



Total Warfare

(Version 4.3 – Fourth Printing Errata)

This document is a compiled rules errata for the fourth printing of *Total Warfare*, as of 6 June, 2016.

FULL FOURTH PRINTING ERRATA

This section combines all previously issued errata for the fourth printing with the new additions of version 4.3, 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)—you can check page 7 of the book to see which one you have. This section contains all current rulings for the 2013 fourth printing of *Total Warfare* ONLY. If you have earlier printings of this book, this document is incomplete: you need the full TW Errata v4.3 instead.

Entries new to a given errata release in the 4.X series are numbered (e.g., any item new to v4.1 is marked with a “①”; any item new to v4.3 are marked with a “③”). All errata and page number references here are for the first printing (2006).

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

A Time Of War

① 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

Playing The Game

③ Piloting/Driving Skill and Control Rolls (p. 40)

Under “Shutdown and Unconscious Units”

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

Change to:

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

① 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).”

① Gunnery Skill Rating (p. 40)

Last line

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

Change to:

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



① **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 Costs Table (p. 52)

1) ② *Footnote 4*

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

Change to:

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

2) 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.

3) ① *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) 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."

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

1) ② *Second paragraph, second sentence*

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

Change to:

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

2) ② *Under "Water"*

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

Change to:

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

Underwater Movement (Non-Naval Units) (p. 57)1) ① *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.

2) ② *After "Prohibited Units", insert the following new subsection:*

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

① 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.

① 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.

① 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.

① 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.

① **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.

① **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

① **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.

③ **Spheroid Units (p. 80)**

Last two sentences

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

Change to:

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

② **Crashes (p. 81)**

Third paragraph, second through sixth sentences

Start with Hex 0909 and roll 1D6 to determine an initial direction of travel. Where 1 is the hexside with the numerical designation, 2 is the first hexside to the right, 3 the next hexside and so on. After determining an initial direction of travel, roll 2D6. The result is the number of random movement rolls the controlling player must make (see *Random Movement*, p. 93) to determine the crash hex. Move the craft according to the random movement chart until all random movement rolls have been made; all results are multiplied by 8 as the unit is now operating on ground mapsheets.

Change to:

Roll 2D6: the result is the number of random movement rolls the controlling player must make to determine the crash hex (see *Random Movement*, p. 93). Beginning with your current hex and direction of travel, move the craft according to the random movement chart until all random movement rolls have been made; all results are multiplied by 8 as the unit is now operating on ground mapsheets.

① **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

Facing Changes (p. 84)

- 1) ③ *Second paragraph.*

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

- 2) ② *Under “Additional Facing Changes”, third sentence*

This ruling has changed from previous errata versions.

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

Change to:

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

② **Spheroid DropShips (p. 84)**

Replace the entire subsection with the following:

This ruling has changed from previous errata versions.

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

① **Launching (p. 86)**

Fourth paragraph, after the last sentence insert the following:

This ruling has changed from previous errata versions.

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

① **Landing Modifiers Table (p. 86)**

First subtable, last row (“Landing Gear Damaged”)

+3 per box crossed

Change to:

+5

① **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.

① **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.

① **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.

③ **Control Roll Table (p. 93)**

Remove the following line from the Control Roll Table: “Atmospheric re-entry”

① **Out-Of-Control Effects (p. 93)**

After the fourth paragraph 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).

Combat

① **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).

② **Ammunition Expenditure (p. 104)**

Replace the “Infantry” subsection with the following:

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

② **Terrain Modifiers (p. 109)**

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

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



① 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.

① 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)

- 1) ① 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.

- 2) ② Last bullet point, replace the last sentence (in parenthesis) with the following:

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

Weapons and Equipment (p. 114)

- 1) 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) ② Replace the "Flak" entry with the following:

This ruling has changed from previous errata versions.

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

① 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).



① Anti-Missile System (p. 129)

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

This ruling has changed from previous errata versions.

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

2) *Third bullet point*

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

Change to:

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

② Bridge-Layer (Light, Medium, Heavy) (p. 130)

Replace the first two paragraphs with the following:

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

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

① Bulldozers (p. 131)

First paragraph, break the last two sentences into a new paragraph and change as follows:

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

Change to:

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

② C³ Computer (p. 131)

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. A unit may only belong to a single network.

① 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),



① 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 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.

① 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.

① 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.

① 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).

① 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).

② Rotary Autocannon (p. 140)

Last sentence

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

Change to:

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



① **Infernos (p. 141)**

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

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

① **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.

① **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).

① **TAG (Target Acquisition Gear) (p. 142)**

Replace the second paragraph with the following:

This ruling has changed from previous errata versions.

To use TAG equipment for target designation, calculate the to-hit number as for a standard weapon attack. As using TAG occurs before the Weapon Attack Phase, it does not count towards the number of targets a unit engages in the Weapon Attack Phase. TAG designation does not count as spotting for Indirect LRM Fire (see p. 111) and thus incurs no spotting-to-hit modifier if the unit is 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.

① **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).

③ **Punch Attacks ('Mech only) (p. 145)**

Under "Missing Actuators", last sentence

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

Change to:

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

① **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.

① **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.

① **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.

① **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, page 68.

① **Falling Unit Hits Target (p. 152)**

Under "Airborne Units", delete the second paragraph.

Heat

② **Building Up Heat (p. 158)**

Under "Fuel Cell and ICE-Powered IndustrialMechs"

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

Change to:

These units generate no heat from walking or running,

Buildings

① **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.



① **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.

① **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),

① **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

② **Infantry Damage From Attacks Inside Buildings Table (p. 175)**

Reverse the entries for Heavy and Hardened, so that Heavy absorbs 50% of the damage and Hardened 75%.

① **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*, page 215.

① **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,

ProtoMechs

② **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 forces a player to cross off one or more critical hit boxes, the warrior takes a point of damage.

② **Frenzy (p. 187)**

Second paragraph, second and third sentences

This ruling has changed from previous errata versions.

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

Change to:

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



① ProtoMech Myomer Booster (p. 187)

Second sentence

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

Change to:

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

Combat Vehicles

② Ground Combat Vehicle Critical Hit Effects (p. 194)

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

(VTOLs and WiGEs crash and are considered destroyed).

① Rotor Hits (p. 197)

After the first paragraph insert the following new paragraph:

This ruling has changed from previous errata versions.

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

① 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.

① 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.

② To-Hit Modifiers (p. 199)

First sentence

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

Change to:

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

Support Vehicles

① 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).



① 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.

Infantry

① Generic Conventional Infantry Units Table (p. 213)

1) Single-dagger footnote

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

Change to:

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

2) Double-dagger footnote

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

Change to:

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

① 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.

① Conventional Infantry Attacks (p. 215)

Before the first paragraph on the page insert the following:

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

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

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

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

① Conventional Infantry Attacks (p. 215)

1) Second paragraph (first on the page), at the end of the first sentence append the following:

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



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

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

Change to:

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

② **Attacks Against Conventional Infantry (p. 215)**

1) *Second paragraph, last sentence*

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

Change to:

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

2) *Under "Burst-Fire Weapons", first paragraph*

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

③ **Battle Armor (p. 218)**

Under "Anti-Personnel Weapons", replace the last sentence with the following:

This ruling has changed from previous errata versions.

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

① **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.

① **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.

① **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.

① **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.



① **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.

① **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) 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) ② *Replace the second paragraph with the following:*

The only exceptions are Aerospace Fighters, Conventional Fighters, and Fixed Wing and Airship Support Vehicles in conjunction with infantry that have Jumping or VTOL MP. The carrying unit must be flying at Altitude 1 (NOE). All infantry units dismounting from an airborne aerospace unit must be placed in any hex along the carrying unit's flight path in that turn (see p. 242). Jump-capable infantry units are placed on the ground (if the infantry unit must eject any missile launchers and/or detachable weapon packs to use its jumping capability, and has not yet done so, it cannot eject said equipment while still mounted on or in an aerospace unit; the airborne transport must first land before these units can dismount). Infantry units with VTOL MP that are dropped by an aerospace unit are placed at an elevation level of 8 (see p. 43).

Attacks against any infantry dismounting from an airborne aerospace unit are made as though the infantry moved 0 hexes, with a +1 modifier applied for infantry units that possess either Jump or VTOL MP.

② **Infantry Dismounting [example text] (pp. 225-226)**

Remove all references to units expending MP to allow their infantry to dismount.

② **Mechanized Battle Armor (p. 227)**

Under "Magnetic Clamps"

Mechanized battle armor units equipped with magnetic clamps can mount standard 'Mechs and vehicles (except for VTOLs)

Change to:

Mechanized battle armor units equipped with magnetic clamps can mount standard 'Mechs and vehicles (with special movement restrictions listed below)

Mechanized Battle Armor (p. 227)

1) ② *In between the "Magnetic Clamps" and "MP Reduction" subsections, insert the following new subsection:*

Movement Restrictions: Whether or not the battle armor is equipped with magnetic clamps, no vehicle may expend UMU, VTOL, WiGE or Jumping MP while carrying mechanized battle armor, and no 'Mech may expend UMU MP.



- 2) ③ After “MP Reduction” insert the following new subsection:

Support Vehicles: Omni Support Vehicles of any kind cannot carry mechanized battle armor.

① **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.

Aerospace Units

① **Space Combat (p. 235)**

Under “Aerodyne Units”

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

Change to:

(see Aerodyne Firing Arcs Diagram, p. 236)

① **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) ② *Insert the following row into the section for Target/Intervening Conditions:*

Target conducting air-to-ground attack this turn	–3
--	----

- 2) ① For both the “Target is evading” and “Attacker is evading” entries, change “Variable” to “Variable (see p. 77)”

③ **Weapons and Equipment (p. 238)**

Under “ECM and Active Probes”, at the end of the section insert the following:

The area of effect of ECM mounted on an aerospace unit only affects ground units (and vice versa) when the Aerospace Units on Ground Mapsheet rules are in use (see p. 91), the affected unit is within range, and the aerospace unit occupies NoE altitude. However, the unit mounting ECM always receives the benefits of ECM, even if the attack comes from beyond NoE altitude.

① **Scale (p. 238)**

Under “Spheroid Units”

This ruling has changed from previous errata versions.

attacks by standard-scale weapons against capital-scale armor are totaled then divided by 10 and rounded down for each location

Change to:

attacks by standard-scale weapons against capital-scale armor and structure are totaled then divided by 10 and rounded normally



② Non-Aerospace Airborne Units (p. 243)

First and second sentences

This ruling has changed from previous errata versions.

Airborne aerospace units cannot make air-to-ground attacks against airborne non-aerospace units (WiGE and VTOL vehicles, or other units expending VTOL MP, such as battle armor). Such units cannot be damaged by these attacks, with the exceptions of bombs that strike a building or water hex

Change to:

Airborne aerospace units make strafing and striking attacks against airborne non-aerospace units (WiGE and VTOL vehicles, or other units expending VTOL MP, such as battle armor) just like any other ground target. Such units cannot be subject to dive-bombing or level bombing attacks, however, with the exception of bombs that strike a building or water hex

① Air-to-Ground Attack Modifier Table (p. 243)

Second footnote

Terrain and target movement modifiers do not apply to any type of bombing attack;

Change to:

Terrain and target movement modifiers (including the -4 modifier for an immobile target) do not apply to any type of bombing attack;

② Strafing (p. 243)

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

No matter how many targets are attacked, each weapon only fires once for the purposes of heat and ammunition tracking.

② Striking (p. 245)

First paragraph, third sentence

A strike attack reduces the attacker's altitude by one.

Change to:

A strike attack reduces the attacker's altitude by one, applied before any attacks are resolved that turn.

② Striking [example text] (p. 245)

Delete the last paragraph. At the start of the second paragraph insert the following:

First, the controlling player adjusts the Shiva's altitude from 3 to 2 on the fighter's record sheet.

② Bombing (p. 245)

Under "Dive-Bombing", first paragraph, in between the first and second sentences insert the following:

This altitude drop is applied before any attacks are resolved that turn.

① 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 page 245. The bomb scatters in that direction, impacting a number of hexes from its intended target hex equal to the attack roll's margin of failure. (For example, if the attack roll failed by 3 points, the missed bomb will strike 3 hexes away from its intended target.)



② Bombing [example text] (p. 247)

Starting with the first new paragraph on the page (“The controlling player nominates...”), replace that paragraph and the one following it with the following:

This ruling has changed from previous errata versions.

The controlling player nominates Hex B for its divebombing attack and opts to drop half his bomb load (5 bombs) against the target hex. In this case, we’ll assume the Shiva was at an altitude of 4. First, the player adjusts the Shiva’s altitude by 2 (from 4 to 2), because it is making a dive-bombing attack. The player then makes a to-hit roll against the modified To-Hit Number 6 (4 (base to-hit number) + 2 (dive-bombing attack modifier) = 6) for each bomb. Unfortunately, all his rolls are less than 6 and so the bombs miss their target. For each bomb, he must now roll the direction and distance of deviation. If he’s lucky, they may still land in another hex containing an enemy unit, or—since they are cluster bombs—adjacent to an enemy unit’s hex.

If all the bombs had struck Hex B, the player would apply the following damage.

① Damage To Aerospace Units In Atmosphere (p. 249)

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

This ruling has changed from previous errata versions.

ATTACKS BY AND AGAINST SPHEROID DROPSHIPS IN ATMOSPHERE

Spheroid DropShips and spheroid small craft, at low altitude, use the same Firing and Attack Diagrams that Grounded Spheroid Aerospace units use (see p. 250). A spheroid unit may spend 1 MP of thrust to reverse their left and right side facing. The player may elect to change the facing of the craft a full 180 degrees or any fraction thereof, but the cost of such movement is always 1 MP, no matter how much the craft rotates, up to 180 degrees.

For 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)

- 1) ② Under “Fighters and Small Craft”

Fighters and Small Craft: Fighters and Small craft have the same firing arcs and attack directions

Change to:

Fighters: Fighters have the same firing arcs and attack directions

- 2) ② Under “Firing Arcs”, throughout the entire subsection

After each mention of either Aerodyne or Spheroid Dropships, append “and Small craft” or “or Small craft” as appropriate.

- 3) ① 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.



Index

① P (p. 302)

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

Tables

① Inner Sphere Weapons and Equipment Table (p. 303)

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

① Clan Weapons and Equipment Table (p. 304)

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

① 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" and the Damage Value from "2" to "2&S"
 - 2) *First footnote*
See the Weapon and Equipment Types Table, p. 306,
Change to:
See the Weapon and Equipment Types Table, p. 304,

Movement Costs Table (p. 306)

- 1) ② *Footnote 4*

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

Change to:

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

- 2) 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.

- 3) ① *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.

① Aerospace Attack Modifiers Table (p. 312)

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

① 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.



① **Landing Modifiers Table (p. 312)**

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

+3 per box crossed

Change to:

+5

② **Aerospace Attack Modifiers Table (p. 312)**

Insert the following row into the section for Target/Intervening Conditions:

Target conducting air-to-ground attack this turn -3



NEW ADDITIONS

These are all the new entries or modifications of old entries for version 4.3 of this document. They may also be found in the **Full Errata** section in the appropriate locations, marked with a ③.

③ Piloting/Driving Skill and Control Rolls (p. 40)

Under "Shutdown and Unconscious Units"

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

Change to:

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

③ Spheroid Units (p. 80)

Last two sentences

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

Change to:

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

③ Facing Changes (p. 84)

Fourth printing only. Second paragraph

Delete the second sentence ("When moving on the ground map, ...")

③ Control Roll Table (p. 93)

Remove the following line from the Control Roll Table: "Atmospheric re-entry"

③ Punch Attacks (p. 145)

Under "Missing Actuators", last sentence

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

Change to:

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

③ Battle Armor (p. 218)

Under "Anti-Personnel Weapons", replace the last sentence with the following:

This ruling has changed from previous errata versions.

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

③ Mechanized Battle Armor (p. 227)

After "MP Reduction" insert the following new subsection:

Support Vehicles: Omni Support Vehicles of any kind cannot carry mechanized battle armor.



③ **Weapons and Equipment (p. 238)**

Under "ECM and Active Probes", at the end of the section insert the following:

The area of effect of ECM mounted on an aerospace unit only affects ground units (and vice versa) when the Aerospace Units on Ground Mapsheet rules are in use (see p. 91), the affected unit is within range, and the aerospace unit occupies NoE altitude. However, the unit mounting ECM always receives the benefits of ECM, even if the attack comes from beyond NoE altitude.

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