



BattleMech Manual

(Version 1.1.1)

The following is a compiled rules errata for the first printing of the *BattleMech Manual* as of 7 September, 2017.

NEW ADDITIONS

Prior to this release there was no compiled errata for this product. All errata here is for the first and only printing (2017) of the *BattleMech Manual*. 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.

Table of Contents (p. 2)

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

Terrain Hex Icons (p. 7)

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

Walking (p. 13)

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

Running (p. 14)

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

Prone BattleMechs (p. 19)

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

Movement in Water (p. 19)

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

Movement in Water (p. 20)

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

Lifting Items (p. 21)

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

TAG Designation (p. 21)

Change the page reference for "TAG" from p. 112 to p. 113.

Range Modifier (p. 27)

Under "Levels", second sentence

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

Change to:

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



Attack Direction (p. 32)

Replace the second paragraph with the following:

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

Damage Resolution Flow Chart (p. 42)

There are several errors here. The all-text version of this on the previous page is correct; for correct visuals, download the refreshed copy of the page, available separately.

Critical Hits (p. 45)

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

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

Hand Actuator (p. 48)

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

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

Shutdown (p. 52)

Under "Voluntary Shutdown", last sentence

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

Change to:

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

Basements (p. 66)

Second paragraph, first sentence

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

Change to:

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

Moving Into Buildings (p. 67)

Under "Collapse", first sentence

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

Change to:

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

Attacking 'Mechs Inside Buildings (p. 71)

Replace the first paragraph with the following:

'Mechs inside a building hex may be attacked. An attacker must have line of sight to the building hex, as well as to the target 'Mech (remember that while a 'Mech only occupies one building level, it still rises two levels high for LOS purposes). Building hexes block LOS, but the building hex a 'Mech is in does not count (since it is not intervening terrain).



Combat Within Buildings (p. 72)

Replace the last bullet point with the following:

- Regardless of the attacker or target 'Mech's level, always use the Front/Rear column of the standard Hit Location Table to resolve any hits (see p. 33), just as with normal combat.

Errata note: the BattleMech Manual, in the interests of simplicity, does not use the Special Hit Location Table (TW p. 175) to resolve hits by 'Mechs against each other inside buildings.

During Game Play (p. 75)

Under "Damage Value Groupings", second and third sentences

Each Damage Value grouping noted on the Battlefield Support Table consists of 5 damage. For example, the Heavy Bombing has five Damage Value groupings, so it would apply a total 25 points of damage, in five Damage Value groupings of 5 damage each.

Change to:

Each Damage Value grouping noted on the Battlefield Support Table consists of 5 damage. For example, the Heavy Bombing has six Damage Value groupings, so it would apply a total of 30 points of damage, in six Damage Value groupings of 5 damage each.

Offensive Aerospace Support (p. 76)

Change the Light Strike target number from 4 to 5.

Radius Diagram (p. 77)

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

Battlefield Support Table (p. 78)

Change the Light Bombing target number from 6 to 5.

Negative Design Quirks (p. 89)

Change the cost for Static Ammo Feed to 1 point (and repeat this correction on the quirk cost summary table on p. 144).

BattleMech Quirk Table (pp. 90-95)

- 1) Anubis: add Exposed Actuators
- 2) BattleMaster: remove Jettison-Capable Weapon (PPC), add Weak Head Armor (1)
- 3) Brigand: remove Modular Weapons
- 4) Cobra: replace Barrel Fist (LA/RA) with Protected Actuators
- 5) Grand Crusader: add Directional Torso Mount (LT/RT)
- 6) Valkyrie: add Easy to Maintain

Weapons and Equipment (p. 96)

Under "Chapter Contents"

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

Narc Missile Beacon (p. 104)

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

Flail (p. 109)

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

Flail damage is never reduced by absent or damaged actuators.



Nemesis Pods (p. 108)

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

Record Sheets & Tables (p. 142)

- 1) Battlefield Support Table: under "Heavy Air Cover", delete the "5/6" entry in the Target Number column.
- 2) Battlefield Support Table: change the Light Bombing target number from 6 to 5.

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