



Alpha Strike

(Version 2.0)

The following is a compiled rules errata for the first printing of *Alpha Strike* as of 27 August, 2014.

NEW ADDITIONS

This is the first compiled errata for this product. There have been two releases of *Alpha Strike* to date: 2013 (first printing) and 2014 (second printing). All page number references and errata here are for the first printing. All entries are included in the 2014 second printing.

Please note that, in the interests of brevity, typo and minor formatting corrections have generally not been listed unless they affect an understanding of the rules.

Introduction

Supplemental Rules (p. 7)

For the conversion rules, players will find the rules in *Strategic Operations* (see pp. 355-381, *SO*).

Change to:

For the conversion rules, players will find these in the *Alpha Strike Companion* (see pp. 90-137, *ASC*).

Introductory Alpha Strike

The Unit Card (p. 11)

Insert the following new subentries:

TMM: Target Movement Modifier. This is the to-hit modifier the unit receives if it is the target of an attack while using its standard movement mode. If the unit has received damage that reduces its Move, or temporarily has a lower available Move due to heat or other effects, its Target Movement Modifier will be different (see To-Hit Modifiers, p. 17).

Role: The typical combat role of the unit. See the Force-Building rules in the *Alpha Strike Companion* (p. 146).

Critical Hits: The card has several different Critical Hit effects that can be marked to keep track of critical damage.

Alternative Army Lists (p. 12)

Second sentence

Players comfortable with the rules may even create their own custom army lists by either converting standard *BattleTech* units to *Alpha Strike* play (using the rules found in our *Strategic Operations* advanced rulebook), or by translating the unit's "Quick-Strike" stats as found on the *BattleTech* Master Unit List (www.masterunitlist.info).

Change to:

Players comfortable with the rules may even create their own custom army lists by either converting standard *BattleTech* units to *Alpha Strike* play (using the rules found in the *Alpha Strike Companion*), or by printing the *Alpha Strike* cards found on the *BattleTech* Master Unit List (www.masterunitlist.info).

Movement Cost Table (p. 14)

"Movement Cost" column, last row

+1" (max 2" per 1" travelled)

Change to:

+2" (max 2" per 1" travelled)

**Terrain [example text] (p. 14)**1) *First paragraph, second sentence*

To move to Point A, it spends 6 inches of its available Move to get to the hill, 2 inches to move up the hill, and then 2 more inches to move across the hill.

Change to:

To move to Point A, it spends 4 inches of its available Move to get to the hill, 4 inches to move up the hill, and then 2 more inches to move across the hill.

2) *Last paragraph*

If the player would rather place his Vulture in the water, he can move the 'Mech 4 inches to the water's edge, spend 2 inches of Move for the elevation change into the water and then 4 more inches of Move to push through 2 inches of water terrain.

Change to:

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

Jumping (p. 14)

Under "Maximum Jump Height", second sentence

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

Change to:

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

To-Hit Modifiers Table (p. 16)

1) Replace the Target Movement Modifiers subtable with the following:

TARGET MOVEMENT MODIFIERS¹

Target	Modifier
Immobile	-4
Available Move:	
1"-4"	+0
5"-8"	+1
9"-12"	+2
13"-18"	+3
19"-34"	+4
35"+	+5
Jumped	+1

2) Delete "Is Shutdown/Immobile -4" from the Target Modifiers subtable

3) *Footnote 1:*

¹Modifier Modifier is based on the unit's available movement,

Change to:

¹Movement Modifier is based on the unit's available movement,

Shutdown Units (p. 17)

Shutdown units do not receive a movement modifier for target's available movement.

Change to:

Shutdown units are immobile, and so have a target movement modifier of -4.

Heat Special Ability (p. 17)

Replace the entry with the following:

Some units have a preponderance of heat-generating weapons. Units with this feature will reflect this in the unit's stats via the Heat special ability (HT#/#/#). The Heat special ability will also include a numeric rating (for example, HT1/1/-), which will indicate the number of additional heat points that will be applied to a target in that range band (Short/Medium/Long) in the End Phase of the turn when the attack hits. (This heat applies in addition to the unit's normal weapon attack damage, so a unit that has a Short range damage value of 3 and has the HT1/-/- special will deliver 3 points of damage plus 1 point of heat at short range.)

Critical Hit Effects (p. 18)

Under "MP Hit", last sentence

If a unit is reduced to a Move of 0 inches (or less) in this fashion, the unit may no longer move.

Change to:

If a unit is reduced to a Move of 0 inches (or less) in this fashion, it is rendered immobile.

Charge Attacks (p. 19)1) *Fourth sentence*

To find this damage, take the total inches the attacker traveled, divide that by 2, and multiply by the result by the value shown on the Charge Damage Table, rounding normally. The result is the amount of damage inflicted against the target unit.

Change to:

The damage from a successful charge is equal to the number of inches moved, multiplied by the charging unit's Size value, and divided by 8—rounding all fractions normally. Thus, a Size 3 unit charging 6 inches to its target would deliver 2 points of damage on a successful attack ($6 [\text{inches}] \times 3 [\text{Size}] \div 8 = 2.25$, rounded normally to 2).

2) *Replace the Charge Damage Table with the following:***Charge Damage Formulas**

Charge Damage* = Inches Charged x Unit Size $\div$ 8

Death from Above = Charge Damage + 1

*Round all fractions normally

Using Overheat Value (p. 20)

Under "Heat Special Ability"

Attacks using the Heat (HT#) special ability may not be augmented by overheating.

Change to:

Attacks using the Heat (HT#/#/#) special ability may not be augmented by overheating.

Heat (HT#) Special Ability (p. 20)

1) Change (HT#) to (HT#/#/#) in both locations in this subsection

2) The Heat special ability (see p. 20)

Change to:

The Heat special ability (see p. 21)

**Shutdown (p. 20)***Second paragraph*

Attacks against a shutdown unit apply a –4 to-hit modifier, and ignore all target movement modifiers during that turn, including any modifiers for the targets jump capability (if applicable).

Change to:

A shutdown unit is treated as immobile, and so has a target movement modifier of –4.

Heat (HT#) (p. 21)

Change (HT#) to (HT#/#/#)

Standard Alpha Strike**Alternative Army Lists (p. 24)***Second sentence*

Players comfortable with the rules may even create their own custom army lists by either converting standard *BattleTech* units to *Alpha Strike* play (using the rules found in our *Strategic Operations* advanced rulebook), or by translating the unit's "Quick-Strike" stats as found on the *BattleTech* Master Unit List (www.masterunitlist.info).

Change to:

Players comfortable with the rules may even create their own custom army lists by either converting standard *BattleTech* units to *Alpha Strike* play (using the rules found in the *Alpha Strike Companion*), or by printing the *Alpha Strike* cards found on the *BattleTech* Master Unit List (www.masterunitlist.info).

Adjusting for Skill (p. 24)

Replace the text of this section, the Point Value Skill Rating Table, and the "Adjusting for C³" section with the following:

Adjusting for Skill

The *Alpha Strike* Point Value system is designed to generate a unit's overall combat rating in *Alpha Strike* games when using a "default" Skill Rating of 4, but in many games, players may find themselves fielding units with varying degrees of skill. The following rules describe how to adjust a unit's Point Value based on the Skill Rating of its pilot or crew.

Less Experienced Skills (Skill Rating 5+): Higher Skill values reduce a unit's Point Value. How many points this Skill value increase reduces the unit's PV is based on the unit's base PV with a "default" Skill value of 4. For units with a Skill value higher than 4, the PV of a unit is reduced by 1 point per point of Skill value increase if the unit's base PV is 1 to 14 points, with an additional reduction of 1 more point per point of Skill value increase for every 10 base PV the unit is worth after that. For ease of reference, this formula is translated into the Low-Skill PV Decrease Table shown below.

For example, a unit with a base PV of 35 at a Skill value of 4, when assigned a crew of Skill 6, would decrease its PV cost by 8 points (4 [PV decrease for a unit of 35-44 base PV] x 2 [2 Skill Rating increases above Skill 4] = 8). This reduces the unit's PV to 27 (35 – 8 = 27).

Minimum PV: Regardless of the unit's starting PV and Skill based modifiers, the minimum PV for any unit in *Alpha Strike* play is always 1 point.

More Experienced Skills (Skill Rating 3 and Under): Lower Skill values increase a unit's Point Value. How many points this Skill value decrease increases the unit's PV is based on the unit's base PV with a "default" Skill value of 4. For units with a Skill value lower than 4, the PV of a unit is increased by 1 point per point of Skill value increase if the unit's base PV is 1 to 7 points, with an additional increase of 1 more point (per point of Skill value increase) for every 5 base PV the unit is worth after that. For ease of reference, this formula is translated into the High-Skill PV Increase Table shown below.

For example, a unit with a base PV of 39 at a Skill value of 4, when assigned a crew of Skill 2, would increase its PV cost by 16 points (8 [PV increase for a unit of 38-42 base PV] x 2 [2 Skill Rating decreases below Skill 4] = 16). This increases the unit's PV to 55 (39 + 16 = 55).

**LOW-SKILL PV DECREASE TABLE**

Unit's Base PV	PV Decrease per Rating
0-14	1
15-24	2
25-34	3
35-44	4
45-54	5
55-64	6
65-74	7
75-84	8
85-94	9
95-104	10*

*Increase PV decrease by 1 point for every 10 base PV over 104.

IMPROVED-SKILL PV INCREASE TABLE

Unit's Base PV	PV Increase per Rating
0-7	1
8-12	2
13-17	3
18-22	4
23-27	5
28-32	6
33-37	7
38-42	8
43-47	9
48-52	10*

*Increase PV increase by 1 point for every 5 base PV over 52.

Adjusting for C³ (p. 24)

Delete this section entirely.

Movement Phase (p. 27)

Before "Minimum Movement" insert the following new section:

Mobile vs. Immobile

A unit with a Move value of at least 1" is considered mobile, while a unit with a Move value of 0" is considered immobile. Mobile units that have either been temporarily reduced to a Move value of 0", or are no longer able to move at all (through heat effects, critical hits, motive system damage, etc.), are also classified as immobile for as long as they have a Move value of 0". An immobile unit cannot use any movement options such as minimum movement or standing still.

Minimum Movement (p. 27)

Replace the section with the following:

As long as a unit is mobile that turn it can always move 2 inches in any direction, regardless of the terrain's movement costs (unless the terrain in question is prohibited).

ProtoMech Movement (p. 27)

Delete this section entirely.

**Terrain (p. 28)**

Under "Level Change", second sentence (first in the right column)

Changing levels costs 1 extra inch

Change to:

Changing levels costs 2 extra inches

Movement Cost Table (p. 30)

Under "Level Changes (up or down)", "Move Cost per Inch" column

- a) +1" ('Mechs, ProtoMechs) – change to +2"
- b) +1" (VTOLs in Air) – change to +2"
- c) +1" (Submarines in Water) – change to +2"
- d) +2" (Infantry, Ground Vehicles) – change to +4"

Terrain [example text] (p. 32)

- 1) Left column, first paragraph, second sentence

To move to Point A, it spends 6 inches of its available Move to get to the hill, 2 inches to move up the hill, and then 2 more inches to move across the hill.

Change to:

To move to Point A, it spends 4 inches of its available Move to get to the hill, 4 inches to move up the hill, and then 2 more inches to move across the hill.

- 2) Left column, last paragraph

If the player would rather place his Vulture in the water, he can move the 'Mech 4 inches to the water's edge, spend 2 inches of Move for the elevation change into the water and then 4 more inches of Move to push through 2 inches of water terrain.

Change to:

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

Additional Movement Rules (p. 32)

- 1) Before "Jumping" insert the following new section:

Standstill

A mobile unit that chooses to move less than 1 inch in the current turn is at a standstill. A unit that is standing still is easier to hit, but this also improves the unit's ability to hit with its own attacks (see pp. 36-37).

- 2) Under "Jumping", first paragraph, last sentence

JR7-K Jenner, with its Move of 14"/6"j, can use 14 inches of Move on the ground, or jump for 6 inches.

Change to:

JR7-K Jenner, with its Move of 14"/8"j, can use 14 inches of Move on the ground, or jump for 8 inches.

Transporting Infantry (p. 32)

Add after the first paragraph, before "Infantry Transports" insert the following new paragraph:

If a transport is destroyed, any units it is transporting are placed on the map immediately as if they had dismounted. If there is nowhere to dismount due to stacking rules, place them as close (based on how much Move the unit would have to expend to move to the location) to the destroyed transport as possible. If the resulting terrain is prohibited (a tracked vehicle carried by a DropShip on the abstract aerospace map, for example), the unit is destroyed.

**Combat Phase (p. 33)**

- 1) First paragraph. Delete the third sentence (“ProtoMech Points—which operate as multiple units at the same time [...]”)

- 2) *First paragraph, last sentence*

BattleMechs, IndustrialMechs, combat vehicles, infantry, battle armor, conventional fighters and aerospace fighters always only have one attack per turn.

Change to:

BattleMechs, IndustrialMechs, ProtoMechs, combat vehicles, infantry, battle armor, conventional fighters, and aerospace fighters always only have one attack per turn.

Step 4: Determine To-Hit Number (p. 36)

Replace the “Shutdown Units” subsection with the following:

Immobile: An immobile unit’s target movement modifier is always –4. Attacks made by an immobile unit (regardless of the attack type) receive a –1 to-hit modifier.

Standstill: A standstill unit’s target movement modifier is always 0. Attacks made by a unit at a standstill (regardless of the attack type) receive a –1 to-hit modifier.

Ground Movement: A ground unit that moved 1 inch or more along the ground that turn, and did not jump, is using ground movement. Such a unit’s target movement modifier is determined by the Move available to it that turn (consult the To-Hit Modifiers Table for the exact modifier). So long as the unit moved 1 inch or more, the actual distance it travelled is irrelevant: the Move it has available is what matters.

Jumping: A unit that jumps that turn has a target movement modifier determined by the jumping Move available to it that turn (as with Ground Movement, its available jump Move matters, not the distance it travelled). Then add the additional +1 target movement modifier for jumping. Attacks made by a jumping unit (regardless of the attack type) receive a +2 to-hit modifier.

Occupying and Intervening Terrain (p. 36)

Second sentence

Terrain is intervening if the Line of Sight passes through it before reaching the target (see *Verify Line of Sight*, p. 34).

Change to:

Terrain is intervening if the Line of Sight passes through it before reaching the target, and any terrain occupied by the attacker is considered intervening even if it does not pass through Line of Sight to the target (see *Verify Line of Sight*, p. 34).

To-Hit Modifiers Table (p. 37)

- 1) Replace the Target Movement Modifiers subtable with the following:

TARGET MOVEMENT MODIFIERS¹

Target	Modifier
Immobile	–4
Standstill	+0
<i>Available Move:</i>	
1”-4”	+0
5”-8”	+1
9”-12”	+2
13”-18”	+3
19”-34”	+4
35”+	+5
Jumped	+1

- 2) Delete “Is Shutdown/Immobile –4” from the Target Modifiers subtable



- 3) In the "Miscellaneous Modifiers" subtable, after "Attacker is a Drone" insert the following:
Attacker is Immobile/Standing Still -1
- 4) In the "Miscellaneous Modifiers" subtable, before "Fire Control Hit" insert the following:
Attack is using REAR special ability +1
- 5) Replace the text of footnote 1 with the following:
¹If the unit moved, its modifier is based on the Move value available to it that turn (after any applicable modifiers), plus the jumped modifier (if it jumped that turn). Inches actually moved is irrelevant. Does not apply to aerospace units.
- 6) Between footnotes 7 and 9 insert the following new footnote:
⁸Does not apply to physical attacks

(p. 38)

After "Amount of Damage" insert the following new section:

Minimal Damage

Some units in *Alpha Strike* deliver damage on a scale so low that their attacks can potentially have no effect. This typically occurs with lightly armed units, such as ProtoMechs, which typically rely on numbers to make up for their limited firepower. Units that fall into this category will feature a damage value of "0*" (zero, with an asterisk) at the appropriate range bracket. This value indicates that the unit can deliver minimal damage at that range, rather than no damage at all.

Every time a unit executes a successful attack at a range bracket with 0* damage, its controlling player must make a 1D6 roll. If the result is 4 or higher, the attack delivers a single point of standard damage. Otherwise, the attack still hits, but delivers no damage.

Successful minimal damage attacks that fail to deliver any actual damage may not resolve any Critical Hit or Motive Hit checks, but will prompt hull breach checks if they occur in underwater or vacuum environments. In the case of special rules that modify a unit's damage and require rounding, minimal damage attacks always round down to 0.

Step 6: Determine and Apply Damage (p. 38)

- 1) Under "Special Ability Damage", second sentence
AC, ARTX, FLK, IF, LRM, SRM, TOR, and TUR
Change to:
AC, ARTX, FLK, IF, LRM, REAR, SRM, TOR, and TUR
- 2) Last sentence: change (HT#) to (HT#/#/#)

Heat Special Ability (p. 39)

- 1) First paragraph, third sentence
The Heat special ability will also include a numeric rating (for example, HT1),
Change to:
The Heat special ability will also include a numeric rating at each range (for example, HT1/-/-)
- 2) First paragraph, third sentence
so a unit that can deliver 3 points of damage and has the HT1 special will deliver 3 points of damage in the attack,
Change to:
so a unit that can deliver 3 points of damage and has the HT1/-/- special will deliver 3 points of damage in the attack,



Underwater Damage (p. 39)

First sentence

With the exception of damage from torpedo weapons (units that have the TOR special ability), all damage from underwater weapon attacks that hit a submerged unit is reduced by half (round down, to a minimum of 1).

Change to:

With the exception of damage from energy attacks (weapon attack from units that have the ENE special ability), all damage from underwater weapon attacks that hit a submerged unit is reduced by half (round down, to a minimum of 1). If the unit has the TOR special ability, add the full TOR damage from that range to the result.

Area of Effect (AOE) Damage (p. 39)

Replace the entire subsection with the following:

Area of Effect (AoE) Damage: Some weapons and effects are described as Area of Effect (AoE), which can affect all units within a given area centered on a point of impact (POI). If a unit is at a different elevation than the POI, the difference in elevation is added to the distance from impact. Thus, a tank on a hill at the edge of a 2" (diameter) AoE template and 1" above the POI is treated as if it lies 1" outside the 2" AoE template, but would still be within a 6" AoE template.

ProtoMechs (p. 39)

Remove this entire subsection, including the Individual ProtoMech Values Table.

Applying Damage (p. 39)

Delete the second sentence ("If the target of the attack is an individual ProtoMech [...]").

Damage to ProtoMechs (p. 40)

Delete this entire section, including the second block of example text (two paragraphs that starts with "John has a Point of five Centaur ProtoMechs [...]").

Critical Hit Effects (p. 41)

Under "MP Hit", last sentence

If a unit is reduced to a Move of 0 inches (or less) in this fashion, the unit may no longer move.

Change to:

If a unit is reduced to a Move of 0 inches (or less) in this fashion, it is rendered immobile.

Determine and Apply Damage (p. 43)

Delete the entire "ProtoMechs" subsection.

Death from Above Attack (p. 43)

Under "Damage to Attacker", replace the entire subsection with the following:

Damage to Attacker: If the DFA attack succeeds, the attacking unit also suffers damage equal to its own Size. This damage does not count as an attack from the target unit, so the target may attack normally during its own Combat Phase. If the DFA is unsuccessful, the attacking unit suffers 1 point of damage (+1 extra damage point if the attacker's Size is 3 or higher).

Death from Above Attack [example text] (p. 43)

Last paragraph, first sentence

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

Change to:

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



Charge Attacks (p. 43)

Fourth sentence

To find this damage, take the total inches the attacker traveled, divide that by 2, and multiply by the result by the value shown on the Charge Damage Table, rounding normally. The result is the amount of damage inflicted against the target unit.

Change to:

The damage from a successful charge is equal to the number of inches moved, multiplied by the charging unit's Size value, and divided by 8—rounding all fractions normally. Thus, a Size 3 unit charging 6 inches to its target would deliver 2 points of damage on a successful attack (6 [inches] x 3 [Size] ÷ 8 = 2.25, rounded normally to 2).

Charge Damage Table (p. 43)

Replace the Charge Damage Table with the following:

Charge Damage Formulas

Charge Damage* = Inches Charged x Unit Size ÷ 8

Death from Above = Charge Damage + 1

*Round all fractions normally

Special Ability Damage (p. 44)

Add ",REAR" after LRM and before SRM

Overheating (p. 44)

Before the "Maximum Overheat and Heat Scale Effects" section insert the following new section:

Deliberate Overheating ('Mechs Only)

Any 'Mech that lacks an OV of 1 or more may deliberately "spike" its heat level by simply declaring its intention to do so during the End Phase of any turn. This reflects the pilot willfully deactivating heat sinks in an effort to get his machine to run hotter than normal.

This heat spike does not add to the unit's weapon attack value. Instead, it simply increases the unit's heat by 1 level on the Heat Scale—to a minimum level of 1. This increase is applied after all other heat factors have been resolved, including those created by fire, weapon attacks, and so forth.

A unit that deliberately overheats in this manner only continues to do so as long as its controlling player declares that it is deliberately overheating in each turn's End Phase. Otherwise, the unit's heat sinks will automatically reactivate and the unit will cool itself normally. While deliberately overheating, the unit obeys all relevant rules for its heat level, including the standard rules for Heat (see pp. 44-45), and—if the unit possesses it—those for the Triple-Strength Myomer (TSM) special ability (see p. 48).

Heat (HT#) Special Ability (p. 44)

Change (HT#) to (HT#/#/#) in both locations in this paragraph.

Shutdown (p. 45)

Second paragraph

Attacks against a shutdown unit apply a -4 to-hit modifier, and ignore all target movement modifiers during that turn, including any modifiers for the targets jump capability (if applicable).

Change to:

While shutdown, a unit is rendered immobile (see p. 27). As such, it has a target movement modifier of -4.

**Anti-Missile System (AMS) (p. 46)**

Replace the entry with the following:

A unit with an AMS reduces the damage by 1 point (to a minimum of 1) from any of the following attacks: standard weapon attack from a unit with the IF, SRM, or LRM special abilities, Indirect Fire attack using the IF special ability, or special weapon attack made using the SRM or LRM special abilities. AMS only works on attacks coming in the front arc, unless mounted in a turret (TUR).

BattleMech Shield (SHLD) (p. 46)

Last sentence

All weapon attacks made by a 'Mech with this ability incur an additional +2 to-hit modifier.

Change to:

All weapon attacks made by a 'Mech with this ability incur an additional +1 to-hit modifier.

Fire Resistant (FR) (p. 47)

(HT#)

Change to:

(HT#/#/#)

Heat (HT#) (p. 47)

(HT#)

Change to:

(HT#/#/#)

Mimetic Armor System/Light Mimetic Armor System (MAS/LMAS) (p. 48)

Replace the entire entry with the following:

Mimetic armors are similar to Stealth systems (see below) in that they make a target more difficult to hit with weapon attacks (but not physical attacks). Unlike Stealth, to be effective mimetic armor requires its bearer to remain stationary.

If a unit with the MAS special ability remains at a standstill during the current Movement Phase (see p. 32), all non-physical attacks against that unit receive a +3 to-hit modifier for the remainder of the turn. LMAS functions the same way, but provides only a +2 to-hit modifier.

(p. 48)

After "Overheat Long (OVL)", insert the following new entry:

Rear-Firing Weapons (REAR#/#/#/#)

Although rear-facing weapons are common enough on larger and less flexible units like mobile structures and DropShips, several smaller units also feature secondary weapons mounted in their rear fields of fire. 'Mechs, vehicles, and fighters that possess such weaponry feature the REAR (#/#/#/#) special unit ability to reflect this. As with most other special weapon abilities, the numbers associated with this ability indicate the damage that the unit can inflict at each range bracket.

Ground Units: Any ground unit with rear-facing weapons may decide to use them against any targets that begin the Combat Phase outside of the unit's normal firing arc. This rear attack is resolved using all of the same rules as a normal weapon attack, but applies an additional +1 to-hit modifier.

Airborne Units: The same rules apply for fighter units as for ground units. However, a fighter may only use its rear-facing weapons against units that are specifically tailing them (see pp. 58-60), and are within range of its rear weapons. Thus, if a fighter has rear-firing weapons that only delivers damage to the Short range bracket, it may only use these weapons against tailing enemies at Short range.

Combining Forward (or Turret) and Rearward Attacks: A unit attempting a REAR attack may still deliver normal forward-firing attacks in the same turn, but its ability to do so is reduced. To reflect this, if a unit makes an attack using the REAR special ability, for every point of REAR damage it can inflict, its forward-arc (or turret-based) damage for that



turn must be reduced by the same amount. This damage reduction is applied before the use of any additional damage made possible by overheating.

Additional Restrictions: Overheat damage cannot be applied to REAR attacks, nor can a REAR attack deliberately reduce its damage values to improve forward-firing (or turret-based) weapon attacks. Finally, REAR attacks cannot make use of other special attack abilities, such as heat, indirect fire, flak, or artillery.

For example, an AS7-K *Atlas* possesses standard attack values of 3/3/3, and has an overheat value of 2 (with the OVL special) that allows it to hit targets harder at all three range brackets in its forward arc. It also possesses the REAR(1/1/0) special ability. The *Atlas* finds itself facing an enemy *Centurion* at Medium range, while a *Vulcan* has managed to slip behind it at Short range.

The *Atlas*' controlling player decides to attack both targets at once, but its rear-firing weapons—which can inflict 1 point of damage against the *Vulcan* at Short range—will reduce its ability to strike the forward target by an equal amount (1 point). This would mean the *Centurion* in front of the *Atlas* will suffer only 2 points of damage on a successful strike, unless the *Atlas* pilot decides to overheat his 'Mech to add more damage to its forward attack.

Watchdog (WAT) (p. 48)

Second sentence

For purposes of *Alpha Strike*, it is treated as if it has both the Light ECM (LECM) special ability, and the Light Active Probe (LPRB).

Change to:

For purposes of *Alpha Strike*, it is treated as if it has both the ECM and Light Active Probe (LPRB) special abilities.

Abstract Aerospace System

Step 1: Verify Line of Sight (p. 55)

First sentence

An Airborne aerospace unit always has LOS to a ground unit unless the ground unit is **not** completely submerged, underground or inside a structure.

Change to:

An Airborne aerospace unit always has LOS to a ground unit unless the ground unit is completely submerged, underground or inside a structure.

Step 2: Verify Firing Arc (p. 55)

1) Under "Altitude Bombing", first sentence

Similar to a strafe attack—but with bombs—altitude bombing allows an aerospace unit with the BOMB special ability to select 2 or more points of impact (POIs) along its flight path, attacking each point with a minimum of 1 bomb point per 2 inches along the path.

Change to:

Similar to a strafe attack—but with bombs—altitude bombing allows an aerospace unit with the BOMB special ability to select 2 or more points of impact (POIs) along its flight path. There must be at least one POI per 2 inches along the path and a minimum of one bomb dropped at each POI.

2) Under "Altitude Bombing", second sentence

affecting any targets within a radius determined by the type of bomb used.

Change to:

affecting any targets within an area determined by the type of bomb used.



3) *Under "Dive Bombing", second sentence*

affecting any targets within a radius determined by the type of bomb used.

Change to:

affecting any targets within an area determined by the type of bomb used.

4) *Under "Dive Bombing", third sentence*

(Dive bombing is also available to battle armor units that possess the BOMB special ability and which are hovering over the target hex using VTOL movement.)

Change to:

(Dive bombing is also available to battle armor units that possess the BOMB special ability, using VTOL movement, which are at a higher elevation and within 2" of the target.)

Step 5: Roll to Hit (p. 56)

Under "Bombing", at the end of the subsection insert the following:

If a failed dive bombing attack does not have a flight path to use to determine the direct of 1, the attacker may place the template with the 1 in any direction they choose, but must do so before rolling for the scatter.

Step 6: Determine and Apply Damage (p. 57)

Under "Bombing Damage", third sentence

To determine if a submerged unit is within the radius of a bomb hit on the water,

Change to:

To determine if a submerged unit is within the area of a bomb hit on the water,

Bomb Types (p. 57)

1) *Under "High Explosive (HE) Bombs"*

HE bombs deliver 2 points of damage to all ground targets within an AoE of 2 inches from the point of impact.

Change to:

HE bombs deliver 2 points of damage to all ground targets covered by the AoE 2" template.

2) *Under "Cluster Bombs"*

Cluster bombs deliver 1 point of damage to all ground targets within an AoE of 6 inches from the point of impact.

Change to:

Cluster bombs deliver 1 point of damage to all ground targets covered by the AoE 6" template.

3) *Under "Inferno Bombs", first sentence*

Inferno bombs deliver 2 points of Heat effects to all targets within an AoE of 2 inches from the point of impact.

Change to:

Inferno bombs deliver 2 points of Heat effects to all targets covered by the AoE 2" template.

Resolving Aerospace Air-to-Air Attacks (p. 58)

First paragraph, first sentence

If two opposing aerospace units end their Movement Phase in the same region on the Radar Map,

Change to:

If two opposing aerospace units end their Movement Phase in the same zone on the Radar Map,

**Establish Engagement Control [example text] (p. 59)**

Fourth paragraph, replace the last sentence with the following:

B1 thus adds only a quarter of its Thrust rating of 6 for a modified Control Roll of 6 ($5 + [6 \div 4] = 5 + 1.5 = 6.5$, round down to 6).

Step 7: Roll for Critical Hits (p. 60)

Under "Armor Thresholds", second sentence

If an aerospace unit's "armor threshold" does not appear on its unit card, its value is equal to the aerospace unit's starting armor value, divided by 10, and rounded up.

Change to:

If an aerospace unit's "armor threshold" does not appear on its unit card, its value is equal to the aerospace unit's starting armor value, divided by 3, and rounded down.

Ending Air-to-Air Engagements [example text] (p. 61)

Right column, second- and third-last paragraphs of the section

A1 is still engaged by B2, and so must stay in the region next turn.

A2 is still engaged by B3, and so they must both stay in the region next turn.

Change to:

A1 is still engaged by B2, and so must stay in the zone next turn.

A2 is still engaged by B3, and so they must both stay in the zone next turn.

Advanced Options**Heavy Industrial (p. 65)**

Under "Unintended Explosions", third sentence

inflicting 1 point of damage to all units within a 2 inch radius of the target point

Change to:

inflicting 1 point of damage to all units covered by the 2" AoE template centered on the target point

Ice (p. 65)

- 1) *Right column, first paragraph, second sentence*

Replace "2D6" with "1D6"

- 2) *Right column, first paragraph, fourth sentence*

On a result of 6 or higher, the ice breaks in a 2-inch radius around the unit.

Change to:

On a result of 6 or higher, the ice breaks in a 1-inch radius around the unit.

- 3) *Right column, last paragraph, last sentence*

cause the ice to break for a 2-inch radius around the surfacing unit.

Change to:

cause the ice to break for a 1-inch radius around the surfacing unit.

Magma Crust (p. 66)

Second paragraph, third sentence

On a result of 6 or more, the crust breaks in a 2-inch radius around the unit, and becomes liquid magma.

Change to:

On a result of 6 or more, the crust breaks in a 1-inch radius around the unit, and becomes liquid magma.

**Swamp (p. 67)**

First paragraph, third sentence

On a result of 12, a 2-inch radius area of swamp becomes quicksand (see below).

Change to:

On a result of 12, a 1-inch radius area of swamp becomes quicksand (see below).

Advanced Terrain Movement Cost Table (p. 68)

Add footnote 17 to each of the following terrain types:

Light Woods, Heavy Woods, Light Building, Medium Building, Heavy Building, Hardened Building, Light Jungle, Heavy Jungle, Rough, Ultra Rough, Rubble, Ultra Rubble

Advanced Terrain Movement Cost Table (Continued) (p. 69)

At the bottom of the footnotes insert the following new footnote:

¹⁷BattleMechs with the LG special reduce the movement cost by 1" per inch in this terrain type.

Woods (Expanded) (p. 70)

1) *Under "Light Woods", first sentence*

should stand 4 inches above the underlying terrain.

Change to:

should stand 2 inches above the underlying terrain.

2) *Under "Heavy Woods", first sentence*

Like light woods, heavy woods should also stand 4 inches above the underlying terrain.

Change to:

Like light woods, heavy woods should also stand 2 inches above the underlying terrain.

3) *Under "Ultra-Heavy Woods"*

Ultra-heavy woods should rise 6 inches above the underlying terrain.

Change to:

Ultra-heavy woods should rise 3 inches above the underlying terrain.

Landing Damage (p. 72)

First paragraph, first sentence

An aerospace unit landing in terrain other than will suffer damage.

Change to:

An aerospace unit landing in inappropriate terrain will suffer damage.



Artillery Range and Damage Table (p. 73)

Replace the entire table with the following:

Artillery Name	Special	Max Range	Damage	Area of Effect
Arrow IV (Inner Sphere)*	ART-AIS	272"	3 (2)	2" (NA)
Arrow IV (Clan)	ART-AC	306"	3 (2)	2" (NA)
Thumper	ART-T	714"	2	2"
Sniper	ART-S	612"	3	2"
Long Tom*	ART-LT	1,020"	5/2	6"
Cruise Missile/50	ART-CM5	1,700"	8	2"
Cruise Missile/70	ART-CM7	3,060"	11/2	6"
Cruise Missile/90	ART-CM9	4,080"	16/6	6"
Cruise Missile/120	ART-CM12	5,100"	22/14	6"
Battle Armor Tube Artillery**	ART-BA	68"	2	2"
<i>Artillery Cannons</i>				
Thumper Cannon	ART-TC	28"	1	2"
Sniper Cannon	ART-SC	24"	2	2"
Long Tom Cannon	ART-LTC	40"	3	2"

*Prototype versions of these artillery pieces are the same in all ways

**Infantry units with this artillery weapon may not execute any other attacks in the same Combat Phase that they deliver an artillery attack

Step 3: Determine To-Hit Number (p. 74)

1) First paragraph, second sentence

As long as the attack is not aimed at a specific unit, however, none of the modifiers the normal weapon attack modifiers for range bracket,

Change to:

As long as the attack is not aimed at a specific unit, however, none of the normal weapon attack modifiers for range bracket,

2) Between the first two paragraphs insert the following new paragraph:

A unit may act as a spotter for only one artillery attack at a time. Artillery attacks may not benefit from more than one artillery spotter.

3) Under "Direct Fire", first paragraph, last sentence

(Immobile target modifiers are never applied to a direct-fire artillery attack.)

Change to:

Immobile target modifiers are never applied to a direct-fire artillery attack: use a +0 target movement modifier when resolving direct fire artillery attacks against immobile targets.

Step 5: Determine and Apply Damage (p. 76)

Replace the second sentence with the following:

If the damage value on the Artillery Range and Damage Table has a value after a slash, the weapon delivers the damage left of the slash to the area of affect covered by the 2" AoE template centered on the impact point, while the damage value right of the slash applies to all targets outside the 2" AoE template but within the 6" AoE template centered on the impact point.

**Air-Defense Arrow IV (p. 76)**

At the end of the second paragraph insert the following:

Resolve all damage from a successful Air-Defense Arrow IV attack during the Combat Phase in which it is fired.

Cluster (p. 77)

- 1) *Left column, first lines on the page*

but increase their area of effect radius over standard rounds from the same artillery weapon type by 2 inches (for a total of 4" for ART-AIS, ART-AC, and ART-T specials; 6" radius for ART-S specials; and 8" for ART-LT specials).

Change to:

but increase their area of effect radius over standard rounds from the same artillery weapon type to the 6" AoE template, or an additional 2" from the edge of the 6" AoE template if the standard round already used a 6" AoE template.

- 2) *Left column, replace the second paragraph on the page with the following:*

The damage from cluster artillery is based on the weapons' standard artillery damage, but is reduced by 1 point. This modified damage applies to all targets within the original AoE template. For targets outside the original template but within the expanded AoE template, the cluster artillery delivers half its modified damage (rounded down). Thus, a cluster shot from an ART-LT weapon, which ordinarily inflicts 5 damage to the point of impact, would be reduced to 4 points of damage to all targets with the 6" AoE template, and 2 points of damage to all targets within the additional 2" of the edge of the 6" AoE template.

Flechette (p. 77)

Second paragraph, first sentence

with the same area of effect radius as standard rounds from the same artillery weapon type (6" radius for ART-LT; 4" radius for ART-S; 2" radius for ART-T).

Change to:

with the same AoE template as standard rounds from the same artillery weapon type (6" for ART-LT, 2" for ART-S and ART-T).

Illumination (p. 77)

Second paragraph, second sentence

The area of effect radius for illumination rounds fired using the ART-S or ART-T specials is 4"; for ART-AIS, ART-AC, and ART-LT specials, the radius is 6" from the point of impact.

Change to:

The area of effect for illumination rounds fired using the ART-S or ART-T specials is 6"; for the ART-AIS, ART-AC, and ART-LT specials, the area of effect is the 6" plus the area within 2" of the 6" AoE template.

Inferno IV (p. 77)

Second paragraph, second sentence

As with standard Arrow missiles, the area of effect radius for these rounds is 2" from the point of impact.

Change to:

As with standard Arrow missiles, the area of effect for these rounds is the 2" AoE template centered on the point of impact.

Smoke (p. 77)

- 1) *Second paragraph, second sentence*

Regardless of the weapon used, the area of effect radius for Smoke rounds is 4".

Change to:

Regardless of the weapon used, Smoke rounds affect the area covered by a 6" AoE template over the point of impact.

2) *Third paragraph, second and third sentences*

Treat this as heavy smoke for the first 2 inches away from the impact point, and light smoke for the radius from 2 inches to 4 inches. This smoke will rise 4 inches above the underlying terrain for line of sight purposes.

Change to:

Treat this as heavy smoke for the area covered by the 2" AoE template centered on the impact point, and light smoke for the area outside the 2" AoE template but within the 6" AoE template. This smoke will rise 2 inches above the underlying terrain for line of sight purposes.

Thunder (p. 77)

Second paragraph, second sentence

As with standard Arrow missiles, the area of effect radius for these rounds is 2" from the point of impact.

Change to:

As with standard Arrow missiles, the area of effect for these rounds is covered by the 2" AoE template centered on the point of impact.

Flak (p. 78)

Remove the first paragraph.

Arrow IV (Homing or Standard) (p. 78)

Second paragraph, after the second sentence insert the following:

The flight times for an off-board air-launched Arrow attack is 2 turns after firing for an attack from the Central Zone, or 3 turns if the attack was made from the Inner Ring.

Mine Clearance (p. 80)1) *Fifth paragraph, first sentence*

The area of effect radius of these rounds is 2" from the point of impact.

Change to:

The rounds clear an area covered by the 2" AoE template centered on the point of impact.

2) *Fifth paragraph*

Delete the second sentence ("If the attacker misses its target [...]). Then move the sixth paragraph up into that sentence's place.

Semi-Guided (p. 80)

After the last paragraph insert the following new paragraph:

Semi-guided missiles may also be used for indirect fire attacks, applying 1 additional point of damage to the target on a successful hit. The unit may choose to make an indirect fire attack using only the LRM special abilities' long range damage value instead of the IF value, and applying a -2 to-hit modifier rather than the 1 additional damage. For both effects, the targets must have been successfully designated by a friendly TAG in the same turn.

Smoke (p. 80)

Delete the third paragraph (last paragraph on the page)

**Smoke (p. 82)**1) *First sentence on the page*

Instead of delivering damage, smoke missiles fill a 2-inch radius of effect from the target area with smoke that rises 4 inches above the underlying terrain.

Change to:

Instead of delivering damage, smoke missiles fill an area covered by the 2" AoE template centered on the target with smoke that rises 2" above the underlying terrain.

2) Delete the last paragraph.

Thunder (p. 82)*Last paragraph, first sentence*

The area of effect radius for these rounds is 2" from the point of impact.

Change to:

The area of effect for these rounds is the area covered by the 2" AoE template centered on the point of impact.

Battlefield Intelligence (p. 82)*Replace with the following:***BATTLEFIELD INTELLIGENCE SCORE**

The effectiveness of a force's battlefield intelligence depends on the relative capabilities of each force's reconnaissance and communications assets. This is found by determining and comparing the opposing armies' battlefield intelligence (BI) score.

To find a force's BI score, add up the appropriate point values for the intelligence-capable units each force has in its roster from the Battlefield Intelligence Scoring Table. Note that a unit or element described as "on-planet" indicates that the unit may be off the map, but must be part of the force's army roster, must be functional, and must be considered on the ground or no farther away than the operational range of the atmospheric Radar Map that corresponds to the current ground battle.

The first computation of each army's BI score must take place before the game begins. The force with the larger BI score at this point will then gain the benefits of Area Knowledge and Pre Plotted Artillery, if the requisite rules are available (see below).

BATTLEFIELD INTELLIGENCE BENEFITS

Most of these benefits for Battlefield Intelligence hinge on which force has the higher BI score between both sides. Benefits are established before the scenario begins. Each player must reveal his force's BI rating and the detailed breakdown of points to use this rule. If the players are using the Concealing Unit Data rule (see p. 87), then no detailed breakdown should be provided until the end of the game.

AREA KNOWLEDGE

The Area Knowledge benefit only applies to the force that has a higher BI score at the start of the scenario, and may only be used if the Hidden Units rules are also in play (see p. 102). With this benefit, the force that has the higher BI score may begin play with a number of units hidden.

The maximum number of units that may be hidden by virtue of a higher BI score equals the total number of units that possess the Recon (RCN) special ability (see p. 108). This number may not exceed half of the total force committed to the scenario.

If the force with the Area Knowledge benefit is the Attacker for this particular scenario type, the hidden units may only be placed in positions up to half way across the map from the force's deployment zone—and no less than 12 inches from the nearest deployed enemy unit. If this force is not the Attacker, the hidden units may be placed anywhere on the map area except the opposing force's deployment zone.



PRE-PLOTTED ARTILLERY

The Pre-Plotted Artillery benefit only applies to the force that has the higher BI score at the start of the scenario, and may only be used if that force has artillery units in his force roster and artillery rules are also in play (see pp. 73-76).

With this benefit, the force that has the higher BI score may begin play with a number of pre-plotted points of impact for his artillery weapons.

The number of pre-plotted artillery impact points received by virtue of this benefit equals the difference between the force's BI score and that of its opponent. The maximum number of such pre-plotted points may not exceed the number of artillery-equipped units in the force's roster.

For example, Joshua's force includes a lance or artillery units—4 in all—in its roster, and has a total BI score of 8 going into his current battle against his opponent, Joel.

Joel's army, meanwhile, has the same number of artillery units, but only brings a BI score of 2 to this fight.

Joshua's force enjoys the higher BI score, beating out Joel's score by 6 points ($8 - 2 = 6$), but because he only has 4 artillery units, the maximum number of pre-plotted artillery impact points he can designate before the scenario starts is 4.

BI INITIATIVE BONUS

The BI Initiative Bonus provides a number of Initiative Bonuses to units on the field. These bonuses should be noted on the card of the unit it is assigned to, either by marking INIT on the special abilities of the card or placing a token on the card to represent the initiative bonus. If the unit is destroyed or is within an enemy ECM field during the Initiative Phase, that initiative bonus cannot be used that turn.

The player gets a +1 Initiative Bonus to place if there is at least one unit that features a Mobile Headquarters (MHQ#) special ability with a value of 4 or higher. This bonus must be placed on a unit with MHQ4 or higher. The player gets another +1 Initiative Bonus if the force has at least 1 unit with the Recon (RCN) special ability per 4 units in the force to place on one of the units with the RCN special ability. In addition, the player gets another +1 Initiative Bonus if the force has at least 1 unit with Mobile Headquarters (MHQ#) special ability with a value of 1 or higher per 4 units in the force, to be placed on one of the units with MHQ1 or higher. The maximum Initiative Bonus is a total of +3. Multiple bonuses can be stacked on a single unit, but if the unit is destroyed or in an ECM field, all the BI Initiative Bonuses on that unit are lost.

For example, Joshua's company-sized force of 12 units contains a dedicated Mobile HQ vehicle with a MHQ6 special, plus a lance of 'Mechs that feature one C³ Master Computer (which also counts as a MHQ5 special) and 3 C³ Slave Computers (each of which counts as a MHQ1). Joshua gets a +1 Initiative Bonus to place on one of either his dedicated Mobile HQ vehicle or C³ Master, and elects to place it on his dedicated Mobile HQ vehicle. Joshua gets a second +1 Initiative Bonus to place for having at least one MHQ per 4 units, and places this one on his C³ Master Computer unit. Joshua's force only has one unit with RCN, so there Joshua does not get the third Initiative Bonus to place.

At the start of the turn, the dedicated Mobile HQ vehicle is still in play and not in an ECM field. The opponent has managed to place a unit of his with ECM within 6" of Joshua's C³ Master unit, however.

Joshua gets a +1 Initiative Bonus from the mobile HQ, but no bonus from the ECM'd C³ Master.

Attacking Buildings (p. 85)

First sentence

Attacks against buildings are resolved as if the buildings have 0" Move, with an additional -4 to-hit modifier applied, because of their immobile nature.

Change to:

Attacks against buildings are resolved as against an immobile target.

Ground Attack Damage (p. 87)

First sentence

The area of effect of a MSL or SDS-CM attack against ground targets is a 6-inch radius from the point of impact.

Change to:

The area of effect of a MSL or SDS-CM attack against ground targets is the area covered by the 6" AoE template centered on the point of impact.

Tornado (p. 94)

Under "Initial Placement", first sentence

Tornados use the 2" radius area of effect template,

Change to:

Tornados use the 2" AoE template,

Extinguishing Fires (p. 101)

Under "Area-Effect Attack", replace the subsection with the following:

Any area effect weapon (other than one using Inferno munitions) doing 4 or more points of damage will extinguish the fire within the attack's area of effect.

Hiding On The Ground (p. 102)

Under "Detecting Hidden Ground Units", insert the following new table:

Hidden Unit Detection Range Table

Probe Type	Range
Light Active Probe	6"
Active Probe	10"
Bloodhound Active Probe	16"

Minefields (p. 102)

First paragraph, first sentence

In *Alpha Strike* play, minefields of any type cover a 2-inch radius area of effect unless otherwise stated

Change to:

In *Alpha Strike* play, minefields of any type use the 2" AoE template unless otherwise stated

EMP Mines (p. 103)

Second paragraph, first sentence

EMP mines create a temporary, 4-inch radius ECM field that is hostile to all units

Change to:

EMP mines create a temporary, 6" AoE template ECM field that is hostile to all units

Terrain Conversion (p. 104)

First paragraph, first sentence

At the controlling player's option, a unit may employ its firepower to raze terrain features in a 2-inch radius area,

Change to:

At the controlling player's option, a unit may employ its firepower to raze terrain features under a 2" AoE template,

Booby Trap (BT) (p. 105)

First paragraph, fourth sentence

Once activated, the system automatically destroys the unit and delivers an area-effect attack to all units within a 2" radius.

Change to:

Once activated, the system automatically destroys the unit and delivers an area-effect attack to all units within an area covered by a 2" AoE template.

**Airborne Booby Traps (p. 105)***1) Second sentence*

Airborne units on the ground map that activate a booby trap inflict damage in a 2" radius around a point of their designated flight path, as chosen by the player.

Change to:

Airborne units on the ground map that activate a booby trap inflict damage in a 2" AoE template centered on a point, as chosen by the player.

2) Last sentence

its damage to all units within a 2" radius of a point on its flight path would be 3 points.

Change to:

its damage to all units within the area covered by the 2" AoE template centered on a point on its flight path would be 3 points.

Large (LG) (p. 107)*First sentence*

Large units cover a 2" radius area.

Change to:

Large units cover a 2" AoE template area.

Trenchworks/Fieldworks Engineers (TRN) (p. 109)*First sentence*

Each turn these infantry units may convert a 2" radius area of effect into a fortified area.

Change to:

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

Super Large (SLG) (p. 109)

Super Large units occupy a 6" radius area or larger.

Change to:

Super Large units occupy a 6" AoE template sized area or larger.

Very Large (VLG) (p. 109)*First sentence*

A unit with this ability fully occupies a 4" radius area.

Change to:

A unit with this ability fully occupies a 4" diameter area.

Converting Movement and Distances (p. 110)

Under "Area-Effect Templates", replace the subsection with the following:

The conversion for area effects follows the same approach as above, with an AoE always centered on a hex. A 2" AoE template will affect the target hex and all adjacent hexes. A 6" AoE template will affect the target hexes, and all hexes with 2 hexes of the target hex.



Alpha Strike Campaign Rules

Repairs, Purchases, and Rearming (p. 119)

1) Second paragraph, first sentence

When repairing, purchasing, or rearming units, use the Equipment Repairs, Purchases, and Rearming Table to find the appropriate costs based on the unit type.

Change to:

When repairing, purchasing, or rearming units, use the Equipment Repairs, Purchases, and Rearming Table (see p. 120) to find the appropriate costs based on the unit type.

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

With the exception of units with the ENE ability, any unit that participated in a scenario needs to rearm to maintain its full combat strength. A unit that has not rearmed reduces the damage dealt by its weapon attacks (but not its physical attacks) by 1 at all range brackets. The unit also cannot use any weapon-based special abilities (ART, BOMB, FLK, HT, IF, LRM, MSL, SRM, TOR, etc.), or any special ability that involve equipment in need of ammunition (AMS, C3RS, MDS, any NARC ability, RSD, etc.). Aerospace Fighters with ENE that do not rearm cannot use their BOMB special ability, but are otherwise unaffected.

Alpha Strike Campaign Support Point Tables (p. 120)

For each of 'Mech or Fighter Structure, ProtoMech Armor and Structure, DropShip Armor and Structure, and Vehicle/Other Structure

- a) Activity column: add a "/Critical Hit" after "Structure"
- b) SP Cost column: add a "or Critical Hit" after "point"

Era Setting: The Clan Invasion Era

Liao Company (p. 135)

(168 PV) change to (377 PV)

And update the individual PVs to the following:

AWS-9M	41
MR-V2	45
EMP-6A	45
CPLT-C1	33
HUR-WO-R4L	28
THR-1L	39
CTF-3L	32
VND-3L	28
CDA-3F	25
CLNT-2-3U	20
RVN-3L	24
JA-KL-1532	17

Kurita Company (p. 136)

Jenner 14"/6"j change to 14"/8"j

(160 PV) change to (371 PV)

And update the individual PVs to the following:

AS7-K	45
APL-1M	34
THG-11E	41
HTM-27T	39



DRG-5K	30
DRG-5K	30
DAI-01	35
LNC25-01	30
DMO-1K	25
PNT-10K	20
JR7-K	20
MON-66	22

Davion Company (p. 137)

Gunslinger 6"/2"j change to 6"/4"j
(158 PV) change to (370 PV)

And update the individual PVs to the following:

AS7-RS	48
GUN-1ERD	50
BL-6-KNT	39
JM6-DG	30
CLNT-2-3U	20
DV-7D	34
HCT-5S	26
ENF-5D	26
CN9-D	26
SCB-9A	20
STH-1D	33
JVN-10P	18

Steiner Company (p. 138)

(159 PV) change to (363 PV)

And update the individual PVs to the following:

BNC-5S	42
ZEU-9S	40
STK-5S	38
PPR-5S	46
FLC-8R	38
BH-K305	21
BSW-X1	30
BZK-F3	18
NGS-4S	28
VT-5S	22
WLF-2	25
COM-5S	15

Marik Company (p. 139)

Anvil 10"/4"j change to 10"/6"j
(164 PV) change to (389 PV)

And update the individual PVs to the following:

ON1-M	36
GLT-5M	38
HRC-LS-9000	35
HMR-3C	25
ALB-3U	41



AWS-9M	41
TMP-3M	41
HER-5S	23
TR1	30
ZPH-1	16
ANV-3M	34
TBT-7M	29

Jade Falcon Binary (p. 140)

Hankyu 16"/8"j change to 16"/12"j
(224 PV) change to (386 PV)

And update the individual PVs to the following:

Gladiator B	52
Mad Cat A	52
Thor Prime	41
Cauldron Born D	42
Vulture Prime	38
Black Lanner Prime	35
Loki Prime	40
Black Hawk A	34
Uller Prime	23
Hankyu Prime	29

Clan Wolf Binary (p. 141)

(225 PV) change to (408 PV)

And update the individual PVs to the following:

Daishi A	59
Gladiator Prime	50
Kingfisher Prime	54
Loki Prime	40
Man O' War A	43
Mad Cat Prime	49
Dragonfly Prime	28
Ryoken C	35
Fenris Prime	33
Dasher Prime	17

Tables & Record Sheets**Alpha Strike Special Abilities Table (p. 164)***1) Booby Trap*

Unit may self-destruct, damaging all units within 2" radius

Change to:

Unit may self-destruct, damaging all units within 2" AoE

2) Cargo Transport (Tons)

Change Page ref from 46 to 106

3) Firefighter

Unit capable of extinguishing fires within 2" radius

Change to:

Unit capable of extinguishing fires within 2" AoE"

4) *Fire Resistant*

"Heat (HT#)", change to "Heat (HT#/#/#)"

5) *Heat (HT#)*

"Heat (HT#)", change to "Heat (HT#/#/#)"

Alpha Strike Special Abilities Table (p. 165)1) *Large*

Unit is considered large sized (fills 2" radius)

Change to:

Unit is considered large sized (fills 2" AoE)

2) *Super Large*

Unit is considered super-large sized (fills 6+" radius)

Change to:

Unit is considered super-large sized (fills 6" AoE or larger)

3) *Trenchwork Engineers*

Unit can fortify terrain in a 2" radius area

Change to:

Unit can fortify terrain in a 2" AoE

4) *Very Large*

Unit is considered very-large sized (fills 4" radius)

Change to:

Unit is considered very-large sized (fills 4" AoE)

5) *Watchdog*

Unit has combined LPRB and LECM specials

Change to:

Unit has combined ECM and LPRB specials

Movement Cost Table (p. 166)

"Movement Cost" column, last row

+1" (max 2" per 1" travelled)

Change to:

+2" (max 2" per 1" travelled)

Charge Damage Table (p. 166)

Replace the table with the following:

Charge Damage Formulas

Charge Damage* = Inches Charged x Unit Size ÷ 8

Death from Above = Charge Damage + 1



*Round all fractions normally

Individual ProtoMech Values Table (p. 167)

Remove the entire table.

Movement Cost Table (p. 168)

Under "Level Changes (up or down)", "Move Cost per Inch" column

- a) +1" ('Mechs, ProtoMechs) – change to +2"
- b) +1" (VTOLs in Air) – change to +2"
- c) +1" (Submarines in Water) – change to +2"
- d) +2" (Infantry, Ground Vehicles) – change to +4"

To-Hit Modifiers Table (p. 169)

- 1) Replace the Target Movement Modifiers subtable with the following:

TARGET MOVEMENT MODIFIERS¹

Target	Modifier
Immobile	–4
Standstill	+0
<i>Available Move:</i>	
1"–4"	+0
5"–8"	+1
9"–12"	+2
13"–18"	+3
19"–34"	+4
35"+	+5
Jumped	+1

- 1) Delete "Is Shutdown/Immobile –4" from the Target Modifiers subtable
- 2) In the "Miscellaneous Modifiers" subtable, after "Attacker is a Drone" insert the following:
Attacker is Immobile/Standing Still –1
- 3) In the "Miscellaneous Modifiers" subtable, before "Fire Control Hit" insert the following:
Attack is using REAR special ability +1
- 4) Replace the text of footnote 1 with the following:
¹If the unit moved, its modifier is based on the Move value available to it that turn (after any applicable modifiers), plus the jumped modifier (if it jumped that turn). Inches actually moved is irrelevant. Does not apply to aerospace units.
- 5) Between footnotes 7 and 9 insert the following new footnote:
⁸Does not apply to physical attacks

Advanced Terrain Movement Cost Table (p. 171)

Add footnote 17 to each of the following terrain types:

Light Woods, Heavy Woods, Light Building, Medium Building, Heavy Building, Hardened Building, Light Jungle, Heavy Jungle, Rough, Ultra Rough, Rubble, Ultra Rubble

**Advanced Terrain Movement Cost Table (Continued) (p. 172)**

At the bottom of the footnotes insert the following new footnote:

¹⁷BattleMechs with the LG special reduce the movement cost by 1" per inch in this terrain type.

Artillery Range and Damage Table (p. 173)

Replace the entire table with the following:

Artillery Name	Special	Max Range	Damage	Area of Effect
Arrow IV (Inner Sphere)*	ART-AIS	272"	3 (2)	2" (NA)
Arrow IV (Clan)	ART-AC	306"	3 (2)	2" (NA)
Thumper	ART-T	714"	2	2"
Sniper	ART-S	612"	3	2"
Long Tom*	ART-LT	1,020"	5/2	6"
Cruise Missile/50	ART-CM5	1,700"	8	2"
Cruise Missile/70	ART-CM7	3,060"	11/2	6"
Cruise Missile/90	ART-CM9	4,080"	16/6	6"
Cruise Missile/120	ART-CM12	5,100"	22/14	6"
Battle Armor Tube Artillery**	ART-BA	68"	2	2"
<i>Artillery Cannons</i>				
Thumper Cannon	ART-TC	28"	1	2"
Sniper Cannon	ART-SC	24"	2	2"
Long Tom Cannon	ART-LTC	40"	3	2"

*Prototype versions of these artillery pieces are the same in all ways

**Infantry units with this artillery weapon may not execute any other attacks in the same Combat Phase that they deliver an artillery attack

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