



# Total Warfare

(Version 11.01)

This document is a compiled rules errata for the first printing of *Total Warfare*, as of 17 September, 2023.

## FULL ERRATA

There have been eleven printings of *Total Warfare* to date: 2006, 2007, 2011, 2013, 2018, 2020, 2021, 2021, 2021, 2022, and 2023—you can check page 7 of the book to see which one you have. Entries corrected in a specific printing are marked with the number of that printing (e.g. any correction made to the 4th printing is marked with a ④). All errata and page number references here are for the first printing (2006) 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 11.0, so that every ruling is in order and in one place. Entries new to v11.0 are marked with a ⑪ and can also be found in the *New Additions* section at the end of this document.

## A Time Of War

### ② Clan Wolf (In-Exile) (p. 16)

Change “Khan Phelan Ward” to “Khan Phelan Kell.”

### ⑤ A Time of War [map] (p. 19)

*Under “Free Rasalhague Republic”, “Dominant Languages”*

Swedish (official), English, Japanese, German, Swedish

Change to:

Swedish (official), English, Japanese, German, Swedenese

### ② Word of Blake (p. 19)

Inhabited Worlds should be: 6

## Components

### ④ Units (p. 20)

*Seventh bullet point*

The term “ground unit” refers to ‘Mechs (BattleMechs, OmniMechs and IndustrialMechs); ProtoMechs; hover, wheeled and tracked Combat Vehicles; infantry; and hover, wheeled and tracked Support Vehicles.

Change to:

The term “ground unit” refers to ‘Mechs (BattleMechs, OmniMechs and IndustrialMechs); ProtoMechs; hover, tracked, VTOL, wheeled and WiGE Combat Vehicles; hover, tracked, VTOL, wheeled and WiGE Support Vehicles; battle armor and conventional infantry.

### ② Generic Conventional Infantry Record Sheet (p. 29)

*First sentence*

Each generic conventional infantry record sheet includes six infantry platoons and are used for all conventional (non-battle armor) infantry types,

Change to:

Each generic conventional infantry record sheet includes five infantry platoons and are used for all conventional (non-battle armor) infantry types,



## Military Organization

### ③ Military Organization (p. 34)

*Under "Lance/Platoon/Squad"*

Battle armor infantry deploy in squads of four to six troopers.

Change to:

Battle armor infantry typically deploy in squads of four to six troopers, and are formed into platoons of four to six squads for administrative purposes.

### ② Force Structure (p. 35)

*Second paragraph, first sentence*

The smallest formation is a Level I, which comprises a BattleMech, fighter, tank or infantry squad.

Change to:

The smallest formation is a Level I, which comprises a single BattleMech, fighter, tank or infantry platoon.

## Playing The Game

### ④ Determining Damage (p. 38)

*Second paragraph, first sentence*

At the end of the phase, all damage takes effect immediately.

Change to:

At the end of the phase, all damage takes effect simultaneously.

### ⑤ Default Skill Ratings (p. 40)

*Last sentence*

Rather than defaulting to these skill ratings, players may use the *Experience Ratings and Skills* rules on p. 272.

Change to:

Rather than defaulting to these skill ratings, players may use the *Experience Ratings and Skills* rules on page 273.

### ④ Piloting/Driving Skill and Control Rolls (p. 40)

*Under "Shutdown and Unconscious Units"*

A shutdown unit or one with an unconscious pilot cannot make a Piloting/Driving Skill or Control roll, and fails it automatically (see *Shutdown*, p. 106).

Change to:

A shutdown unit or one with an unconscious pilot cannot make a Piloting/Driving Skill or Control Roll, and fails it automatically (see *Shutdown*, p. 160).

### ⑤ Gunnery Skill Rating (p. 40)

*Last line*

(see *Firing Weapons*, p. 160).

Change to:

(see *Firing Weapons*, p. 106).

### ⑤ Damaging a Warrior (p. 41)

*Under "MechWarriors", "Head Hits"*

The MechWarrior takes 1 point of damage whenever the 'Mech's head is hit, even if the hit does not penetrate the 'Mech's armor.

Change to:

The MechWarrior takes 1 point of damage whenever the 'Mech's head suffers 1 or more points of damage, even if the hit does not penetrate the 'Mech's armor.



### ⑤ Consciousness Rolls (p. 42)

Under "Piloting Skill/Control Rolls", at the start of the entry insert the following:

If a Consciousness Roll and a Control or Piloting/Driving Skill Roll is required at the same time, the Consciousness Roll always comes first.

## Ground Movement

### ⑦ Level Change (p. 49)

Under "Conflicting Terrain and Levels", replace the second paragraph with the following:

In such cases, the level of a hex is considered equal to the highest level present in it. If any part of a hex contains a sublevel, the entire hex is considered to be the deepest sublevel marked in it. The exception to this occurs if the hex also contains a level greater than 0, in which case the level of the hill takes precedence as described above.

### ② Prone 'Mech Movement (p. 49)

Third sentence

Though a prone 'Mech cannot crawl into another hex, it may expend running MPs,"

Change to:

Though a prone 'Mech cannot crawl into another hex, it may expend MPs,

### ② Movement Direction (p. 49)

Under "Backward Movement", third paragraph

VTOL/WiGE Vehicles and submarines,

Change to:

VTOL Vehicles and submarines,

### ④ Dropping To The Ground ('Mechs Only) (p. 49)

First sentence

A player may choose to have his 'Mech drop to the ground during combat

Change to:

A player may choose to have his 'Mech drop to the ground during combat, as long it did not jump that turn

## Movement Costs Table (p. 52)

1) ④ "Light Woods" row, "Prohibited Units" column: add footnote 9 to "Hover"

2) ⑤ Footnote 4

Hovercraft may enter all water hexes along the surface and may enter such hexes using flanking movement.

Change to:

Hovercraft and WiGEs may enter all water hexes along the surface and may enter such hexes using flanking movement.

3) ⑤ Footnote 10

Infantry pays only 1 MP (except mechanized infantry, which pays 2 MP) to enter any light woods hex.

Change to:

Infantry pays only 1 MP (except permitted mechanized infantry, which pays 2 MP) to enter any light woods hex.

4) ⑤ Footnote 11

Infantry pays only 2 MP (except mechanized infantry, which pays 3 MP) to enter any heavy woods hex.

Change to:

Infantry pays only 2 MP to enter any heavy woods hex.

**Jumping (p. 53)**

- 1) ⑤ *Second paragraph, fourth sentence*

The player chooses a target hex for the unit to jump into, and then the unit travels to that hex along the shortest possible route landing with any facing desired.

Change to:

The player chooses a target hex for the unit to jump to (this may be the same hex the unit is standing in), and then the unit travels to that hex along the shortest path (i.e. the fewest number of hexes required to get there), landing with any facing desired.

- 2) ⑧ *Under "Water", at the end of the entry insert the following new paragraph:*

A 'Mech cannot jump directly into water Depth 1 or deeper, but can end its jump over such a hex. If it does so, it must make a Piloting Skill Roll (see p. 59). If the roll succeeds, the 'Mech is placed standing at the bottom of the 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; round down).

- 3) ② *Under "Heat", replace the paragraph with the following:*

Jumping generates 1 heat point for every hex jumped, with a minimum cost of 3 heat points. If a 'Mech mounts improved jump jets, the heat from jumping is reduced by half (1 heat point per 2 hexes or portion thereof jumped), to a minimum of 3 heat points. Regardless of what type of jump jets are mounted, if a 'Mech only jumps 1 hex, it builds up 3 heat points for that jump.

**④ [artwork] (p. 53)**

Goshawk 3 (*custom*), *Twelfth Division (Word of Blake)*

Change to:

Goshawk 3 (*custom*), *First Division (Word of Blake)*

**② Jumping [example text] (p. 54)**

*Last paragraph of the left column, second sentence*

*As the jumping MP of the 'Mech equals or exceeds that level (4 (Jumping MP) - 1) = 3), the 'Mech can cross that path.*

Change to:

*While the jumping MP of the 'Mech equals or exceeds that level (4 (Jumping MP) - 1) = 3), the 'Mech could cross that path regardless of the height of the trees as trees do not affect jumping movement.*

**VTOL Movement (p. 54)**

- 1) ⑥ *First paragraph, last sentence*

As with jumping, a unit using VTOL movement is harder to hit, but finds it more difficult to make an attack (see *Combat*, starting on p. 98).

Change to:

A unit using VTOL movement is considered airborne and therefore is harder to hit (see the Attack Modifiers Table, p. 117).

- 2) ④ *At the end of the third paragraph insert the following:*

A VTOL is a Ground Combat Vehicle and is always considered to be on the ground mapsheet. It is not an aerospace unit, does not fly using Altitudes, and does not use the Low Altitude mapsheet in *Total Warfare* play. A VTOL may achieve a maximum elevation of 500 levels.

**WiGE-In-Ground-Effect (WiGE) Movement (p. 55)**

- 1) ⑤ *Second paragraph, second sentence*

While airborne, WiGE vehicles fly one elevation above the underlying terrain, and so are unaffected by water, rubble or rough terrain.

Change to:

While airborne, WiGE vehicles fly one elevation above the ground, and so are unaffected by water, rubble or rough terrain.



- 2) ⑤ Before the "Roads" paragraph insert the following new paragraph:

**Buildings:** A WiGE moving over a building immediately collapses that building if its tonnage x 0.25 exceeds the building's current CF (see *Collapse*, p. 176).

- 3) ② Under "Sideslipping and Crashes", last sentence

Additionally, if a WiGE vehicle enters a hex horizontally that contains ground units at the same level as the WiGE's current elevation (whether through voluntary movement or through a sideslip), may accidentally charge said unit (see *Collisions*, p. 67).

Change to:

Additionally, if a WiGE vehicle enters a hex horizontally, through a sideslip, that contains ground units at the same level as the WiGE's current elevation, may accidentally charge said unit (see *Collisions*, p. 67).

- 4) ⑤ Under "Water"

WiGE vehicles cannot land on water hexes unless the unit has the Amphibious chassis modification, nor can they descend below Depth 0 in a water hex. If they make either of these movements, they crash and are destroyed.

Change to:

All WiGE vehicles float on water and so treat water hexes as clear terrain, including when taking off and landing, though they cannot descend below Depth 0. When landed on water, these units are treated as naval vessels for purposes of line of sight, etc.

- 5) ② After the "Water" paragraph insert the following new paragraph:

**Backwards Movement:** WiGE vehicles cannot move backwards (see *Backward Movement*, p. 49).

#### Underwater Movement (Non-Naval Units) (p. 57)

- 1) ⑤ Under "Falling Damage", first sentence

If a unit below the water's surface falls, it suffers normal falling damage divided by 2 (see *Falling*, p. 68).

Change to:

If a unit below the water's surface falls, it suffers normal falling damage divided by 2, rounding the final damage down (see *Falling*, p. 68).

- 2) ⑩ Under "Mechanized Battle Armour", replace the paragraph with the following:

While most battle armor cannot enter water of Depth 1 or deeper, they can still be moved into and through water by other units as per the normal rules (see p. 227). Unless they have UMU MPs, mechanized battle armor being transported in such a fashion cannot voluntarily abandon their transport; if forcibly removed or their transport is destroyed, they immediately sink to the bottom of the hex and are rendered immobile. Battle armor with UMU MPs may mount or dismount Omni units as per the naval carrier rules (see p. 224).

- 3) ⑤ Under "Prohibited Units", first sentence

Only 'Mechs may move underwater using these rules.

Change to:

Only 'Mechs and ProtoMechs may move underwater using these rules.

- 4) ⑤ After "Prohibited Units", insert the following new paragraph:

**Mechanized Battle Armor:** While battle armor lacking UMU cannot enter water of depth 1 or greater, they can still be moved into and underwater by other units as per the normal rules (see p. 227). Mechanized battle armor being transported in such a fashion cannot voluntarily abandon their transport; if forcibly removed or their transport is destroyed, they immediately sink to the bottom of the hex and are rendered immobile.

#### Stacking (p. 57)

- 1) ② Under "'Mechs", first sentence

If the enemy unit(s) located in the hex are only infantry, a 'Mech exit that hex in the same turn it entered.

Change to:

If the enemy unit(s) located in the hex are only infantry a 'Mech may exit that hex in the same turn it entered.

## 2) ⑤ Under "Infantry", last sentence

This includes infantry using VTOL or underwater movement, though such infantry cannot dismount if it will violate the stacking limit.

Change to:

This includes infantry using VTOL or underwater movement. Infantry dismounts into an adjacent hex of its controller's choice if dismounting in the same hex as the carrier would violate the stacking limit.

③ **Elevation and Depth Rules [example text] (p. 59)**

*Last paragraph, second sentence*

*The one exception is the DropShip in Hex A; the only way for the 'Mech to enter Hex A using Jumping MP is if the unit had a Jumping MP of 11,*

Change to:

*The one exception is the DropShip in Hex A; the only way for the 'Mech to enter Hex A using Jumping MP is if the unit had a Jumping MP of 10,*

⑤ **Making Piloting/Driving Skill Rolls (p. 59)**

*In between the second paragraph and the "Movement Phase" paragraph, insert the following new paragraph:*

You can never choose to automatically fail a Piloting/Driving Skill Roll.

**Piloting/Driving Skill Roll Table (p. 60)**

## 1) ⑩ Under "Damage to 'Mech"

'Mech fusion (or fission) reactor shuts down

Change to:

Involuntary fusion (or fission) engine shutdown

- 2) ⑤ Under "Special Cases", for the "MechWarrior trying to avoid damage" entry, change the modifier to "+1/every level above 1"
- 3) ⑧ Under "Building Movement", change each instance of "entering/leaving" to "entering"
- 4) ⑤ Delete footnote 8.

⑤ **Movement On Pavement (p. 61)**

*Under "Ground Vehicles", at the end of the paragraph insert the following:*

This does not apply to motorized or mechanized infantry.

⑪ **Skidding (p. 62)**

*Second paragraph, last sentence*

the 'Mech falls (see *Falling*, p. 68). It suffers normal falling damage and then skids.

Change to:

the 'Mech falls and begins to skid.

⑪ **Collisions (pp. 62-63)**

*Replace all text with the exception of the "Terrain", "Water", and "Accidental Falls From Above" paragraphs with the following:*

If an obstacle (e.g. a building, a unit, terrain) lies in the path of the skid, the skidding unit may crash into it.

If a roll is to be made to see if a collision might occur (or one is automatically about to occur), the skid is interrupted: resolve all damage to the skidding unit from its fall and the hexes it skid up to and including that point (if any). Only then is the collision scenario resolved. If a unit continues to skid after resolving it, the additional skidding damage is resolved afterwards. Each time a skid is interrupted afterwards, apply all skidding damage to that point that has not yet been resolved.



For example, if a 'Mech falls and skids 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 its fall and the two hexes of skid would be first resolved together, then the collision damage, then the damage from the collapsing building, and finally the damage from the additional hexes skid would be applied.

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

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

**Accidental Falls:** If a unit is already in the hex that a skidding unit accidentally falls into, the skid is interrupted in the hex prior to the fall and damage to that point is applied as per above. You then resolve an accidental fall from above (see p. 152); no skidding damage occurs for moving into the hex fallen into. Afterwards, the unit's skid ends.

**Buildings:** A unit that skids into an empty building hex moves into that hex, resolves its skid up to and including that hex, and then resolves a collision. The skidding unit takes damage equal to the building hex's current CF divided by 10 (round up). The building hex takes damage as if the skidding unit had charged it (see *Charge Attacks*, p. 148).

If the building hex is not destroyed, the unit's skid ends, with the unit occupying the building hex. If the building hex is destroyed, and the skidding unit did not fall into a basement (see *Basements*, p. 179) and still has hexes left to skid, look at the MP Cost column on the Building Modifiers Table, page 167, and subtract that number of MPs for the type of building hex destroyed from the remaining hexes to be skid. After subtracting, if there are still hexes to be skid, the skid continues.

For example, if a unit skid into a Medium Building hex with no basement, destroyed that building hex, and still had 4 more hexes to skid, the unit's controller subtracts 2 MP (after looking at the MP Cost column of the Building Modifiers Table), leaving the unit to skid only 2 more hexes. However, if the building hex was not destroyed then the skid ends, with the skidding unit now in the building hex.

A unit that skids into a building hex occupied by other units first follows the rules for *Other Units*, below. The exception is if there is infantry in the building hex: infantry units in the hex are not charged, but instead automatically take damage based on the charge damage dealt to the building (see *Infantry Inside Buildings*, p. 172).

**Levels:** If the level of the hex to be entered is higher than the skidding unit's current hex, the unit instead stops in its current hex, resolves its skid up to and including that hex, and then suffers a collision, taking 1 point of damage for every 20 tons the skidding unit weighs (round fractions up). If the level of the hex to be entered is one level lower than the level of the skidding unit's current hex, the level change has no effect on the skid. For 'Mechs, if the level is one or two levels lower, the change has no additional effect on the skid.

**Prohibited Terrain:** If a unit skids into prohibited terrain—such as a hover vehicle sideslipping into woods or a wheeled vehicle skidding into rough—entering that hex deals 1 point of damage for every 5 tons the unit weighs (round fractions up). The unit's skid halts there and it becomes immobile. If a unit prohibited from entering water skids into Depth 1 or deeper water, it is destroyed.

**DropShips:** If a skid would move a unit into a DropShip hex, the skidding unit instead stops in its current hex, resolves its skid up to and including that hex, and then suffers a collision. Resolve a collision as if the DropShip were charged (see *Charge Attacks*, p. 148). Whether or not a skid destroys a DropShip, the unit's skid ends in the hex where it stopped.

**Other Units:** If the unit in a hex in the path of a skid is an infantry or ProtoMech unit that has not yet moved, it may dodge a skidding unit automatically (see *Infantry and ProtoMechs*, p. 68), without interrupting the skid. Otherwise, the skidding unit 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 unit. This is resolved as a charge (see *Charge Attacks*, p. 148). Standard modifiers apply (including +3 for an unintentional charge), except that the modifier for differences in Piloting Skill between attacker and target is ignored. If two or more units occupy the hex to be skid into, a charge attack must be made against each unit; randomly determine the order the attacks occur in.

If the charge misses all units in a hex, the skidding unit continues its skid.

If the charge hits, and the target is not a DropShip or Large Support Vehicle, it may still be able to dodge (see *Avoiding a Collision* at right). If this does not occur (or the unit makes its dodge roll but fails to leave its hex), both units are damaged per a standard charge (infantry targets take damage equal to the skidding unit's tonnage divided by 5 instead). For target 'Mechs, the damage is rolled on the 'Mech Kick Location Table unless it is prone, in which case use the 'Mech Hit Location Table. The charge is resolved immediately and, unlike standard charge attacks, can affect a unit that has not yet moved.

After the crash is resolved, the skid continues if the target unit was an infantry unit or was destroyed. Otherwise, the skid ends and all units involved have their positions on the map adjusted as for a successful charge (see *Location After Attack*, p. 148); the skidding unit takes an additional hex of skidding damage for entering the target's hex. The skid then ends.

**Avoiding a Collision:** A unit (other than a DropShip or Large Support Vehicle) that has not yet moved during the current Movement Phase can attempt to dodge a skidding unit. Immediately after the skidding unit has made a successful unintentional charge attack to-hit roll, the player controlling the target unit makes a Piloting/Driving Skill Roll.

A successful roll means the target unit may make its entire movement immediately, before the skidding unit stops. Failure means the target remains in its hex (a failed roll does not cause the target unit to fall). Units moved in this way cannot move again later in the Movement Phase. Once the skidding unit's movement is completely resolved, immediately adjust for the number of units shifted per side (see *Unequal Numbers of Units*, p. 39).

**Infantry and ProtoMechs:** These units can also avoid a collision, but use their own rules instead of those above. If such a unit has not yet moved, it can automatically dodge a skidding unit; the unit need not make any roll to do so, stays in its same hex, and does not use up its



movement for the turn. A unit dodging this way does not interrupt the skid. If remaining in the hex would violate the stacking rules, however, then such a unit cannot dodge at all, and the skidding unit might strike it as described under *Other Units* on page 67.

⑪ **Collisions (p. 63)**

*Under "Water", second sentence*

No additional damage is applied in this case.

Change to:

The unit takes normal skidding damage for entering that hex and so risks a hull breach (see p. 121).

⑫ **Skidding [example text] (p. 64)**

*Left column, first paragraph, first sentence*

*In Skidding Diagram 1, the controlling player wants his BattleMech in Hex A to end its turn in numbered hexside, facing numbered hexside on the City (Skyscraper) map.*

Change to:

*In Skidding Diagram 1, the controlling player wants his BattleMech in Hex A to end its turn in Hex H, facing the numbered hexside on the City (Skyscraper) map.*

⑬ **Skidding [example text] (p. 65)**

*Right column, third full paragraph, first sentence*

*while the target 'Mech is moved into Hex 3B.*

Change to:

*while the target 'Mech is moved into Hex 2C.*

⑭ **Skidding [example text] (p. 66)**

*Right column, second paragraph from the bottom, third sentence*

*That hex is five levels below Hex 1F, and so the player must consult the VTOL Rotor Destruction rules (see p. 197) to determine damage.*

Change to:

*That hex is five levels below Hex 1F, and so the player must consult the Unit Displacement rules (see p. 151) to determine damage.*

*Errata Note: The skidding example text on pages 64-65 was extensively updated in the 11th printing to match the rulings made regarding skidding in that printing. These changes are not recorded here.*

⑮ **Sideslipping (p. 67)**

*Replace the first paragraph with the following:*

*This ruling has changed from previous errata versions.*

While superficially similar to skidding, sideslipping units do not use any of the rules for skidding unless specified otherwise. Most notably, the *Skidding in Combat* modifiers are not applied, and as a sideslipping unit is not actually touching the ground as it moves, it incurs no damage by sideslipping unless it runs into something.

⑯ **Determining Location After A Fall (p. 68)**

*Second paragraph, delete the first sentence ("In general, when a 'Mech falls ...").*

⑰ **Falling Damage To A 'Mech (p. 68)**

*First paragraph, in between the first and second sentences insert the following:*

If a 'Mech that jumped that Movement Phase falls as the result of a failed Piloting Skill Roll, the 'Mech is considered to have fallen 0 levels.

⑱ **Falling Damage to the MechWarrior [example text] (p. 69)**

*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,*

## Aerospace Movement

### ④ Space/Atmosphere Interface (p. 79)

*Second new paragraph (third paragraph on the page), second sentence*

In the unlikely event that an out-of-control unit enters the interface with a Velocity of 0,

Change to:

If an out-of-control unit enters the interface with a Velocity of 0,

### ⑩ High-Altitude Movement (p. 80)

*Replace the "Prohibited Units" paragraph with the following:*

*This ruling has changed from previous errata versions.*

**Restricted Units:** Airships are prohibited from entering the high-altitude map, while VTOLs are prohibited from entering the low- or high-altitude maps. Such a prohibited move automatically fails and the unit's controlling player must immediately make a Control Roll.

Conventional fighters and Fixed Wing Support Vehicles can enter the high-altitude map, but are restricted to the ground row and atmospheric row 1 (see the High-Altitude Map diagram, p. 75). Propeller-driven Fixed Wing Support Vehicles may only move 1 hex per turn when on the high-altitude map.

### ⑤ Spheroid Units (p. 80)

*Last two sentences*

A hovering spheroid may sideslip into an adjacent hex for a total cost of 3 Thrust Points (without having to pay to offset gravity). A DropShip can sideslip more than one hex if it has sufficient Thrust Points.

Change to:

A hovering spheroid may move into adjacent hexes without changing facing at a cost of 3 Thrust Points per hex (and without having to pay to offset gravity).

### ⑤ Crashes (p. 81)

- 1) *Replace the first three sentences of the first paragraph with the following:*

If a unit's altitude matches the level of the hex it occupies and it does not attempt to land (see *Landing*, p. 87), it crashes. If the unit was Out of Control when the crash happened and is a DropShip or larger craft, it is destroyed. Otherwise, the unit's controller rolls 2D6, multiplying the result by 10 and then multiplying again by the current velocity of the unit. If the unit had no velocity when it crashed, use a value of 2 for velocity when calculating damage. The final result is the number of damage points the unit suffers.

- 2) *Replace the third paragraph with the following:*

Players must make several dice rolls to determine the crash hex on the *BattleTech* mapsheet. Roll 2D6: the result is the number of random movement rolls the controlling player must make to determine the crash hex (see *Random Movement*, p. 93). Beginning with your current hex and direction of travel, move the craft according to the random movement chart until all random movement rolls have been made; all results are multiplied by 8 as the unit is now operating on ground mapsheets. The end result of this movement is the crash hex; if the random movement moves the crashing unit off the playing area, it is automatically destroyed. Non-aerospace units (or grounded aerospace units) near a crash site are unaffected unless they are in the crash hex, or the six adjacent hexes if the crashing unit is a DropShip.

### ⑤ Crashes (p. 82)

*Under "Avoiding and Taking Damage", first paragraph, last sentence*

Any unit in the target hex, regardless of whether or not it took damage, is automatically displaced

Change to:

Any unit in the target hex, regardless of whether or not it took damage, is automatically displaced in the direction opposite to the direction the crashing unit was travelling

### Velocity Loss, Stalling and Overspeed (p. 84)

- 1) ⑧ *Second paragraph, first sentence*

Fighters, aerodyne DropShips and aerodyne small craft that drop to a Velocity of 0 stall.

Change to:

Fighters, aerodyne DropShips and aerodyne small craft that drop to a Velocity of 0 at the end of the Movement Phase (Aerospace) stall.

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

If the aerospace fighter, aerodyne small craft or DropShip still has unspent thrust for this turn they may expend thrust to hover, requiring 2 thrust points to do so. If insufficient thrust is available to hover then the craft will stall. If hovering thrust expenditure causes the craft to exceed safe thrust for the turn a control roll is required.

### Facing Changes (p. 84)

- 1) ④ *Second paragraph, first sentence*

Before it can make a facing change, a unit must move in a straight line at least the number of hexes shown on the Straight Movement Table below.

Change to:

Before it can make a facing change on the low-altitude map, a unit must move in a straight line at least the number of hexes shown on the Straight Movement Table below.

- 2) ⑤ *Fourth printing only. Second paragraph.*

Delete the second sentence (“When moving on the ground map, [...]”)

- 3) ④ *Under “Additional Facing Changes”, third sentence*

*This ruling has changed from previous errata versions.*

However, they may not do so if they have already changed facing in that hex or if this is the first hex of their movement.

Change to:

However, they may not do so if they have already changed facing in that hex or if this is the first hex of their movement on the low-altitude map. On the ground map, each such change must be preceded by at least eight hexes of movement, which may be split across two turns.

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

⑤ **Airships:** Airships make facing changes like aerodyne DropShips.

⑤ **Small Craft:** When consulting the Straight Movement Table, treat aerodyne small craft as aerospace fighters and spheroid small craft as spheroid dropships.

⑪ **Thruster Damage:** Thruster critical hits do not affect an aerodyne unit’s ability to make free facing changes, though the additional Thrust cost does apply to any applicable additional facing changes.

### ⑤ Changing Altitude (p. 84)

*After the fourth sentence (“If a unit descends [...]”) insert the following:*

A unit attempting an air-to-ground attack this turn must declare it, and any corresponding altitude changes and skill rolls required, during the Movement Phase.

### ⑤ Spheroid DropShips (p. 84)

*Replace the subsection with the following:*

*This ruling has changed from previous errata versions.*

Spheroid DropShips handle facing differently from fighters, aerodyne DropShips, and aerodyne small craft; see *Attacks By and Against Spheroid DropShips in Atmosphere* on page 250. In order to maintain altitude, spheroid DropShips must spend 2 Thrust Points to hover. They can spend thrust to change altitude in the same way aerodyne craft can, except that they do not gain velocity for decreasing altitude. In addition, spheroid Dropships can spend up to 1 thrust point to move to an adjacent hex. Spheroid DropShips do not carry over velocity between rounds.



③ **Airship Support Vehicles (p. 84)**

Change "Aerospace Units, p. 234" to "Support Vehicles, p. 204."

③ **Special Maneuvers Table (p. 85)**

Under "Side-slip", "Effect" column

*This ruling has changed from previous errata versions.*

Modifier is -1 for VSTOL units.

Change to:

(Modifier is -1 for conventional VSTOL-equipped fighters only.) When using *Aerospace Units on Ground Mapsheets* rules (see p. 91), the unit moves 8 hexes in the front-left or front-right hex direction and then an additional 8 hexes directly forward.

③ **Special Maneuvers Table (p. 85)**

Under "VIFF", "Effect" column

a VSTOL unit halts its forward momentum and gains one altitude.

Change to:

any VSTOL unit halts its forward momentum and gains one altitude.

⑤ **Launching (p. 86)**

Fourth paragraph, after the last sentence insert the following:

*This ruling has changed from previous errata versions.*

Damaged landing gear has no effect on launches unless more than two units are attempting to launch from the same bay door in a single turn, as per above, in which case the +5 modifier for having damaged gear is applied to the Control Roll as normal.

**Landing Modifiers Table (p. 86)**

1) ④ *First subtable, fourth line*

Unit is attempting horizontal landing +1 per point of Velocity above 3

Change to:

Unit is attempting horizontal landing +1 per point of Velocity above 2

2) ⑤ *First subtable, last row ("Landing Gear Damaged")*

+3 per box crossed

Change to:

+5

3) ⑧ *Second subtable, under "Condition", change "Unit is aerospace fighter making vertical landing +1†" to:*

*This ruling has changed from previous errata versions.*

Aerospace fighter/aerodyne small craft making vertical landing	+2/+0†
Conventional fighter making vertical landing	NA/NA†
Conventional fighter with VSTOL making vertical landing	+0/NA†
Fixed wing support vehicle making vertical landing	NA/NA†
Fixed wing support vehicle with VSTOL making vertical landing	+2/0†
Aerodyne DropShip making vertical landing	NA/+0†
Spheroid small craft and DropShip making vertical landing	+0/+0†

4) ③ *Footnotes*

†Only applies in atmospheres and does not apply to VSTOL-equipped conventional fighters

Change to:

†Number on left applies to atmospheric vertical landings, number on right applies to vacuum vertical landings. NA means the craft cannot land vertically; use stalling rules (see p. 84).

**Landing (p. 87)**

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

Any units beginning the movement phase one altitude above the underlying terrain can attempt to land on any available ground hex on a map. They may make either a vertical or horizontal landing. The landing replaces the unit's normal movement for the turn, preventing any other air or ground movement. Units using the *Aerospace Units on Ground Mapsheets* rules on page 91 must use the hex they currently occupy instead of choosing any hex on the mapsheet.

- 2) ⑧ *Third paragraph, first sentence*

*This ruling has changed from previous errata versions.*

Conventional Fighters, aerodyne small craft, and aerodyne DropShips must make horizontal landings.

Change to:

Conventional Fighters (without VSTOL) and aerodyne DropShips must make horizontal landings.

- 3) ⑤ *Fifth paragraph*

Delete the first sentence ("Fighters equipped with VSTOL [...]")

**⑩ Failed Braking Maneuver Table (p. 87)**

*Third Effect, second sentence ("Landing Gear Damaged")*

The unit suffers 20 points of damage on the nose and the landing gear is destroyed.

Change to:

The unit suffers 20 points of damage on the nose and the landing gear is damaged.

**Liftoff (p. 88)**

- 1) ④ *First paragraph, after the last sentence insert the following:*

A horizontal liftoff takes 2 Thrust Points, and places the aerospace unit on the appropriate hex of the atmospheric map at Velocity 1 heading in the direction the landing strip was oriented on the ground map, and may not spend further thrust points that turn. The unit is not subject to Gravity (p. 80) this turn.

- 2) ⑧ *Replace the second paragraph with the following:*

*This ruling has changed from previous errata versions.*

Aerospace fighters, aerodyne small craft, and VSTOL-equipped conventional fighters may lift off or land vertically. Aerodyne DropShips may land and takeoff vertically only in a vacuum; all spheroid DropShips and spheroid small craft lift off vertically. A unit must spend 2 Thrust Points to lift off. A vertical liftoff requires a Control Roll with modifiers as shown on the Vertical Liftoff Modifiers Table. If the roll succeeds, place the unit in the appropriate hex on the atmospheric map. If the roll fails, calculate the Margin of Failure (MoF) and refer to the Failed Liftoff Table. The unit is placed on the appropriate hex of the atmospheric map at Velocity 1, heading in any appropriate direction desired by the pilot, and may not spend further thrust points that turn.

- 3) ⑩ *4th to 9th printings only. Delete the following (third) paragraph:*

*This ruling has changed from previous errata versions.*

In both cases, destroyed landing gear prevents any liftoff attempt.

- 4) ④ *Under "Taxiing", second paragraph, after the last sentence insert the following:*

Destroyed landing gear prevents taxiing altogether (merely damaged landing gear has no effect).

**③ Vertical Liftoff Modifiers Table (p. 88)**

Fighter making vertical liftoff

Change to:

Non-spheroid making vertical liftoff



⑤ **Failed Liftoff Maneuver Table (p. 88)**

1) *First Effect*

Unit lifts off. Landing gear damaged (cross off 1 box).

Change to:

Unit lifts off. Landing gear damaged.

2) *Second Effect, first sentence*

Landing gear damaged (cross off 1 box).

Change to:

Landing gear damaged.

3) *Third Effect*

The landing gear is destroyed and the unit strikes the ground,

Change to:

The landing gear is damaged and the unit strikes the ground,

4) *Fourth Effect*

*This ruling has changed from previous errata versions.*

The landing gear is destroyed and the unit strikes the ground, causing 100 points of standard-scale damage to the aft side.

The unit cannot attempt another liftoff until repairs are completed.

Change to:

The landing gear is damaged and the unit strikes the ground, causing 100 points of standard-scale damage to the aft side.

⑨ **Proximity Damage (p. 88)**

*Replace the first paragraph with the following:*

The fusion exhaust of a DropShip can cause immense damage when it lands or takes off. DropShips inflict damage according to the DropShip Exhaust Damage Table whenever it lands or takes off. This damage is broken into 5-point Damage Value groupings and applied using the appropriate hit location table; that is, the “attack” occurs along the line of sight between the DropShip’s center hex and the affected unit’s hex. This is treated as Area-Effect damage (see *Area-Effect Weapon*, p. 113). Spheroid DropShips inflict this damage to all hexes within six of the ones adjacent to the central landing hex, rather than on hexes within six of the central hex.

② **DropShip Exhaust Damage Table (p. 88)**

5 Hexes                    3D6

Change to:

5 Hexes                    4D6

⑦ **Dismounting (p. 91)**

*First sentence, third paragraph*

To dismount, a unit must spend half its standard Walking/Cruising MP;

Change to:

To dismount, a unit must spend half its standard Walking/Cruising MP (round cost up);

⑧ **Aerospace Units on Ground Mapsheets, Movement (pp. 91-92)**

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

*This ruling has changed from previous errata versions.*

At any time during their movement on a low-altitude map, a player can choose to have their aerospace unit exit a low-altitude map and enter the corresponding ground mapsheet. Before moving to the ground mapsheet, the orientation of the ground mapsheet to the low-altitude map must be determined (if it hasn’t already; see *Matching Ground Mapsheets to Low-Altitude Hexes* diagram, p. 91). Next, the player must nominate a hex the fighter will first enter along the ground mapsheet edge; the edge of the mapsheet must be perpendicular to the final facing of the aerospace fighter on the low-altitude map (if there are two edges that are equally appropriate, the player can choose either edge). As soon as the aerospace fighter appears on the ground mapsheet it moves according to the rules governing such movement.



### ⑤ Control Rolls (p. 92)

In between the second paragraph and the “Shutdown Units” paragraph, insert the following new paragraph:

You can never choose to automatically fail a Control Roll.

### Control Roll Table (p. 93)

- 1) ③ Remove the following row: “Hovering (Spheroids)”
- 2) ⑤ Remove the following row: “Atmospheric re-entry”

### Out-Of-Control Effects (p. 93)

After the fourth paragraph insert the following new paragraphs:

*This ruling has changed from previous errata versions.*

⑤ **Airships:** In addition to the normal effects, out-of-control Airships roll once on the Airship Random Altitude Change Table each turn that they are out-of-control (see p. 205).

⑦ **Recovering Out-Of-Control Units:** At the start of the End Phase of each turn after the turn in which the unit went out-of-control, the controlling player rolls 2D6. If the result is equal to or greater than a standard Control Roll with all applicable modifiers from the Control Roll Table, the unit regains control and can move normally at the start of the following turn.

### ⑤ Random Movement (p. 93)

First paragraph, replace the last sentence with the following:

The starting hex for a unit’s random movement is either the hex closest to the unit that shot at it (essentially, the hex it was in when it was struck), or the hex it performed an air-to-ground attack in, whichever is further along its flight path. If multiple hexes apply (such as if the unit attacked multiple hexes or was attacked by multiple ground units), use the hex furthest along the flight path. If the aerospace unit in question did not interact with ground units in any way (such as one struck solely by air-to-air fire), use the hex closest to the flight path’s midpoint. Repeat this process until all points of velocity have been used.

## Combat

### ⑨ Attack Declaration (p. 98)

At the end of the section insert the following:

**Spotting:** If a player declares an LRM indirect fire attack (see p. 21), they must also declare which unit is spotting for that attack. One unit can spot for multiple attacks, but only if all those attacks are against a single target.

### ⑨ Line of Sight (p. 99)

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

You can check for LOS before declaring an attack.

### ⑤ Target Movement (p. 100)

Under “Water”, last sentence

See also *Water Hexes*, p. 102; *Terrain Modifiers*, p. 108; and *Partial Cover*, p. 102 (see *Multi-Purpose Missiles*, p. 229, for the exception).

Change to:

See also *Water Hexes*, page 102; *Terrain Modifiers*, page 108; and *Partial Cover*, page 102 (see *Torpedo Launcher*, p. 138, and *Multi-Purpose Missiles*, p. 229, for the exceptions).

### ④ Line of Sight [example text] (p. 101)

Ninth paragraph, first sentence

*This ruling has changed from previous errata versions.*

*The VTOL in Hex I is at Elevation 14, and because it only rises one elevation above its terrain, it is considered to be at Elevation 14 for the purposes of LOS.*



Change to:

The VTOL in Hex I is at Elevation 14, and because it only rises one elevation above its terrain, it is considered to be at Elevation 15 for the purposes of LOS.

④ **Underwater Attacks [example text] (p. 102)**

In the fourth paragraph, both references to “Hex 4” should be changed to “Hex 5”.

⑤ **Ammunition Expenditure (p. 104)**

Replace the “Infantry” paragraph with the following:

**Infantry Weapons:** Infantry units and vehicles mounting Conventional Infantry Weapons do not need to keep track of ammunition, with the exception of certain battle armor missile attacks (see *Battle Armor Attacks*, p. 217).

⑦ **Firing Arcs (p. 104)**

After “ProtoMechs” insert the following new paragraph:

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

④ **Firing Arcs (p. 105)**

Replace the first and second paragraphs on the page with the following:

Whether the airborne aerospace unit is operating on a low-altitude map, or whether it is using the Aerospace Units on Ground Mapsheets rules, LOS to the target from the attacker is drawn to the hex on the designated flightpath that is closest to the attacker. If the attacker is on the flightpath, LOS is drawn to the hex the fighter would be in prior to entering the hex of the attacker. The attacker must take the angle of attack into account when firing at an airborne aerospace unit (see *Angle of Attack*, p. 236).

**Reversing (Flipping) Arms (p. 106)**

- 1) ⑤ *First paragraph, first sentence*

‘Mechs constructed without hand and lower arm actuators in both arms can flip their arms over and fire backward.

Change to:

‘Mechs constructed without hand and lower arm actuators in both arms and which do not have any weapons split between torso and arm locations can flip their arms over and fire backward.

- 2) ⑤ *Second paragraph, delete the last sentence (“The one exception to this rule [...]”).*

- 3) ⑨ *Third paragraph, after the first sentence insert the following:*

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

⑦ **Non-Aerospace Units Attacking Airborne Aerospace Units (p. 107)**

Replace the entry with the following:

*This ruling has changed from previous errata versions.*

The range from any attacking non-aerospace unit, or grounded aerospace unit, to an airborne aerospace unit is based on the distance from the attacker’s hex to the hex of the airborne unit’s designated flight path (see p. 242) that is closest to the attacker, regardless of whether the airborne aerospace unit is operating on a low altitude map (see p. 80) or is using the *Aerospace Units on Ground Mapsheets* rules (see p. 91).

Add two hexes to this range for each altitude the target is operating at. (For example, a fighter flying at Altitude 3 on the low-altitude map, whose flight path lies 4 hexes away at its closest point to the attacker, would add 6 hexes to the 4-hex attack range for altitude, for a final attack range of 10 hexes.) Weapon minimum ranges are not taken into account when attacking airborne aerospace units.

If the attacking unit lies within the airborne aerospace unit’s flightpath, the base range to the target is considered to be 2 hexes for each altitude level the aerospace unit is operating at.



#### ④ Underwater Range Table (p. 107)

Between “Snub-nose PPC” and “ER Micro Laser” entries insert the following line:

Support PPC	0	1	2–3	4–5
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#### ⑤ Terrain Modifiers (p. 109)

Under “Partial Cover”, at the end of the paragraph insert the following:

Remember that an attacker firing downhill negates its target’s partial cover (see *Partial Cover*, p. 102).

#### ④ Underwater Line Of Sight Table (p. 109)

- 1) Replace both instances of “Mech at Depth 1” with “Mech at Depth 1”
- 2) “Underwater” column, last entry: change “Yes6” to “Yes6”

#### ⑤ Multiple Targets Modifier (p. 110)

In between the third paragraph and the “Physical Attacks” paragraph insert the following new paragraph:

**Multiple Firing Arcs:** Through torso twisting, a ‘Mech with both upper-body and leg-mounted weapons may have more than one firing arc at once. Regardless of its number of firing arcs, a ‘Mech may only have one primary target each turn.

#### Firing At Immobile Targets (p. 110)

- 1) ⑤ Replace the first paragraph with the following:  
*This ruling has changed from previous errata versions.*

Players may aim for a specific hit location, but only against immobile targets (unless the attacker has a Targeting Computer; see below). The following attack types cannot be aimed shots: Area-Effect, Cluster, or Flak (a weapon’s type may be found by consulting the Weapon and Equipment tables, beginning on p. 303; see p. 113 for an explanation of each type). Additionally, indirect fire attacks and Rapid-Fire weapons firing more than one shot cannot be aimed shots. Otherwise, any ranged weapon may be used.

When firing on an immobile ‘Mech or vehicle (this includes grounded fighters or small craft that are shut down or whose warriors are unconscious), the attacking player can make an aimed shot by naming a target location. Against any hit location except a head, the player makes the to-hit roll using the standard –4 to-hit modifier for firing at an immobile target.

- 2) ③ Under “Aimed Shots”, first paragraph, first sentence

Players may make aimed shots against units that are shut down or whose warrior is unconscious, using any weapons other than missile launchers and LB-X autocannon firing cluster munitions.

Change to:

Players may make aimed shots against units that are shut down or whose warrior is unconscious, using any weapons other than missile launchers, LB-X autocannon firing cluster munitions, Hyper-Assault Gauss Rifles, or Rapid-Fire weapons firing more than one shot.

- 3) ② Under “Aimed Shots”, second paragraph, third sentence

For any other result the player rolls normally on the ‘Mech Hit Location Table.

Change to:

For any other result, the player rolls normally on the appropriate Hit Location Table.

#### Non-Aerospace Units Firing at Airborne Aerospace Units (p. 111)

- 1) ⑤ Under “Infantry”

Unless specifically stated otherwise by the rules for that unit, infantry cannot attack aerospace units.

Change to:

Unless the platoon has Special Feature “A” (see p. 215), or unless specifically stated otherwise by the rules for that unit, infantry cannot attack airborne aerospace units.

- 2) ④ Delete the final sentence (“However, if an...”)





### LRM Indirect Fire (p. 111)

- 1) ④ *First paragraph, second sentence*

Indirect fire allows a unit without a direct line of sight to a target to attack that target, though a friendly unit must have a valid line of sight to the target (this unit is referred to as the spotter).

Change to:

Indirect fire allows a unit without a direct line of sight to a target to attack that target, though a friendly ground unit must have a valid line of sight to the target (this unit is referred to as the spotter).

- 2) ④ *First paragraph, in between the second and third (“An attacker with a valid LOS [...]”) sentences insert the following:*

In order to serve as a spotter, the unit must not have charged or launched a Death From Above attack that turn.

- 3) ⑤ *Fifth bullet point, in between the first and second sentences insert the following:*

If no spotting unit is required (due to an attached Narc beacon, for example), no terrain modifiers apply.

- 4) ⑤ *Last bullet point, replace the last sentence (in parenthesis) with the following:*

(Regardless of whether partial cover shields the target from either the spotting unit or the attacking unit, Damage Value groupings from LRM indirect fire always strike the target and not the partial cover, even if they hit a leg location. The exception is if the partial cover is provided by water: in this case, the indirect fire strikes the water and does no damage, unless it is an area effect weapon (see *Partial Cover*, p. 102, and *Area-Effect Weapon*, p. 113).

- 5) ④ *Third paragraph (first paragraph after the bullet points), first sentence*

Finally, if the spotting unit makes any attacks in the turn that it spots for another unit, apply a +1 modifier to all of the spotting unit’s attacks, as well as a +1 modifier to the LRM indirect fire attack.

Change to:

Finally, if a unit makes any attacks during the Weapon Attack Phase of a turn that it also spots for another unit, apply a +1 modifier to those attacks, as well as a +1 modifier to the indirect fire attack.

- 6) ⑤ *After the third paragraph (just before the example text), insert the following new paragraph:*

*This ruling has changed from previous errata versions.*

**Aerospace Units:** Aerospace units (with the exception of grounded spheroid DropShips) cannot spot for LRM indirect fire unless they strike a target with Target Acquisition Gear (since TAG automatically spots the target for indirect fire as well).

### ⑪ Clearing Woods (p. 112)

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

**Plasma Weapons:** These weapons treat woods as “other units” to determine their base Damage Value. Double the final damage all plasma weapons inflict against a woods hex.

### ② AE: Area-Effect Weapon (p. 113)

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

If an area-effect weapon strikes a water hex, treat the water hex as though it were a building hex and resolve damage as appropriate. For example, an AE weapon that damages a single water hex would apply its standard damage to all units on the surface of that water hex (this includes any hover vehicles in that hex), while it would deal half its standard damage (round up) one elevation above the surface of the water (which would damage a WiGE vehicle, if it were in the target hex), and Depth 1 below the surface of the water. See *Resolving Damage*, page 173, for full details.

### ⑤ Weapons and Equipment (p. 114)

- 1) *Under “Rapid-Fire (Multi-Firing) Weapon”, third bullet point, last sentence*

This means that for two or three shots, the jamming only occurs on a to-hit result of 2, for four to five shots the jamming occurs on a to-hit result of 3 and so on.

Change to:

This means that for two or three shots, the jamming only occurs on a to-hit result of 2, for four to five shots the jamming occurs on a to-hit result of 3 or less, and so on.

- 2) Replace the “OS: One-Shot Weapon” entry with the following:

*This ruling has changed from previous errata versions.*

- **OS: One-Shot Weapon.** One-shot weapons can only be fired once in a scenario. The single shot carried by an OS launcher may be of any munition type available to that launcher type. OS type weapons do not explode due to critical hits or excess heat.

- 3) Change **PD: Point-Blank Weapon** to **PB: Point-Blank Weapon**.

- 4) Under “E: Electronics”, at the end of the entry insert the following:

Any Type E item may be turned either on or off in the End Phase of a turn.

- 5) Replace the “Flak” entry with the following:

*This ruling has changed from previous errata versions.*

- **F: Flak.** When used against a unit that presently has an Altitude or Elevation, or that expended any VTOL or WiGE MP or Thrust Points that turn (even if it landed at the end of that Movement Phase), apply a –2 to-hit modifier in addition to any other modifiers such weapons might convey. However, flak conveys no bonus above low altitude.

④ **To-Hit Roll (p. 114)**

*Daishi-X example text, seventh bullet point*

SRM-4

Change to:

SRM-4 with Artemis IV FCS

④ **To-Hit Roll (p. 116)**

*Example text, seventh bullet point*

*Roll result for the SRM-4 is a 2; one missile strikes the target.*

Change to:

*Roll result for the SRM-4 is a 2; Ray applies a +2 modifier for the Artemis IV FCS and gets a total of 4, meaning two missiles strike the target.*

② **Attack Modifiers Table (p. 117)**

Under “Target (modifiers cumulative)”, delete the row: Airborne VTOL unit +1

⑥ **Attack Modifiers Table (Continued) (p. 118)**

Under “Physical Attacks”

- 1) Change the modifier for “Upper or lower leg actuator hit (each)” to +2 and half damage to all kick attacks
- 2) Change the modifier for “Foot actuator hit” to +1 to all kick attacks

⑩ **Attack Direction (p. 119)**

*First paragraph, last sentence*

If the straightedge crosses at the intersection of two hexsides, the target chooses which side is hit by the attack before the attacking player makes the hit location roll.

Change to:

If the straightedge crosses at the intersection of two hexsides, the side hit by all attacks from the firing unit depends on the path chosen while determining LOS during the first attack declaration between the target and the attacker this phase (see *Line of Sight*, p. 99).



#### ④ Determining Hit Location [example text] (p. 120)

Right column, under second instance of “Against the vehicle”, second bullet point

Hit location result for the SRM-4 is 11; a 2-point Damage Value grouping is assigned to the turret.

Change to:

Hit location results for the SRM-4 are 11 and 11; two 2-point Damage Value groupings are assigned to the turret.

#### ④ Damage (p. 121)

After the first paragraph, just before “Underwater Units”, insert the following new paragraph:

**Cluster Weapon:** Certain weapons use the Cluster Hits Table, and can hit multiple locations. Each cluster is resolved as its own separate hit.

#### Leg Destruction (p. 122)

- 1) ⑩ Second paragraph, replace the first and second sentences with the following:  
*This ruling has changed from previous errata versions.*

In subsequent turns, during the Movement Phase (Ground), the 'Mech may make one attempt per turn to stand on its remaining leg by making a Piloting Skill Roll with a +5 modifier. In an exception to the normal rules, only one Piloting Skill Roll is required for this attempt, even if damage or other factors means that the attempt would normally require two or more Piloting Skill Rolls (though all modifiers from any such factors still apply). If the 'Mech manages to stand, it has a Walking MP of 1 (this overrides all MP increases) and cannot run.

- 2) ⑤ Fifth paragraph

Delete “The MechWarrior automatically takes damage from this fall.”

- 3) ⑪ Before “Four-Legged 'Mechs” insert the following paragraph:  
*This ruling has changed from previous errata versions.*

A 'Mech that loses both of its legs cannot move. If it wasn't prone, it automatically falls and has 0 MP available. The MechWarrior automatically takes damage from this fall. The 'Mech cannot change hexsides or attempt to stand, though it can still attempt to prop itself up to fire if it has both arms. If a 'Mech with no legs also loses both of its arms, it is immobile.

- 4) ⑤ Under “Four-Legged 'Mechs”, replace the entry with the following:

The effects of loss of legs are applied to a quad 'Mech as follows:

- **One destroyed leg:** Immediately falls and loses all movement and combat bonuses gained from being four-legged: it can no longer make lateral shifts, it loses its –2 modifier to Piloting Skill Rolls, it must make a successful PSR to stand after falling, and it suffers a +2 modifier to Target Numbers for firing when prone. In addition, a –1 MP penalty replaces any penalties associated with damaged leg actuators in the destroyed leg. If the 'Mech jumps, it still must make the usual PSR required for jumping and missing a leg, with a +5 modifier.
- **Two destroyed legs:** Functions with the same restrictions described above for a biped 'Mech that has lost one leg: it immediately falls, has only 1 MP, and so on.
- **Three destroyed legs:** Functions with the same restrictions described above for a biped 'Mech that has lost both legs: it immediately falls, has only 0 MP, and so on.
- **Four destroyed legs:** Automatically falls (if not already prone) and is immobile (see p. 110).

#### Critical Damage (p. 123)

- 1) ② First paragraph, first sentence

Every time the internal structure of a 'Mech, ProtoMech, vehicle or aerospace unit takes damage (from a weapon attack, physical attack, falling, ammo explosions and so on), an internal component may take critical damage.

Change to:

Every time the internal structure of a 'Mech, ProtoMech or aerospace unit takes damage (from a weapon attack, physical attack, falling, ammo explosions and so on), an internal component may take critical damage; vehicles determine critical damage differently (see *Critical Damage*, p. 192, in *Combat Vehicles*).

2) ④ *Second paragraph, first sentence*

To determine whether a unit takes critical damage from an attack that damages the internal structure,

Change to:

To determine whether a unit takes critical damage from a hit that damages the internal structure,

3) ④ *Third paragraph, first sentence*

Each successful attack that damages internal structure creates only one opportunity for the attacker to inflict a critical hit, regardless of the number of internal structure circles destroyed by a single weapon or other attack

Change to:

Each hit that damages internal structure creates only one opportunity for the attacker to inflict a critical hit, regardless of the number of internal structure circles destroyed by a single hit or other event

**Critical Damage (p. 124)**1) ④ *Under "Multiple Locations", second paragraph, last sentence*

If a single attack damages the internal structure of two different locations, the attacker makes a roll to determine critical damage for both locations.

Change to:

If a single hit damages the internal structure of multiple different locations, the attacker makes a roll to determine critical damage for each of those locations.

2) ⑤ *Under "Hit Location Critical Hits", first sentence*

Certain results on the hit location tables provide the chance for a critical hit, even if the attack did not damage internal structure.

Change to:

Certain results on the hit location tables provide the chance for a critical hit, even if the attack did not damage internal structure (though the attack must still have dealt at least 1 point of damage).

3) ⑤ *Under "Hit Location Critical Hits", at the end of the entry insert the following new paragraph:*

If the chance for a hit location critical hit occurs in a location that has already been destroyed (for example, an attacker scores a chance for a critical hit against a 'Mech by rolling a 2 on the Left Side hit location table, but the left torso has already been destroyed), then that chance for a critical hit transfers to the next location inwards along with the damage from the attack (in the example above, to the center torso).

4) ⑤ *Under "Destroyed Location", replace the entry with the following:*

When a location is destroyed, rather than just damaged, no check for critical hits in that location is made unless it contains one or more explosive slots. In that case, any resulting critical hits that strike explosive slots in that location are resolved as normal (see *Ammunition*, p. 125); hits that do not are always discarded without transferring.

⑤ **'Mech Critical Hits (p. 124)**

*Replace the first paragraph with the following:*

When an attacker inflicts a critical hit on a target, he rolls dice for each critical hit and the target player marks off the damage inflicted on the Critical Hit Table.

② **Ammunition (p. 125)**

*First paragraph, first sentence*

(explosive ammunition will be noted appropriately in *Other Combat Weapons and Equipment*,

Change to:

(all ammunition is explosive unless specifically noted otherwise in *Other Combat Weapons and Equipment*,



**⑥ Foot Actuator (Leg) (p. 126)**

*Second paragraph, last sentence*

For each foot actuator critical, apply a +1 to-hit modifier to a kick attack.

Change to:

For each foot actuator critical, apply a +1 to-hit modifier to all kick attacks.

**Gyro (Torso) (p. 126)**

- 1) **⑧** *Second paragraph, first sentence*

After the first critical hit to the gyro, the controlling player must make a Piloting Skill Roll at the end of the phase in which the critical hit occurred,

Change to:

After the first critical hit to the gyro, the controlling player must make a Piloting Skill Roll when the critical hit occurred,

- 2) **⑨** *Under "Heavy-Duty Gyros", 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 simply applies a +1 modifier to all future such rolls;

**⑥ Heat Sinks (Leg) (p. 127)**

*Replace the third paragraph with the following:*

Remember that the destruction of any heat sinks during the Weapon or Physical Attack Phases means they will not dissipate any heat during that turn's Heat Phase.

**④ Hip (Leg) (p. 127)**

*Second paragraph, first sentence*

The 'Mech's Walking MP is cut in half (round up).

Change to:

The 'Mech's Walking MP is cut in half (round up; apply before any leg or foot actuator damage MP reductions).

**⑥ Lower Leg Actuator (Leg) (p. 127)**

*Second paragraph, last sentence*

For each lower leg actuator critical, apply a +2 to-hit modifier to a kick attack to-hit modifier and inflict half the standard damage (round down).

Change to:

For each lower leg actuator critical, apply a +2 to-hit modifier to all kick attacks and they inflict half the standard damage (round down).

**⑥ Upper Leg Actuator (Leg) (p. 128)**

*Second paragraph, last sentence*

Kick attacks made with the affected leg have a +2 to-hit modifier and inflict half the standard damage (round down).

Change to:

All kick attacks have a +2 to-hit modifier and inflict half the standard damage (round down).

**Destroying A Unit (p. 128)**

- 1) **⑩** *Under "Mechs", first paragraph, after the last sentence insert the following:*

If tracking damage for salvage purposes / campaign play, resolve an automatic fall if the 'Mech was standing at the start of the phase it was destroyed in; a MechWarrior who survives in such a scenario suffers automatic falling damage as well.



- 2) ④ Under “Vehicles”, first sentence

*This ruling has changed from previous errata versions.*

A vehicle is considered destroyed and out of the game when all of its internal structure circles in one location (including the turret, if any) are marked off (this never includes a VTOL’s Rotor location), or when its Critical Hit Effects indicates that it is destroyed.

Change to:

A vehicle is considered destroyed and out of the game when all of its internal structure circles in one location (including the turret, if any) are marked off, or when its Critical Hit Effects indicates that it is destroyed.

#### Active Probe (p. 129)

- 1) ④ Second paragraph, first sentence

Under the *Hidden Units* rules, an active probe can detect any hidden ’Mech, battle armor or vehicle (but not conventional infantry),

Change to:

Under the *Hidden Units* rules, an active probe can detect any hidden ’Mech, battle armor or vehicle (but not conventional infantry, or battle armor infantry equipped with any type of stealth armor),

- 2) ② Replace the “Water” paragraph with the following:

If an active probe is in a location of a unit that is above the surface of a water hex, it cannot detect a unit hidden underwater. In other words, for an active probe to work underwater, it must have a clear LOS to the hidden unit that passes only through underwater hexes. The one exception is naval vessels. If an active probe is located in the “body” of a naval vessel, on the surface, the probe can be used to locate hidden units both above and below the water.

#### ⑤ Anti-Missile System (p. 129)

- 1) Replace the first paragraph with the following:

*This ruling has changed from previous errata versions.*

Any time a successful to-hit attack is made with a Missile Weapon (see p. 113) against a unit carrying an AMS, and strikes in the attack direction covered by the firing arc where the AMS is mounted, the defending player can choose to engage the AMS. Each AMS cannot engage more than one missile attack per turn. The result is as follows:

- 2) Third bullet point

If the missile weapon normally fires only a single missile in a shot (such as a Narc Missile Beacon), roll 1D6:

Change to:

If the missile weapon attack is only a single missile (such as a Narc Missile Beacon), roll 1D6:

#### Anti-Missile System (p. 130)

- 1) ⑨ Second paragraph (first on the page, following the bullet points), replace the paragraph with the following:

One shot of ammunition is marked off and 1 heat point generated each time the AMS engages a missile weapon.

- 2) ④ Before “Cluster Hit Table Modifiers” insert the following new paragraph:

AMS only works against weapons that are Type M (Missile Weapons: see p. 113). Weapons that lack this Type, regardless of their name or any other factor, are unaffected.

#### ⑪ Industrial Equipment (pp. 130-143)

For the following entries, replace all mentions of “Support Vehicle” with “Vehicle”: Backhoe, Chainsaw, Combine, Heavy-Duty Piledriver, Mining Drill, Rock Cutter, Wrecking Ball

#### ⑤ Anti-Battle Armor Pods (B-Pods) (p. 130)

*Second paragraph, second sentence*

B-Pods mounted in the legs or center torso can be used against leg attacks, while those on the arms, front torsos or head can engage swarm attacks.

Change to:

B-Pods mounted in the legs or center torso can be used against leg attacks, while those on the arms, head, or any torso location can engage swarm attacks.

⑤ **Bridge-Layer (Light, Medium, Heavy) (p. 130)**

*Replace the first two paragraphs with the following:*

While a unit is carrying this one-hex-long folding bridge, any attacks that otherwise would have hit the locations where the bridge is mounted will hit the bridge instead, reducing its CF by a like amount of damage. Once the bridge's CF has fallen to 0, it is considered destroyed, and the location takes attack damage normally. Critical hits to the bridge disable the mechanism that deploys it. Additional critical hits have no effect. If the bridge has not yet been deployed, the unit cannot make attacks from any weapons mounted in its location.

The bridge-layer's controlling player may declare that the unit is deploying the bridge during any End Phase. The unit must remain stationary during the following turn. At the end of that turn, the bridge is placed in the hex directly in front of the bridge-layer, along the same facing as the unit. (The bridge cannot extend away from the bridge-layer at an angle. A bridge may be placed in any water hex, but must be adjacent to at least one land hex or another bridge).

**Bulldozers (p. 131)**

- 1) ⑤ *First paragraph, break the last two sentences into a new paragraph and change as follows:*

While clearing rubble, the Support Vehicle must remain in the hex, though it can make facing changes as usual. It can also make weapon attacks, though all shots are modified as though the Support Vehicle were moving at Flank speed (+2 modifier).

Change to:

A vehicle with a bulldozer can clear a rubble hex even if the type of vehicle the bulldozer is mounted on would normally be prohibited from entering rubble. While clearing rubble, the vehicle must remain in the hex, though it can make facing changes as usual. It can also make weapon attacks, though the vehicle is treated as if it were moving at Flank speed when calculating its attacker to-hit modifiers.

- 2) ⑨ *Third paragraph, second sentence*

Each time the bulldozer takes damage to its front armor, roll 2D6.

Change to:

Each time the vehicle takes damage to the location mounting the bulldozer, roll 2D6.

**C<sup>3</sup> Computer (p. 131)**

- 1) ④ *After the third paragraph, before the TAG paragraph, insert the following new paragraph:*

While a unit may mount both a C<sup>3</sup> Master and a C<sup>3</sup> Slave, it may not use both at once. For units so equipped, at the start of game designate which C<sup>3</sup> system is operational. A unit may only belong to a single network.

- 2) ⑤ *In between the "TAG" and "LRM Indirect Fire" paragraphs, insert the following new paragraph:*

*This ruling has changed from previous errata versions.*

**LOS:** While units must have LOS to a target to make an attack using a C<sup>3</sup> system, the C<sup>3</sup> system itself need not have LOS. For example, in the C<sup>3</sup> Diagram on page 132, if there were a Level 2 hill in hex 0409 (blocking LOS between the unit in Hex B and the target in Hex A), the units in Hexes C and D would still be able to target the 'Mech in Hex A as though they were at a Range of 2 (see *Water*, below, for the exception).

- 3) ⑤ *Under "LRM Indirect Fire", replace the paragraph with the following:*

A C<sup>3</sup> network does not help when launching or spotting targets for indirect fire (see p. 111). Note that TAG (which conveys the benefits of spotting if it hits) does benefit, however.

- 4) ④ *Under "Stealth Armor", replace the paragraph with the following:*

Armor that inflicts range modifiers against attacking units does not confuse a C<sup>3</sup> network. Only apply the additional range modifiers based on the range between the target and the nearest unit in the network; do not apply modifiers based



on the range between the target and the attacking unit in the network. The only modifiers to consider between the attacking unit and the target are Minimum Range modifiers.

- 5) ② *After the “Stealth Armor” paragraph, insert the following new paragraph:*

**Water:** If a C<sup>3</sup> of any kind is in a location of a unit that is above the surface of a water hex, it cannot be linked to a C<sup>3</sup> system underwater. In other words, for a C<sup>3</sup> of any kind to be linked underwater, it must be able to draw an LOS to the other units in the C<sup>3</sup> system that passes only through underwater hexes. The one exception is for naval vessels. If a C<sup>3</sup> of any kind is located in the “body” of a naval vessel, on the surface, the C<sup>3</sup> can be linked to units both above and below the water.

⑨ **Cargo Bays (p. 133)**

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

If this cargo slot is linked to other cargo slots, destroy all cargo in all linked slots.

④ **CASE (Cellular Ammunition Storage Equipment) (pp. 133-134)**

*First paragraph, replace the first and second sentences with the following:*

If ammo (or any other explosive component, such as a gauss rifle) in a CASE-equipped location explodes, it damages the internal structure in that location. Any excess damage simply dissipates, rather than transferring to an additional internal structure location.

Change to:

If ammo (or any other explosive component, such as a Gauss rifle) in a CASE-equipped location explodes, it still damages the internal structure in that location as normal. However, any excess damage simply dissipates, rather than transferring to an additional internal structure location.

⑪ **Chainsaw (p. 134)**

*Replace the third paragraph with the following:*

While clearing woods, the unit must remain in its hex (either the one being cleared, or one immediately adjacent to it), and in its chainsaw’s attack arc. The unit can also make weapon attacks, though all shots are treated as though it were moving at Running/Flank speed.

⑤ **Combine (p. 134)**

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

Against conventional infantry, the combine delivers 1D6 damage; this damage is applied as though the attack came from another infantry unit (see *Attacks Against Conventional Infantry*, p. 215).

② **Dual Saw (p. 134)**

*Under “Support Vehicles”, second paragraph, last sentence*

Against conventional infantry, the chainsaw deals 1D6 damage;

Change to:

Against conventional infantry, the dual saw deals 1D6 damage;

② **ECM Suite (p. 135)**

- 1) *Under “C<sup>3</sup> and C<sup>3</sup>i Computer”, at the end of the entry insert the following new paragraph:*

When targeting units, so long as the units involved are not cut off from their network, C<sup>3</sup> is not affected by LOS being traced through an ECM radius.

- 2) *After the “C<sup>3</sup> and C<sup>3</sup>i Computer” paragraph, insert the following new paragraph:*

**Water:** If an ECM Suite is in a location of a unit that is above the surface of a water hex, it cannot affect units underwater. In other words, for an ECM Suite to affect units underwater, it must be in a location that is underwater. The one exception is naval vessels. If an ECM Suite is located in the “body” of a naval vessel, on the surface, the ECM Suite can affect units both above and below the water.





#### ④ Extended Fuel Tanks/Cells (p. 135)

Replace the first paragraph with the following:

Extended Fuel Tanks that are filled or partially filled fuel tanks explode like ammunition (such that CASE may mitigate the effects of this blast as normal) for 20 points of damage. Empty Extended Fuel Tanks are treated as empty ammunition bins (see p. 125).

#### ③ Gauss Rifle (p. 135)

Second paragraph, first sentence

A critical hit on the gauss rifle itself destroys the capacitors that power the weapon, causing a catastrophic discharge of the capacitor's stored energy with results identical to an ammunition explosion. If a gauss rifle takes a critical hit, treat the result as a 20-point ammunition explosion in the location containing the rifle.

Change to:

A critical hit on the Gauss rifle itself destroys the capacitors that power the weapon, causing a catastrophic discharge of the capacitor's stored energy with results identical to an ammunition explosion; only mark off as destroyed the critical slot that was hit. If a Gauss rifle takes a critical hit, treat the result as a 20-point ammunition explosion in the location containing the rifle. The Gauss rifle is immediately powered down and further hits to other critical slots have no effect during game play.

#### Hyper-Assault Gauss Rifle (p. 136)

##### 1) ⑤ Under "Flak"

When used against any airborne target,

Change to:

When used against an eligible target (see p. 114),

##### 2) ④ After the "Flak" header in the second column, add the following new paragraph:

*This ruling has changed from previous errata versions.*

**Targeting Computer:** This weapon can use a targeting computer when making attacks, except when using the Flak weapon effect or for aimed shots (see *Targeting Computer*, p. 143).

#### ⑤ Lift Hoists (p. 137)

Delete the last paragraph of the main entry (*Lift hoists cannot be used to lift [...]*) and after the "Combat" paragraph insert the following new paragraphs:

**Units Carrying Non-Infantry Units:** Lift hoists cannot be used to lift another unit of any kind during combat. However, a unit can begin the scenario transporting another non-infantry unit (infantry units are carried as normal cargo). A transported unit is inactive and so cannot perform any action. A dropped unit does not risk destruction as cargo does, but instead suffers damage as if it fell a number of levels equal to the distance between the transporting unit and the surface directly below it (minimum 1).

Area effect attacks damage both the carrying unit and its transported unit equally; any other attacks may strike either the carried unit or the transport. Roll a D6 after each such successful attack on the carrying unit: on a 1-3 the transported unit is hit instead, with the direction of attack determined as if the transported unit was facing the same direction as its carrier.

#### ⑤ Machine Gun Array (MGA) (p. 137)

Third paragraph, last sentence

This means that if an MGA 4 rolls on the Cluster Hits Table, with three machine guns hitting, and then roll's the target 'Mech's head as its hit location, the weapon causes 3 MechWarrior hits and subsequently requires three Consciousness Rolls.

Change to:

This means that if an MGA 4 rolls on the Cluster Hits Table, with three machine guns hitting, and then rolls the target 'Mech's head as its hit location, the weapon causes 3 points of damage to the MechWarrior and subsequently forces three Consciousness Rolls.

#### MASC (Myomer Acceleration Signal Circuitry) (p. 137)

##### 1) ④ Second paragraph

On a result of 3 or higher, the 'Mech can run that turn at a speed equal to double its standard Walking MP.

Change to:

On a result of 3 or higher, the 'Mech can run that turn at a speed equal to double its current Walking MP.

2) ⑤ *Fifth paragraph, second sentence*

For example, a player using MASC for three consecutive turns needs a result of 7 or higher on the third turn to stay mobile.

Change to:

For example, a player using MASC for three consecutive turns needs a result of 7 or higher on the third turn to avoid inflicting critical damage.

④ **Multi-Missile Launcher (p. 138)**

*Under "Missile Ammo"*

*This ruling has changed from previous errata versions.*

A unit can carry LRM, SRM and torpedo ammo slots for the MML, announcing during attack declaration which ammo type will be used.

Change to:

A unit can carry LRM and SRM ammo slots for the MML, announcing during attack declaration which ammo type will be used. A one-shot MML may have for its single shot any munition type available to MML.

⑪ **Streak SRMs (Short-Range Missiles) (p. 138)**

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

However, the attempted attack still counts as an attack for purposes such as physical attacks.

**Torpedo Launcher (p. 138)**1) ⑤ *At the end of the first paragraph insert the following:*

When using torpedo launchers, a submerged attacker may fire on a target on the surface of the water, or an attacker on the surface may fire at a submerged target, in exception to the normal rules on *Intervening Terrain* (see p. 100).

2) ③ *After the first paragraph insert the following new paragraph:*

If a torpedo hits a location that is not submerged or in the water (a turret, for example), re-roll the location.

② **Nail/Rivet Gun (p. 138)**

*At the end of the first sentence append the following:*

; a nail/rivet gun attack inflicts 1D6 points of damage.

④ **Plasma Weapons (p. 139)**

*At the bottom of the section insert the following new paragraph:*

**Conventional Infantry:** Against infantry, the damage dealt by plasma weapons (both the base damage, if any, as well as any variable damage rolled) is not reduced due to the weapon's Type. For example, even though it is a Direct Energy weapon, a plasma rifle hit deals its full 10+2D6 damage.

⑤ **Plasma Rifle (p. 140)**

*Last sentence*

apply this damage to the unit as a whole, rather than to each trooper).

Change to:

apply each grouping as per the normal rules for attacks against battle armor: see p. 219).

⑤ **Rotary Autocannon (p. 140)**

*Last sentence*

The player may attempt to clear a single weapon only once per turn, though he or she may try to clear multiple rotary autocannons in the same turn (making a Gunnery Skill Roll for each jammed weapon).

Change to:

Any rotary autocannon that jams may be subject to a clearing attempt, though each individual weapon may only be the subject of a single clearing attempt per turn (a separate Gunnery Skill Roll is made for each attempt).

**Armor-Piercing Ammunition (p. 140)**

- 1) ② *First paragraph, third sentence*

Apply a modifier to the target number based on the type of autocannon used:

Change to:

Apply a modifier to the die roll based on the type of autocannon used:

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

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

**② Flechette Ammunition (p. 141)**

*First sentence*

Double the standard Damage Value against conventional infantry;

Change to:

Apply the standard Damage Value of the autocannon to conventional infantry as though the attack were from an infantry unit;

**② Fragmentation Missile (p. 141)**

*First sentence*

Double the standard Damage Value against conventional infantry;

Change to:

Apply the standard Damage Value of the missile launcher (do not roll on the Cluster Hits Table) to conventional infantry as though the attack were from an infantry unit;

**Homing Pod (p. 141)**

- 1) ③ Change "below" to "p. 142"

- 2) ② *Second sentence*

apply a -1 to-hit modifier to all Narc-capable missile attacks made against a target that has been hit with a homing pod.

Change to:

apply a -1 to-hit modifier to all Narc-capable missile attacks made against a target that has been hit with an iNarc homing pod.

- 3) ⑦ Under "Technology Base", change "Inner Sphere" to "Clan or Inner Sphere".

**Infernos (p. 141)**

- 1) ④ *Under "Building Hexes", replace the paragraph with the following:*

**Building Hexes:** Each missile that strikes a building hex inflicts 2 points of damage to the hex. Additionally, each missile that strikes a building hex may also affect units inside the building on the level of the building that was hit by inferno missiles. For every unit on the level of the building that was hit, roll 1D6. On a result of 1-4, the missile has no effect against that unit. On a result of 5-6, the missile also strikes the unit, with the following rules for each unit type in effect. It is possible for one missile to strike multiple units on the same level of the building hex. Note that inferno missiles are an exception to the *Attacking Units Inside Buildings* rules (see p. 171) for all unit types except infantry. If an infantry unit inside a building is struck as described above, consult the Infantry Damage in Buildings Table (see p. 172) to see what percentage of missiles also affect the infantry (round normally).

- 2) ② *After the "Woods" paragraph, insert the following new paragraph:*

**ProtoMechs:** Every three missiles that strike a ProtoMech unit potentially destroy a ProtoMech location. After all inferno attacks against a ProtoMech have been resolved, add together the total number of inferno missiles that struck the target. For each three missiles, roll once on the ProtoMech Hit Location Table; note that the result of a near miss is still a near miss and so the infernos would have no effect. That location is destroyed; automatically mark off the shaded box furthest to the right in that location on the Hit Locations and Critical Hits section of the record sheet.



- 3) ⑤ Under "Infantry", after the first sentence insert the following:

In neither case is this modified by terrain or infantry type.

⑤ **Infernos (p. 142)**

Under "Mechs, Aerospace Fighters, and Small Crafts", at the end of the paragraph insert the following:

The additional Heat lasts for only 1 turn.

④ **Nemesis Pod (p. 142)**

Second sentence

*This ruling has changed from previous errata versions.*

Friendly units that use Artemis IV-capable missiles, semi-guided missiles or Narc-equipped missiles to attack an enemy unit may instead hit the Nemesis-tagged unit, if that unit is within LOS of such attacks.

Change to:

Units friendly to a tagged target that fire Artemis IV-capable missiles, semi-guided missiles or Narc-equipped missiles will attack the Nemesis-tagged unit instead of their enemy, if it is along the LOS between the attacker and the target, and LOS exists between the attacker and the Nemesis-tagged unit and the Nemesis-tagged unit is not underwater.

⑤ **Semi-Guided Missile (p. 142)**

Replace the first paragraph with the following:

When firing semi-guided missiles at any target in range successfully designated by a friendly TAG (below), the attacker ignores the target movement modifier (if firing indirectly, also ignore indirect fire, terrain and spotter movement modifiers).

**Stealth Armor System (p. 142)**

- 1) ④ *First paragraph, third sentence*

When the stealth armor system is engaged, the ECM continues to function normally, but the 'Mech suffers effects as if in the radius of an enemy ECM suite (see p. 134).

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. 134).

- 2) ⑤ *After "Critical Hits", insert the following new paragraph:*

*This ruling has changed from previous errata versions.*

**Infantry:** A unit that is carrying or being swarmed by infantry of any type does not lose its stealth modifiers. Transported battle armor does not receive any benefits from a carrying unit's stealth armor.

**TAG (Target Acquisition Gear) (p. 142)**

- 1) ⑪ *At the end of the first paragraph insert the following:*

Rotating the firing arcs (see p. 105) or arm flipping (see p. 106) can be performed immediately prior to firing TAG. This prevents any further use of such in that turn's Weapon Attack Phase.

- 2) ⑤ *Replace the second and third paragraphs with the following:*

*This ruling has changed from previous errata versions.*

To use TAG equipment for target designation, calculate the to-hit number as for a standard weapon attack. As using TAG occurs before the Weapon Attack Phase, it does not count towards the number of targets a unit engages in the Weapon Attack Phase.

Successful TAG designation also spots the target for Indirect LRM Fire (see p. 111), but as it occurs before the Weapon Attack Phase, no spotting to-hit modifier is incurred if the unit also fires weapons in the Weapon Attack Phase. This counts as the one target a unit can spot each turn.

If the to-hit roll fails (meaning the TAG spotter fails to designate the target), TAG has no further effect. If the to-hit roll is successful, the system designates the target for that turn's Weapon Attack Phase; the target unit is designated for any number of attacks from any number of units using TAG-guided ammunition, such as semi-guided missiles (p. 142).



## ② TAG (Target Acquisition Gear) (p. 143)

After the "ProtoMech" paragraph insert the following new paragraph:

**Vehicles:** TAG mounted in a vehicle's body location is considered to have a front firing arc.

## ② Targeting Computer (p. 143)

- 1) *First paragraph, first sentence*

(see the appropriate Weapons and Equipment table to determine which weapons can be used with a targeting computer).

Change to:

(see *DE/DB: Direct-Fire Energy or Ballistic Weapon*, p. 113, to find which weapons can be used with a targeting computer).

- 2) *Before the "LB-X Autocannons" paragraph insert the following new paragraph:*

**Hyper-Assault Gauss Rifles:** Hyper-Assault Gauss Rifles may not use a targeting computer to make an aimed shot.

## Physical Attacks (p. 144)

- 1) ⑪ *Under "Attacks Against Large Support Vehicles and Grounded Small Craft"*

and grounded DropShips receive a -2 to-hit modifier.

Change to:

and grounded Small Craft receive a -2 to-hit modifier, and all physical attacks against grounded DropShips receive a -4 to-hit modifier.

- 2) ⑤ *Under "ProtoMechs"*

ProtoMechs cannot make physical attacks; they can, however, make a single "frenzy" attack (see p. 186).

Change to:

ProtoMechs cannot make physical attacks; they can, however, make a single "frenzy" attack (see p. 187).

- 3) ⑧ *Under "Vehicles"*

The only physical attack a vehicle can make is a charge (ram).

Change to:

The only physical attack a vehicle can make is a charge (ram), unless it has a physical weapon installed.

- 4) ④ *Under "Initiative and Displacement", first sentence*

If one unit's charge, push or DFA attack would displace the target of another unit's charge, push or DFA,

Change to:

If one unit's charge, push or DFA attack would displace the target of another unit's physical attack,

- 5) ③ *At the end of the section insert the following new paragraph:*

**Shutdown Targets:** For the purposes of determining targets for Charge, Ram, Death From Above, and similar attacks, a unit that begins the turn shutdown or unconscious should be treated as though it automatically took its movement action first.

## ② Physical Attack Modifiers Table (p. 144)

*First (\*) footnote*

Whenever one unit charges another, compare their Piloting Skill Levels and use the difference between the two skill levels as a modifier to the to-hit number. If the target's skill level is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill Level is lower, subtract the modifier from the to-hit number.

Change to:

Whenever one unit charges or DFAs another, compare their Piloting Skill Ratings and use the difference between the two skill ratings as a modifier to the to-hit number. If the target's skill rating is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill Rating is lower, subtract the modifier from the to-hit number.



#### ④ Modified To-Hit Number (p. 144)

After the first paragraph insert the following new paragraph:

Physical attacks are not Piloting Skill Rolls, and as such, Piloting Skill Roll modifiers do not affect physical attacks.

#### ④ Club Attacks (p. 145)

First paragraph, replace the first sentence with the following:

To attack another unit with a club, both the 'Mech's shoulder actuators must be undamaged and it must have two undamaged hand actuators. The 'Mech can also not have fired any arm-mounted weapons in that same turn, though it may fire weapons mounted in the torso, legs and head.

#### Punch Attacks ('Mech only) (p. 145)

- 1) ② First paragraph, first sentence

In a single turn, a 'Mech may punch with one or both arms.

Change to:

In a single turn, a 'Mech may punch with one or both arms; a separate to-hit roll is made for each arm.

- 2) ② Fourth paragraph, first line

See *Modified To-hit Number*, p. 106

Change to:

See *Modified To-hit Number*, page 144

- 3) ⑤ Under "Missing Actuators", last sentence

Likewise, 'Mechs that do not come equipped with a lower arm actuator on the punching arm must add a +2 modifier to the to-hit number (in place of the +1 modifier for punching without a hand actuator),

Change to:

Likewise, 'Mechs that do not come equipped with a lower arm actuator on the punching arm must add a +2 modifier to the to-hit number,

#### ② Punch Attacks ('Mech Only) [example text] (p. 145)

- 1) Change "A Grasshopper with Piloting Skill Level 5" to "A Grasshopper with Piloting Skill Rating 5"
- 2) Change "(Piloting Skill Level)" to "(Piloting Skill Rating)"
- 3) Change "is 7" to "is 8"
- 4) Change "-1 (punching attack modifier)" to "+0 (punching attack modifier)"
- 5) Change "= 7." to "= 8."

#### Physical Weapon Attacks ('Mech Only) (p. 146)

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

A 'Mech can either deliver a physical weapon attack using its arm or fire the weapons on that arm, but it may not do both.

- 2) ④ After "Critical Hits" insert the following new paragraph:

**Grounded Spheroid DropShips:** Physical attacks made against grounded spheroid DropShips are resolved as Side hits, re-rolling any Nose locations.

#### ⑤ Physical Weapon Attacks Table (p. 146)

Under "Damage Value", apply the dagger footnote symbol to the Chainsaw and Dual Saw.

#### ④ Push Attacks (p. 147)

First paragraph, second sentence

The target 'Mech cannot execute a charge attack this turn.

Change to:

The target 'Mech cannot be performing a charge or death from above attack this turn.

**④ Kick Attacks (p. 147)**

*Under "Four-Legged 'Mechs", first sentence*

A quad 'Mech can kick into its rear arc, but cannot kick into the front and rear arc in the same turn.

Change to:

A quad 'Mech can kick into its rear arc (provided the hip actuators of both legs used in the kick are undamaged), but cannot kick into the front and rear arc in the same turn.

**Charge Attacks (p. 148)**

- 1) ⑤ *First paragraph, first sentence*

In order for a unit to charge, the target must be in the hex directly in front of the charging unit (disregarding torso twists) at the beginning of the Physical Attack Phase.

Change to:

In order for a unit to charge, it must not have jumped that turn and its target must be in the hex directly in front of the charging unit (disregarding torso twists) at the beginning of the Physical Attack Phase.

- 2) ⑤ *Second paragraph, first sentence*

Charging attacks must be declared during the Movement Phase (Ground), but like all other physical attacks, they are resolved during the Physical Attack Phase.

Change to:

Charging attacks must be declared during the Movement Phase (Ground), when the charging unit is directly in front of the target's hex, but like all other physical attacks, charges are resolved during the Physical Attack Phase.

- 3) ⑪ *Fifth paragraph, first and second sentences*

If the attacking 'Mech takes damage during the Weapon Attack Phase that forces the warrior to make a Piloting Skill Roll, the player should roll as normal. A failed roll means the attack automatically misses.

Change to:

The attack automatically misses if the attacking pilot is unconscious at the start of the Physical Attack Phase. If the attacking 'Mech is forced during the Weapon Attack Phase to make a Piloting Skill Roll, a failed roll means the attack automatically misses.

- 4) ⑪ *Under "ProtoMechs"*

ProtoMechs cannot be targets of charging attacks.

Change to:

These units cannot be the target of charge attacks (with the exception of unintentional charges).

**Damage (p. 148)**

- 1) ⑤ *Replace the first paragraph with the following:*

If the attack succeeds, both units take damage from the collision. To determine damage to the defender, divide the charging unit's weight by 10, then multiply the result by the number of hexes moved by the attacker in the Movement Phase (the hexes moved do not count the hex containing the target). Round fractional damage up. If the attacker moved both backward and forward that phase, base the number of hexes it moved from the hex in which the 'Mech last reversed its movement. If the attacker fell in the Movement Phase, no hexes it moved before the fall apply. The charging unit takes 1 point of damage for every 10 tons the target weighs (round fractions up).

- 2) ④ *Under "Vehicles", first paragraph, after the first sentence insert the following:*

Against a 'Mech in Depth 1 water, use the Punch Location Table if the vehicle was on the surface of the water, and the Kick Location Table if the vehicle was at Depth 1.



- 3) ⑤ *Replace the "Unusual Targets" paragraph with the following:*

**Buildings:** A unit that charges a building hex automatically fails its Piloting/Driving Skill Roll required to avoid damage when entering a building hex and takes damage equal to the current CF of the building/10 (rounded up). This takes the place of the normal damage to the attacker caused by a charge.

**Unusual Targets:** If a charge attack is made against a target with no tonnage other than a building (such as a hill, for example, due to a skid), calculate damage to the attacker using the attacker's tonnage rather than the target's. For the purposes of charge attacks, DropShips are considered unusual targets.

⑪ **Location After Attack (p. 148)**

- 1) *First sentence*

If the charging attack succeeds, the target unit must move as if it had been pushed, and the attacker 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. If the target unit was not destroyed, it is displaced into the adjacent hex in the direction that the attacker charged it.

- 2) *Before "Prohibited Terrain" insert the following paragraph:*

**DropShips:** These are not displaced after a charge, and are treated as Prohibited Terrain by the attacker (see below).

**Death From Above Attacks (p. 149)**

- 1) ⑤ *Second paragraph, first sentence*

In order to execute a DFA, the attacker must have enough Jumping MP and be able to jump into the hex containing the target.

Change to:

In order to execute a DFA, the attacker must be able to legally enter the hex the target occupies. The attacker must expend only the usual Jumping MP needed to reach that hex, but must have enough Jumping MP available to clear any height requirement (this is the level of the hex the target is in, plus two if the target 'Mech is standing, as a standing 'Mech is always two levels high). For example, to make a DFA attack from a Level 0 hex against a 'Mech standing one hex away on a Level 3 hill would only cost 1 MP, but the attacking 'Mech must have at least 5 Jumping MP available to make the attack.

- 2) ⑤ *Under "Weapon Attack Phase", second paragraph, last sentence*

For purposes of determining LOS, the attacking unit is considered to be in the air above the hex, standing one level higher than the target hex or the level of the hex the attacker occupies, whichever is higher.

Change to:

For purposes of determining LOS, the attacking unit is considered to be in the air above the hex, standing two levels higher than either the target hex or the level of the hex the attacker occupies, whichever is higher.

- 3) ⑪ *Under "Weapon Attack Phase", replace the fourth paragraph ("Falls") with the following:*

*This ruling has changed from previous errata versions.*

**Falls:** If the attacker fails a Piloting Skill Roll in the Weapon Attack Phase (or would automatically fall), instead of falling that phase the DFA automatically misses. Resolve the DFA in the Physical Attack Phase as an unsuccessful attack (see *Falls*, p. 150). The DFA also misses if the pilot is unconscious at the start of the Physical Attack Phase.

- 4) ⑥ *Under "Weapon Attack Phase", example text, third through fifth sentences*

*During the Weapon Attack Phase, the Jenner is considered to be in Hex C, as though it were standing on a Level 2 hill (the target hex's level +1). The Atlas may fire against the Jenner's front side with any weapons it can bring to bear at a range of 1. Other units on the map can check for LOS and fire as though the Jenner were in Hex C with an LOS height of Level 4.*

Change to:

*During the Weapon Attack Phase, the Jenner is considered to be in Hex C, as though it were standing on a Level 3 hill (the target hex's level +2). The Atlas may fire against the Jenner's front side with any weapons it can bring to bear at a range of 1. Other units on the map can check for LOS and fire as though the Jenner were in Hex C with an LOS height of Level 5.*





### Death From Above Attacks (p. 150)

- 1) ⑪ *Under "Location After Attack", first paragraph, second sentence*

If the DFA is successful, the target is pushed one hex in the direction opposite the attack.

Change to:

If the DFA hits and neither the attacker nor target were destroyed, the target is pushed one hex in the direction opposite the attack.

- 2) ⑤ *Under "Falls", 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. 68), but the Hit Location for this damage is always the rear.

### ⑤ Physical Attacks Against Prone 'Mechs (p. 151)

- 1) *After the second sentence insert the following:*

Prone 'Mechs are always treated as adjacent to their attacker for these purposes.

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

Prone 'Mechs ignore Piloting Skill checks required to avoid falls.

### Unit Displacement (p. 151)

- 1) ⑤ *After the first paragraph, insert the following new paragraph:*

Displacement (including any resulting Piloting Skill Rolls and damage) is resolved immediately after the action that caused it, regardless of what phase it is. If any damage was inflicted by that action, apply it before resolving the displacement, even though the phase has not yet ended.

- 2) ⑤ *"Buildings" paragraph*

If a unit is displaced into a building hex, the building takes damage as if the displaced unit had executed a successful charge attack (see *Charge Attacks*, p. 148).

Change to:

If a unit is displaced into a building hex, the building and the unit are damaged as if the displaced unit had voluntarily moved into it and failed its Piloting/Driving Skill Roll (see *Moving Through Buildings*, p. 167).

- 3) ⑪ *Before the "Infantry" paragraph insert the following paragraph:*

**Destroyed Units:** A unit destroyed by an action that would also displace it (such as a charge) does not move or resolve any displacement.

- 4) ⑤ *Under "Vehicles", last sentence*

A vehicle displaced into a hex 2 levels or more lower than its previous position takes damage per *VTOL Rotor Destruction* (see p. 197).

Change to:

A vehicle displaced into a hex 2 levels or more lower than its previous hex takes 1 point of falling damage for every 10 tons that it weighs (rounding up), times the number of levels plus 1 that it fell. Divide the damage into 5-point Damage Value groupings and determine a hit location for each grouping using the Facing After Fall Table, page 68.

### ③ Infantry Falling Damage Table (p. 151)

Insert an asterisk at the end of the header "Damage Per Every 2 Levels"

### Falling Unit Hits Target (p. 152)

- 1) ⑨ *Fourth paragraph, first sentence*

To determine the amount of damage inflicted on the target unit, divide the weight of the falling 'Mech by 10, multiplied by the number of levels fallen at the point of impact.

**Change to:**

To determine the amount of damage inflicted on the target unit, divide the weight of the falling 'Mech by 10 (round up), multiplied by the number of levels fallen at the point of impact (the level of the underlying hex plus the level of the target 'Mech -1).

- 2) ⑤ Under "Airborne Units", delete the second paragraph.

**⑦ Domino Effect (p. 153)**

Replace the first through third paragraphs on the page with the following:

If a unit accidentally falls one level or less or is forced into a hex occupied by another unit that violates the stacking rules (such as a 'Mech entering a hex that contains another 'Mech, or friendly vehicles and so on), a unit already in the hex is forced out of it in the direction opposite the hexside of where the accidentally falling unit entered the hex. If either unit is a 'Mech, both players must immediately make Piloting Skill Rolls to avoid falling once all displacement is resolved.

When the domino effect originates from one of a unit's four side hexes, however, the unit can choose to avoid the domino effect by moving one hex directly forward or backward, assuming it has sufficient Ground MP remaining from the Movement Phase (meaning it cannot have jumped), and it is mobile (standing, if a 'Mech). For a vehicle, the player must make a successful Driving Skill Roll for the dodging unit; if the dodging unit is a 'Mech, the player need only have passed the Piloting Skill Roll given above. The unit attempting to dodge cannot move backward, however, if its player declared running/flanking movement for the turn. If the Piloting/Driving Skill Roll was not successful, the unit does not move out of the way.

The domino effect continues as long as relevant units remain in hexes adjacent to one another in the direction of the effect, and none of them manages to move out of the way.

**Domino Effect [example text] (p. 153)**

- 1) ⑦ *Fifth sentence*

*If the roll fails, the 'Mech is forced into Hex D and must make another Piloting Skill Roll to avoid falling.*

**Change to:**

*If the roll fails, the 'Mech is forced into Hex D and falls there.*

- 2) ② *Last sentence*

*If the BattleMech had 2 or more MP left, it could move forward into the heavy woods in Hex F.*

**Change to:**

*If the BattleMech had 2 or more MP left, it could move forward into the light woods in Hex F.*

**Heat****⑤ Building Up Heat (p. 158)**

Under "Fuel Cell and ICE-Powered IndustrialMechs"

ICE-powered IndustrialMechs generate no heat from walking or running,

**Change to:**

These units generate no heat from walking or running,

**② Outside Heat Sources [example text] (p. 159)**

Replace the second and third sentences with the following:

After rolling the heat generation for the plasma rifle (6 heat points) and rolling on the Cluster Hits Table for the number of infernos that struck the target (a 9, resulting in 5 missiles hitting the target), 'Mech A's controlling player tallies the heat generated: 6 for the plasma rifle + 10 for the infernos (2 heat points per missile x 5) = 16. However, such outside heat sources can only inflict a total of 15 heat points in a turn, and so 1 point is wasted.

**Shutdown (p. 160)**

- 1) ④ *Fourth paragraph, first sentence*

A MechWarrior can override the power plant's safety shutdown procedure,



Change to:

A conscious MechWarrior can override the power plant's safety shutdown procedure,

- 2) ⑩ After "Aimed Shots" insert the following new paragraph:  
*This ruling has changed from previous errata versions.*

**Voluntary Shutdown:** Players may elect to voluntarily shut down a unit during any End Phase; unlike an involuntary shutdown, this does not force a Piloting Skill Roll. 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.

④ **Ammunition (p. 160)**

- 1) *First paragraph, second sentence*

The MechWarrior can avoid the explosion by pure luck, as indicated by the Avoid number.

Change to:

The explosion can be avoided by pure luck, as indicated by the Avoid number.

- 2) *In between the third paragraph and the "Exploding Weapons and Single-Shot Weapons" paragraph, insert the following new paragraph:*

An ammunition explosion has no effect on any unit other than the one that suffered it.

⑥ **ICE-Powered 'Mechs (p. 160)**

*First sentence*

In addition to possible ammunition explosions avoid rolls, ICE-powered 'Mechs must make Fuel Explosion checks when their heat levels exceed 19, 23 and 28 points.

Change to:

In addition to possible ammunition explosions avoid rolls, ICE-powered 'Mechs must make Fuel Explosion checks when their heat levels reach 19, 23 and 28 points.

## Buildings

② **Building Modifiers Table (p. 167)**

Change "Piloting Skill Modifier" in the header to "Piloting/Driving Skill Modifier"

② **Building Movement Modifiers Table (p. 167)**

Change both instances of "Piloting Skill Modifier" in the header to "Piloting/Driving Skill Modifier"

⑦ **Building Levels (p. 167)**

Second paragraph: delete all but the last sentence. Append that remaining sentence to the first paragraph above.

⑦ **Moving Through Buildings (p. 167)**

*Under "Mechs and Vehicles", first paragraph, replace the first sentence 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).

⑤ **Moving Through Buildings (p. 168)**

*Under "Mechs and Vehicles", before the "Vehicles" paragraph insert the following new paragraph:*

**WiGEs:** While WiGEs cannot enter a building, a WiGE moving over a building immediately collapses that building if its tonnage x 0.25 exceeds the building's current CF (see *Collapse*, p. 176).



⑤ **Infantry and ProtoMechs (p. 168)**

At the end of the first paragraph insert the following:

Jump-capable infantry that wish to enter a building using their Jumping MP follow the procedure for jumping Battle Armor, below.

⑤ **Exiting Building Hexes [example text] (p. 171)**

Second paragraph, last sentence

the Sylph can use its Anti-'Mech Skill to enter that building.

Change to:

the Sylph can enter that building.

**Attacking Buildings (p. 171)**

- 1) ⑤ *First paragraph, second sentence*

(use the full Damage Value for Cluster Weapons; i.e. Cluster Weapons do not use the Cluster Hits Table when determining damage against a building hex),

Change to:

(use the full Damage Value for Cluster Weapons; i.e. Cluster Weapons do not use the Cluster Hits Table when determining damage against an adjacent building hex),

- 2) ⑦ *Under "Mechs and LOS", replace the paragraph with the following:*

**Partial Cover ('Mechs Only):** A standing 'Mech occupying a Level 1 building or a building hex one level below the roof receives partial cover (see p. 102), 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.

⑤ **Attacking Units Inside Buildings (p. 171)**

Under "Physical Attacks", at the end of the paragraph insert the following:

Charges are the one exception (see *Charge Attacks*, p. 148).

④ **Resolving Damage [example text] (p. 173)**

Replace the fifth paragraph ("The modified to-hit target [...]") with the following:

The modified to-hit target number for the dive-bombing attack is 6 (4 Gunnery + 2 for the dive-bombing modifier). Roll once for each bomb used in the attack. If the rolls are successful, that bomb hits the target building hex at the level designated.

⑤ **Resolving Damage [example text] (p. 174)**

Left column, third paragraph on the page, fourth line

any units in hexes C, D, E, F, and G

Change to:

any units in hexes B, C, D, E, F and G

⑤ **Infantry Damage From Attacks Inside Buildings Table (p. 175)**

Change the entry for Heavy so that Heavy buildings absorb 25% of the damage.

**Combat Within Buildings (p. 175)**

- 1) ⑦ *Second paragraph, first sentence*

Unlike standard combat, units in the same building hex (and even at the same level in the same hex) can attack one another.

Change to:

Unlike standard combat, units in the same building hex (and even at the same level in the same hex) can attack one another, treating the target as if it was in the forward arc.



- 2) ⑤ Under “Burst-Fire Weapons and Conventional Infantry”, replace the paragraph with the following:

When burst-fire weapons are used against conventional infantry in a building hex, assign damage per the Burst-Fire Weapon Damage Vs. Conventional Infantry Table (p. 217), but reduce the damage by half (round as normal). Damage assigned to the building is per the weapon’s non-burst-fire damage; see *Attacks Against Conventional Infantry*, page 215.

⑤ **Combat Within Buildings [example text] (p. 176)**

*First paragraph, second line from the bottom*

*to Level 1 of Hex A,*

Change to:

*to Level 1 of Hex B,*

⑦ **Collapse (p. 176)**

*Replace the fourth paragraph with the following:*

When a building hex collapses, any unit 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 unit, add to this the base damage multiplied by the number of building levels above that unit. Round the final result up. Units on the top level or roof apply no multiplier (i.e. the roof does not count as a level above for this purpose).

**Damage and Displacement [example text] (p. 178)**

- 1) ⑥ *Left column, second full paragraph, third sentence*

*The building had 3 levels above the Marauder, and so the ‘Mech takes 3 points of damage (base damage  $0.8 \times 3 = 2.4$  (rounded up to 3). Player 2 assigns the 3 damage points using the Front/Back column of the ‘Mech Punch Hit Location Table.*

Change to:

*The building had two levels above the Marauder, and so the ‘Mech takes 2 points of damage (base damage  $0.8 \times 2 = 1.6$  (rounded up to 2). Player 2 assigns the 2 damage points using the Front/Back column of the ‘Mech Punch Hit Location Table.*

- 2) ⑥ *Left column, fifth full paragraph, third sentence*

*The building had 3 levels above the Marauder, and so the ‘Mech takes 3 points of damage (base damage  $0.8 \times 3 = 2.4$ , rounded up to 3).*

Change to:

*The building had two levels above the Marauder, and so the ‘Mech takes 2 points of damage (base damage  $0.8 \times 2 = 1.6$ , rounded up to 2).*

- 3) ② *Right column, first paragraph, second sentence*

*The Locust falls two levels and so takes 9 points of damage: [...]*

Change to:

*The Locust falls two levels and so takes 6 points of damage: [...]*

- 4) ⑥ *Right column, first paragraph, fourth sentence*

*He assigns damage to the front of the Locust in one 5-point grouping and one 4-point grouping,*

Change to:

*He assigns damage to the front of the Locust in one 5-point grouping and one 1-point grouping,*

⑤ **Basements (p. 179)**

*Under “ProtoMechs, Vehicles and Infantry”, first sentence*

ProtoMechs, vehicles and infantry take normal falling damage (see *Unit Displacement*, p. 151) when they fall into a basement, regardless of the roll result on the Basement Table.

Change to:

ProtoMechs, vehicles and infantry take normal falling damage (see *Falling*, p. 68) when they fall into a basement; their facing remains as it was before they fell.



### ⑤ Basements Table (p. 179)

For each of the results 2-4 and 10-12, delete everything after it states how many levels the unit fell.

## ProtoMechs

### Damage (p. 185)

- 1) ⑩ *At the end of the first paragraph insert the following:*

ProtoMechs without a main gun take damage to the torso when the main gun location is rolled.

- 2) ⑤ *Second paragraph, fourth sentence*

Each time a player crosses off a shaded critical hit box, the warrior takes a point of damage.

Change to:

Each time an attack forces a player to cross off one or more critical hit boxes, the warrior takes a point of damage.

### Frenzy (p. 187)

- 1) ⑧ *First paragraph, at the end of the paragraph insert the following:*

Against conventional infantry, this damage is treated as coming from conventional infantry (see p. 216).

- 2) ⑤ *Second paragraph, second and third sentences*

*This ruling has changed from previous errata versions.*

The attack can only be made against an adjacent target in the front firing arc. If the ProtoMech has twisted its torso, the attack can only be made into the rotated front firing arc.

Change to:

The attack can only be made against targets in the same hex as the ProtoMech.

- 3) ⑧ *Replace the third paragraph with the following:*

If the attack hits, consult the 'Mech Kick Location Table (see p. 147); if the 'Mech is prone, use the appropriate column of the standard hit location table (see p. 119) instead. When making this attack against vehicles, use the Front column of the appropriate hit location table.

### ⑤ ProtoMech Myomer Booster (p. 187)

*Second sentence*

Whenever a ProtoMech unit uses MP in excess of its standard movement (i.e. in the example above, expends MP of 10+), it must roll 2D6

Change to:

A ProtoMech unit can choose to engage the booster as it declares what movement mode it will use. Upon doing so, it must roll 2D6

## Combat Vehicles

### ② Motive System Damage Table (p. 193)

- 1) *Footnote, first sentence*

All movement and Driving Skill Roll penalties are cumulative.

Change to:

All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 8-9 is made for a vehicle, inflicting a +2 PSR modifier, that is the only time that particular +2 can be applied; a subsequent roll of 8-9 has no additional PSR effect, but the additional -1 Cruising MP would still be applied. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6.

- 2) *At the end of the footnote insert the following:*

If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.



④ **Ground Combat Vehicle Critical Hit Effects (p. 194)**

*Under "Ammunition", second sentence*

Unlike a 'Mech, where only a single slot explodes, the Combat Vehicle loses all its ammunition (see p. 125).

Change to:

Unlike a 'Mech, where only a single slot explodes, the Combat Vehicle loses all its ammunition (see p. 125), excepting one-shot weapons.

⑤ **Ground Combat Vehicle Critical Hit Effects (p. 194)**

*Under "Crew Killed", at the end of the third sentence append the following:*

(VTOLs and WiGEs crash and are considered destroyed).

② **VTOL Combat Vehicle Critical Hits Table (p. 196)**

- 1) Change "Engine Hit" to "Engine Damage"
- 2) Change "Weapon Jam" to "Weapon Malfunction"

⑩ **VTOL Combat Vehicles (p. 196)**

*Under "To-Hit Modifiers", replace the first paragraph with the following:*

Because a VTOL normally flies above woods, it does not benefit from woods to-hit modifiers for the hex it occupies while in flight, unless it traverses the woods hex along a road (see p. 54) and its elevation is below the level of the trees.

④ **VTOL Combat Vehicles (p. 197)**

*Before "Determining Hit Location", insert the following new subsection:*

**Motive System Damage**

If at any time during a turn a VTOL vehicle is airborne when damage reduces its MP to 0, treat it as if it had received an Engine Damage critical hit (see below). The engine itself remains functional, but the VTOL cannot move for the rest of the game.

⑤ **Rotor Hits (p. 197)**

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

*This ruling has changed from previous errata versions.*

Any source of damage without a weapon Damage Value is not modified in this manner. In addition, any successful physical attack by a 'Mech automatically destroys the VTOL's rotor (and thus the VTOL).

⑤ **Critical Damage (p. 197)**

*At the end of the second bullet point insert the following:*

At least 1 point of damage must have been dealt to trigger this.

⑤ **VTOL Combat Vehicle Critical Hit Effects (p. 197)**

- 1) *Under "Engine Damage", replace the first paragraph with the following:*  
*This ruling has changed from previous errata versions.*

**Engine Damage:** If a landed VTOL's engine takes damage, the unit cannot move for the rest of the game. If a flying VTOL's engine takes damage over a clear, paved, rough or building hex, make a Driving Skill Roll with a +4 modifier (plus any additional modifiers that might apply). If the roll succeeds, the VTOL lands in that hex and is rendered immobile. If the roll fails, the VTOL is destroyed. If the VTOL takes engine damage while flying over other terrain, it is automatically destroyed.

- 2) *Under "Rotors Destroyed", replace the paragraph with the following:*

The VTOL's rotor is destroyed, destroying the vehicle.



#### ④ Physical Attacks Against VTOLs (p. 198)

*Third sentence*

The first column lists the difference in levels between the 'Mech's hex and the VTOL; to find this number, subtract the 'Mech's hex level +1 from the VTOL's elevation.

Change to:

The first column lists the difference in levels between the 'Mech's hex and the VTOL; to find this number, subtract the 'Mech's hex level from the VTOL's elevation.

#### WiGE Combat Vehicles (p. 199)

- 1) ⑤ *Under "To-Hit Modifiers", first sentence*

Because a WiGE vehicle flies above terrain, it does not benefit from woods modifiers for the hex it occupies while in flight.

Change to:

Since a WiGE vehicle operates one elevation above the ground, it remains below the level of a woods hex, and so gains the modifier from woods as would a VTOL at the same elevation. If a WiGE vehicle follows a road through a woods hex, it also gains this bonus by being in the hex.

- 2) ⑧ *Under "Motive System Damage", replace the second paragraph with the following:*

If damage reduces a WiGE vehicle's MP to the point that it cannot enter at least five hexes in a turn, it must land at the end of its movement. Landing does not cost MP, and WiGE vehicles may only land in clear, paved, or water hexes. WiGE vehicles cannot descend below Depth 0 in a water hex; a WiGE vehicle forced to do so is destroyed.

## Support Vehicles

#### ⑤ Airships (p. 205)

*Last paragraph, after the first sentence insert the following:*

Airships that go out-of-control after being struck by weapons fire do not lose 1D6 Altitude Levels, but instead roll on the Airship Random Altitude Change Table (above).

#### ⑤ To-Hit Modifiers (p. 206)

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

##### Large Support Vehicles

Large Support Vehicles ignore the multiple targets modifier when firing at more than one unit.

#### ② Large Ground Support Vehicle Hit Location Table (p. 206)

The "double S" in the "2" row of both Front Side and Rear Side columns should appear in the headers of those columns instead.

#### ⑦ Damage [example text] (p. 207)

*Replace the fifth paragraph with the following:*

*If, on the other hand, the Support Vehicle were struck by an AC/5 using armor-piercing rounds, it would be forced to make a critical hit check regardless of its BAR (see Armor-Piercing Ammunition, p. 206). If it had a BAR of less than 10, the vehicle would add a +2 modifier to this check.*

*Errata note: In the fourth through sixth printings, this paragraph was accidentally \*added\* before the fifth paragraph, rather than replacing it as was intended. In these printings, delete the fifth (last) paragraph.*

## Infantry

#### ⑤ Generic Conventional Infantry Units Table (p. 213)

- 1) *Single-dagger footnote*

†Flamers can cause heat or damage at the discretion of the controlling player. Some weapons have the capacity to do both (see *Heat-Effect Weapons*, p. 113).



Change to:

†Flamers can cause either heat or damage at the discretion of the controlling player. Some weapons have the capacity to do both at the same time (see *Heat-Effect Weapons*, p. 113).

2) *Double-dagger footnote*

‡Movement type and restrictions, as shown on the *Movement Cost Table*, p. 52, apply per each vehicle of the same type.

Change to:

‡Mechanized infantry have the movement type and prohibited terrain of their vehicle type, as shown on the *Movement Cost Table* (see p. 52).

**Infantry Movement (p. 214)**1) ② *Under “Changing Level”, second paragraph, at the end of the first sentence append the following:*

; Inner Sphere battle armor units with body-mounted missile launchers cannot use Jumping MP until they jettison such launchers (the controlling player can announce he is ejecting the missile launchers at any time, marking them off on the appropriate record sheet).

2) ⑩ *Under “Changing Level”, at the end of the second paragraph insert the following:*

Unlike ‘Mechs, infantry cannot expend Jumping MP without leaving its hex (or level, if inside a building).

3) ⑤ *In between the “Buildings” and “Water” paragraphs insert the following new paragraph:*

**Mechanized Infantry:** Mechanized infantry have the movement type and prohibited terrain of their vehicle type (see the *Movement Cost Table*, p. 52). For example, hovercraft-based mechanized infantry may traverse water of any depth, but cannot move through woods of any type.

4) ⑤ *Under “Woods”, replace the paragraph with the following:*

To enter any light woods hex, infantry pay only 1 MP (except for permitted mechanized infantry units, which pay 2 MP). Infantry pay only 2 MP to enter any heavy woods hex.

**⑤ Conventional Infantry Attacks (p. 215)**

*Before the first paragraph on the page insert the following:*

All platoons have a Damage Type, which specifies the Type of damage they inflict:

- “B” (Ballistic): The platoon’s attacks are of the Direct-Fire Ballistic Type (see p. 113)
- “E” (Energy): The platoon’s attacks are of the Direct-Fire Energy Type (see p. 113)
- “M” (Missile): The platoon’s attacks are of the Missile Type (see p. 113)
- “P” (Point-Blank Weapon): See *TechManual*, page 148

A platoon might also have Special Features, also detailed via letter code:

- “A” (Anti-Aircraft Weapon): The platoon can attack airborne aerospace units
- “B” (Heavy Burst Weapon): The platoon deals additional damage vs. Conventional Infantry; see *TechManual*, page 148
- “F” (Flame-Based Weapon): The platoon’s attacks are also of the Heat-Causing Type (see p. 113)
- “N” (Non-Penetrating Weapon): The platoon’s weapons can affect only other Conventional Infantry

**Conventional Infantry Attacks (p. 215)**1) ⑤ *Second paragraph (first on the page), at the end of the first sentence append the following:*

(for a platoon with only one trooper remaining the result is always “1”).

2) ⑤ *Third paragraph (second on the page), last sentence*

If the target is a conventional infantry platoon, the attacking player simply applies the damage.

Change to:

If the target is a conventional infantry platoon, the damage is instead simply applied all at once.



- 3) ④ Under “Stealth Equipment”, first paragraph, last sentence

To-hit modifiers generated by basic, improved, prototype and standard stealth armor systems (regardless of which unit mounts the equipment) have no effect on conventional infantry (see *Other Combat Equipment*, p. 228).

Change to:

To-hit modifiers generated by BattleMech, basic, improved, prototype and standard stealth armor systems (regardless of which unit mounts the equipment) have no effect on conventional infantry (see *Stealth Armor*, p. 142, and *Other Combat Equipment*, p. 228).

#### Attacks Against Conventional Infantry (p. 215)

- 1) ④ *Second paragraph, last sentence*

Successful non-infantry attacks against conventional mechanized infantry double the number of troopers eliminated in this fashion.

Change to:

Successful non-conventional infantry attacks against conventional mechanized infantry double the number of troopers eliminated in this fashion.

- 2) ⑤ Under “Burst-Fire Weapons”, first paragraph

Delete the last sentence (“As with attacks from conventional infantry [...]”)

#### Attacks Against Conventional Infantry (p. 216)

- 1) ⑥ Under “Clear Terrain”, first sentence

Conventional infantry hit while in Clear terrain suffer twice the normal damage.

Change to:

Conventional infantry hit while in Clear terrain (or any other terrain that provides no terrain to-hit modifiers) suffer twice the normal damage.

- 2) ④ Under “Damage from Other Infantry Attacks”, first sentence

Damage done by one infantry unit to another always equals the standard damage inflicted;

Change to:

Damage done by one conventional infantry unit to another always equals the standard damage inflicted;

- 3) ④ Under “Mechanized Infantry”, replace the entry with the following:

**Mechanized Infantry:** Successful non-conventional infantry attacks against conventional mechanized infantry double the number of troopers eliminated unless they are made with burst-fire weapons.

Against successful conventional infantry and burst-fire weapon attacks, double the damage each mechanized infantry trooper can sustain before being eliminated. If such a trooper is not eliminated, that unit’s record sheet always retains at least one box of armor (which requires 2 points of infantry damage to eliminate) until the trooper is crippled or killed.

#### Non-Infantry Weapon Damage Against Infantry Table (p. 216)

- 1) ④ *In between the first and second rows insert the following new row:*

BattleMech Physical Attack**	Damage Value / 10
------------------------------	-------------------

- 2) ④ *At the bottom of the table, insert the following new footnote:*

\*\*Not including Thrashing Attacks (see p. 151).

- 3) ④ In both the table and the footnotes, change the Pulse reference from two to three asterisks.

- 4) ⑪ *Replace the dagger footnote with the following:*

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection; round all fractions up. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated, after any rounding.



④ **Burst-Fire Weapon Damage vs. Conventional Infantry Table (p. 217)**

- 1) Add an asterisk after the “Battle Armor” subtable header.
- 2) *At the bottom of the table, insert the following footnote:*

\* Any burst-fire weapon available to battle armor but not listed on the “Battle Armor” subtable (such as the small pulse laser) defaults to the burst-fire damage listed on the “BattleMechs, ProtoMechs and Vehicles” subtable.

⑨ **Attacks Against Conventional Infantry [example text] (p. 217)**

- 1) Replace all references to the LRM (Jump) platoon with Flamer (Foot)
- 2) *Second paragraph, last sentence*

*Jim marks off 15 troopers killed out of 21, leaving him with 8 troopers.*  
Change to:  
*Jim marks off 15 troopers killed out of 28, leaving him with 13 troopers.*
- 3) *The Atlas has cost Jim 7 of his remaining 8 troopers, leaving him with a single trooper, eliminating that platoon’s offensive capability as it can no longer deal damage.*  
Change to:  
*The Atlas has cost Jim 7 of his remaining 13 troopers, leaving him with 6 troopers and largely eliminating that platoon's offensive capability, as it can only deal up to 3 damage now.*

**Battle Armor (p. 218)**

- 1) ④ *Under “Non-Missile Attacks”, second paragraph*

Delete the second sentence (“If the target is a conventional infantry platoon...”)
- 2) ⑩ *Under “Missile Attacks”, replace the second paragraph with the following:*  
*This ruling has changed from previous errata versions.*

Determine missile attack hit locations based on the launcher type, as normal. Mark off one shot of ammunition on the record sheet for each missile weapon fired.
- 3) ⑤ *Under “Anti-Personnel Weapons”, replace the last sentence with the following:*  
*This ruling has changed from previous errata versions.*

The standard rules presume the mounting of a single Auto-Rifle as the unit’s anti-personnel weapon. At the players’ option, the damage, ranges and to-hit numbers of alternative anti-personnel weapon types may be used as per *TechManual*, page 271. Regardless of the anti-personnel weapon type or how many anti-personnel weapons a battle armor unit mounts, the unit can only make one anti-personnel weapon attack in a turn, using only a single anti-personnel weapon per suit.

② **Battle Armor Attacks [example text] (p. 219)**

*Top of the second column*

*Generic Conventional Infantry Damage Table results in a final Damage value of 1 to be assigned to a location*

Change to:

*Generic Conventional Infantry Damage Table results in a final Damage Value of 2 to be assigned to a location*

**Anti-’Mech Attacks (p. 220)**

*Insert the following new paragraphs:*

- ② **Body-Mounted Missile Launchers:** Inner Sphere battle armor units with body-mounted missile launchers cannot make anti-’Mech attacks until they jettison such launchers (the controlling player can announce he is ejecting the missile launchers at any time, marking them off on the appropriate record sheet).
- ⑤ **TAG:** An infantry unit may not designate a target and make an Anti-’Mech Attack in the same turn.



#### ④ Leg Attacks (p. 220)

##### Second sentence

Infantry units that begin a Weapon Attack Phase in the same hex as a 'Mech may choose to attack the 'Mech's legs instead of making a standard weapon attack.

##### Change to:

Infantry units that begin a Weapon Attack Phase in the same hex and at the same elevation as the legs of an enemy 'Mech may choose to attack the 'Mech's legs instead of making a standard weapon attack.

#### Swarm Attacks (p. 220)

- 1) ④ *First paragraph, first sentence ("Infantry units that begin a Weapon...")*

Infantry units that begin a Weapon Attack Phase in the same hex as an enemy 'Mech may choose to swarm the 'Mech, rather than use their weapons or attack its legs.

##### Change to:

Infantry units that begin a Weapon Attack Phase in the same hex and at the same elevation(s) of an enemy 'Mech may choose to swarm the 'Mech, rather than use their weapons or attack its legs.

- 2) ⑤ *First paragraph, last sentence*

Only one swarm attack can be made against a unit in a given turn.

##### Change to:

A unit can only be swarmed by one infantry unit, and only one swarm attack can be made against a target in a given turn.

- 3) ④ *Fourth paragraph, in between the first and second sentences insert the following:*

In turn, a unit performing a swarming attack may not be the target of weapon attacks.

- 4) ④ *Under "Prohibited Attacks", first sentence*

Aerospace units and VTOLs cannot be targets of swarm attacks unless they land.

##### Change to:

Aerospace units, VTOLs and WiGEs cannot be targets of swarm attacks unless they land.

- 5) ④ *Under "Prohibited Attacks", after the last sentence insert the following:*

Lastly, swarming units are not valid targets and thus cannot be attacked either.

#### ⑤ Swarm Attack Modifiers Table (p. 221)

- 1) Under "Active Troopers in Conventional Platoon", add a new footnote marker to the "16-17" entry.

- 2) *At the bottom of the table, insert the following new footnote:*

This line is also used for friendly battle armor attempting to mount a friendly unit being swarmed by 15 or fewer conventional infantry.

#### Fighting Off Swarm Attacks (p. 222)

- 1) ④ *Second full paragraph, fourth sentence*

The infantry unit cannot move or shoot for the rest of the turn, and takes 3D6 damage points of damage. The damage is applied to the infantry unit as if from an infantry attack.

##### Change to:

The infantry unit cannot move or shoot for the rest of the turn, and each trooper takes 1 damage point for every Jump Movement Point the 'Mech used in that phase.

- 2) ⑤ *Under "Mechanized Battle Armor", right column, delete the first full paragraph ("Even if the ...").*

3) ④ *Under “Vehicles”, last sentence*

If the roll is successful, the swarming infantry is shaken loose as if knocked off by a jumping 'Mech.

Change to:

If the roll is successful, the swarming infantry is shaken loose as if knocked off by a jumping 'Mech, and each trooper takes 1 damage point.

4) ④ *After the “Vehicles” paragraph insert the following new paragraph:*

**VTOLs and WiGEs:** VTOL and WiGE units can fight off swarming infantry just like regular combat vehicles. Should they succeed, or be destroyed while they are swarmed, the swarming infantry is considered to be shaken loose as if knocked off by a jumping 'Mech, and each trooper takes 1 damage point for every Elevation above the terrain that the VTOL or WiGE unit is at. If the swarming infantry has Jump or VTOL movement, it takes no damage, but still cannot move or shoot for the remainder of the turn.

④ **Attacks Against Swarmed Units (p. 222)**

*First paragraph, first sentence*

Attacks against a swarmed unit may strike the swarming infantry as well.

Change to:

Though swarming infantry cannot be deliberately targeted by weapon attacks, attacks against a swarmed unit by a third party may strike the swarming infantry as well.

**Swarm Attack Damage (p. 223)**1) ② *At the end of the second paragraph, first column, insert the following:*

Swarm damage to grounded aerospace units uses a randomly determined side column of the appropriate column of the Aerospace Units Hit Location Table.

2) ④ *Under “Critical Hits”, second sentence*

In addition to determining normal damage, the player rolls once on the Determining Critical Hits Table (p. 124),

Change to:

In addition to determining the normal effects of its eligible weapons fire, the player rolls once on the Determining Critical Hits Table (p. 124),

3) ⑤ *Under “Vibro-Claw Manipulator”, replace the paragraph with the following:*

A battle armor unit with one or more troopers equipped with a single vibro-claw adds 1 to its swarm attack damage; if the unit has one or more troopers equipped with two vibro-claws, instead add 2 to its swarm attack damage. This damage is in no way cumulative.

**Infantry Carriers (p. 223)**1) ③ *First sentence*

Infantry may ride inside any unit during the course of a game, provided the unit has dedicated cargo space.

Change to:

Infantry may ride inside any non-'Mech unit during the course of a game, provided the unit has dedicated cargo space.

2) ④ *Under “Mechanized Infantry”*

Mechanized infantry cannot be carried using these rules, unless the carrying unit is a Large Support Vehicle, small craft or Large Craft.

Change to:

Mechanized infantry can only be carried by a Combat or Medium Support Vehicle over 100 tons or any Large Support Vehicle, small craft or Large Craft.



**⑧ Mounting (p. 223)**

*First paragraph, first sentence*

To mount a carrying unit during a turn, an infantry unit must start its Ground Movement Phase in the same hex as the carrier.

Change to:

To mount a carrying unit during a turn, an infantry unit must spend all its MP to enter a carrier in its hex.

**④ Mounting (p. 224)**

*First full paragraph on the page*

Mounted infantry may not fire weapons, spot for indirect fire or take any action other than dismounting from the carrier. Any equipment that does not require an action to use (such as an ECM suite on a battle armor unit) still functions; hence in the case of an ECM suite on a battle armor unit, the carrying unit will be covered by the 1-hex "ECM bubble".

Change to:

Mounted infantry may not fire weapons, spot for indirect fire or take any action other than dismounting from the carrier. Equipment that does not require an action to use (such as an ECM suite on a battle armor unit) does not function.

**⑤ Dismounting (p. 224)**

*First paragraph, first sentence*

An infantry unit may dismount a carrier only at the end of that carrier's movement.

Change to:

An infantry unit may dismount a carrier only during the Movement Phase, at the end of that carrier's move. A charging carrier cannot dismount infantry.

**⑤ Dismounting (p. 225)**

1) Delete the second paragraph (first full para on the page: "Vehicles, including VTOLs, must spend...")

2) *Under "MP Reduction", last sentence*

, no infantry may dismount even if the carrier has not expended all of its MP.

Change to:

, no infantry may dismount.

**Dismounting From Aerospace Carriers (p. 225)**

1) **⑤** *First paragraph, second sentence*

If an aerospace unit is landed, use the rules for vehicles, Large Support Vehicles or DropShips as appropriate, except that the carrying unit need not expend MP to dismount infantry.

Change to:

If an aerospace unit is landed, use the rules for vehicles, Large Support Vehicles or DropShips as appropriate.

2) **④** *Replace the second paragraph with the following:*

The only exceptions are Aerospace Fighters, Conventional Fighters, and Fixed Wing and Airship Support Vehicles in conjunction with infantry that have Jumping or VTOL MP. The carrying unit must be flying at Altitude 1 (NOE). All infantry units dismounting from an airborne aerospace unit must be placed in any hex along the carrying unit's flight path in that turn (see p. 242). Jump-capable infantry units are placed on the ground (if the infantry unit must eject any missile launchers and/or detachable weapon packs to use its jumping capability, and has not yet done so, it cannot eject said equipment while still mounted on or in an aerospace unit; the airborne transport must first land before these units can dismount). Infantry units with VTOL MP that are dropped by an aerospace unit are placed at an elevation level of 8 (see p. 43).

Attacks against any infantry dismounting from an airborne aerospace unit are made as though the infantry moved 0 hexes, with a +1 modifier applied for infantry units that possess either Jump or VTOL MP.

**⑧ Infantry Dismounting [example text] (pp. 225-226)**

Remove all references to units expending MP to allow their infantry to dismount, as well as the Infantry Dismounting Table.



### Mechanized Battle Armor (p. 227)

- 1) ⑤ Under “Magnetic Clamps”

Mechanized battle armor units equipped with magnetic clamps can mount standard ‘Mechs and vehicles (except for VTOLs)

Change to:

Mechanized battle armor units equipped with magnetic clamps can mount standard ‘Mechs and vehicles (with special movement restrictions listed below)

- 2) ⑩ In between the “Magnetic Clamps” and “MP Reduction” paragraphs, insert the following new paragraph:  
*This ruling has changed from previous errata versions.*

**Movement Restrictions:** Whether or not the battle armor is equipped with magnetic clamps, no vehicle may expend VTOL, WiGE, or Jumping MP while carrying mechanized battle armor.

- 3) ⑤ Under “MP Reduction”, at the end of the paragraph insert the following:

The ‘Mech Lifting Capabilities rules (see p. 261) do not affect this MP penalty.

- 4) ⑤ After “MP Reduction” insert the following new paragraphs:

**Omni-Trailers:** Each tractor and trailer is a separate vehicle for the purposes of externally carrying battle armor. A trailer hitch in use on the Rear of the tractor or trailer reduces the ability of that tractor or trailer to carry battle armor squads by two suits, from the maximum of six suits.

**Support Vehicles:** Omni Support Vehicles of any kind cannot carry mechanized battle armor.

### ④ Attack Damage to Troopers (p. 227)

*First paragraph, first sentence*

When a unit carrying battle armor takes a hit in a location where a surviving trooper is riding, roll 1D6.

Change to:

Mechanized Battle Armor can only take damage when the unit carrying them takes damage. When a unit carrying battle armor takes a hit in a location where a surviving trooper is riding, roll 1D6.

### ④ Attack Damage to Troopers (p. 228)

*After the first paragraph on page (the paragraph continued from p. 227) insert the following new paragraph:*

**Area-Effect Attacks:** When resolving an area-effect attack on a hex with a unit carrying battle armor, the battle armor does not take normal area effect damage, but suffers damage as described above instead (roll 1D6 if the location a battle armor trooper takes damage, etc.).

### ⑤ Bomb Rack (p. 228)

*First paragraph, last sentence*

The only to-hit modifier that applies to the attack is Attacker Movement modifier.

Change to:

The to-hit number is equal to the battle armor’s Gunnery Skill Rating, with no other modifiers applied, including the –4 modifier for attacking a hex.

### ③ Improved Sensors (p. 228)

sensors with an *Inner Sphere* technology base have a 2-hex range, while Clan-tech sensors have a 3-hex range.

Change to:

improved sensors have a 2-hex range.

### ④ Magnetic Clamps (p. 228)

*Replace the entry with the following:*

A battle armor unit equipped with magnetic clamps can mount standard BattleMechs and vehicles as though the carrying units were Omni units (see *Mechanized Battle Armor*, p. 227).



⑪ **Multi-Purpose Missiles (p. 229)**

Under "Weapon Type"

Standard LRMs

Change to:

Standard LRMs/SRMs

## Aerospace Units

⑥ **Space Combat (p. 235)**

Under "Aerodyne Units"

(see Aerospace Firing Arcs Diagram 2, p. 236)

Change to:

(see Aerodyne Firing Arcs Diagram, p. 236)

⑤ **Space Combat (p. 235)**

Under "Spheroid Units"

(see Aerospace Firing Arcs Diagram 1, above)

Change to:

(see Spheroid Firing Arcs Diagram, above)

⑤ **Aerospace Attack Modifiers Table (p. 237)**

1) *Insert the following rows into the section for Target/Intervening Conditions:*

Secondary target in forward arc	+1
Secondary target in side or rear arc	+2
Target conducting air-to-ground attack this turn	-3
Attacker is an OmniFighter flying at altitude 1 (NOE) attacking an air target	+1
Attacker is non-OmniFighter flying at altitude 1 (NOE) attacking an air target	+2

2) For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"

③ **Aerospace Units Hit Location Table, DropShips/Small Craft (p. 237)**

On column "Side", on "Row 8", change "Collar Side/Door" to "Side/Door"

### Weapons and Equipment (p. 238)

1) ⑤ *Under "ECM and Active Probes", at the end of the section insert the following:*

The area of effect of ECM mounted on an aerospace unit only affects ground units (and vice versa) when the Aerospace Units on Ground Mapsheet rules are in use (see p. 91), the affected unit is within range, and the aerospace unit occupies NoE altitude. However, the unit mounting ECM always receives the benefits of ECM, even if the attack comes from beyond NoE altitude.

2) ④ *Under "Special Munitions"*

Aerospace units may not use special munitions.

Change to:

Aerospace units may not use special munitions, with the exception of Artemis-equipped missiles and LB-X autocannons (in which they always use Cluster ammunition).

③ **Determining Hit Location (p. 238)**

Under "Cluster Weapons", replace the paragraph with the following:

Determining hit locations for cluster weapons works differently with aerospace units than with other unit types. The Attack Value of all cluster weapons except Plasma weapons and Ultra Autocannons (or all cluster weapon bays except Ultra Autocannon bays) is divided into 5-point Attack Value groupings, with any remaining damage assigned to its own grouping. The attacking player then





makes a separate hit location roll for each Attack Value grouping. Ultra Autocannon divide their published Attack Value in half and apply each half as one of two separate clusters. Plasma weapons function as non-cluster weapons against heat-tracking units, applying heat normally. Against targets that do not track heat, Plasma Rifles add 2D6 to their 10 point Attack Value and Plasma Cannons roll 3D6 for an Attack Value, and both weapons apply all damage in this manner as five-point clusters.

#### ⑤ Scale (p. 238)

*Under "Spheroid Units"*

*This ruling has changed from previous errata versions.*

attacks by standard-scale weapons against capital-scale armor are totaled then divided by 10 and rounded down for each location  
Change to:

attacks by standard-scale weapons against capital-scale armor and structure are totaled then divided by 10 and rounded normally

#### ⑤ Structural Integrity (SI) Damage (p. 238)

*First paragraph, first sentence*

When all the armor in a location is destroyed, subtract half the excess damage (round down) from the unit's SI value.

Change to:

All damage to a unit's SI value is halved (round down).

#### ④ Airborne Aerospace Units vs. Other Airborne Units (p. 242)

*Replace the entry with the following:*

Airborne aerospace units may only execute air-to-air attacks against other airborne aerospace units. Against all other targets (including airborne non-aerospace units such as WiGE and VTOL vehicles, and other units expending VTOL MPs), airborne aerospace units may only execute air-to-ground attacks (see *Air-to-Ground Attacks*, below).

#### Air-to-Ground Attacks (p. 242)

##### 1) ② *Second paragraph, second sentence*

The player must first nominate an attack path, a row of hexes over which the fighter will pass. This row must form a straight line and represents the fighter's flight path across the ground mapsheet (see diagrams below).

Change to:

When an aerospace unit is declaring its weapon attacks, the player must first nominate an attack path, a row of hexes over which the fighter will pass. This row must form a straight line and must be parallel to the final facing of the aerospace fighter; it represents the fighter's flight path across the ground mapsheet (see diagrams on p. 243).

##### 2) ④ *Third paragraph*

Aerospace units making air-to-ground attacks cannot make any air-to-air attacks in the same turn.

Change to:

Aerospace units can only make one air-to-ground attack per turn, and cannot make any air-to-air attacks in the same turn.

##### 3) ④ *Under "Types of Attacks"*

Conventional fighters and aerodyne small craft can make all the attacks described below. Spheroid DropShips/small craft and VSTOL-equipped units may only make strike attacks. Aerodyne DropShips may only make strike and strafing attacks.

Change to:

Conventional and aerospace fighters and fixed-wing support vehicles equipped with hardpoints can make all the attacks described below. Spheroid DropShips/small craft may only make strike attacks. Aerodyne DropShips/small craft and fixed-wing support vehicles without hardpoints may only make strike and strafing attacks.

#### ⑤ Non-Aerospace Airborne Units (p. 243)

*First and second sentences*

*This ruling has changed from previous errata versions.*

Airborne aerospace units cannot make air-to-ground attacks against airborne non-aerospace units (WiGE and VTOL vehicles, or other units expending VTOL MP, such as battle armor). Such units cannot be damaged by these attacks, with the exceptions of bombs that strike a building or water hex

Change to:

Airborne aerospace units make strafing and striking attacks against airborne non-aerospace units (WiGE and VTOL vehicles, or other units expending VTOL MP, such as battle armor) just like any other ground target. Such units cannot be subject to dive-bombing or level bombing attacks, however, with the exception of bombs that strike a building or water hex

② **Air-to-Ground Attack Modifier Table (p. 243)**

Second footnote

†Terrain and target movement modifiers do not apply to any type of bombing attack;

Change to:

†Terrain and target movement modifiers (including the -4 modifier for an immobile target) do not apply to any type of bombing attack;

⑤ **Strafing (p. 243)**

- 1) *Second paragraph, third sentence*

The unit may fire one, some or all of its direct-fire energy and pulse weapons when strafing.

Change to:

The unit may fire one, some or all of its non-ammo-dependent direct-fire energy and pulse weapons when strafing.

- 2) *Third paragraph, in between the first and second sentences insert the following:*

No matter how many targets are attacked, each weapon only fires once for the purposes of heat tracking.

④ **Strafing [example text] (p. 245)**

Replace the first paragraph on the page with the following:

*For the VTOL in Hex D: 9 (4 (base to-hit number), +4 (strafing attack modifier) +2 (VTOL movement) +1 (airborne target) -2 (pulse weapon modifier)). If the attack succeeds, the player makes the hit location rolls against the rear of the VTOL.*

**Striking (p. 245)**

- 1) ⑤ *First paragraph, third sentence*

A strike attack reduces the attacker's altitude by one.

Change to:

A strike attack reduces the attacker's altitude by one, applied before any attacks are resolved that turn.

- 2) ⑦ *At the end of the section, before the example, insert the following new paragraph:*

**Variable Damage Weapons:** Striking attacks made with these weapons always treat the attack range as short.

**Striking [example text] (p. 245)**

- 1) ⑤ *Delete the last paragraph.*

- 2) ⑪ *Second paragraph, first sentence*

*This ruling has changed from previous errata versions.*

*The modified to-hit number against the 'Mech is 7 for the four pulse lasers and 9 for all other weapons (4 (base to-hit number) + 2 (striking attack) +2 ('Mech's movement) +1 (light woods) -2 (pulse weapon modifier only) = 7 and 9).*

Change to:

*First, the controlling player adjusts the Shiva's altitude from 3 to 2 on the fighter's record sheet. The modified to-hit number against the 'Mech is 7 for the four pulse lasers, 8 for the LB 20-X, and 9 for all other weapons (4 (base to-hit number) +2 (striking attack) +2 ('Mech's movement) +1 (light woods) -2 (pulse weapon modifier only) -1 (LB 20-X modifier only) = 7, 8, and 9).*

④ **Bombing (p. 245)**

At the end of the first paragraph insert the following:

All such ordnance uses the Nose arc for firing purposes.



⑤ **Bombing (p. 245)**

Under "Dive-Bombing", first paragraph, in between the first and second sentences insert the following:

This altitude drop is applied before any attacks are resolved that turn.

④ **Bombing (pp. 245-246)**

Under "Dive-Bombing", replace the second paragraph on p. 245, spilling over onto p. 246, with the following:

Roll once for each bomb being dropped in the attack. For each attack that succeeds, the bomb impacts and explodes in the target hex. If an attack fails, the bomb scatters before exploding. To determine the direction of the scatter, roll 1D6 and consult the Dive-Bombing Scatter Diagram below. The bomb scatters in that direction, impacting a number of hexes from its intended target hex equal to the attack roll's margin of failure. (For example, if the attack roll failed by 3 points, the missed bomb will strike 3 hexes away from its intended target.)

⑤ **Altitude-Bombing (p. 246)**

Replace the second paragraph with the following:

Roll once for each bomb being dropped in the attack. If a roll succeeds, that bomb lands in the designated hex. If the roll fails, the bomb scatters before exploding. To determine the direction of the scatter, roll 1D6 for each bomb dropped and consult the Altitude-Bombing Scatter Diagram on page 245. The bomb scatters in that direction, impacting a number of hexes from its intended target hex equal to the attack roll's margin of failure. (For example, if the attack roll failed by 3 points, the missed bomb will strike 3 hexes away from its intended target.)

④ **Area-Effect Weapons (p. 246)**

After the last sentence insert the following:

All external ordnance uses the Nose Arc for firing purposes.

④ **Rocket Launchers (p. 246)**

One rocket launcher occupies the same space as one bomb.

Change to:

One Rocket Launcher 10 occupies the same space as one bomb.

④ **TAG (p. 246)**

Replace the subsection with the following:

- **TAG:** Not a weapon in its own right, TAG (see p. 142) can be used to designate targets for weapons like laser-guided bombs or semi-guided LRMs. TAG units can be built into a unit's fuselage in the same way as a weapon or carried as an external pod. A pod-mounted TAG occupies the same space as one bomb. To designate a target, the fighter must be at Altitude 5 or lower. Like a strike attack, the target must lie along the flight path.

The base to-hit number for the system is the warrior's Gunnery Skill +2. The designating aerospace unit cannot make any other attacks while attempting to designate a target.

A grounded fighter's TAG uses the same firing arc as a weapon in the same location (see p. 236), and uses all rules of TAG use as found on page 142. A pod-mounted TAG on a grounded aerospace fighter uses the nose firing arc.

⑤ **Bombing [example text] (p. 247)**

Starting with the first new paragraph on the page ("The controlling player nominates..."), replace that paragraph and the one following it with the following:

*This ruling has changed from previous errata versions.*

*The controlling player nominates Hex B for its divebombing attack and opts to drop half his bomb load (5 bombs) against the target hex. In this case, we'll assume the Shiva was at an altitude of 4. First, the player adjusts the Shiva's altitude by 2 (from 4 to 2), because it is making a dive-bombing attack. The player then makes a to-hit roll against the modified To-Hit Number 6 (4 (base to-hit number) + 2 (dive-bombing attack modifier) = 6) for each bomb. Unfortunately, all his rolls are less than 6 and so the bombs miss their target. For each bomb, he must now roll the direction and distance of deviation. If he's lucky, they may still land in another hex containing an enemy unit, or—since they are cluster bombs—adjacent to an enemy unit's hex.*

*If all the bombs had struck Hex B, the player would apply the following damage.*



#### ④ Ground-To-Air Attacks (p. 247)

First paragraph, first sentence

The rules for ground units attacking airborne aerospace units are covered in the appropriate areas of the *Combat* section (see p. 98).

Change to:

The rules for ground units attacking airborne aerospace units are covered in the appropriate areas of the *Combat* section (see pp. 98 and 110).

#### ④ Ground-To-Air Attacks [example text] (pp. 247-248)

Replace the example with the following:

*In the strafing example on page 244, the controlling player of the ground units wishes to attack the aerospace fighter. The Shiva is at Altitude 3 in a hex on the low-altitude map that corresponds with the Canyon map (the ground mapsheet).*

*First, all of the units on the ground mapsheet have line of sight to the Shiva. (They would have LOS whether the fighter was at Altitude 1 all the way up to Altitude 8; at Altitude 9 or higher, the units on the ground mapsheet could not attack the Shiva. See Line of Sight under Airborne Aerospace Units Vs. Airborne Non-Aerospace Units, p. 99 of the Combat section.)*

*Next, the ground units' player must take his units' firing arcs into consideration. The Shiva is operating on a low altitude map, and so the line of sight is drawn from the attacking hexes to the closest point on the Shiva's flightline to determine appropriate arcs as follows (see Firing Arcs under Non-Aerospace Units to Airborne Aerospace Units, p. 105 of Combat):*

1. *Firing arcs do not apply to the infantry in hexes A and B.*
2. *The vehicle in Hex A can only fire its front-mounted weapons, or turret-mounted weapons if the unit had a turret and rotated it appropriately during weapon declaration.*
3. *The fighter is in the right side arc of the 'Mech in Hex B. The 'Mech may torso-twist to fire its front arc weapons on the fighter.*
4. *The fighter is in the ProtoMech's rear arc, and so the ProtoMech can only fire on the fighter if it mounts a main gun or arm-mounted weapons.*
5. *The VTOL in Hex D can only fire its rear-mounted weapons.*
6. *The WiGE in Hex 1 can only fire right-side mounted weapons.*
7. *Because the closest point on the Shiva's flightline is equidistant to the 'Mech in Hex 2's front and left arm arcs, the player controlling the player may choose what arc applies. The player controlling the 'Mech in Hex 2 may elect to torso-twist towards the Shiva's flightline, thus ensuring they may use the weapons in their front firing arc.*

*As the Shiva is operating on a low-altitude map, the range of the fighter is drawn from the attacking unit's hex to the nearest hex on the Shiva's flightline, minimum 0. In addition, for each altitude, all attacking non-aerospace units add 2 hexes to the range (see Non-Aerospace Units Attacking Airborne Aerospace Units, p. 107). With that in mind, the ranges for each unit are as follows:*

1. *The vehicle in Hex A, the 'Mech in Hex B, the ProtoMech in Hex C, and the VTOL in Hex D would all attack the Shiva as though the range were 6 (all are on the flightline, plus 2 hexes of range per altitude).*
2. *The range from the WiGE in Hex 1 is 7 (1 hex from the flightline, plus 2 hexes of range per altitude).*
3. *The range from the 'Mech in Hex 2 is 8 (2 hexes from the flightline, plus 2 hexes of range per altitude).*
4. *The two infantry units cannot make attacks against airborne aerospace units.*

*If the Shiva had been at Altitude 1 (NOE), the WiGE in Hex 1 would have applied a +1 to-hit modifier, while the 'Mech in Hex 2 would have applied a +2 to-hit modifier for terrain.*

*Finally, the player must consider the angle of attack (see Angle of Attack, p. 236). The units in hexes A, B, C and D are attacking the aerospace fighter's nose and so apply a +1 modifier for angle of attack. The WiGE in Hex 1 is attacking the fighter's right side and 'Mech in Hex 2 is attacking the left side, and so both apply a +2 to-hit modifier.*

*With the above information determined, the controlling player of the 'Mech in Hex B (a Legacy) determines the exact to-hit numbers for his weapons. The base range is 0 hexes, +2 hexes for each of the three altitudes for a net range of 6 hexes.*

*This is medium range for the Legacy's ER medium lasers and its single Streak SRM-4. The 'Mech's twin Ultra AC/10s (which the controlling player opts to fire at double rate) are at short range. The ER small laser has a maximum range of 5 and thus cannot be used against the Shiva. The Legacy walked this turn, increasing the to-hit target number modifier at short range to 5 and at medium range to 7.*

*The player rolls a 6 and an 11 for the ER medium lasers (one hit, one miss), an 8 for the SRM-4 (which inflicts four 2-point hits) and a 6 and 7 for the Ultra AC/10. He rolls 2D6 twice to see how many AC rounds struck the target and gets a 6 and a 10, which he compares to the appropriate column of the Cluster Hits Table. One round from the first autocannon and both rounds from the second struck the Shiva, inflicting 43 total points of damage.*



Because the attacking unit is launching an assault from the ground against an airborne aerospace unit, the player uses the Above/Below column of the Aerospace Units Hit Location Table (see p. 237). The ER medium laser hits the fighter's aft and does 5 points of damage, exceeding the Damage Threshold of 4 and possibly inflicting critical damage to the engine, while the SRM rounds strike the right wing, left wing and aft (x2) for 2 points each (no chance of a critical hit). Two AC rounds strike the right wing for 10 damage points each and one AC round to the nose for 10 points, all exceeding the Damage Thresholds in those locations. The wing hits offer two possible critical hits—a gear hit and a weapon hit—while the nose hit may have done critical damage to sensors.

The player rolls 2D6 for each possible critical hit. He gets 9 for the engine roll (critical), 7 for the gear (no critical), 11 for the wing weapons (taking out one of the pulse lasers) and 7 for the sensor (no critical). The damage takes effect immediately; not enough to destroy the aircraft but enough to place it in great danger.

The Shiva's player must make a Control Roll against a Modified Target Number of 8 (5 (Base To-Hit Number) +2 (+1 for each 20 points of damage sustained), +2 (atmospheric flight), -1 (aerospace fighter)). He rolls a 5—a failure—and the fighter goes out of control. Next, he rolls 1D6 to determine the number of altitudes lost and gets a 2. The aircraft drops to Altitude 1 (NOE), surviving—for now—to continue the fight.

### Damage To Aerospace Units In Atmosphere (p. 249)

- 1) ④ *First sentence*

A unit in atmosphere must make a Control roll in the End Phase of every turn in which it suffers damage, using the modifiers shown on the Atmospheric Control Modifiers Table above.

Change to:

An aerospace unit in atmosphere must make a Control roll in the End Phase of every turn in which it suffers damage (see p. 93). All appropriate target modifiers shown on the Control Rolls Table (including the +2 modifier for Atmospheric Operations), and the Atmospheric Control Modifiers Table above, apply to this roll.

- 2) ⑤ *Before the Atmospheric Control Modifiers Table, insert the following new section:*  
*This ruling has changed from previous errata versions.*

#### **ATTACKS BY AND AGAINST SPHEROID DROPSHIPS IN ATMOSPHERE**

Spheroid DropShips and spheroid small craft, at low altitude, use the same Firing and Attack Diagrams that Grounded Spheroid Aerospace units use (see p. 250). A spheroid unit may spend 1 MP of thrust to reverse their left and right side facing. The player may elect to change the facing of the craft a full 180 degrees or any fraction thereof, but the cost of such movement is always 1 MP, no matter how much the craft rotates, up to 180 degrees.

For any attack that strikes a spheroid from a firing unit at the same altitude, roll 1D6. On a result of 1, the attack strikes the Nose; on a result of 2-5, the attack strikes the Side; and on a result of 6, the attack strikes the Aft. For any attack from a firing unit at a higher altitude that strikes a spheroid, roll 1D6. On a result of 1-3, the attack strikes the Nose; on a result of 4-6 the attack strikes the Side. For any attack from a firing unit at a lower altitude that strikes a spheroid, roll 1D6. On a result of 1-3, the attack strikes the Aft; on a result of 4-6 the attack strikes the Side.

For attacks by a spheroid unit, if the target unit is at the same altitude as the spheroid, it may fire the Fore Side and Aft Side weapons, facing the target. If the target is higher than the spheroid unit, then it may fire the Nose and appropriate Fore Side weapons, at the target. For units at a lower altitude, the spheroid may fire the Aft and appropriate Aft Side weapons, at the target.

Spheroid craft may target units in their “dead zone” (see *Air-To-Air Attacks*, p. 241). For targets at a higher altitude, the spheroid may fire its Nose weapons at the target. For targets at a lower altitude, the spheroid may fire its Aft weapons at the target.

### Attacks By Grounded Aerospace Units (p. 249)

- 1) ⑤ *Under “Fighters and Small Craft”*

**Fighters and Small Craft:** Fighters and Small craft have the same firing arcs and attack directions

Change to:

**Fighters:** Fighters have the same firing arcs and attack directions

- 2) ⑤ *Under “Firing Arcs”, throughout the subsection*

After each mention of either Aerodyne or Spheroid Dropships, append “and Small craft” or “or Small craft” as appropriate.



- 3) ⑩ Under “Firing Arcs”, “Nose-Mounted Weapons” bullet point, at the end of the point insert the following:

Indirect-fire (see p. 111) nose-mounted weapons may ignore this restriction in order to target ground units or hexes in any firing arc.

*Errata note: In the tenth printing, this was accidentally attached to the end of the Aft-Mounted Weapon bullet point instead.*

- 4) ⑤ Under “Firing Weapons”, first paragraph

Attacks by DropShips are carried out in the same manner as on the space map, with the exceptions noted above concerning firing arcs for grounded spheroid DropShips.

Change to:

Attacks by DropShips are carried out with the exceptions noted above concerning firing arcs for grounded spheroid DropShips. Resolve each individual weapon as a separate attack, using ranges and damage values as found on pages 303-304.

#### ④ Tele-Operated Missiles (p. 251)

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

Tele-operated launchers may not fire standard (non-tele-operated) capital ammunition.

## Creating Scenarios

### Crippling Damage (p. 258)

- 1) ② Delete the following sentence under the first bullet point: “The pilot of a destroyed ‘Mech may eject normally.”

- 2) ④ Under the second bullet point (first in the right column), at the end of that point insert the following:

If the unit did not start with the ability to do 5 or more damage, or the ability to do damage at a range greater than five hexes, the unit is never considered to have all its weapons destroyed.

- 3) ⑤ Delete the last bullet point (“Vehicles and ‘Mechs that are immobilized [...]”).

### ⑤ Hidden Units (pp. 259-260)

Replace the section with the following:

*This ruling has changed from previous errata versions.*

At the start of the scenario, the defender may hide their units on the map. Any player doing so writes down the number of each hex in which they hide a unit or units (stacking limits must be observed). They must also designate the facing of each, and if it is prone. A unit remains hidden until it is revealed (placed on the map).

Hidden units are not counted when making movement or fire selections. However, if a player plans to move a hidden unit, they must reveal it at the start of the Movement Phase. If a player plans to attack with a hidden unit (not including a pointblank shot; see below), they must reveal it at the start of the Weapon Attack Phase.

If a unit attempts to enter a hex containing a hidden enemy unit, it stops next to that hex instead (unless jumping; see below). However, if it is skidding or is being displaced into that hex, those rules take priority and the unit does not stop. Either way, the hidden unit is revealed. Additionally, a unit that ends its move next to a hex containing a hidden unit reveals that hidden unit. Hidden units revealed in these ways cannot move that phase.

Hidden units may not attack, but may spot for indirect fire and/or act as part of a C<sup>3</sup> network.

**Active Probes:** At the end of the Movement Phase, any hidden unit within range of an enemy unit’s active probe and with line of sight to that enemy unit is revealed.

**Airborne Units:** Airborne units (including VTOLs and WiGEs) cannot be hidden using these rules unless grounded at the start of the scenario. Even then, DropShips cannot be hidden.

**Area-Effect Attacks:** Any damage dealt to a hex containing a hidden unit by attacks of the Area-Effect (AE) type (see p. 113) immediately reveals that unit and damages it as normal. The unit may act as normal in subsequent phases.

**Battle Armor:** Mechanized battle armor is hidden only if the unit they are riding on is hidden as well. If the unit they are riding on is hidden, the battle armor must also be hidden.



**Buildings:** If hiding a unit in a building, the unit's controller must note the level it is hidden on (this must be a level the unit could normally access). A unit that moves into or ends its move adjacent to a building hex reveals every hidden enemy unit in that building, regardless of the level a hidden unit is on.

**Forbidden Hexes:** A unit can only be hidden in a hex/level it can legally enter and could normally access if not hidden. No unit may hide in a paved or road/bridge hex. 'Mechs and Large Support Vehicles cannot be hidden in clear hexes. Units may only be hidden in water hexes if fully submerged.

**Jumping:** Jumping over hexes does not reveal units hidden in them. If jumping into a hex would reveal a unit hidden there, the jumping unit still lands in that hex, causing a domino effect (see p. 152).

**Pointblank Shots from Hidden Units:** A hidden unit revealed by enemy movement may immediately make a special pointblank weapon attack against the unit that revealed it. It may first torso twist or rotate its turret, and uses a Range of 1. Ignore Target Number modifiers for movement or terrain. Any damage dealt and Piloting Skill Rolls required take effect immediately. If the target unit is still capable of moving, has MP remaining, and isn't jumping, it may continue its move after the attack. If the damage from a pointblank shot triggers a forced withdrawal and the damaged unit has MP remaining, its forced withdrawal begins immediately.

If an enemy unit skids, jumps, or is displaced into a hidden unit, any pointblank shot made occurs before any collision or displacement.

A unit making a pointblank shot cannot perform any other action for the remainder of that turn.

### Cargo Carriers (p. 261)

- 1) ④ Under "Movement Penalties", replace the second and third sentences with the following:

Cargo weighing up to a quarter of the carrying unit's weight subtracts 3 from—or cuts in half, rounding down—the carrier's Walking/Cruising MP, whichever reduction is less. A unit carrying a load weighing more than a quarter of its own tonnage may only move at half its Walking/Cruising MP (round down). No unit can use Jump Movement while carrying cargo, unless the cargo is being carried using the 'Mech Lifting Capabilities rules, at right.

- 2) ③ Under "'Mech Lifting Capabilities", at the end of the section insert the following:

Note that 'Mechs suffer no movement penalties provided that they are carrying no more than 10% of their constructed weight (20% with active Triple-Strength Myomer).

### ③ Chase (p. 262)

Chase scenarios use the same rules as breakthrough scenarios, with the following exceptions.

#### Change to:

Chase scenarios use the same rules and victory conditions as breakthrough scenarios, with the following exceptions.

### Mapsheet Tables (p. 263)

- 1) ⑦ Note that these sections were heavily reworked as of the 7th printing, to take into account new *Map Pack* releases.

- 2) ⑩ *7th to 9th printings only*

Under "Table 2: Hills Terrain", replace the second entry (Hilltops #2) with "Foothills #1 (MP: Grasslands)"

### ⑦ Assigning 'Mechs (p. 264) and Random Assignment Tables (pp. 267-271)

Note that these sections were heavily reworked as of the 7th printing, to take into account new Technical Readout and Record Sheet releases and to shift the time frame from the Jihad to the Clan Invasion.

### ④ Experience Rating and Skills (p. 271)

*Last paragraph*

For Clan MechWarriors, add 1 to each roll result; subtract 1 for Clan combat vehicle warriors.

#### Change to:

For Clan MechWarriors, add 2 to each roll result; subtract 2 for Clan combat vehicle warriors.

## Index

### ② C (p. 300)

Change "Camo system, 229" to: "Camo system, 228"

④ **F (p. 301)**

Flak: change page reference to 114, 136, 141

⑤ **M (p. 302)**

Change "Magnetic Clamps, 227, 229" to: "Magnetic Clamps, 227, 228"

⑤ **P (p. 302)**

Change "Pulse Weapons, 143" to: "Pulse Weapons, 113, 143"

## Tables

### Inner Sphere Weapons and Equipment Table (p. 303)

- 1) ④ Table Headers: Change "Attack Value" to "Aero Attack Value"
- 2) ④ Plasma Rifle: under "Type" column, delete "AI"
- 3) ⑤ B-Pods: under "Type" column, add "X"
- 4) ⑤ Under A-Pod, B-Pods, and Anti-Missile System, change all mentions of "PD" to "PB"
- 5) ④ *Footnotes*

§See Burst-Fire Weapon Damage Vs. Conventional infantry Table, either p. 217 or p. 309.

Change to:

§See Burst-Fire Weapon Damage Vs. Conventional infantry Table, either p. 217 or p. 310.

### Clan Weapons and Equipment Table (p. 304)

- 1) ④ Table Headers: Change "Attack Value" to "Aero Attack Value"
- 2) ③ LB 2-X AC: under "Attack Value", change "1" to "2"
- 3) ④ Plasma Cannon: under "Type" column, delete "AI"
- 4) ④ ATM 6: under "Attack Value" column, change "8" to "10"
- 5) ② ATM 12: under "Ammo Per Ton" column, change "4" to "5"
- 6) ⑤ SRM-2: change their Aero Attack Value from 2/5 to 2/4
- 7) ⑤ B-Pods: under "Type" column, add "X"
- 8) ⑤ Under A-Pod, B-Pods, and Anti-Missile System, change all mentions of "PD" to "PB"
- 9) ④ *Footnotes*

§See Burst-Fire Weapon Damage Vs. Conventional infantry Table, either p. 217 or p. 309.

Change to:

§See Burst-Fire Weapon Damage Vs. Conventional infantry Table, either p. 217 or p. 310.

- 10) ⑤ At the bottom, under "Weapons and Equipment Types Table", change "PD: Point-Blank Weapon" to "PB: Point-Blank Weapon"

### Additional Inner Sphere Weapons and Equipment For Battle Armor (p. 305)

- 1) ④ Change "Grenade Launcher" to "Heavy Grenade Launcher"
- 2) ④ Under "Micro Grenade Launcher", "Heavy Grenade Launcher", "Light Mortar", and "Heavy Mortar", change the Type for all four entries from "DB, AI§" to "DB, AI, S§"
- 3) ④ Under "Man-Portable Plasma Rifle", change the Type from "DE" to "DE, H" and the Damage Value from "2" to "2§§"
- 4) ③ *Under "Equipment" add the following line:*

Light Probe, E, -, -, -, 3, -,





- 5) ④ Under “Equipment” add the following line:

Pop-Up Mine<sup>††</sup>, E, 4, -, -, -, 0, -,

- 6) ⑤ *First footnote*

See the Weapon and Equipment Types Table, p. 306,

Change to:

See the Weapon and Equipment Types Table, p. 304,

- 7) ④ *Add the following footnote:*

<sup>††</sup> See p. 229 for the full rules for Pop-Up Mines.

#### **Additional Clan Weapons and Equipment For Battle Armor (p. 305)**

- 1) ④ Under “Advanced SRM”, change the Damage Value for all entries from “1/Msl, C2/‡” to “2/Msl, C2/‡”

- 2) ⑧ *Table footnotes*

<sup>‡‡</sup>Treat as Flamer on Burst-Fire Weapon Damage Vs. Conventional Infantry Table, see either p. 217 or p. 310.

Change to:

<sup>‡‡</sup>Treat as Battle Armor Flamer on Burst-Fire Weapon Damage Vs. Conventional Infantry Table, see either p. 217 or p. 310.

#### **Movement Costs Table (p. 306)**

- 1) ② In the header, first column, change “Terrain Cost” to “Terrain Type”

- 2) ② In the header, second column, change “Terrain Type” to “Terrain Cost”

- 3) ④ “Light Woods” row, “Prohibited Units” column: add footnote 9 to “Hover”

- 4) ⑤ *Footnote 4*

Hovercraft may enter all water hexes along the surface and may enter such hexes using flanking movement.

Change to:

Hovercraft and WiGEs may enter all water hexes along the surface and may enter such hexes using flanking movement.

- 5) ⑤ *Footnote 10*

Infantry pays only 1 MP (except mechanized infantry, which pays 2 MP) to enter any light woods hex.

Change to:

Infantry pays only 1 MP (except permitted mechanized infantry, which pays 2 MP) to enter any light woods hex.

- 6) ⑤ *Footnote 11*

Infantry pays only 2 MP (except mechanized infantry, which pays 3 MP) to enter any heavy woods hex.

Change to:

Infantry pays only 2 MP to enter any heavy woods hex.

#### **Piloting/Driving Skill Roll Table (p. 306)**

- 1) ⑩ Under “Damage to ‘Mech”

‘Mech fusion (or fission) reactor shuts down

Change to:

Involuntary fusion (or fission) engine shutdown

- 2) ⑤ Under “Special Cases”, for the “MechWarrior trying to avoid damage” entry, change the modifier to “+1/every level above 1”

- 3) ⑧ Under “Building Movement”, change each instance of “entering/leaving” to “entering”



- 4) ⑤ Delete footnote 8.

**Attack Modifiers Table (p. 307)**

- 1) ② Under "Target (modifiers cumulative)", delete the row: Airborne VTOL unit +1
- 2) ⑤ Under "Physical Attacks"
  - a) Change the modifier for "Upper or lower leg actuator hit (each)" to +2 and half damage to all kick attacks
  - b) Change the modifier for "Foot actuator hit" to +1 to all kick attacks

**② Physical Attack Modifiers Table (p. 308)**

*\* footnote*

Whenever one unit charges another, compare their Piloting Skill Levels and use the difference between the two skill levels as a modifier to the to-hit number. If the target's skill level is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill Level is lower, subtract the modifier from the to-hit number.

Change to:

Whenever one unit charges or DFAs another, compare their Piloting Skill Ratings and use the difference between the two skill ratings as a modifier to the to-hit number. If the target's skill rating is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill Rating is lower, subtract the modifier from the to-hit number.

**② Motive System Damage Table (p. 309)**

- 1) *Footnote*

All movement and Driving Skill Roll penalties are cumulative.

Change to:

All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once.

- 2) *Insert the following sentence at the end of the footnote:*

If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

**② VTOL Combat Vehicle Critical Hits Table (p. 309)**

- 1) Change "Engine Hit" to "Engine Damage"
- 2) Change "Weapon Jam" to "Weapon Malfunction"

**② Large Ground Support Vehicle Hit Location Table (p. 309)**

The "double S" in the "2" row of both Front Side and Rear Side columns should appear in the headers of those columns instead.

**② Building Modifiers Table (p. 310)**

Change "Piloting Skill Modifier" in the header to "Piloting/Driving Skill Modifier"

**② Building Movement Modifiers Table (p. 310)**

Change both instances of "Piloting Skill Modifier" in the header to "Piloting/Driving Skill Modifier"

**③ Aerospace Units Hit Location Table, DropShips/Small Craft (p. 311)**

On column "Side", on "Row 8", change "Collar Side/Door" to "Side/Door"

**⑤ Control Roll Table (p. 311)**

Remove the following line from the Control Roll Table: "Hovering (Spheroids)"

**⑤ Aerospace Attack Modifiers Table (p. 312)**

For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"



### ② Air-to-Ground Attack Modifier Table (p. 312)

Second footnote

†Terrain and target movement modifiers do not apply to any type of bombing attack;

Change to:

†Terrain and target movement modifiers (including the –4 modifier for an immobile target) do not apply to any type of bombing attack;

### ⑤ Failed Braking Maneuver Table (p. 311)

Third Effect, second sentence (“Landing Gear Damaged”)

The unit suffers 20 points of damage on the nose and the landing gear is destroyed.

Change to:

The unit suffers 20 points of damage on the nose and the landing gear is damaged.

### Landing Modifiers Table (p. 312)

#### 1) ⑧ First subtable, fourth line

Unit is attempting horizontal landing +1 per point of Velocity above 3

Change to:

Unit is attempting horizontal landing +1 per point of Velocity above 2

#### 2) ⑤ First subtable, last row (“Landing Gear Damaged”)

+3 per box crossed

Change to:

+5

#### 3) ⑧ Second subtable, under “Condition”, change “Unit is aerospace fighter making vertical landing +1+” to: *This ruling has changed from previous errata versions.*

Aerospace fighter making vertical landing	+2/+0+
Conventional fighter making vertical landing	NA/NA+
Conventional fighter with VSTOL making vertical landing	+0/NA+
Fixed wing support vehicle making vertical landing	NA/NA+
Fixed wing support vehicle with VSTOL making vertical landing	+2/0+
Aerodyne small craft and DropShips making vertical landing	NA/+0+
Spheroid small craft and DropShips making vertical landing	+0/+0+

#### 4) ⑤ Footnotes

†Only applies in atmospheres and does not apply to VSTOL-equipped conventional fighters

Change to:

†Number on left applies to atmospheric vertical landings, number on right applies to vacuum vertical landings. NA means the craft cannot land vertically; use stalling rules (see p. 84).

### ③ Special Maneuvers Table (p. 312)

Under “Side-slip”, “Effect” column

*This ruling has changed from previous errata versions.*

Modifier is –1 for VSTOL units.

Change to:

(Modifier is –1 for conventional VSTOL-equipped fighters only.) When using *Aerospace Units on Ground Mapsheets* rules (see p. 91), the unit moves 8 hexes in the front-left or front-right hex direction and then an additional 8 hexes directly forward.

### ③ Special Maneuvers Table (p. 312)

Under “VIFF”

Change “A VSTOL unit halts its forward [...]” to “Any VSTOL unit halts its forward [...]”



⑤ **Aerospace Attack Modifiers Table (p. 312)**

1) *Insert the following rows into the section for Target/Intervening Conditions:*

Secondary target in forward arc	+1
Secondary target in side or rear arc	+2
Target conducting air-to-ground attack this turn	-3
Attacker is an OmniFighter flying at altitude 1 (NOE) attacking an air target	+1
Attacker is non-OmniFighter flying at altitude 1 (NOE) attacking an air target	+2

2) For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"

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## NEW ADDITIONS

These are all the major new corrections or modifications of old entries that were implemented for the eleventh printing of *Total Warfare*. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ⑪.

### ⑪ Skidding (p. 62)

*Second paragraph, last sentence*

the 'Mech falls (see *Falling*, p. 68). It suffers normal falling damage and then skids.

Change to:

the 'Mech falls and begins to skid.

### ⑪ Collisions (pp. 62-63)

*Replace all text with the exception of the "Terrain", "Water", and "Accidental Falls From Above" paragraphs with the following:*

If an obstacle (e.g. a building, a unit, terrain) lies in the path of the skid, the skidding unit may crash into it.

If a roll is to be made to see if a collision might occur (or one is automatically about to occur), the skid is interrupted: resolve all damage to the skidding unit from its fall and the hexes it skid up to and including that point (if any). Only then is the collision scenario resolved. If a unit continues to skid after resolving it, the additional skidding damage is resolved afterwards. Each time a skid is interrupted afterwards, apply all skidding damage to that point that has not yet been resolved.

For example, if a 'Mech falls and skids 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 its fall and the two hexes of skid would be first resolved together, then the collision damage, then the damage from the collapsing building, and finally the damage from the additional hexes skid would be applied.

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

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

**Accidental Falls:** If a unit is already in the hex that a skidding unit accidentally falls into, the skid is interrupted in the hex prior to the fall and damage to that point is applied as per above. You then resolve an accidental fall from above (see p. 152); no skidding damage occurs for moving into the hex fallen into. Afterwards, the unit's skid ends.

**Buildings:** A unit that skids into an empty building hex moves into that hex, resolves its skid up to and including that hex, and then resolves a collision. The skidding unit takes damage equal to the building hex's current CF divided by 10 (round up). The building hex takes damage as if the skidding unit had charged it (see *Charge Attacks*, p. 148).

If the building hex is not destroyed, the unit's skid ends, with the unit occupying the building hex. If the building hex is destroyed, and the skidding unit did not fall into a basement (see *Basements*, p. 179) and still has hexes left to skid, look at the MP Cost column on the Building Modifiers Table, page 167, and subtract that number of MPs for the type of building hex destroyed from the remaining hexes to be skid. After subtracting, if there are still hexes to be skid, the skid continues.

For example, if a unit skid into a Medium Building hex with no basement, destroyed that building hex, and still had 4 more hexes to skid, the unit's controller subtracts 2 MP (after looking at the MP Cost column of the Building Modifiers Table), leaving the unit to skid only 2 more hexes. However, if the building hex was not destroyed then the skid ends, with the skidding unit now in the building hex.

A unit that skids into a building hex occupied by other units first follows the rules for *Other Units*, below. The exception is if there is infantry in the building hex: infantry units in the hex are not charged, but instead automatically take damage based on the charge damage dealt to the building (see *Infantry Inside Buildings*, p. 172).

**Levels:** If the level of the hex to be entered is higher than the skidding unit's current hex, the unit instead stops in its current hex, resolves its skid up to and including that hex, and then suffers a collision, taking 1 point of damage for every 20 tons the skidding unit weighs (round fractions up). If the level of the hex to be entered is one level lower than the level of the skidding unit's current hex, the level change has no effect on the skid. For 'Mechs, if the level is one or two levels lower, the change has no additional effect on the skid.

**Prohibited Terrain:** If a unit skids into prohibited terrain—such as a hover vehicle sideslipping into woods or a wheeled vehicle skidding into rough—entering that hex deals 1 point of damage for every 5 tons the unit weighs (round fractions up). The unit's skid halts there and it becomes immobile. If a unit prohibited from entering water skids into Depth 1 or deeper water, it is destroyed.

**DropShips:** If a skid would move a unit into a DropShip hex, the skidding unit instead stops in its current hex, resolves its skid up to and including that hex, and then suffers a collision. Resolve a collision as if the DropShip were charged (see *Charge Attacks*, p. 148). Whether or not a skid destroys a DropShip, the unit's skid ends in the hex where it stopped.

**Other Units:** If the unit in a hex in the path of a skid is an infantry or ProtoMech unit that has not yet moved, it may dodge a skidding unit automatically (see *Infantry and ProtoMechs*, p. 68), without interrupting the skid. Otherwise, the skidding unit 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 unit. This is resolved as a charge (see *Charge Attacks*, p. 148). Standard modifiers apply (including +3 for an unintentional charge), except that the



modifier for differences in Piloting Skill between attacker and target is ignored. If two or more units occupy the hex to be skid into, a charge attack must be made against each unit; randomly determine the order the attacks occur in.

If the charge misses all units in a hex, the skidding unit continues its skid.

If the charge hits, and the target is not a DropShip or Large Support Vehicle, it may still be able to dodge (see *Avoiding a Collision* at right). If this does not occur (or the unit makes its dodge roll but fails to leave its hex), both units are damaged per a standard charge (infantry targets take damage equal to the skidding unit's tonnage divided by 5 instead). For target 'Mechs, the damage is rolled on the 'Mech Kick Location Table unless it is prone, in which case use the 'Mech Hit Location Table. The charge is resolved immediately and, unlike standard charge attacks, can affect a unit that has not yet moved.

After the crash is resolved, the skid continues if the target unit was an infantry unit or was destroyed. Otherwise, the skid ends and all units involved have their positions on the map adjusted as for a successful charge (see *Location After Attack*, p. 148); the skidding unit takes an additional hex of skidding damage for entering the target's hex. The skid then ends.

**Avoiding a Collision:** A unit (other than a DropShip or Large Support Vehicle) that has not yet moved during the current Movement Phase can attempt to dodge a skidding unit. Immediately after the skidding unit has made a successful unintentional charge attack to-hit roll, the player controlling the target unit makes a Piloting/Driving Skill Roll.

A successful roll means the target unit may make its entire movement immediately, before the skidding unit stops. Failure means the target remains in its hex (a failed roll does not cause the target unit to fall). Units moved in this way cannot move again later in the Movement Phase. Once the skidding unit's movement is completely resolved, immediately adjust for the number of units shifted per side (see *Unequal Numbers of Units*, p. 39).

**Infantry and ProtoMechs:** These units can also avoid a collision, but use their own rules instead of those above. If such a unit has not yet moved, it can automatically dodge a skidding unit; the unit need not make any roll to do so, stays in its same hex, and does not use up its movement for the turn. A unit dodging this way does not interrupt the skid. If remaining in the hex would violate the stacking rules, however, then such a unit cannot dodge at all, and the skidding unit might strike it as described under *Other Units* on page 67.

#### ⑪ Collisions (p. 63)

*Under "Water", second sentence*

No additional damage is applied in this case.

Change to:

The unit takes normal skidding damage for entering that hex and so risks a hull breach (see p. 121).

#### ⑪ Facing Changes (p. 84)

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

**Thruster Damage:** Thruster critical hits do not affect an aerodyne unit's ability to make free facing changes, though the additional Thrust cost does apply to any applicable additional facing changes.

#### ⑪ Clearing Woods (p. 112)

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

**Plasma Weapons:** These weapons treat woods as "other units" to determine their base Damage Value. Double the final damage all plasma weapons inflict against a woods hex.

#### ⑪ Leg Destruction (p. 122)

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

If a 'Mech with no legs also loses both of its arms, it is immobile.

#### ⑪ Industrial Equipment (pp. 130-143)

For the following entries, replace all mentions of "Support Vehicle" with "Vehicle": Backhoe, Chainsaw, Combine, Heavy-Duty Piledriver, Mining Drill, Rock Cutter, Wrecking Ball

#### ⑪ Chainsaw (p. 134)

*Replace the third paragraph with the following:*

While clearing woods, the unit must remain in its hex (either the one being cleared, or one immediately adjacent to it), and in its chainsaw's attack arc. The unit can also make weapon attacks, though all shots are treated as though it were moving at Running/Flank speed.



### ⑪ Streak SRMs (Short-Range Missiles) (p. 138)

At the end of the second paragraph insert the following:

However, the attempted attack still counts as an attack for purposes such as physical attacks.

### ⑪ TAG (Target Acquisition Gear) (p. 142)

At the end of the first paragraph insert the following:

Rotating the firing arcs (see p. 105) or arm flipping (see p. 106) can be performed immediately prior to firing TAG. This prevents any further use of such in that turn's Weapon Attack Phase.

### ⑪ Physical Attacks (p. 144)

Under "Attacks Against Large Support Vehicles and Grounded Small Craft"

and grounded DropShips receive a -2 to-hit modifier.

Change to:

and grounded Small Craft receive a -2 to-hit modifier, and all physical attacks against grounded DropShips receive a -4 to-hit modifier.

### ⑪ Charge Attacks (p. 148)

- 1) *Fifth paragraph, first and second sentences*

If the attacking 'Mech takes damage during the Weapon Attack Phase that forces the warrior to make a Piloting Skill Roll, the player should roll as normal. A failed roll means the attack automatically misses.

Change to:

The attack automatically misses if the attacking pilot is unconscious at the start of the Physical Attack Phase. If the attacking 'Mech is forced during the Weapon Attack Phase to make a Piloting Skill Roll, a failed roll means the attack automatically misses.

- 2) *Under "Location After Attack", first sentence*

If the charging attack succeeds, the target unit must move as if it had been pushed, and the attacker 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. If the target unit was not destroyed, it is displaced into the adjacent hex in the direction that the attacker charged it.

- 3) *Under "ProtoMechs"*

ProtoMechs cannot be targets of charging attacks.

Change to:

These units cannot be the target of charge attacks (with the exception of unintentional charges).

- 4) *Under "Location After Attack", before "Prohibited Terrain" insert the following paragraph:*

**DropShips:** These are not displaced after a charge, and are treated as Prohibited Terrain by the attacker (see below).

### ⑪ Death From Above Attacks (p. 149)

Under "Weapon Attack Phase", "Falls" paragraph, at the end of the paragraph insert the following:

The DFA also misses if the pilot is unconscious at the start of the Physical Attack Phase.

### ⑪ Death From Above Attacks (p. 150)

Under "Location After Attack", first paragraph, second sentence

If the DFA is successful, the target is pushed one hex in the direction opposite the attack.

Change to:

If the DFA hits and neither the attacker nor target were destroyed, the target is pushed one hex in the direction opposite the attack.



⑪ **Unit Displacement (p. 151)**

Before the "Infantry" paragraph insert the following paragraph:

**Destroyed Units:** A unit destroyed by an action that would also displace it (such as a charge) does not move or resolve any displacement.

⑪ **Non-Infantry Weapon Damage Against Infantry Table (p. 216)**

Replace the dagger footnote with the following:

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection; round all fractions up. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated, after any rounding.

⑪ **Battle Armor Attacks (p. 218)**

Under "Missile Attacks", second paragraph, last sentence

Mark off ammunition on the record sheet for each missile fired.

Change to:

Mark off one shot of ammunition on the record sheet for each missile weapon fired.

⑪ **Multi-Purpose Missiles (p. 229)**

Under "Weapon Type"

Standard LRMs

Change to:

Standard LRMs/SRMs

⑪ **Striking [example text] (p. 245)**

Second paragraph, first sentence

The modified to-hit number against the 'Mech is 7 for the four pulse lasers and 9 for all other weapons (4 (base to-hit number) + 2 (striking attack) + 2 ('Mech's movement) + 1 (light woods) - 2 (pulse weapon modifier only) = 7 and 9).

Change to:

The modified to-hit number against the 'Mech is 7 for the four pulse lasers, 8 for the LB 20-X, and 9 for all other weapons (4 (base to-hit number) + 2 (striking attack) + 2 ('Mech's movement) + 1 (light woods) - 2 (pulse weapon modifier only) - 1 (LB 20-X modifier only) = 7, 8, and 9).