so it would apply a total 25 points of damage, in five Damage Value groupings of 5 damage each.

Change to:

For example, the Heavy Bombing has six Damage Value groupings, so it would apply a total of 30 points of damage, in six Damage Value groupings of 5 damage each.

② **Offensive Aerospace Support (Strikes) (p. 76)**

Change the Light Strike target number from 4 to 5.

⑦ **Offensive Aerospace Support (Strafing) (p. 76)**

Add "[DE]" to the title of this section.

② **Radius Diagram (p. 77)**

Delete the Radius 3 ring: no weapon under these rules can reach that far.

Battlefield Support Table (p. 78)

- 1) ⑦ Rename the "Damage Type" column header to "Weapon Type"
- 2) ⑦ Change the Weapon Type of Strafing from N/A to DE
- 3) ② Change the Light Bombing target number from 6 to 5.
- 4) ② Change the Copperhead target number from 8 to ‡ and change the Illumination/Smoke target number from ‡ to 8.

② **Dropping 'Mechs (Simplified) (p. 80)**

- 1) Under "Arrival", third paragraph (second on the page), second sentence

A successful roll result indicates the 'Mech lands in the target hex at the end of the Movement Phase.

Change to:

A successful roll result indicates the 'Mech lands in the target hex at the end of the Movement Phase with any facing desired.



- 2) Under "Arrival", fourth paragraph (third on the page), second sentence

Attacks made against dropping 'Mechs apply a +3 target movement modifier as well as an additional +2 Target Number modifier.

Change to:

Attacks made against a 'Mech on the turn it lands apply a +3 target movement modifier.

Ejection (Simplified) (p. 81)

- 1) ③ At the end of the second paragraph insert the following:

However, the 'Mech is considered destroyed for its controller's movement and attack selection purposes.

- 2) ④ Under "Auto-Eject", second sentence

This occurs before damage to the 'Mech is resolved

Change to:

This occurs the moment the explosion triggers, before any other damage or events are resolved, interrupting the normal ammo explosion process

⑦ Forced Withdrawal (p. 81)

Second paragraph, second sentence

A 'Mech making a forced withdrawal must always move toward its home map edge.

Change to:

A 'Mech making a forced withdrawal must always move toward its home map edge (even a single hex of movement in that direction satisfies this requirement).

⑥ Crippling Damage (p. 81)

Under "Damage to 'Mech"

This is triggered if a 'Mech loses all weapons (either through damage or ammunition depletion)

Change to:

This is triggered if a 'Mech loses all weapons (through damage, jamming, or ammunition depletion)

② Hidden 'Mechs (p. 82)

Third paragraph, fourth sentence

Additionally, a 'Mech that ends its move next to a hex containing a hidden 'Mech reveals that 'Mech.

Change to:

Additionally, a 'Mech that ends its move next to a hex containing a hidden enemy 'Mech reveals that 'Mech.

② Point-Blank Shots (p. 82)

In between the second and third paragraphs insert the following new paragraph:

Forced Withdrawal: If the damage from a point-blank shot triggers a forced withdrawal and the damaged 'Mech has MP remaining, its forced withdrawal begins immediately.

③ Cowl (4 Points) (p. 83)

Replace the entry with the following:

BattleMechs such as the *Cyclops* have been outfitted with a protective cowl that provides an additional 3 points of head armor. However, attacks that originate along the row of hexes directly in front of the cowed 'Mech ignore this additional armor.

⑤ Demoralizer (1 Point) (p. 83)

Second paragraph, last sentence

If using the Demoralizer Special Piloting Ability from *Campaign Operations* (see p. 74, *CO*), the Distracting quirk adds a +1 modifier to the demoralizer's WIL score.

Change to:

If using the Demoralizer Special Piloting Ability from *Campaign Operations* (see p. 74, CO), the Distracting quirk reduces the Demoralizer's psychological attack Target Number modifier from +4 to +3.

⑤ Positive Design Quirks (p. 85)

Change the cost for Narrow/Low Profile to 3 points (and repeat this correction on the Positive Quirk Table on p. 143).

⑥ Overhead Arms (2 Points) (p. 85)

Replace the entry with the following:

This ruling has changed from previous errata versions.

If it is standing and has line of sight to its target, a 'Mech with Overhead Arms treats its arm-mounted weapons as one level higher when determining the effects of terrain.

For example, a standing *Dasher* on Level 0 terrain would be Level 2 for LOS purposes as normal, but would treat attacks from its arm-mounted weapons as coming from Level 3. This does not allow the 'Mech to fire over Level 2 hexes directly in front of it (since the 'Mech must already have line of sight for the Overhead Arms to function), but it would ignore partial cover for targets at the same level (Level 2, in our example) unless the target was receiving it from water.

A 'Mech with Overhead Arms receives a +2 Target Number modifier to its punch and arm-mounted physical weapon attacks.

This quirk cannot be combined with the Low-Mounted Arms quirk, or taken by any 'Mech that either does not have arms, or lacks any form of direct-fire ranged weaponry in said arms (excepting OmniMechs).

⑥ Ammunition Feed Problem (1 Point) (p. 86)

First sentence

The ammunition feed for one ballistic or missile weapon has a tendency to jam at inconvenient moments.

Change to:

The ammunition feed for one ammunition-using component has a tendency to jam at inconvenient moments.

② Negative Design Quirks (p. 89)

Change the cost for Static Ammo Feed to 1 point (and repeat this correction on the Negative Quirk Table on p. 144).

⑤ Weak Legs (1 Point) (p. 89)

Second sentence

When the 'Mech is kicked or executes a Death From Above attack, roll for a possible critical hit on each leg (even if the armor is not breached) and apply the results.

Change to:

If the 'Mech executes a Death From Above attack, roll on the Determining Critical Hits table for each of its legs. If it is kicked in a leg, roll on the table for the leg that was kicked. In both cases, the critical check occurs even if the leg armor was not breached.

BattleMech Quirk Table (pp. 90-95)

This ruling has changed from previous errata versions.

- | | |
|--|--|
| 1) ⑥ ALL UNITS: delete No Torso Twist | 10) ⑦ Jackrabbit: add a new entry, with Easy To Maintain; Bad Reputation |
| 2) ② Anubis: add Exposed Actuators | 11) ④ Locust: add Compact 'Mech; Cramped Cockpit |
| 3) ⑤ Battle Hawk: remove Bad Reputation | 12) ⑦ Locust: add Ubiquitous |
| 4) ② BattleMaster: add Weak Head Armor (1) | 13) ④ Marauder II: remove Directional Torso Mount |
| 5) ② Brigand: remove Modular Weapons | 14) ⑥ Mauler: add Stabilized Weapon (Autocannons) |
| 6) ② Cobra: replace Barrel Fist (LA/RA) with Protected Actuators | 15) ⑦ Peregrine (Horned Owl): change the entry for Stabilized Weapon from "(CT Medium Laser)" to (CT)" |
| 7) ⑥ Daboku: add Stabilized Weapon (Autocannons) | 16) ② Shadow Hawk: add Rugged (1) |
| 8) ② Grand Crusader: add Directional Torso Mount (LT/RT) | 17) ⑥ Thug: add Rugged (1) |
| 9) ⑥ Hermes: add Improved Communications, Stable | 18) ⑥ Turkina: add Easy to Pilot |
| | 19) ② Valkyrie: add Easy to Maintain |

Errata note: Remember that the BattleMech Manual only lists quirks for a unit if every variant of that unit would have that quirk. Removing a quirk is thus not necessarily saying that some examples of that unit don't have the quirk—only that all of them don't.



② Weapons and Equipment (p. 96)

Under "Chapter Contents"

- 1) Change the page number refs for Structural Components to pp. 114-117
- 2) Change the page number refs for Miscellaneous Equipment to pp. 118-119

② R: Rapid-Fire (p. 97)

Second paragraph, first and second sentences

When firing multiple shots in a single attack (i.e. "rapid-firing"), the attack is considered a Cluster weapon. It consumes ammo and creates heat for each shot fired; whether any hit is irrelevant.

Change to:

When firing multiple shots in a single attack (i.e. "rapid-firing"), the weapon consumes ammo and creates heat for each shot fired; whether any hit is irrelevant.

⑤ Hyper-Assault Gauss Rifle (p. 100)

Under "Game Rules", second paragraph

When firing a HAG, its controller can choose to make a Flak attack.

Change to:

When firing a HAG at a combat-dropping 'Mech (see pp. 79-80), its controller can choose to make a Flak attack.

⑤ Improved Heavy Laser (p. 101)

Under "Game Rules", second sentence

However, treat a critical hit to an improved heavy laser as an ammunition explosion,

Change to:

However, treat the first critical hit to an improved heavy laser as an ammunition explosion,

② Machine Guns (p. 101)

Under "Rapid-Fire Mode (Optional)", second paragraph (first after the bullet points):

Each rapid-fire burst uses a number of rounds equal to the damage it inflicted $\times 3$.

Change to:

Each rapid-fire burst uses a number of rounds equal to the heat generated above $\times 3$.

④ Improved One-Shot (I-OS) Missile Launcher (p. 103)

Under "Game Rules", first paragraph

I-OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher,

Change to:

I-OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher, Thunderbolt launcher, or Narc or iNarc launcher,

④ One-Shot (OS) Missile Launcher (p. 103)

Under "Game Rules", first paragraph

OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher,

Change to:

OS launchers can consist of any size MML, MRM, SRM, SRT, LRM, LRT, NLRM, or NLRT launcher, Thunderbolt launcher, or Narc or iNarc launcher,

② Streak LRM Launcher (p. 104)

Change "Indirect Fire" from "Yes" to "No".

Narc Missile Beacon (p. 104)

- 1) ② Under "Game Rules", second sentence: change the page reference for Narc-equipped missiles from p. 104 to p. 107.



2) ⑦ Under "Game Rules", first paragraph, third sentence

Additionally, once a Narc pod is attached to a target, all Narc-equipped missiles may be fired indirectly at the target without a spotter;

Change to:

Additionally, once a Narc pod is attached to a target, all Narc-equipped missiles capable of indirect fire can be fired indirectly at the target without a spotter;

⑦ **Plasma Weapons (p. 106)**

After the first paragraph insert the following:

This ruling has changed from previous errata versions.

Game Rules: Versus woods, jungle or buildings, plasma rifles deal $(10+2D6) \times 2$ damage, while plasma cannons deal $3D6 \times 2$ damage.

Armor-Piercing (AP) Ammo (p. 106)

1) ④ Under "Game Rules", at the end of the fourth paragraph ("If the attack scores...") insert the following:

Damage that transfers to a location with armor does not trigger a new critical damage check in that location.

2) ⑦ Under "Game Rules", fifth paragraph

This ruling has changed from previous errata versions.

This ammunition loses its AP ability against hardened or ferro-lamellor armor.

Change to:

This ammunition loses its critical-enhancing ability against hardened or ferro-lamellor armor. However, the ammunition treats both armor types in all other ways as standard armor (1 point of damage eliminates one armor circle).

② **Caseless Ammo (p. 106)**

Change "Technology Base" to Inner Sphere

② **Cluster Ammo (p. 106)**

Under "Game Rules", at the end of the paragraph insert the following:

The weapon size is always equal to the autocannon rating (e.g. an AC/5 has a weapon size of 5), and the grouping size is always C1.

② **Nemesis Pods (p. 108)**

Right column, first para: change the page reference for Arrow IV Homing Missiles from p. 118 to p. 97.

② **Flail (p. 109)**

Under "Game Rules", at the end of the entry insert the following:

Flail damage is never reduced by absent or damaged actuators.

④ **Lance (p. 109)**

Under "Game Rules", first sentence

Attacks with a lance deal 1 damage per 5 tons of the attacking 'Mech's weight.

Change to:

Attacks with a lance apply a +1 Target Number modifier, and deal 1 damage per 5 tons of the attacking 'Mech's weight.

④ **Retractable Blade (p. 109)**

Under "Technology Base": change Inner Sphere to Clan or Inner Sphere



⑦ Vibroblade (p. 109)

Under "Game Rules", last paragraph, last sentence

The damage dealt by a deactivated vibroblade cannot exceed the damage an activated vibroblade of that type deals.

Change to:

The damage dealt by a deactivated vibroblade is capped at the damage an activated vibroblade of that type deals, unless TSM is used, in which case the TSM modifier is applied to the capped damage.

② C³ Computer System (p. 110)

Under "Indirect Fire", replace the paragraph with the following:

Indirect Fire: A C³ network does not help when launching or spotting targets for indirect fire (see p. 30). Note that TAG (which conveys the benefits of spotting if it hits) can benefit, however.

③ C³ Computer System [example text] (p. 111)

First paragraph, fourth sentence

but must add the terrain modifier for firing through the light woods in Hex F.

Change to:

but must add the terrain modifier for firing through one hex of light woods.

② Designating a C³ Network (p. 112)

Under "Multiple Networks" second paragraph, second sentence, delete the following:

during the End Phase of any turn the player may announce switching between each for use of that system in the following turn.

⑥ ECM Suite/Guardian ECM Suite (p. 112)

Under "Game Rules", "C³ and C³i Computer" bullet point, at the end of the first paragraph insert the following:

However, as long as a 'Mech is not cut off, enemy ECM does not affect its ability to share C³ targeting data.

⑤ Targeting Computer (p. 114)

Replace the "Game Rules" section with the following:

Game Rules: A targeting computer applies a -1 Target Number modifier to all weapon attacks of the DB, DE, or P types (but see *Weapon Clarifications & Exceptions*, below).

A targeting computer also allows eligible weapons to make aimed shots (see p. 30) against non-immobile 'Mechs. Follow the normal rules for aimed shots, except that the head cannot be targeted. The targeting computer's usual -1 Target Number modifier is ignored, and a +3 modifier is applied instead.

Below are the standard modifiers for a 'Mech with a targeting computer (TC) when making the various types of aimed shots:

- Aimed Shot w/ TC, Mobile Target: +3 Target Number modifier (head may not be targeted), no TC modifier applies
- Aimed Shot w/ TC, Immobile Target, Head Shot: +3 Target Number modifier, no TC modifier applies
- Aimed Shot w/ TC, Immobile Target, any other location: -5 Target Number modifier (-4 Immobile, -1 TC)

Weapon Clarifications & Exceptions:

Cluster and Flak Weapons / Attacks: Not eligible for TC benefits (but see *Hyper-Assault Gauss Rifles*, below).

Flamers and Machine Guns: Not eligible for TC benefits.

Hyper-Assault Gauss Rifles: Though a Cluster weapon, these apply the -1 Target Number TC modifier if not making a Flak attack.

Pulse Weapons: Cannot make an aimed shot against mobile targets. Never applies the -1 Target Number TC modifier if making aimed shots against immobile targets.

Rapid-Fire Weapons: Apply the -1 Target Number TC modifier even if rapid-firing. However, aimed shots while rapid-firing are impossible, per the standard aimed shot rules.



⑤ Armor (p. 114)

After "Critical Hits", insert the following new paragraph:

PSRs: For armor types that can absorb two points of damage per armor circle, only full armor circles removed count when determining if the 'Mech has to make the PSR required from suffering 20+ points of damage.

⑤ Ballistic-Reinforced Armor (p. 114)

Under "Game Rules", replace the paragraph with the following:

Game Rules: Each point of ballistic-reinforced armor absorbs up to two points of damage from attacks of the DB or M types before being destroyed. Leftover single points of damage are discarded, but a damage source will always destroy at least one point of this armor.

⑤ Hardened Armor (p. 114)

Under "Game Rules", first sentence

Two points of damage are required to destroy each point of hardened armor.

Change to:

A point of hardened armor is only destroyed after taking two full points of damage (single points are recorded but do not destroy an armor circle by themselves).

⑦ Laser-Reflective Armor (p. 114)

Under "Game Rules", replace the first paragraph with the following:

This ruling has changed from previous errata versions.

Game Rules: Each point of laser-reflective armor absorbs up to two points of damage from flamers, lasers, PPCs, and plasma weapons before being destroyed. Leftover single points of damage are discarded, but a damage source will always destroy at least one point of this armor. Additionally, heat-causing effects from these weapons are halved (round down to a minimum of 1 heat point). However, damage to it from Area-Effect weapons, falls, physical attacks and moving into buildings is doubled, and Armor-Piercing ammo (see p. 106) applies a +2 modifier for critical hit checks when it strikes this armor.

⑥ Stealth Armor (p. 115)

Under "Game Rules", first paragraph, second sentence

When the stealth armor system is engaged, the ECM does not function, but the 'Mech suffers effects as if in the radius of an enemy ECM suite (see p. 112).

Change to:

When the stealth armor system is engaged, the ECM does not function, but the 'Mech suffers effects as if in the radius of an enemy ECM suite (see p. 112) and cannot use any type of active probe (including the Bloodhound).

⑤ Heavy-Duty Gyro (p. 115)

Under "Game Rules", second sentence

On the first critical hit, a +1 modifier applies to all Piloting Skill Rolls, but no such rolls are required when the 'Mech runs or jumps.

Change to:

The first critical hit does not force a Piloting Skill Roll, but applies a +1 modifier to all future PSRs.

Partial Wing (p. 116)

- 1) ② Under "Game Rules", second paragraph

The added Jumping MP bonus (+2 for light and medium 'Mechs, +1 for heavy and assault 'Mechs) does not apply if the 'Mech has no functioning jump jets,

Change to:

The added Jumping MP bonus (+2 for light and medium 'Mechs, +1 for heavy and assault 'Mechs) does not apply if the 'Mech has no available Jumping MP,



2) ⑦ Under "Game Rules", fourth paragraph

Each critical hit suffered by a partial wing reduces its MP bonus by 1, to a minimum of 0.

Change to:

Each critical hit suffered by a partial wing reduces its Jump MP and heat dissipation bonuses by 1, to a minimum of 0.

Supercharger (p. 116)

1) ⑥ Under "Game Rules", at the start of the paragraph insert the following:

A 'Mech with a supercharger can activate the system when it declares which movement mode it will use during the Movement Phase.

2) ⑦ Under "Game Rules", replace the first bullet point with the following:

On a failed supercharger activation roll, the controlling player rolls on the Determining Critical Hits Table (p. 46), ignoring any modifier from reinforced structure, to determine the number of critical hits that results. Apply any such hits to the upper-most undamaged Engine critical slot(s) in the center torso.

② Underwater Maneuvering Units (UMUs) (p. 117)

Under "Game Rules", replace the entry with the following:

Game Rules: To use UMUs, a 'Mech must use the jumping movement mode (and counts as jumping when calculating Target Number modifiers). Each UMU generates 1 UMU MP, and a 'Mech may move 1 hex underwater or 1 depth (up or down) for each UMU MP. No move with UMUs can take a 'Mech out of water or move it to a depth of 1 or less. The normal hull breach rules still apply (see *Hull Integrity And Breaches*, p. 65), and if the UMUs are disengaged, all standard rules for moving underwater apply.

UMUs generate only 1 heat point per turn total, regardless of the number of UMU MP used (2 heat total if used with an XXL engine).

A 'Mech using UMUs moves in an upright position and marks its submerged depth based on the location of its feet relative to the water surface. If this is Depth 2, the 'Mech is presumed to be just above the bottom of the hex.

⑦ Reinforced Structure (p. 117)

Under "Game Rules", at the end of the first paragraph insert the following:

Only full structure circles removed count for determining if the 'Mech has to make a PSR for taking 20+ points of damage in a phase.

⑤ Laser Anti-Missile System (L-AMS) (p. 118)

Under "Game Rules", first paragraph, first sentence

except the laser system requires no ammunition and generates 5 heat points.

Change to:

except the laser system requires no ammunition and generates 7 heat points (if an Inner Sphere model) or 5 heat points (if a Clan model).

④ Armored Component (p. 118)

Under "Game Rules", second paragraph, last sentence

Component armor cannot prevent a Blown Off result to a 'Mech's head.

Change to:

Component armor cannot prevent a Blown Off result to a 'Mech's head, or critical damage caused by the use of MASC or a supercharger.

⑤ CASE II (p. 119)

When ammunition protected by CASE II explodes

Change to:

When a location protected by CASE II takes damage from an ammunition explosion



② Coolant Pod (p. 119)

- 1) Under "Game Rules", at the end of the paragraph insert the following:

Each coolant pod can only be used once per game.

- 2) Under "Critical Hit", replace the sentence with the following:

A critical hit on an unused coolant pod results in a 10-point ammunition explosion.

④ Weapon Types (p. 120)

Add P: Pulse

④ Inner Sphere Weapons (p. 121)

Move the three VSP Laser entries and three Re-engineered Laser entries from here to page 122, into the *Pulse Weapons* subsection. Then replace DE in each VSP Lasers' Type with P.

③ Inner Sphere Weapons (p. 121)

Change the Medium Re-engineered Laser's range from 1-2/3-4/5-6 to 1-3/4-6/7-9

Inner Sphere Weapons (Continued) (p. 123)

- 1) ⑥ Under "M-Pod", change the Damage Value from "15/10/5" to "15/10/5; C1"
- 2) ④ Under "TAG", change its Range from 1-5/6-10/11-15 to 1-5/6-9/10-15

Clan Weapons (p. 124)

- 1) ⑥ Change the Range for the ER Flamer from 1-2/3-4/5-7 to 1-3/4-5/6-7
- 2) ④ Change the Tons for the ER Flamer from 1.5 to 1
- 3) ④ Change the Range for the Heavy Flamer from 1/2/3-4 to 1-2/3/4
- 4) ⑥ Change the Tons for the Heavy Flamer from 1 to 1.5

④ Clan Weapons (Continued) (p. 125)

Change the range for TAG from 1-5/6-10/11-15 to 1-5/6-9/10-15

② Clan Equipment (p. 127)

Under "Munition Bins", delete the entire "PAC – Caseless" line

Common Misconceptions (p. 130)

- 1) ② Under "Combat", after entry 11 insert the following new entry (and bump the numbers for the next three Combat entries up to compensate):

12. "When calculating charge attack damage, you include the hex the target occupies."

While you must be able to pay the MP required to enter the target's hex in order to declare a charge attack, when determining damage, the hex the target occupies is not counted.

Errata note: Not an actual error in the book, but we had room in the section so we squeezed this into the second printing.

- 2) ⑤ Under "Damage", entry 4

Only if using the optional *Forced Withdrawal* rules (see p. 81) does destroying a gyro also destroy that 'Mech.

Change to:

Not even if using the optional *Forced Withdrawal* rules (see p. 81) does destroying a gyro also destroy that 'Mech.

② Movement Costs Table (p. 133/136)

Under "Additional Movement Actions", add a new "Lateral Shift" row. Under "MP Cost per Hex", note +1. Under "Piloting Skill Roll", note —



Errata note: The third printing added an index beginning on page 133, changing the pagination for this table and all others that follow. The second page reference given for each of these entries is for the third printing and up only.

Battlefield Support Table (p. 142/146)

- 1) ⑦ Rename the "Damage Type" column header to "Weapon Type"
- 2) ⑦ Change the Weapon Type of Strafing from N/A to DE
- 3) ② Under "Heavy Air Cover", delete the "5/6" entry in the Target Number column.
- 4) ② Change the Light Bombing target number from 6 to 5.

Battlefield Tracking (For All Eyes) (p. 145/147)

- 1) ② Change the "Sprinting" page reference to p. 14
- 2) ② Change the "Backward Level Change" page reference to p. 15
- 3) ② Change the "Partially-Occupied Hexes" page reference to p. 16
- 4) ⑦ Change the "Expanded Damage Mods" page reference to p. 53
- 5) ⑦ Change the "Hidden 'Mechs (Expanded)" page reference to p. 110
- 6) ⑦ Change the "Piercing (Retractable Blade)" page reference to p. 109
- 7) ⑦ Change the "Targeting (Active Probe)" page reference to p. 110
- 8) ⑦ Change the "Enhanced Missile Defense (AMS)" page reference to p. 118

Battlefield Tracking (GM/Team Eyes Only) (p. 146/148)

- 1) ② Change the Light Bombing target number from 6 to 5.
- 2) ② Change the Copperhead target number from 8 to ‡ and change the Illumination/Smoke target number from ‡ to 8.
- 3) ⑦ Change the Strafing Dmg from 3 to 3 (DE)

©2023 The Topps Company Inc. All Rights Reserved.

Classic BattleTech, BattleTech, BattleMech, 'Mech, and MechWarrior are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries.

Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.



NEW ADDITIONS

These are all the major new entries or modifications of old entries made for the seventh printing of the *BattleMech Manual*. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ⑦.

⑦ **Reckless Movement (pp. 20-21)**

1) Under "Applies To", add "Ice"

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

The increased MP cost imposed by the environmental conditions listed above represents the extra caution needed to avoid falling in such conditions. However, players who do not want to pay this MP cost can instead announce their intention to move recklessly before entering a hex affected by such a condition. When a 'Mech recklessly enters the hex, its controller must make a Piloting Skill Roll (see p. 53). Success means that the 'Mech enters the hex as normal. If the roll fails, the 'Mech immediately falls in the hex just entered (if this fall occurs on pavement, the 'Mech skids and its move is over; see *Skidding*, p. 68).

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

Minimum Movement: A 'Mech using this rule (see p. 16) to enter a hex where a reckless movement MP modifier applies always triggers the PSR for moving recklessly.

⑦ **TAG Designation (p. 21)**

At the end of the section insert the following paragraph:

Arm flipping (see p. 24) or torso-twisting (see p. 25) can be made immediately prior to firing TAG. This prevents any further use of such in that turn's Weapon Attack Phase.

⑦ **Physical Attacks and Prone 'Mechs (p. 35)**

Second paragraph, first sentence

Club, death from above, kick, and physical weapon attacks may be made against a prone 'Mech.

Change to:

Death from above and kick attacks may be made against a prone 'Mech.

⑦ **Charge Attacks (p. 35)**

Fifth paragraph, first sentence

If the attacking 'Mech falls during the Weapon Attack Phase, its charge automatically misses; resolve the fall normally at the end of the Weapon Attack Phase.

Change to:

If the attacking 'Mech falls during the Weapon Attack Phase or its pilot is unconscious at the start of the Physical Attack Phase, its charge automatically misses; resolve any fall normally at the end of the Weapon Attack Phase.

⑦ **Location After Charge (p. 36)**

Second paragraph, first sentence

If the charge succeeds, the attacker then advances into the target's hex.

Change to:

If the charge succeeds and the attacker was not destroyed, the attacker then advances into the target's hex.

⑦ **Death From Above Attacks (p. 37)**

Under "Weapon Attack Phase", replace the third paragraph with the following:

If the attacking 'Mech fails a Piloting Skill Roll in the Weapon Attack Phase (or would automatically fall), instead of falling that phase the DFA automatically is resolved in the Physical Attack Phase as if it missed (see *Falls After DFA*, at right). The DFA also misses if the attacking pilot is unconscious at the start of the Physical Attack Phase.



⑦ Location After DFA (p. 37)

Second paragraph, first sentence

If the DFA succeeds, the target (if not destroyed) is displaced one hex in the direction opposite the attack.

Change to:

If the DFA hits and the attacker was not destroyed, the target (if not destroyed) is displaced one hex in the direction opposite the attack.

⑦ Critical Hits (p. 45)

Under "Hardened Armor", replace the paragraph with the following:

Hardened Armor: As long as there is armor in a facing/location, apply a -2 modifier when rolling on the Determining Critical Hits Table due to points of damage being inflicted there, and the critical-enhancing effects of Armor-Piercing ammo (see p. 106) are negated.

⑦ Effects of Heat (p. 51)

Under "Heat Timing", at the end of the paragraph insert the following:

All heat effects resolve simultaneously, without affecting each other.

⑦ Terrain Modifications (p. 61)

For the Ice (Simplified), Mud (Simplified), Snow, Deep, and Swamp (Simplified) entries, change the beginning of each PSR paragraph to read as follows (where "X" is the name of the terrain modification in question):

PSR: All PSRs made in a hex with X (including the PSR made when entering one, if Reckless Movement was used) apply a [...]

⑦ Clearing Woods or Jungle (p. 61)

At the end of the section insert the following paragraph:

Plasma Weapons: Versus woods or jungle, plasma rifles deal $(10+2D6) \times 2$ damage, while plasma cannons deal $3D6 \times 2$ damage.

⑦ Fire Table (p. 64)

- 1) Under "Weapon Type", replace "Inferno" with "Plasma Weapon or Inferno"
- 2) Under "Weapon Type", replace "Plasma Weapon or Flamer" with "Flamer" and change the Target Number from 3+ to 4+
- 3) Under "Environment", change the Modifier for "Building: Hardened" from +2 to +1

⑦ Skidding (p. 68)

Replace the rules text on this page with the following:

If a 'Mech using running movement makes a facing change in a paved hex at any point in the turn, and then attempts to enter a new hex in the same turn, before that 'Mech actually enters the hex the player must make a Piloting Skill Roll (see p. 53) to see if the 'Mech skids. The roll is modified based on the total number of hexes moved in the turn so far, using the Skid Modifiers Table (see below).

If the roll succeeds, the 'Mech does not skid and can enter the hex and continue its movement; multiple rolls could thus occur in a turn. If it fails, the 'Mech falls in its hex (however, do not resolve the fall damage yet as that is applied later; see *Damage*, below) and begins to skid.

A 'Mech skids for a number of hexes equal to the number of hexes it has moved in the turn so far (not MP spent), divided by 2 (round up). The skid takes the 'Mech in the direction it was travelling before making the facing change that caused it to skid. If a 'Mech skids off the playing area, it is considered destroyed for the remainder of the scenario.

After a skid, the 'Mech's movement ends, even if it had MP remaining.

Combat Effects: During a turn in which a 'Mech skids, add a +2 Target Number modifier for all weapons fire and physical attacks made against it, and a +1 Target Number modifier for all weapons fire and physical attacks (except unintentional charges) made by it.

Damage: Skidding damage is calculated at the end of the skid (except in the case of a potential collision, which interrupts this process; see p. 70). It is always applied in 5-point Damage Value groupings.

First calculate the 'Mech's fall damage (see *Falling*, p. 56). Then calculate its skid damage, which is one-half its normal falling damage, rounded up: multiply this result by the number of hexes it skid. Add together the damage from the fall and all hexes skid into one "attack". For example, a 65-ton 'Mech that falls (7 damage) and skids two hexes (4 damage per hex) must resolve 15 damage (in 5-point groupings), not 7 damage, 4 damage, and 4 damage.

Use the column of the Hit Location Table determined by the Facing After Fall Table to apply this damage.



⑦ Skidding Diagram 1: Collisions (p. 69)

- 1) Replace the second paragraph with the following:

Before resolving any part of the collision, damage to the Phoenix Hawk from its fall and its skid to that point must first be resolved. As the Phoenix Hawk weighs 45 tons, it suffers 5 points of damage falling into Hex G, where it failed its Piloting Skill Roll (45 tons divided by 10 is 4.5, rounded up to 5. A Phoenix Hawk would take 3 points of damage per hex skid (half the falling damage of 4.5, rounded up), but since a collision scenario began, the Phoenix Hawk interrupts its skid in Hex G to resolve it, and so hasn't skid any hexes yet. The player rolls on the Facing After Fall Table (see p. 57) to determine its facing and the Hit Location Table column (see p. 33) the damage is applied to. Assuming the skidding Phoenix Hawk survives, only then is the potential collision resolved.

- 2) Fifth paragraph, last sentence

applied in 5-point Damage Value groupings on the Front/Rear column of the Hit Location Table.

Change to:

applied in 5-point Damage Value groupings. The attack comes from the right hexside of Hex 2A, since that's the hex facing the Phoenix Hawk collided with, and is applied to the Phoenix Hawk based on the facing it rolled when it fell.

⑦ Skidding (p. 70)

Delete the first three paragraphs of the "Collisions with Stationary Objects" subsection. Then, insert the following subsection:

COLLISIONS—GENERAL

If an obstacle (e.g. a building, a hill, or a 'Mech) lies in the path of the skid, the skidding 'Mech may collide with it.

If a roll is to be made to see if a collision might occur (or one is automatically about to occur), the normal skidding damage resolution process is interrupted. When the interruption occurs, determine the skidding 'Mech's damage from its initial fall plus any skidding damage from the number of hexes skid up to and including where the skid was interrupted (if any), and resolve that together. Only then is the collision scenario resolved. If a 'Mech continues to skid after resolving it, the additional skidding damage is resolved afterwards. Each time a skid is interrupted afterwards with another collision scenario, apply all skidding damage to that point that has not yet been resolved.

For example, if a 'Mech falls and skids for five hexes, but runs into a building hex in the second hex of its skid—which it destroys and continues to skid—the damage from the fall and two hexes of skid would be applied together first, then the collision damage, then the damage from the collapsing building, and finally the damage from the additional hexes skid would be resolved.

Collision damage is applied in 5-point Damage Value groupings. For the purposes of calculating attack direction, damage to a skidding 'Mech from colliding with something is treated as if it came from the hex facing that the skidding 'Mech collided with (i.e. it always comes from the opposite direction that a 'Mech is skidding in). Unless specified otherwise, the Hit Location Table column used to assign damage to a skidding 'Mech is based on that 'Mech's facing relative to this attack direction, just like any other attack.

When calculating charge damage from a collision with a building or 'Mech, use only the distance the skidding 'Mech moved this turn prior to its skid: don't count the hexes it skid.

Multiple collisions can occur in a single skid.

⑦ Interrupting A Skid (p. 70)

- 1) Under "Accidental Falls", replace the paragraph with the following:

Accidental Falls: If the level of the hex to be entered is two or more lower than the level of the skidding 'Mech's current hex, the 'Mech does not take skid damage from skidding into that hex, but automatically falls in that hex (see p. 56). The damage from the accidental fall is combined with the damage from the initial fall that started the skid plus any hexes skid and is all resolved together; make only one roll on the Facing After Fall Table to resolve both falls (though you still make two PSRs to avoid MechWarrior damage from the falls). The 'Mech's skid ends in the hex fallen into.

If there is already a 'Mech in the hex to be fallen into, instead see *Fall From Above*, under *Collisions With 'Mechs* at right.

- 2) Under "Water", replace the paragraph with the following:

Water: 'Mechs automatically end their skid if they enter Depth 1 or deeper water, taking normal skidding or falling damage for entering that hex (based on how they entered it) and so risking a hull breach (see p. 65).



⑦ Collisions with Stationary Objects (p. 70)

- 1) Under "Buildings", replace the third paragraph with the following:

For example, if a 'Mech skid into a Medium Building hex with no basement, destroyed that building hex, and still had four hexes to skid, the 'Mech's controller subtracts 2 MP (after looking at the MP Cost column of the Building Modifiers Table), leaving the 'Mech to skid two more hexes. However, if the building hex was not destroyed then the skid ends, with the skidding 'Mech now in the building hex.

Occupied Buildings: If a 'Mech would skid into a building hex occupied by another 'Mech, resolve the scenario as a collision with a 'Mech (see below), though the building absorbs damage as normal (see *Attacking 'Mechs Inside Buildings*, p. 71). If the 'Mech already in the building is displaced or destroyed as a result of this collision, the skidding 'Mech then moves into the building hex and a collision with the now-empty building is resolved.

- 2) Under "Levels", second sentence

The 'Mech takes 1 point of damage for every 20 tons it weighs, round fractions up (use the Front/Rear column to apply the damage; the hit always comes from the front).

Change to:

The 'Mech takes 1 point of damage for every 20 tons it weighs (round fractions up) and then its skid ends.

⑦ Collisions With 'Mechs (p. 71)

- 1) At the start of the second paragraph insert the following:

If there is another 'Mech in the path of a skid, the skidding 'Mech stops in the hex immediately prior to it, resolves its skid up to and including the hex where it stopped, and then checks to see if it collides with the other 'Mech.

- 2) At the end of the section insert the following paragraph"

Fall From Above: If a skidding 'Mech will accidentally fall into a hex occupied by another 'Mech, the skid is interrupted in the hex prior to the fall. Then, instead of an unintentional charge, you resolve an accidental fall from above (see p. 57); no skidding damage occurs for moving into the hex fallen into. Afterward, the unit's skid ends.

⑦ Combat Within Buildings (p. 72)

- 1) New second / old third bullet point:

Apply an automatic +1 Target Number modifier, and another +1 for each intervening building hex and/or level.

Change to:

Apply an automatic +1 Target Number modifier if the target 'Mech is inside a building hex (i.e. not on a roof), and another +1 for each intervening building hex and/or level.

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

Rooftops: A 'Mech on a building's roof is not considered inside a building. Nonetheless, if a 'Mech inside a building is firing at another 'Mech on the roof of the same building (or vice versa), use the line of sight and Target Number modifiers given in the bullet points above.

Attacks by a 'Mech on a roof against a 'Mech inside another building use the rules for *Attacking 'Mechs Inside Buildings*.

⑦ Offensive Aerospace Support (Strafing) (p. 76)

Add "[DE]" to the title of this section.

⑦ Battlefield Support Table (p. 78)

- 1) Rename the "Damage Type" column header to "Weapon Type"
- 2) Change the Weapon Type of Strafing from N/A to DE

⑦ Forced Withdrawal (p. 81)

Second paragraph, second sentence

A 'Mech making a forced withdrawal must always move toward its home map edge.

Change to:

A 'Mech making a forced withdrawal must always move toward its home map edge (even a single hex of movement in that direction satisfies this requirement).

⑦ **BattleMech Quirk Table (p. 92)**

Add an entry for the Jackrabbit, with the following quirks: Easy To Maintain; Bad Reputation

⑦ **BattleMech Quirk Table (p. 93)**

Locust: add Ubiquitous

⑦ **BattleMech Quirk Table (p. 94)**

Peregrine (Horned Owl): change the entry for Stabilized Weapon from "(CT Medium Laser)" to (CT)"

⑦ **Narc Missile Beacon (p. 104)**

Under "Game Rules", first paragraph, third sentence

Additionally, once a Narc pod is attached to a target, all Narc-equipped missiles may be fired indirectly at the target without a spotter;

Change to:

Additionally, once a Narc pod is attached to a target, all Narc-equipped missiles capable of indirect fire can be fired indirectly at the target without a spotter;

⑦ **Plasma Weapons (p. 106)**

Sixth printing only. Under "Game Rules", replace the paragraph with the following:

Game Rules: Versus woods, jungle or buildings, plasma rifles deal $(10+2D6) \times 2$ damage, while plasma cannons deal $3D6 \times 2$ damage.

⑦ **Armor-Piercing (AP) Ammo (p. 106)**

Under "Game Rules", replace the last paragraph with the following:

This ammunition loses its critical-enhancing ability against hardened or ferro-lamellor armor. However, the ammunition treats both armor types in all other ways as standard armor (1 point of damage eliminates one armor circle).

⑦ **Vibroblade (p. 109)**

Under "Game Rules", last paragraph, last sentence

The damage dealt by a deactivated vibroblade cannot exceed the damage an activated vibroblade of that type deals.

Change to:

The damage dealt by a deactivated vibroblade is capped at the damage an activated vibroblade of that type deals, unless TSM is used, in which case the TSM modifier is applied to the capped damage.

⑦ **Laser-Reflective Armor (p. 114)**

Under "Game Rules", first paragraph, first and third sentences

Each point of laser-reflective armor absorbs up to two points of damage from flamers, lasers, PPCs, and plasma rifles before being destroyed. ... Additionally, heat-causing effects are halved (round down to a minimum of 1 heat point).

Change to:

Each point of laser-reflective armor absorbs up to two points of damage from flamers, lasers, PPCs, and plasma weapons before being destroyed. ... Additionally, heat-causing effects from these weapons are halved (round down to a minimum of 1 heat point).

⑦ **Partial Wing (p. 116)**

Under "Game Rules", fourth paragraph

Each critical hit suffered by a partial wing reduces its MP bonus by 1, to a minimum of 0.

Change to:

Each critical hit suffered by a partial wing reduces its Jump MP and heat dissipation bonuses by 1, to a minimum of 0.

**⑦ Supercharger (p. 116)**

Under "Game Rules", replace the first bullet point with the following:

- On a failed supercharger activation roll, the controlling player rolls on the Determining Critical Hits Table (p. 46), ignoring any modifier from reinforced structure, to determine the number of critical hits that results. Apply any such hits to the upper-most undamaged Engine critical slot(s) in the center torso.

⑦ Reinforced Structure (p. 117)

Under "Game Rules", at the end of the first paragraph insert the following:

Only full structure circles removed count for determining if the 'Mech has to make a PSR for taking 20+ points of damage in a phase.

⑦ Battlefield Support Table (p. 146)

- 1) Rename the "Damage Type" column header to "Weapon Type"
- 2) Change the Weapon Type of Strafing from N/A to DE

⑦ Battlefield Tracking (For All Eyes) (p. 145/147)

- 1) Change the "Expanded Damage Mods" page reference to p. 53
- 2) Change the "Hidden 'Mechs (Expanded)" page reference to p. 110
- 3) Change the "Piercing (Retractable Blade)" page reference to p. 109
- 4) Change the "Targeting (Active Probe)" page reference to p. 110
- 5) Change the "Enhanced Missile Defense (AMS)" page reference to p. 118

⑦ Battlefield Tracking (GM/Team Eyes Only) (p. 146/148)

Change the Strafing Dmg from 3 to 3 (DE)