



Total Warfare

(Version 4.1)

This document is a compiled rules errata for the first printing of *Total Warfare*, as of 19 May, 2014.

NEW ADDITIONS

These are all the new entries or modifications of old entries for version 4.1 of this document. They may also be found in the **Full Errata** section in the appropriate locations, marked with an asterisk (*).

* 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, Swedish

* 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).

* Gunnery Skill Rating (p. 40)

Last line

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

Change to:

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

* 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.

* Movement Costs Table (p. 52)

1) 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.

2) 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)**

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 possible route, landing with any facing desired.

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

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.

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

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

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

*** Movement On Pavement (p. 61)**

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

This does not apply to motorized or mechanized infantry.

*** Collisions (p. 63)**

1) *Under "Other Units", second paragraph, after the first sentence insert the following:*

The skidding unit takes damage from the target unit as if the target unit had executed a successful Kick attack.

2) *Under "Levels", second sentence*

Group the resulting damage into 5-point groupings, then roll once for each grouping on the appropriate Hit Location Table (always use the Front/Rear column).

Change to:

Group the resulting damage into 5-point groupings, then roll once for each grouping on the appropriate Hit Location Table (based on the attack direction: see p. 119). Treat the attack as if it came from the hex that the skidding unit crashed into.

*** 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.

*** Sideslipping (p. 67)**

Replace the first paragraph with the following:

While superficially similar to skidding, sideslipping units do not use any of the rules for skidding unless specified otherwise. Most notably, the to-hit modifiers that occur as a result of a unit skidding 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.



*** 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.

*** High-Altitude Movement (p. 80)**

Under "Prohibited Units", replace the entire subsection with the following:

Restricted Units: Airships and 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.

*** 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

*** Launching (p. 86)**

This ruling has changed from previous errata versions.

Fourth paragraph, after the last sentence insert the following:

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)**

First subtable, last row ("Landing Gear Damaged")

+3 per box crossed

Change to:

+5

*** 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.

*** 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

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

Change to:

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

* Control Rolls (p. 92)

In between the second paragraph and the "Shutdown Units" subsection, insert the following new paragraph:

You can never choose to automatically fail a Control Roll.

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

Before the "Recovering Out-Of-Control Units" subsection, insert the following new subsection:

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).

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

* Multiple Targets Modifier (p. 110)

In between the third paragraph and the "Physical Attacks" subsection insert the following new subsection:

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.

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

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.

* LRM Indirect Fire (p. 111)

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.



*** Rapid-Fire (Multi-Firing) Weapon (p. 114)**

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.

*** Flak (p. 114)**

This ruling has changed from previous errata versions.

Replace the entry with the following:

When used against a unit that expended any VTOL/WiGE/Thrust MP at any point that turn, or that presently has an Altitude or Elevation, apply a –2 to-hit modifier in addition to any other modifiers such weapons might convey.

*** Critical Damage (p. 124)**

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).

*** Anti-Missile System (p. 129)**

1) This ruling has changed from previous errata versions.

Replace the first paragraph with the following:

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:

*** Bulldozers (p. 131)**

First paragraph, last two sentences

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 all shots are modified as though the vehicle were moving at Flank speed (+2 modifier).

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

Under "Flak"

When used against any airborne target,

Change to:

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



*** Lift Hoists (p. 137)**

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

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. Note that inactive units cannot be made active in regular *Total Warfare* play; see *Readying for Deployment* on p. 44 of *Strategic Operations* for details.

Units that are dropped do not risk destruction as cargo does, but instead suffer damage as if falling a number of levels equal to the distance between the transporting unit and the surface directly below it (minimum 1). Area of 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.

*** 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)**

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.

*** Torpedo Launcher (p. 138)**

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).

*** 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).

*** Infernos (p. 141)**

Under "Infantry", after the first sentence insert the following:

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

*** Infernos (p. 142)**

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

The additional Heat lasts for only 1 turn.



* 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).

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

This ruling has changed from previous errata versions.

Replace the second paragraph with the following:

To use TAG equipment for target designation, calculate the to-hit number as for a standard weapon attack. TAG designation is not the same as spotting for Indirect LRM Fire (p. 111) and thus a unit using TAG incurs no penalty if also firing weapons in the Weapon Attack Phase. Units equipped with multiple TAG sets use the standard secondary fire rules when using TAG against multiple targets. As using TAG occurs before the Weapons Attack Phase, it does not count towards the number of targets a unit engages in the Weapon Attack Phase.

* Physical Attacks (p. 144)

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).

* Charge Attacks (p. 148)

1) 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) 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.

* Damage (p. 148)

First paragraph, second sentence

The defender takes 1 point of damage for every 10 tons that the charging unit weighs, multiplied by the number of hexes moved by the attacker in the Movement Phase, rounding fractions up (the hexes moved do not count the hex containing the target).

Change to:

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.

* 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)**

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 position 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 a Fall Table, p. 68.

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

Under "Airborne Units", delete the second paragraph.

*** 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.

*** 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)**

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),

*** 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

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

Under "Burst-Fire Weapons and Conventional Infantry", replace the entire subsection 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*, p. 215.



*** 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,

*** Damage (p. 185)**

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 delivers any amount of internal structure damage, the warrior takes a point of damage.

*** Frenzy (p. 187)**

Second paragraph, second sentence

The attack can only be made against an adjacent target in the front firing arc.

Change to:

The attack can only be made against a target in the same hex, or an adjacent target in the front firing arc.

*** 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

*** Critical Damage (p. 193)**

At the end of the first bullet point insert the following:

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

*** Rotor Hits (p. 197)**

This ruling has changed from previous errata versions.

After the first paragraph insert the following new paragraph:

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).

*** Critical Damage (p. 197)**

At the end of the bullet point insert the following:

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

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

1) *Under "Engine Damage", replace the first paragraph with the following:*

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 entire subsection with the following:*

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



* 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).

* 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.

* 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, as shown on the *Movement Cost Table* p. 52, of their vehicle type.

* Infantry Movement (p. 214)

1) *In between the "Buildings" and "Water" subsections insert the following new subsection:*

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.

2) *Under "Woods", replace the subsection 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.

* 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*, p. 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*, p. 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) *Second paragraph, at the end of the first sentence append the following:*

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

2) *Second paragraph, 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.

*** Anti-Personnel Weapons (p. 218)**

In between the first and second sentences insert the following:

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*, p. 271.

*** Anti-'Mech Attacks (p. 220)**

Insert the following new subsection:

TAG: An infantry unit may not designate a target and make an Anti-'Mech Attack in the same turn.

*** Swarm Attacks (p. 220)**

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.

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

First paragraph, first sentence

Though swarming infantry cannot be deliberately targeted by weapon attacks, 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)**

Under "Vibro-Claw Manipulator", replace the entire subsection 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.

*** 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.



*** 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)**

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.

*** 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.

*** Space Combat (p. 235)**

Under "Aerodyne Units"

(see Aerospace Firing Arcs Diagram 2, p. 236)

Change to:

(see Aerodyne Firing Arcs Diagram, p. 236)

*** Space Combat (p. 235)**

Under "Spheroid Units"

(see Aerospace Firing Arcs Diagram 1, above)

Change to:

(see Spheroid Firing Arcs Diagram, above)

*** Aerospace Attack Modifiers Table (p. 237)**

For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"

*** Scale (p. 238)**

This ruling has changed from previous errata versions.

Under "Spheroid Units"

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

*** Non-Aerospace Airborne Units (p. 243)**

Delete this subsection.



*** Altitude-Bombing (p. 246)**

Replace the second paragraph with the following:

Roll once for each bomb being dropped in the attack. If a roll succeed, 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 p. 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.)

*** Damage To Aerospace Units In Atmosphere (p. 249)**

This ruling has changed from previous errata versions.

Before the Atmospheric Control Modifiers Table, insert the following new section:

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 attacks against a spheroid unit, any attack that strikes a spheroid from the 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. If an attack strikes a spheroid unit from a firing unit at an altitude higher than the target 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. If an attack strikes a spheroid from a firing unit at an altitude lower than the 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)**

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 pp. 303-304.

*** P (p. 302)**

Change "Pulse Weapons, 143" to: "Pulse Weapons, 113, 143"

*** Inner Sphere Weapons and Equipment Table (p. 303)**

B-Pods: under "Type" column, add "X"

*** Clan Weapons and Equipment Table (p. 303)**

- 1) SRM-2: change their Aero Attack Value from 2/5 to 2/4
- 2) B-Pods: under "Type" column, add "X"

*** Additional Inner Sphere Weapons and Equipment For Battle Armor (p. 305)**

- 1) Under "Man-Portable Plasma Rifle", change the Type from "DE" to "DE, H"
- 2) First footnote: change "See the Weapon and Equipment Types Table, p. 306," to "See the Weapon and Equipment Types Table, p. 306,"

*** Movement Costs Table (p. 306)**

- 1) *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.

- 2) *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.

*** 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.

*** Aerospace Attack Modifiers Table (p. 312)**

For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"

*** Landing Modifiers Table (p. 312)**

First subtable, last row ("Landing Gear Damaged")

+3 per box crossed

Change to:

+5



FULL ERRATA

This section combines all fixes and changes from previous errata releases with the new additions of version 4.1, so that every ruling is in order and in one place. There have been four releases of *Total Warfare* to date: 2006 (first printing), 2007 (second printing), 2011 (third printing), and 2013 (fourth printing). All errata here is for the first printing of *Total Warfare*, and unless marked with an asterisk (*) is corrected in the 2013 fourth printing of this book.

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

SPECIAL NOTE: The game is once again called *BattleTech*. All references to “Classic BattleTech” and “CBT” are now BattleTech and BT, respectively, in all editions of this book from the third printing on. This doesn’t change any of the rules, but is included here for completeness.

Cover

Cover incorporates Catalyst Game Labs branding; stock # has changed from 35101 to 35001.

Credits/Introduction

Playtesters/Proofers/Fact Checkers (p. 7)

Insert alphabetically: Edward “Tenaka Fury” Lafferty.”

A Time Of War

BattleTech Eras (p. 11)

Under “*The Jihad*”, replace the second paragraph with the following:

“The recently completed universe-shaking storyline is the Word of Blake’s Jihad, begun in 2005 with the publication of *Dawn of the Jihad* and *Jihad Hot Spots: 3070* (currently in print as a combined volume, *Blake Ascending*) and concluded in 2012 with the publication of *Jihad: Final Reckoning*. Look for future books in the following Dark Age era that will continue to shock, amaze and entertain for years to come.”

Clan Wolf (In-Exile) (p. 16)

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

* 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, Swedish

Word of Blake (p. 19)

Inhabited Worlds should be: 6

Components

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."

Generic Conventional Infantry Record Sheet (p. 29)

First sentence

"Each generic conventional Infantry record sheet includes six infantry platoons..."

Change to:

"Each generic conventional infantry record sheet includes five infantry platoons..."

Military Organization**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."

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 BattleMech, fighter, tank or infantry platoon."

Playing The Game**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."

*** 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)."

*** Gunnery Skill Rating (p. 40)**

Last line

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

Change to:

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



* 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.

Ground Movement

Movement Basics (p. 48)

First paragraph, second sentence

"The type of terrain within a hex adds more MP costs, as shown under the MP Cost Per Hex/Terrain Type column of the table."

Change to:

"The type of terrain within a hex adds more MP costs, as shown under the MP Cost Per Hex/Terrain Cost column of the table."

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,

Backward Movement (p. 49)

Change "VTOL/WiGE Vehicles..." to "VTOL Vehicles...."

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

- 2) *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.

- 3) *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) *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 possible route, landing with any facing desired.

2) Under "Heat", first and second sentences

"Jumping generates 1 heat point for every hex jumped, with a minimum cost of 3 heat points. Even if a 'Mech only jumps 1 hex, it builds up 3 heat points for that jump."

Change to:

"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."

[artwork] (p. 53)

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

Change to:

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

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 ($4 (\text{Jumping MP}) - 1 = 3$), the 'Mech can cross that path."

Change to:

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

VTOL Movement (p. 54)

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) 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..."

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..."

2) After the "Water" subsection at the top of p. 55 insert the following new subsection:

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

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

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.

**Unit And Terrain Rules (p. 57)***Under "Mechs"**"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."***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..."**** Making Piloting/Driving Skill Rolls (p. 59)***In between the second paragraph and the "Movement Phase" subsection, insert the following new paragraph:**You can never choose to automatically fail a Piloting/Driving Skill Roll.**** Movement On Pavement (p. 61)***Under "Ground Vehicles", at the end of the subsection insert the following:**This does not apply to motorized or mechanized infantry.**** Collisions (p. 63)***1) Under "Other Units", second paragraph, after the first sentence insert the following:**The skidding unit takes damage from the target unit as if the target unit had executed a successful Kick attack.**2) Under "Levels", second sentence**Group the resulting damage into 5-point groupings, then roll once for each grouping on the appropriate Hit Location Table (always use the Front/Rear column).*Change to:*Group the resulting damage into 5-point groupings, then roll once for each grouping on the appropriate Hit Location Table (based on the attack direction: see p. 119). Treat the attack as if it came from the hex that the skidding unit crashed into.***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."***Skidding [example text] (p. 65)***Left column, third full paragraph, first sentence**"At the end of the successful charge, the skidding unit is in Hex 2B (even though it would normally have skid for 1 more hex, because it unintentionally charged another unit, it ends its movement in that hex), while the target 'Mech is moved into Hex 3B."*Change to:*"At the end of the successful charge, the skidding unit is in Hex 2B (even though it would normally have skid for 1 more hex, because it unintentionally charged another unit, it ends its movement in that hex), while the target 'Mech is moved into Hex 2C."*



*** 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.

*** Sideslipping (p. 67)**

Replace the first paragraph with the following:

While superficially similar to skidding, sideslipping units do not use any of the rules for skidding unless specified otherwise. Most notably, the to-hit modifiers that occur as a result of a unit skidding 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.

*** 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.

Aerospace Movement

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,"

*** High-Altitude Movement (p. 80)**

Under "Prohibited Units", replace the entire subsection with the following:

Restricted Units: Airships and 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.

*** 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)

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) *Second paragraph, first and second sentences*

"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. This movement may be split across two turns."

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. When moving on the ground map, multiply the minimum number of hexes required by eight. In both cases, this movement may be split across two turns."

2) *Under "Additional Facing Changes", third sentence*

"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."

Spheroid DropShips (p. 84)

Second sentence

"Unlike fighters, aerodyne DropShips and aerodyne small craft, such units do not have a facing because they are effectively nose-up."

Change to:

"Unlike fighters, aerodyne DropShips and aerodyne small craft, such units facing is handled differently; use the Grounded Spheroid DropShip Firing Arcs and Attack Direction Diagrams (see p. 250)."

Airship Support Vehicles (p. 84)

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

Special Maneuvers Table (p. 85)

Under "Side-Slip"

1) "Modifier is -1 for VSTOL units."

Change to:

"(Modifier is -1 for conventional VSTOL-equipped fighters only.)"

2) *At the end of the "Effects" section insert the following:*

"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."

Special Maneuvers Table (p. 85)

Under "VIFF"

"A VSTOL unit halts its forward momentum and gains one altitude."

Change to:

"Any VSTOL unit halts its forward momentum and gains one altitude."

* Launching (p. 86)

This ruling has changed from previous errata versions.

Fourth paragraph, after the last sentence insert the following:

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) 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) First subtable, last row ("Landing Gear Damaged")

+3 per box crossed

Change to:

+5

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

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) 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) Replace the entire 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, p. 91, must use the hex they currently occupy instead of choosing any hex on the mapsheet.

2) Third paragraph, first sentence

"Conventional Fighters, aerodyne small craft, and aerodyne DropShips..."

Change to:

"Conventional Fighters (without VSTOL), aerodyne small craft, and aerodyne DropShips..."

3) Fifth paragraph

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

* 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) First paragraph, third sentence*

"VSTOL-equipped units can take off in ten hexes..."

Change to:

"Any VSTOL-equipped units can take off in ten hexes."

2) 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."

3) Second paragraph, second sentence

"Aerodyne DropShips, small craft and aerospace fighters (as well as VSTOL-equipped conventional fighters) may lift off vertically."

Change to:

"Aerospace fighters and VSTOL-equipped conventional fighters may lift off or land vertically. Aerodyne small craft and DropShips may land and takeoff vertically only in a vacuum."

4) Second paragraph

Delete the third sentence ("A unit cannot lift off if it has a Safe Thrust of 2 or less.")

5) Second paragraph, after the last sentence insert the following:

"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."

6) After the second paragraph, but before "Taxiing", insert the following new paragraph:

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

7) Taxiing subsection, second paragraph, after the last sentence insert the following:

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

Vertical Liftoff Modifiers Table (p. 88)

"Fighter making vertical liftoff"

Change to:

"Non-spheroid making vertical liftoff"

*** 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

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.

DropShip Exhaust Damage Table (p. 88)

"5 Hexes 3D6"

Change to:

"5 Hexes 4D6"

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

After the second paragraph insert the following new paragraph:

"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 parallel 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."

* Control Rolls (p. 92)

In between the second paragraph and the "Shutdown Units" subsection, insert the following new paragraph:

You can never choose to automatically fail a Control Roll.

Control Roll Table (p. 93)

Remove the following line from the Control Roll Table- "Hovering (Spheroids)"

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

After the fourth paragraph insert the following new subsections:

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).

Recovering Out-Of-Control Units: During 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.

Combat

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

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

This ruling has changed from previous errata versions.

Ninth paragraph, first sentence

"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."

Underwater Attacks [example text] (p. 102)

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

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)."*

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

Replace the entire entry with the following:

*"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 1 hex, plus 2 hexes for each altitude level the aerospace unit is operating at."

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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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"

*** Multiple Targets Modifier (p. 110)**

In between the third paragraph and the "Physical Attacks" subsection insert the following new subsection:

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) 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."

2) *Under "Aimed Shots", first paragraph, second sentence*

"When firing on an immobile 'Mech,"

Change to:

"When firing on an immobile 'Mech or vehicle (this includes grounded fighters or small craft that are shut down or whose warriors are unconscious),"

3) *Under "Aimed Shots", first paragraph, third sentence*

"Against any hit location except the head,"

Change to:

"Against any hit location except a head,"

4) *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."

5) *Under "Aimed Shots", third paragraph, first sentence*

"If the attacker is taking an aimed shot at the target 'Mech's head,"

Change to:

"If the attacker is taking an aimed shot at a target 'Mech's head,"

*** Non-Aerospace Units Firing at Airborne Aerospace Units (p. 111)**1) *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) Delete the final sentence ("However, if an...")

LRM Indirect Fire (p. 111)1) *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) *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) *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) *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."

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

Aerospace Units: Aerospace units cannot spot for LRM indirect fire.

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*, p. 173, for full details."

*** Rapid-Fire (Multi-Firing) Weapon (p. 114)**

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.

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:*

• **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.

3) *This ruling has changed from previous errata versions.*

Replace the "Flak" entry with the following:

• **F: Flak.** When used against a unit that expended any VTOL/WiGE/Thrust MP at any point that turn, or that presently has an Altitude or Elevation, apply a -2 to-hit modifier in addition to any other modifiers such weapons might convey.

To-Hit Roll (p. 114)

Daishi-X example text, seventh bullet point

"SRM-4"

Change to:

"SRM-4 with Artemis IV FCS"

**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."

Attack Modifiers Table (p. 117)

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

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."

Damage (p. 121)

After the first paragraph, just before "Underwater Units", insert the following new subsection:

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) Second paragraph, replace the first and second sentences with the following:

"In subsequent turns, during the Movement Phase (Ground), the 'Mech may attempt to stand on its remaining leg by making a Piloting Skill Roll with a +5 modifier, plus any modifiers for other damage. It may only make one attempt per turn. If the 'Mech manages to stand, it has a Walking MP of 1 (this overrides all MP increases) and cannot run."

2) Last paragraph, at the end of the paragraph insert the following:

"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."

Critical Damage (p. 123)

1) 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) 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) *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) *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) *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).

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*,"

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)."

Destroying A Unit (p. 128)

This ruling has changed from previous errata versions.

Under "Vehicles", first sentence

"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) *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) *Replace the entire "Water" subsection with the following:*

"An active Probe cannot detect units hidden underwater."

Change to:

"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 are 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."

*** Anti-Missile System (p. 129)**

1) *This ruling has changed from previous errata versions.*

Replace the first paragraph with the following:

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)

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."

*** Bulldozers (p. 131)**

First paragraph, last two sentences

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 all shots are modified as though the vehicle were moving at Flank speed (+2 modifier).

C³ Computer (p. 131)

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

"While a unit may mount both a C³ Master and a C³ Slave, it may not use both at once. For units so equipped, at the start of game designate which C³ system is operational."

2) *This ruling has changed from previous errata versions.*

In between the "TAG" and "LRM Indirect Fire" subsections, insert the following new subsection:

LOS: An attacking unit may only gain the benefit of the C³ network against a target from the nearest network member unit with LOS to the target. For example, in the C³ Diagram on p. 132, if something in hex 0409 was blocking LOS between the unit in Hex B and the target in Hex A, the units in Hexes C and D would not be able to use unit B's range for the purposes of targeting the 'Mech in Hex A.



3) Under "Stealth Armor", replace the second sentence with the following:

"Armor that inflicts range modifiers against attacking units does not confuse a C³ 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."

4) Under "Stealth Armor", delete the last sentence.

5) After the "Stealth Armor" subsection, insert the following new subsection:

Water: If a C³ 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 C³ system underwater. In other words, for a C³ of any kind to be linked underwater, it must be able to draw an LOS to the other units in the C³ system that passes only through underwater hexes. The one exception is for naval vessels. If a C³ of any kind is located in the "body" of a naval vessel, on the surface, the C³ can be linked to units both above and below the water.

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."

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;"

ECM Suite (p. 134)

After the "C³ and C³i Computer" subsection, insert the following new subsection:

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.

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 (p. 125)."

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) *Under "Flak"*

When used against any airborne target,

Change to:

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

2) *After the "Flak" header in the second column, add the following new subsection:*

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).

*** Lift Hoists (p. 137)**

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

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 of 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.

*** 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) *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) *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.

**Multi-Missile Launcher (p. 138)***Under "Missile Ammo"*

"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."

*** Torpedo Launcher (p. 138)**

1) *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) *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."

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."

Plasma Weapons (p. 139)

At the bottom of the section insert the following new subsection:

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.

*** 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).

Armor-Piercing Ammunition (p. 140)

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:"

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;"

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) Change "below" to "p. 142"

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."

Infernos (p. 141)

1) *Under "Building Hexes", replace the entire entry with the following:*

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) *After the "Woods" subsection, insert the following new subsection:*

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) *Under "Infantry", after the first sentence insert the following:*

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

*** Infernos (p. 142)**

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

The additional Heat lasts for only 1 turn.

Nemesis Pod (p. 142)

Second sentence

"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."



* 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) 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) After "Critical Hits", insert the following new subsection:

Infantry: a unit that is carrying or being swarmed by infantry of any type does not lose its stealth modifiers.

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

This ruling has changed from previous errata versions.

Replace the second paragraph with the following:

To use TAG equipment for target designation, calculate the to-hit number as for a standard weapon attack. TAG designation is not the same as spotting for Indirect LRM Fire (p. 111) and thus a unit using TAG incurs no penalty if also firing weapons in the Weapon Attack Phase. Units equipped with multiple TAG sets use the standard secondary fire rules when using TAG against multiple targets. As using TAG occurs before the Weapons Attack Phase, it does not count towards the number of targets a unit engages in the Weapon Attack Phase.

TAG (Target Acquisition Gear) (p. 143)

1) Replace the first paragraph on the page with the following:

"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) After the "ProtoMech" subsection insert the following new subsection:

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

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" subsection insert the following new subsection:

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

* Physical Attacks (p. 144)

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).

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.”

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.”

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) 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) Fourth paragraph, first line

Change “See Modified To-hit Number, p. 106,” to “See Modified To-hit Number, p. 144,”

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) 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) After “Critical Hits” insert the following new subsection:

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

**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."

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) 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) 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.

*** Damage (p. 148)***1) First paragraph, second sentence*

The defender takes 1 point of damage for every 10 tons that the charging unit weighs, multiplied by the number of hexes moved by the attacker in the Movement Phase, rounding fractions up (the hexes moved do not count the hex containing the target).

Change to:

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.

2) Under "Damage", "Vehicles" subsection, 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) Under "Unusual Targets", at the end of the paragraph insert the following:

"For the purposes of Charge Attacks, DropShips are considered unusual targets."

*** 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)**

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 position 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 a Fall Table, p. 68.

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)**

Under "Airborne Units", delete the second paragraph.

Domino Effect [example text] (p. 153)

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

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

Replace the second sentence with the following:

"After rolling the heat generation for the Plasma Rifle (6 heat points) and rolling on the Cluster Hits Table for the amount 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) *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) *After "Aimed Shots" insert the following new subsection:*

Voluntary Shutdown: Players may elect to voluntarily shut down a unit during any End Phase. 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.

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” subsection, insert the following new paragraph:

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

Buildings

Building Modifiers Table (p. 167)

Change “Piloting Skill Modifier” in the header to “Piloting/Driving Skill Modifier”

Building Movement Modifiers Table (p. 167)

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

* 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.

* 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)

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),

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.”

* 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

* Combat Within Buildings (p. 175)

Under “Burst-Fire Weapons and Conventional Infantry”, replace the entire subsection 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*, p. 215.



*** 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,

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

1) *First paragraph at the top of the second column*

"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:..."

2) *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,

ProtoMechs

*** Damage (p. 185)**

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 delivers any amount of internal structure damage, the warrior takes a point of damage.

*** Frenzy (p. 187)**

Second paragraph, second sentence

The attack can only be made against an adjacent target in the front firing arc.

Change to:

The attack can only be made against a target in the same hex, or an adjacent target in the front firing arc.

*** 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

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 footnotes insert the following:*

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

Ammunition (p. 194)

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."

VTOL Combat Vehicle Critical Hits Table (p. 196)

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

*** Rotor Hits (p. 197)**

This ruling has changed from previous errata versions.

After the first paragraph insert the following new paragraph:

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).

*** Critical Damage (p. 197)**

At the end of the bullet point insert the following:

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

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

- 1) *Under "Engine Damage", replace the first paragraph with the following:*

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 entire subsection with the following:*

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

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."



Support Vehicles

* 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).

* 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.

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.

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.”

Infantry

* 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, as shown on the *Movement Cost Table* p. 52, of their vehicle type.

* Infantry Movement (p. 214)

1) 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) In between the “Buildings” and “Water” subsections insert the following new subsection:

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.



3) Under "Woods", replace the subsection 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.

*** 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*, p. 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*, p. 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) Second paragraph, at the end of the first sentence append the following:

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

2) Second paragraph, 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) Under "Burst-Fire Weapons", first 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.

Stealth Equipment (p. 215)

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)."

Damage From Other Infantry Attacks (p. 216)

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;"



Mechanized Infantry (p. 216)

Replace the entire entry with the following:

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

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

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

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

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

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.

Non-Missile Attacks (p. 218)

Second paragraph

Delete the second sentence ("If the target is a conventional infantry platoon...")

Missile Attacks (p. 218)

Second paragraph

Delete the second sentence ("As with other weapon types...")

*** Anti-Personnel Weapons (p. 218)**

In between the first and second sentences insert the following:

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*, p. 271.

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 subsections:

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).



TAG: An infantry unit may not designate a target and make an Anti-'Mech Attack in the same turn.

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) 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) 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) 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) 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) Under "Prohibited Attacks", after the last sentence insert the following:

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

Fighting Off Swarm Attacks (p. 222)

1) 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) 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."



3) *After the Vehicles subsection insert the following new subsection:*

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.

*** 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) *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) *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) *Under "Vibro-Claw Manipulator", replace the entire subsection 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 Carrier (p. 223)

1) *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) *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."

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."

*** 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.

*** 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) *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) *Second paragraph, first sentence*

"The only exceptions are Conventional Fighters, and Fixed Wing and Airship Support Vehicles in conjunction with infantry that have Jumping or VTOL MP."

Change to:

"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."

3) *Second paragraph, replace the third through fifth sentences with the following:*

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 in the course of the game, it cannot dismount in this fashion, nor can it 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.

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."



Attack Damage to Troopers (p. 228)

After the first paragraph on page (the paragraph continued from p. 227) insert the following new subsection:

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.).

* 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.

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."

Magnetic Clamps (p. 228)

Replace the entire 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)."

Aerospace Units

* Space Combat (p. 235)

Under "Aerodyne Units"

(see Aerospace Firing Arcs Diagram 2, p. 236)

Change to:

(see Aerodyne Firing Arcs Diagram, p. 236)

* Space Combat (p. 235)

Under "Spheroid Units"

(see Aerospace Firing Arcs Diagram 1, above)

Change to:

(see Spheroid Firing Arcs Diagram, above)

* Aerospace Attack Modifiers Table (p. 237)

1) Insert the following two rows into the section for Target/Intervening Conditions:

Secondary target in forward arc	+1
Secondary target in side or rear arc	+2

2) For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"

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)

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)."

*** Scale (p. 238)**

This ruling has changed from previous errata versions.

Under "Spheroid Units"

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

Airborne Aerospace Units vs. Other Airborne Units (p. 242)

Replace the entire 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) 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) 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) 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."

*** Non-Aerospace Airborne Units (p. 243)**

Delete this subsection.

*** Air-to-Ground Attack Modifier Table (p. 243)**

"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;"

**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."

Bombing (p. 245)

At the end of the first paragraph insert the following:

"All such ordnance uses the Nose arc for firing purposes."

Dive Bombing (pp. 245-246)

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.)

*** Altitude-Bombing (p. 246)**

Replace the second paragraph with the following:

Roll once for each bomb being dropped in the attack. If a roll succeed, 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 p. 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.)

Area-Effect Weapons (p. 246)

After the last sentence insert the following:

"All external ordnance uses the Nose Arc for firing purposes."

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."

TAG (p. 246)

Replace the entire 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 p. 142. A pod-mounted TAG on a grounded aerospace fighter uses the nose firing arc.

**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:

The controlling player nominates Hex B for its divebombing attack and opts to drop half his bomb load (5 bombs) against the target hex. The player 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.

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).”

Ground-To-Air Attacks [example text] (pp. 247-248)

Replace the entire example with the following:

In the strafing example on p. 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. 110 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) 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) *This ruling has changed from previous errata versions.*

Before the Atmospheric Control Modifiers Table, insert the following new section:

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 attacks against a spheroid unit, any attack that strikes a spheroid from the 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. If an attack strikes a spheroid unit from a firing unit at an altitude higher than the target spheroid, roll 1D6. On a result of 1-3, the attack strikes the Nose; on a result of 4-6 the attack strikes Side. If an attack strikes a spheroid from a firing unit at an altitude lower than the 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)**

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 pp. 303-304.

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) Delete the following sentence under the first bullet point: "The pilot of a destroyed 'Mech may eject normally."

2) *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."

Hidden Units (p. 259)

1) *In between the second and third sentences insert the following:*

"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."

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

"If a unit attempts to enter a hex containing a hidden unit, and if that move would violate the stacking rules (see *Stacking*, p. 57), then the unit attempting to enter the hex containing a hidden unit immediately ends its movement before moving into that hex."

3) *After the third paragraph, insert the following new paragraph:*

"Though hidden units may not attack, they may still spot for indirect fire or act as part of a C³ network."

Cargo Carriers (p. 261)

1) *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 'Mech Lifting Capabilities, at right."



- 2) Under *“Mech Lifting Capabilities”*, at the end of this 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).”

Mapsheet Tables (p. 263)

On “Table 1: Flatlands Terrain,” change “Open Terrain #2 (MS5, MSC1)” to: “Open Terrain #2 (CBT, MS5, MSC1)”

Assigning ‘Mechs (p. 264)

Under *“Notes”*

“The units on the Random Assignment Tables represent a “plain vanilla” selection of a faction’s force, circa 3070.”

Change to:

“The units on the Random Assignment Tables represent a simplified, “quick and dirty” approximation of a faction’s force, circa 3070.”

Assigning ‘Mechs (p. 266)

- 1) Second column, second paragraph under *“Note:”*, change “(3025) is *Technical Readout 3025, Revised*; (3026) is *Technical Readout: 3026, Revised*” to “(3039) is *Technical Readout: 3039*”
- 2) Second column, second paragraph under *“Note:”*, change “(PP) is *Technical Readout: Project Phoenix*” to: (3085) is *Technical Readout: 3085*

Random Assignment Tables (pp. 267-271)

Change all instances of “(3025)” and “(3026)” to “(3039)”; change all instances of “(PP)” to “(3085)”.

Random ‘Mech Assignment Table: Inner Sphere 1 (p. 267)

Under *“House Kurita, “Assault ‘Mechs”, #5 slot*

“SD1-O Sunder [90] *”

Change to:

“SD1-O Sunder [90] (3058)*”

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

C (p. 300)

Change “Camo system, 229” to: “Camo system, 228”

F (p. 301)

Flak: change page reference to 114, 136, 141

* P (p. 302)

Change “Pulse Weapons, 143” to: “Pulse Weapons, 113, 143”



Tables

Inner Sphere Weapons and Equipment Table (p. 303)

- 1) Table Headers: Change "Attack Value" to "Aero Attack Value"
- 2) Plasma Rifle: under "Type" column, delete "AI"
- 3) B-Pods: under "Type" column, add "X"
- 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) Table Headers: Change "Attack Value" to "Aero Attack Value"
- 2) LB 2-X AC: under "Attack Value", change "1" to "2"
- 3) Plasma Cannon: under "Type" column, delete "AI"
- 4) ATM 6: under "Attack Value" column, change "8" to "10"
- 5) ATM 12: under "Ammo Per Ton" column, change "4" to "5"
- 6) SRM-2: change their Aero Attack Value from 2/5 to 2/4
- 7) B-Pods: under "Type" column, add "X"
- 8) *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."

* Additional Inner Sphere Weapons and Equipment For Battle Armor (p. 305)

- 1) Change "Grenade Launcher" to "Heavy Grenade Launcher"
- 2) 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) Under "Man-Portable Plasma Rifle", change the Type from "DE" to "DE, H" and the Damage Value from "2" to "2§§"
- 4) Under "Equipment" add the following line:
Light Probe, E, -, -, -, -, 3, -,
- 5) Under "Equipment" add the following line:
Pop-Up Mine††, E, 4, -, -, -, 0, -,
- 6) *First footnote:*

See the Weapon and Equipment Types Table, p. 306,

Change to:

See the Weapon and Equipment Types Table, p. 306,

- 7) Add the following footnote:

†† See p. 229 for the full rules for Pop-Up Mines.

Additional Clan Weapons and Equipment For Battle Armor (p. 305)

Under "Advanced SRM", change the Damage Value for all entries from "1/Msl, C2/‡" to "2/Msl, C2/‡"



* Movement Costs Table (p. 306)

- 1) In the header, first column, change "Terrain Cost" to "Terrain Type"
- 2) In the header, second column, change "Terrain Type" to "Terrain Cost"
- 3) "Light Woods" row, "Prohibited Units" column: add footnote 9 to "Hover"
- 4) *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.

- 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.

Attack Modifiers Table (p. 307)

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

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."

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."

VTOL Combat Vehicle Critical Hits Table (p. 309)

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

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.

Building Modifiers Table (p. 310)

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

**Building Movement Modifiers Table (p. 310)**

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

Aerospace Units Hit Location Table, DropShips/Small Craft (p. 311)

On column "Side", on "Row 8", change "Collar Side/Door" to "Side/Door"

Control Roll Table (p. 311)

Remove the following line from the Control Roll Table: "Hovering (Spheroids)"

*** Aerospace Attack Modifiers Table (p. 312)**

For both the "Target is evading" and "Attacker is evading" entries, change "Variable" to "Variable (see p. 77)"

Air-to-Ground Attack Modifier Table (p. 312)

"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;"

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

+3 per box crossed

Change to:

+5

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

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) *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)."

**Special Maneuvers Table (p. 312)***Under "Side-Slip"*

- 1) At the end of the "Effects" section insert the following:

"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."

- 2) Change "Modifier is -1 for VSTOL units." to "Modifier is -1 for conventional VSTOL-equipped fighters only.)"

Special Maneuvers Table (p. 312)*Under "VIFF"*

Change "A VSTOL unit halts its forward..." to "Any VSTOL unit halts its forward..."

Aerospace Attack Modifiers Table (p. 318)

Insert the following two rows into the section for Target/Intervening Conditions:

Secondary target in forward arc	+1
Secondary target in side or rear arc	+2

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