



# Strategic Operations

(Version 3.01)

The following is a compiled rules errata for the second printing of *Strategic Operations* as of 4 July, 2019.

## FULL ERRATA

There have been two printings of *Strategic Operations* to date: 2009, 2011—you can check page 7 of the book to see which one you have. All errata and page number references here are for the first printing (2009) unless specified otherwise.

This section combines all previously issued errata with the new additions of version 3.01, so that every ruling is in order and in one place. All entries in this document are new compared to the previous errata (v2.1), and are planned to be included in the upcoming third printing of *Strategic Operations*.

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.

## General Rules

### Capital-Scale Armor (p. 12)

Replace the "Capital-Scale Armor" section with the following:

**Capital-Scale:** JumpShips, WarShips and Space Stations track armor and structural integrity using capital scale (10 x standard-scale). To help differentiate capital-scale from standard-scale, these record sheets use squares for each armor and structural integrity point, instead of circles.

### Abstract Ground Support (p. 19)

Under "Movement", at the end of the section insert the following new paragraph:

An aerospace unit using abstract movement never suffers random movement. If they would do so and are not already out of control, they go out of control instead.

### Landing Roll (p. 23)

Under "Stacking", at the end of the paragraph add:

If a unit cannot be displaced (for example, all the adjacent hexes are prohibited terrain), the unit is destroyed.

### Failed Landing Damage (p. 23)

Under "Stacking", first sentence

in this case, use the direction of the original target hex to determine the direction of movement for any displacement that might occur.

Change to:

in this case, use the direction from the original target hex to determine the direction of movement for any displacement that might occur.

### Recommended Fighter Squadron Formation Table (p. 28) (also p. 439)

Add the following new entry: "Free Worlds League 6"

**Landing Roll (p. 23)**

*Second paragraph (first text on the page), last sentence*

In both instances, a successful roll result indicates the unit lands in the target hex at the end of the Movement Phase.

Change to:

In both instances, a successful roll result indicates the unit lands in the target hex at the end of the Movement Phase with any facing desired.

**Fighter Squadron Attacks (p. 30)**

*Fourth paragraph, third sentence*

The number of weapon attacks a fighter squadron unit can make depends on how many squadron weapon bays are available in the firing arc in which the target is located (remembering that a fighter squadron cannot overheat when firing bays), as well as the range to the target.

Change to:

The number of weapon attacks a fighter squadron unit can make depends on how many squadron weapon bays are available in the firing arc in which the target is located, as well as the range to the target.

**Fuel Consumption (All Units) (p. 35)**

*Replace the third paragraph with the following paragraphs:*

Combat Vehicles that require fuel consume an amount equal to 2 percent of their engine mass per scenario or search and rescue operation (see *Search and Rescue*, p. 45), or 1 percent if not involved in combat during the current Maintenance/Repair Cycle. Their fuel tank capacity is 10 percent of the engine mass. Like Support Vehicles, Combat Vehicles will not be available for duty if they run out of fuel.

Jump, motorized, and mechanized conventional infantry units have a fuel capacity of 2% of their total mass (do not round) and burn up .25 tons of fuel per Maintenance/Repair Cycle (see *Time*, p. 166)—which must be replenished for the next battle or they are relegated to operating as foot infantry.

**Search and Rescue Modifiers Table (p. 46)**

- 1) Invert the values of all table entries (i.e., change all plusses to minuses)
- 2) Add an asterisk to the end of "SAR force has Improved Sensors" and "SAR force has Active Probe"

**Battle Scenario Table & Raid Scenario Table (p. 49)**

*For both tables, change the five rows for "Defender Campaign Score" as follows:*

< -4.5 / -4 to -1 / -0.5 to 0.5 / 1 to 4 / 4.5+

**Random Aerospace Assignment Table: Minor States 1 (p. 54)**

*Third paragraph*

(PU) is *Record Sheets: Phoenix Upgrade*;

Change to:

(3085-PP) is *Record Sheets: 3085 Project Phoenix*;

**Random 'Mech Assignment Table: Minor States 1 (p. 54)**

*Under "Light Mechs", "Outworlds Alliance"*

- |  |  |
|--|--|
| <ol style="list-style-type: none"> <li>1) WSP-1A Wasp [20] (PU)<br/><u>Change to:</u><br/>WSP-1A Wasp [20] (3039)</li> <li>2) STG-3R Stinger [20] (PU)<br/><u>Change to:</u><br/>STG-3R Stinger [20] (3039)</li> </ol> | <ol style="list-style-type: none"> <li>3) LCT-1V Locust [20] (PU)<br/><u>Change to:</u><br/>LCT-1V Locust [20] (3039)</li> </ol> |
|--|--|



### Random 'Mech Assignment Table: Minor States 1 (p. 54)

Under "Medium Mechs", "Outworlds Alliance"

- |  |   |
|--|---|
| <p>1) PXH-3K Phoenix Hawk [45] (PU)<br/><u>Change to:</u><br/>PXH-3K Phoenix Hawk [45] (3085-PP)</p> | <p>4) D-2H Shadow Hawk [55] (PU)<br/><u>Change to:</u><br/>SHD-2H Shadow Hawk [55] (3039)</p> |
| <p>2) WVR-6R Wolverine [55] (PU)<br/><u>Change to:</u><br/>WVR-6R Wolverine [55] (3039)</p>          | <p>5) GRF-1N Griffin [55] (PU)<br/><u>Change to:</u><br/>GRF-1N Griffin [55] (3039)</p>       |
| <p>3) WTH-1 Whitworth [40] (3050U)<br/><u>Change to:</u><br/>WTH-1 Whitworth [40] (3039)</p>         | <p>6) WLF-1 Wolf Trap [45] (3050U)<br/><u>Change to:</u><br/>WFT-1 Wolf Trap [45] (3050U)</p> |

### Random 'Mech Assignment Table: Minor States 2 (p. 55)

Under "Heavy Mechs", "Outworlds Alliance", # 7 result

MAD-3R Marauder [75] (PU)  
Change to:  
MAD-3R Marauder [75] (3039)

## MORE TABLE CORRECTIONS

#### Free Rasalhague Republic, Medium

GRF-6S - 3085-PP  
WVR-8K - 3085-PP

#### Free Rasalhague Republic, Heavy

ARC-2K - 3039

#### Magistracy of Canopus, Light

WSP-3L - 3085-PP  
STG-6L - 3085-PP (both occurrences)  
LCT-5V - 3085-PP

#### Magistracy of Canopus, Medium

PXH-4L - 3085-PP  
SHD-7M - 3085-PP

#### Magistracy of Canopus, Heavy

OSR-4L - 3085-PP  
MAD-5L - 3085-PP

#### Magistracy of Canopus, Assault

LGC-12C - 3085-PP

#### Marian Hegemony, Light

LCT-1V2 - 3085-PP (both occurrences)

#### Marian Hegemony, Medium

PXH-1 - 3039  
WHT-1H - Should be WTH-1H  
WVR-6M - 3039

#### Marian Hegemony, Heavy

MAD-3R - 3039  
WHM-8D - 3085-PP  
TDR-9M - 3085-PP  
ARC-8M - 3085-PP

#### Marian Hegemony, Assault

GOL-2H - 3085-PP  
LGB-12C - 3085-PP  
MAD-4H - 3085-PP

#### Mercenary, Medium

GRF-6S - 3085-PP  
SHD-2H - 3039  
WVR-8K - 3085-PP

#### Mercenary, Heavy

RFL-3N - 3039  
MAD-9M2 - 3085-PP  
WHM-8D - 3085-PP  
ARC-8M - 3085-PP

**Mercenary, Assault**

MAD-4A - 3039

**Nova Cats, Light**

Jenner IIC 4 - 3055

**Nova Cats, Medium**

WVR-8K - 3085-PP

**Nova Cats, Assault**

Warhammer IIC 4 - 3085-PP

**Pirates, Light**

LCT-1V - 3039

STG-5R - 3085-PP

STG-3R - 3085-PP

LCT-5M - 3085-PP

WSP-3L - 3085-PP

**Pirates, Medium**

GRF-1N - 3039

PXH-1 - 3039

WVR-6R - 3039

WHT-1H - Should be WTH-1H

**Pirates, Heavy**

TDR-9M - 3085-PP

OSR-2C - 3039

WHM-8D - 3085-PP

MAD-3R - 3039

ARC-2R - 3039

OTL-6D - 3085-PP

ARC-8M - 3039

**Pirates, Assault**

GOL-2H - 3085-PP

LGB-0W - 3039

BLR-1G - 3039

MAD-4H - 3085-PP

**Taurian Concordat, Light**

STG-5R - 3085-PP

WSP-3L - 3085-PP

COM-2D - 3039

LCT-5V - 3085-PP

VLK-QD1 - 3085-PP

**Taurian Concordat, Medium**

PXH-4L - 3085-PP

SHD-7M - 3085-PP

**Taurian Concordat, Heavy**

TDR-5S - 3039

ARC-6W - 3085-PP

MAD-5L - 3085-PP

WHM-8D - 3085-PP

OSR-4C - 3085-PP

**Advanced Aerospace Movement****Docking (p. 67)***At the end of the section insert the following paragraph:*

**Space Stations:** Space Stations with KF Booms occupy one JumpShip collar per 50,000 tons (rounded up). They take 1 hour to dock and to undock for every 1,000 tons of the station's mass (rounded up). In campaign play, round hours up to the nearest whole day. The JumpShip need only be present for the last half (round up) of the docking time or first half of the undocking time. During docking, a Space Station may not expend thrust, fire weapons or launch/recover other units.

**Engine Status (p. 72)***At the end of the third paragraph insert the following:*

To use weapons, a unit's Engine Status must be Hot.



### Landing and Liftoff (Expanded) (p. 72)

Before "Vertical Landing and Liftoff", insert the following new section:

#### FUEL USE FOR LANDING AND TAKEOFF

When launching from transport bays (per p. 86, *TW*), an aerospace fighter or small craft expends no fuel or thrust for the launch process, having been ejected from the carrier with a speed and heading equal to that of the carrier. As noted in *Total Warfare*, all of the launched vehicle's thrust is available for use on the turn of launch. This also applies to any large craft undocking maneuvers (see p. 66) and the use of flight decks on a support vehicle.

When recovering to transport bays (see p. 86, *TW*), an aerospace fighter or small craft expends no thrust or fuel points for the recovery process other than the thrust points required to match the heading and speed of the carrier (including any thrust points spent by the carrier during the 5 turns of the recovery process.) This also applies to any large craft docking maneuvers (see p. 66).

When landing on a ground map using a horizontal, rolling landing (see p. 87, *TW*), an aerospace fighter, conventional fighter, aerodyne small craft, or aerodyne DropShip expends no extra thrust or fuel points other than those required to reach the altitude and speed required for landing. This also applies to conventional fighters with VSTOL making a shortened landing run.

When landing on a ground map vertically, any vehicle expends 1 thrust point and fuel point per 0.5Gs of local gravity, rounded up (see p. 55, *TO*). These thrust points are not available for other maneuvers in that turn. This also applies to vehicles landing on a flight deck of a support vehicle, which is generally performed at high thrust levels in case of a failed landing, and to aerodyne DropShips and small craft attempting to shorten their landing run (see p. 87, *TW*).

When taking off from a ground map using a horizontal, rolling liftoff (see p. 88, *TW*), an aerospace fighter, conventional fighter, aerodyne small craft, or aerodyne DropShip expends 1 thrust point and fuel point to put the vehicle on the appropriate hex of the atmospheric map moving at 1 hex per turn. The vehicle may not expend additional thrust that turn, representing the low-and-slow nature of aircraft at the moment of takeoff.

When taking off from a ground map using a vertical liftoff (see p. 88, *TW*), any vehicle expends 1 thrust point and fuel point per 0.5Gs of local gravity, rounded up, and is placed on the appropriate hex of the atmospheric map in a hover (0 hexes per turn). The vehicle may not expend additional thrust that turn, representing thrust being constrained to avoid damaging the vehicle with backblast from the ground during launch.

### Vertical Landing and Liftoff (p. 72)

#### 1) First paragraph, first sentence

Under Standard Rules, aerodyne DropShips and aerodyne Small Craft may not conduct vertical landing maneuvers in any type of atmosphere;

Change to:

Under standard rules, aerodyne DropShips may not conduct vertical landing maneuvers in any type of atmosphere;

#### 2) Second paragraph, first sentence

Under these advanced rules, aerodyne DropShips and aerodyne Small Craft may conduct a vertical landing

Change to:

Under these advanced rules, aerodyne DropShips a may conduct a vertical landing

### Jump Calculations (During Game Play) (p. 88)

First paragraph

which must both be valid jump points.

Change to:

which must both be valid jump points (see pp. 133-135).

### Jump Process (Outside of Game Play) (p. 89)

#### 1) Replace the second paragraph ("There is no limit ...") with the following:

Routes plotted to or from other non-standard and transient points are only valid for 20 minutes. Those calculated for a moving unit must be for a pre-determined position on its route. After that time, orbital movement makes the calculations useless and the process must begin again.



- 2) After the third paragraph (“Once a unit is committed...”) insert the following new paragraph:

At this point the jump occurs, taking the K-F drive-equipped unit along with any successfully docked external vessels (provided they have a K-F Boom and used a Docking Collar). K-F Booms only work when connected directly to the unit with the K-F Drive; otherwise, treat the vessel as if it's a ground unit landed on the hull, as per below.

### Advanced Anti-Aircraft (pp. 94, 96)

Delete this entire section, including the example provided for it.

## Advanced Aerospace Combat

### Orbit-to-Surface Fire (p. 103)

After the sixth bullet point insert the following new bullet point:

If the attack misses, the distance scattered is equal to the MoF x 2 hexes.

### Capital Weapons Detailed Ranges Table (p. 115)

The three Mass Driver entries, Heat column

Light Mass Driver	30/60
Medium Mass Driver	60/100
Heavy Mass Driver	90/140

Change to:

Light Mass Driver	30
Medium Mass Driver	60
Heavy Mass Driver	90

### Capital Weapons Detailed Ranges Table (p. 118)

Light SC-Cannon: change the Range brackets to 1-8 / 9-16 / 17-24 / 25-32

### Advanced Sensors (p. 118)

Under “Naval Comm-Scanner Suite”, replace the entire entry with the following:

**Naval Comm-Scanner Suite:** Double the sensor range for a Small NCSS and apply a –1 modifier to any Detection Check to detect a given unit; triple the sensor range for a Large NCSS and apply a –2 modifier to any Detection Check to detect a given unit (see p. 332, *TO*). NCSS does not affect sensor ranges for emergence wave detection. For other detection types, either modify the maximum listed range and/or modify the range used to calculate penalties as appropriate.

### Zero-G Ground Unit Combat on Large Aerospace Units (p. 120)

- 1) Delete “Expanded rules for ground units on large aerospace hulls will be detailed in *Interstellar Operations*.”
- 2) Last paragraph, last sentence

The tracked vehicles may only move on these track-designated hexes.

Change to:

The tracked vehicles may only move on these track-designated hexes, and only at Cruising speed.



## Advanced Aerospace Construction

### Advanced Aerospace Unit Record Sheet Table (p. 145)

Under "JumpShip", "Weapon Arcs", delete "Broadside Left/Right,"

### Allocate Weight for Structural Integrity (p. 146)

*After the first sentence insert the following:*

Advanced aerospace units possess capital-scale Structural Integrity (SI): each point is equal to 10 points of standard-scale SI.

### Additional Crew table (p. 150)

Remove the Mobile Field Base entry.

### Special Enhancements (p. 151)

*Replace the paragraph with the following:*

Some Space Stations are equipped to be carried by JumpShips. Such stations are limited to 100,000 tons and must be equipped with a KF Boom. They replace the Space Station cost multiplier of x1.25 (see p. 158) with x20.

### Fire Control Systems (p. 155)

To determine the weight of these systems, divide the number of weapons mounted in any firing arc that exceeds its weapon limits (12 for JumpShips, 20 for Space Stations and WarShips) by the limit value,

Change to:

To determine the weight of these systems, divide all weapons mounted in any firing arc that exceeds its weapon limits (12 for JumpShips, 20 for Space Stations and WarShips) by the limit value,

### Advanced Aerospace Unit Structural Costs And Availability Table (p. 158)

- 1) Change Introduction date of Standard Core from 2107 to 2300.
- 2) Change Introduction date of Compact Core from 2300 to 2107.

### Advanced Aerospace Unit Costs Tables (p. 159)

Delete the entire Crew Quarters line.

## Maintenance, Repair, Supply, and Customization

### Technical Personnel (p. 168)

*Right column, first paragraph, last sentence*

Two teams cannot work simultaneously on the same task, but they can divide the tasks between them to save time.

Change to:

Multiple teams working on the same task can reduce its difficulty, but not the time required.

### Crew (p. 168)

*First paragraph, at the end add the following sentence:*

"Crew performing maintenance uses the skill modifiers for their experience rating."

### Maintenance (p. 169)

- 1) *Add to the end of the final paragraph before the "Conventional Infantry" paragraph heading:*

Maintenance checks are run every week in the field, or once every four weeks when in garrison conditions (not in the field or in combat). Garrison conditions includes when being transported between systems for ground units and small aerospace units.



2) *Conventional Infantry paragraph, replace entirely with the following:*

Infantry units perform their own maintenance and repairs under normal conditions. Foot infantry using weapons with a Tech Rating of C or lower do not require maintenance. Units using other motive types or more advanced weapons require maintenance checks.

**Support Personnel Experience Table (p. 168)**

For each listed Experience Level, lower the Base Skill Target of each value in the “Technical” column by 1 (the new values would be 8+/6+/5+/4+)

**Era Modifiers (Optional) table (p. 170)**

*Adjust the values shown on this table to what is shown. Any columns not shown are left as is.*

Faction	AoW	RW	SL	1SW	2SW	3SW	4SW	Clan	Jihad
Capellan Confederation					+1	+2	+2	+1	
Chaos March					—	—	—	+0	
ComStar					+0	+0	+0	+0	
Clans					+0	+0	+0	+0	
Draconis Combine					+1	+2	+2	+0	
Federated Suns					+1	+2	+2	+0	
Free Worlds League					+1	+2	+2	+0	
Free Rasalhague Republic					—	—	—	+1	
Lyran Commonwealth					+1	+2	+2	+0	
Terran Hegemony					—	—	—	—	
Word of Blake					—	—	—	+0	
Outworlds Alliance					+1	+2	+2	+1	
Taurian Concordat					+1	+2	+2	+1	
Magistracy of Canopus					+1	+2	+2	+1	
Rim Worlds Republic					—	—	—	—	
Periphery (Other)					+2	+3	+3	+2	
Mercenary					+1	+2	+2	+1	

**Location Modifiers subtable (p. 171)**

*Replace all entries and footnotes with the following:*

Location	Modifiers
<b>Improvised*</b>	+2
<b>Field Workshop**</b>	+1
<b>Facility – Basic†</b>	0
<b>Facility – Maintenance‡</b>	–2
<b>Factory Conditions§</b>	–4

\*Tools and access gantries are improvised or nearly non-existent, minimal protection against elements, poor lighting.

\*\*Basic tool access, dedicated maintenance vehicle mounting Salvage Arm, Lift Hoist, and so on, but still variable lighting and minimal protection against the elements; the Mobile Field Base equipment (p. 330, TO) automatically applies this modifier without the need for the unit mounting that equipment to also mount a salvage arm, lift hoist and so on, as described.

†Complete shelter. Ideal lighting, all standard tools and unit-appropriate gantries. Includes transport bays specific to that unit type.

‡Complete shelter. Ideal conditions, available at any major base. Cannot build all parts from scratch, but enough resources are available to perform superior levels of jury-rigging.





§Complete shelter. All equipment needed to build from scratch any part appropriate to the unit types undergoing maintenance/repair (factory must be designed to build the unit type in question; i.e. if the factory doesn't build an aerospace unit, then it would only be considered a maintenance facility for that unit type).

**Technician Type Modifiers table (p. 171)**

\*To a maximum of 3 teams per unit; maintenance on WarShips, JumpShips, Space Stations, DropShips and Large Naval Vessel Support Vehicles cannot be augmented with additional Technical Teams.

Change to:

\*To a maximum of 3 teams per unit; use the highest team experience as the base experience level; extra teams must be at full strength, no more than one experience level lower and must have the appropriate Technician skill to help; does not apply to maintenance on Large Naval Vessel Support Vehicles and aerospace units larger than Small Craft.

**Team Casualty Modifiers table (p. 171)**

\*For simplicity, the Technician/Doctor is always assumed to be the last individual to be eliminated.

Change to:

\*The Technician/Doctor is always assumed to be the last individual eliminated.

**Maintenance Check Table (p. 172)**

- 1) Column A, Row MoF 7+

"Destroyed"

Change to:

"(4)"

- 2) In the table, DELETE:

"Destroyed: Unit has been rendered inoperative"

- 3) Change the results of the MoS rolls to the following:

4	Q-B	Q-C	—	—	—	—
5	Q-C	Q-D	Q-D	Q-E	—	—
6+	Q-D	Q-E	Q-E	Q-E	Q-F	*

**Mostly Dead Vs. Truly Dead (p. 176)**

*Under "Battle Armor", third paragraph, second sentence*

If it can be repaired and somebody can be found to wear it, the suit can be pressed back into service

Change to:

If it is salvaged and somebody can be found to wear it, the suit can be pressed back into service

**Diagnosis (p. 177)**

*Under 'Mechs, "Weapons and Other Equipment" paragraph*

"Any weapons or equipment are rendered inoperative by a critical hit or destruction of the location in which they are situated. Players can attempt to repair weapons and equipment that have received a critical hit. When a location is destroyed, the weapons and equipment located there may be damaged beyond repair. For each destroyed item, roll 2D6. On a result of 10 or more, the item can be repaired; otherwise, it must be replaced."

Change to:

"Any weapons or equipment rendered inoperative may be damaged beyond repair. Items that received a critical hit and also located in a destroyed location are automatically considered destroyed. For each item destroyed by a critical hit or located in a destroyed location, roll 2D6. On a result of 10 or more, the item can be repaired; otherwise, it must be replaced."



**Obtaining Replacement Parts (p. 178)**

Add the following paragraph before the example:

"**Aerospace Units:** For parts on aerospace units without costs or tonnage, the cost is 2,000 x total tonnage on small units and 2,000 x control tonnage on Large Craft."

**Fabrication (p. 179)**

Third paragraph

The purchase price of a fabricated part is half that of a new component.

Change to:

The purchase price of a fabricated part is half the sale price of a new component.

**Special Rules (p. 182)**

Under "Extra Time", first paragraph

To increase the potential for a successful repair/ replacement, a player may spend extra time on a repair or replacement job.

Change to:

To increase the potential for a successful maintenance, repair or replacement job, a player may spend extra time on it.

**Master Repair Table (p. 183)**

- 1) Change the Time values for the following 'Mech items as follows:

CASE/CASE II	120
Heat Sink (per location; treat Engine as 1 location)	90

- 2) Change the Time value for the following Vehicles items as follows:

CASE/CASE II	90
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- 3) Add the following lines to the "Vehicles" section:

Heat Sink	-2	—	—	20
Motive System	0	—	—	360

- 4) Change the "Aerospace" heading to "Large Craft"

**Master Repair Table (p. 184)**

- 1) Change the Aerospace / Large Craft time for Heat Sinks from "90" to "1 hour per 50 sinks"
- 2) Change the "Aerospace, continued" heading to "Large Craft, continued"
- 3) Add a new heading group "Aerospace (Small Units)", with a footnote mark to explain this includes fighters, small craft, satellites, fixed-wing craft, and airships:

Destroyed Location	+3	—	—	240
Armor (per location)§§	-2	—	—	5 per circle
Ammunition Critical	-2	1	Can only carry half standard quantity of ammo (round down)	120
CASE/CASE II	-1	—	—	60
Engine	-1	1	+1 Heat Point/turn	360
Gyro	0	2	+1 Piloting modifier	200
Heat Sinks	-2	—	—	20
Jump Jet	0	—	—	60



Life Support	-1	—	—	180
Sensors	0	—	—	260
Turret	-1	—	—	160
Weapons and Other Equipment	0	—	—	120
OmniFighter Pod (per location)	-2	1	Double repair time	30+

### Master Repair Table (p. 185)

Under "Vehicles", insert the following new entries:

Sensors 0 — — 65

Engines 0 — — 90

### Customization (p. 189)

This entire section up to but not including the FrankenMechs section has been replaced. You can download these rules separately on the BattleTech errata page.

### FrankenMechs (Optional) (p. 189)

*Second printing only.* Move the second paragraph of this section ("The engine does not have to...") so that it becomes the second paragraph of the Engine subsection instead.

### FrankenMechs (Optional) (p. 190)

Under "Jump Jets", at the end of the entry insert the following:

All jump jets must be of the same type.

### Internal Structure Distribution Table (p. 190)

Change "Clan Endo Steel" to "Clan Endo Steel/IS & Clan Endo-Composite"

### Salvage (p. 191)

*Second paragraph*

Each 'Mech or vehicle can recover one unit (for 'Mechs, see *Dragging a 'Mech*, p. 99, TO), though the unit must be of equal or lesser tonnage than the dragging unit.

Change to:

Each two 'Mechs or vehicle can together recover one unit (for 'Mechs, see *Dragging a 'Mech*, p. 99, TO), though the unit must be of equal or lesser tonnage than the dragging units.

### Ammunition Quality Table (p. 192)

*Under footnotes*

\*Gauss ammunition does not explode.

Change to:

\*Gauss and plasma ammunition does not explode.

### Accurate Weapon (p. 193)

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

If the "weapon" deals 0 damage (such as TAG), the cost is 2 points.

### Positive Quirk Table (p. 194)

- 1) Add the § footnote symbol to the last column header (JumpShip/WarShip/Space Station)



- 2) Between "Reinforced Legs" and "Searchlight" insert the following new row:  

Scout Bike	2	No	Yes++	No	No	No	No	No
------------	---	----	-------	----	----	----	----	----
- 3) Add the ++ footnote symbol to "Searchlight"
- 4) Delete the entire Trailer Hitch row.

### Positive Quirk Table (p. 194)

#### Footnotes

- 1) ‡Includes Fixed-Wing Support Vehicle  
Change to:  
 ‡Includes Fixed-Wing Support Vehicles and Airships
- 2) ++Combat Wheeled and Tracked Vehicles only  
Change to:  
 ++Combat Hover and Wheeled Vehicles only
- 3) Add new footnote:  
 ‡‡ BattleMechs and Combat Vehicles only

### Extended Torso Twist (p. 194)

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

Quad 'Mechs normally cannot torso twist at all. However, a quad 'Mech with this quirk can perform a normal (not extended) torso twist.

### Fast Reload (p. 194)

At the end of the entry insert the following:

This quirk can be assigned to individual weapons, locations on a 'Mech (such as the right torso), or the entire 'Mech. Regardless of the option chosen, the cost for this quirk is the same.

### Improved Communications (p. 195)

Replace the entry with the following:

The unit has an exceptionally powerful communications suite. The unit automatically ignores the first level of ghost targets (see p. 101, TO) used against it. Additionally, if a BattleMech, it can always attempt a BattleMech Satellite uplink (see p. 194, TO) without being forced to give up its movement and combat actions.

### Improved Life Support (p. 195)

At the end of the entry insert the following:

This quirk doubles the cockpit's standard life support time, from four days to eight.

### Internal Bomb Bay (p. 195)

Replace the entry with the following:

The unit can use its internal cargo capacity as an internal bomb bay, using one ton of cargo per bomb slot used. The unit can release up to 6 bombs each turn (regardless of their size). This However, in the turn that ordnance is dropped, there is a danger that ground fire will hit the exposed bay. On a roll of 10+, damage received from ground fire will strike the open bay and detonate all bombs remaining. The resulting damage is applied directly to the unit's SI.



### Modular Weapons (p. 195)

Replace the last sentence with the following:

When using the *Customization* rules (see p. 188), half the time is required.

On some units, only certain weapons have are modular. In this case, the specific weapon(s) with the modular quality must be noted, but this does not reduce the quirk's cost.

### Ammunition Feed Problem (p. 196)

Replace the entry with the following:

The ammunition feed for one ballistic or missile weapon or bay has a tendency to jam at inconvenient moments. On an unmodified attack roll of 2 with such a weapon, roll 2D6. On a result of 10+, the weapon jams and cannot be fired again in this battle. On a roll of 12, the new round of ammunition will explode in the weapon for normal damage. Per normal rules, Gauss weapon ammunition will not explode, but the weapon itself does.

### Bad Reputation (p. 196)

Replace the entry with the following:

While perfectly sound, this 'Mech has acquired an unwarranted bad reputation (for example, the *Blackjack* during the Succession Wars). As a result, it is worth only half the normal resale value, unless 'Mechs are particularly rare for a given era and/or location (for example, in the late Third Succession War era, 'Mechs are remarkably hard to come by, and few would turn up their nose at even the most unpopular of machines).

Designs that are second-line or merely somewhat unpopular (such as the *Watchman* or *UrbanMech*) should likely not receive this quirk. Additionally, a 'Mech may have a Bad Reputation at one point in its career, but lose it later (such as the *Battle Hawk*).

The Clans do not really have the same sort of economic model when it comes to BattleMechs. Instead, if a Clan 'Mech has the Bad Reputation quirk and if the optional *Clan Honor* rules are in effect (see p. 273, *TW*), the MechWarrior begins the battle with 1 *dezgra* point. The 'Mech will still fetch its full value if ever sold on an Inner Sphere market.

Note that when buying a 'Mech with a Bad Reputation, players generally still must pay its full price.

### Cooling System Flaws (p. 196)

Replace the entry with the following:

A flaw in the design can result in the unit generating excess heat. Whenever the unit executes or receives a physical attack, falls, or is forced to make a Piloting Skill roll because it received 20 points or more damage, roll 2D6. On a result of 10+ the unit will generate 5 points more heat each turn for the rest of the battle. This can only occur once a battle.

### Cramped Cockpit (p. 196)

Replace the entry with the following:

The poorly designed cockpits of units like the *Wolverine* and *Stinger* are very cramped. The unit receives a +1 Piloting Skill Roll modifier. This quirk cannot be applied to 'Mechs with a Small Cockpit.

### (p. 196)

- 1) Delete the entire "Trailer Hitch" quirk.
- 2) Add the following new quirk to the top of the column, moving down the "Searchlight" and "Stable" quirks in the spot vacated by the above deletion:

### Scout Bike (2 Points)

*Hover or Wheeled Combat Vehicles up to 10 tons only.* Some smaller Combat Vehicles are built with the agility of lighter recreational vehicles, allowing them to navigate dense terrain. Vehicles with this quirk may enter Light Woods hexes.

**Searchlight (p. 196)**

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

If design quirks are used in a game, assume all BattleMechs and Combat Vehicles not possessing this quirk to have hand-held searchlights (see p. 237, *TM*). For the effects of searchlights on gameplay, see *Tactical Operations*, pages 57-59.

**Negative Quirk Table (p. 197)**

- 1) Change the cost for EM Interference from 1 to 1 or 2
- 2) Change the cost for both Poor Targeting, Medium and Poor Targeting, Long to 2
- 3) Change the cost for Sensor Ghosts from 2 to 3

**EM Interference (p. 198)**

Change the point cost for this quirk to "1 or 2 points", then replace the entry with the following:

An energy weapon is insufficiently shielded and interferes with delicate electronics. The turn after the weapon has been fired, the following equipment aboard the 'Mech will not function: any ECM, any Active Probe, Artemis IV FCS, Artemis V FCS, Blue Shield PFD, any C<sup>3</sup>, Chameleon LPS, Cockpit Command Console, Electronic Warfare Equipment, MASC, MRM FCS, NARC, Null Signature System, Stealth Armor, Streak Launchers, Supercharger, Targeting Computer, and Void Signature System.

Alternatively, this quirk can be purchased for the unit itself, in which case the problem occurs whenever any energy weapon on the unit is fired. The cost for this version of the quirk is 2 points, but this version can only be purchased if the unit has more than one energy weapon.

**Exposed Weapon Linkage (p. 198)**

Replace the entry with the following:

Some designs such as the *Cygnus* have the mechanics of a weapon dangerously exposed. When a location that holds such a weapon is hit, roll 2D6. On a roll of 10+, that weapon is unable to fire for the remainder of the game.

This quirk can be taken only once and only for a single weapon type, and affects all weapons of that type on the 'Mech (for example, all AC/20s, all ER PPCs).

**Poor Life Support (p. 198)**

Add the following sentence:

This quirk halves the cockpit's standard life support time, from four days to two.

**Poor Targeting (p. 199)**

Change the cost from 2, 3 or 4 Points to 2 Points

**Poor Workmanship (p. 199)**

Second sentence

This unit is one quality step lower than normal.

Change to:

This unit is one quality step lower than normal (see p. 167).

**Sensor Ghosts (p. 199)**

Change the cost from 2 Points to 3 Points



## Aerospace Operations

### Air (pp. 256-257)

*Fifth paragraph, last sentence on the page*

The typical fighter life support system is only meant to last about 96 hours, including oxygen and some drinking water, though most fighters can install extra oxygen tanks.

Change to:

The typical fighter (or 'Mech) life support system is only meant to last about 96 hours, including oxygen and some drinking water (a small cockpit on a 'Mech reduces this to 48 hours), though most units can install extra oxygen tanks.

## BattleForce: Advanced Rules

### Advanced Force Distribution Table (p. 301)

- |                          |   |
|--------------------------|---|
| 1) Supernova Binary      | 6 Stars [3 'Mech and 3 Battle Armor] (30) |
| <u>Change to:</u>        |   |
| Supernova Binary         | 4 Stars [2 'Mech and 2 Battle Armor] (20) |
| 2) Under-Strength Galaxy | 2 Clusters (40-210)                       |
| Regular Galaxy           | 3 Clusters (60-315)                       |
| Reinforced Galaxy        | 4 Clusters (80-420)                       |
| Strong Galaxy            | 5 Clusters (100-525)                      |
| <u>Change to:</u>        |   |
| Under-Strength Galaxy    | 2 Clusters (40-300)                       |
| Regular Galaxy           | 3 Clusters (60-450)                       |
| Reinforced Galaxy        | 4 Clusters (80-600)                       |
| Strong Galaxy            | 5 Clusters (100-750)                      |

## Miniatures Rules

### Atmospheric Movement (p. 392)

*Under "Landing and Lift-off", second paragraph, first sentence*

Landing strips for horizontal landings must be 10 inches wide by 40 inches long for DropShips,

Change to:

Landing strips for horizontal landings must be 6 inches wide by 40 inches long for DropShips,

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