Alpha Strike Companion
(Version 1.1)

The following is a compiled rules errata for the first printing of *Alpha Strike Companion* as of 6 June 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 (2014) of the *Alpha Strike Companion*. 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.

Hull Down (p. 11)

1) *Under "ProtoMechs and Vehicles", first paragraph, last sentence*

   If the terrain has been previously modified by a unit with the TRN or ENG special to act as a fortified position (see *Fortified Positions*, p. 32), it can also be used as a location where a ProtoMech or vehicle may go hull down.
   <u>Change to:</u>
   If the terrain has been previously modified by a unit with the TRN or ENG special to act as a fortified position (see *Fortified Positions*, p. 32), these restrictions are waived.

2) *Under "ProtoMechs and Vehicles", fourth paragraph, first sentence*

   While hull-down, a vehicle unit can only attack using weapons mounted in its turret (identified by the TUR#/#/# special).
   <u>Change to:</u>
   While hull-down, a vehicle unit can only attack using weapons mounted in its turret (identified by the TUR#/#/# special): this restriction applies to indirect fire (IF#) attacks as well.

Skid Modifiers Table (p. 14)

1) Under "Modifier", remove "0.68" in the first row.

2) *Under "Unit's Available Move is"*

   22" to 48"
   <u>Change to:</u>
   35" to 48"

Collision/Charging Table (p. 14)
Under the first column ("Size 1")

36" to 43"
<u>Change to:</u>
37" to 43"

Area Knowledge (p. 17)
Second paragraph, first sentence

The maximum number of units that may be hidden by virtue of a higher BI score equals the total number of units that force is bringing to the battlefield, divided by the number of those units that possess the Recon (RCN) special ability (see p. 108, *AS*), rounded normally.
<u>Change to:</u>
The maximum number of units that may be hidden by virtue of a higher BI score equals the total number of units that possess the Recon (RCN) special ability (see p. 108, *AS*).

Variable Damage (p. 21)

1) *First paragraph, last sentence*

   For each die result of 4 or more, the attack delivers 1 point of damage (up to its maximum damage potential).
   <u>Change to:</u>
   For each die result of 3 or more, the attack delivers 1 point of damage (up to its maximum damage potential).

2) *In between the first and second paragraphs insert the following new paragraphs:*

   Overheat, NARC, bonus damage from attacking to the rear, and special abilities and other effects that add to damage are also checked for variable damage, each point rolled for as described above. For example, a unit with 2/2/2 attacking at Short range to the rear of the target would roll three times: twice for its 2 damage at short range and once for attacking from the rear. However, special abilities that apply effects other than damage (such as HT#/#/#) always have their full effect even when using variable damage.

   AMS, armor special abilities and other damage reduction effects are applied after checking for variable damage. For example, if a unit with damage values of 3/3/2 and the IF special ability attacks a unit with AMS at medium range, the attacker rolls three dice (for its 3 damage at medium range). The total damage is then reduced by 1.

3) *Before the example text insert the following new paragraphs:*

   Minimal Damage: A successful attack always delivers a minimum of 1 point of damage, even if all of the Variable Damage roll results yield a 2 or less.

   0* Damage: When using the Variable Damage rule, units that deal 0* damage forego their usual damage roll. Instead, its controlling player must make a 1D6 roll. If the result is 5 or higher, the attack delivers a single point of standard damage. Otherwise, the attack still hits, but delivers no damage.

   If a 0* variable damage attack is successfully delivered against a unit that is underwater or operating in vacuum, and is susceptible to hull breaches, the attack will prompt a hull breach check even if it delivers no damage at all.

   Area Effect Damage: Area effect damage is resolved separately for each unit in the area of effect.
   Physical Attacks: Variable Damage does not apply to physical attacks.

4) *Example text, first paragraph, last sentence*

   As three of those dice are 4 or higher, the Awesome *delivers only 3 points of damage to its target.*
   <u>Change to:</u>
   As three of those dice are 3 or higher, the Awesome *delivers only 3 points of damage to its target.*

5) *Example text, second paragraph, last sentence*

   Despite executing a successful attack, the Bushwacker *fails to deliver any actual damage to its opponent.*
   <u>Change to:</u>
   Despite executing a successful attack, the Bushwacker *only deals 1 point of damage to its opponent.*

Towing (p. 31)

1) *First paragraph, last sentence*

   This trailer must also be a wheeled or tracked vehicle to use the following rules (otherwise, the unit can only be dragged or carried as above).
   <u>Change to:</u>
   This trailer must also be a wheeled or tracked vehicle, and also have the HTC special of the Trailer Hitch Quirk, to use the following rules (otherwise, the unit can only be dragged or carried as above).

2) *At the end of the second paragraph insert the following:*

A unit may tow multiple trailers, as long as the towing unit and each trailer have the HTC special or the Trailer Hitch Quirk. The total Size of the trailers must be less than or equal to the towing unit's Size plus one, and the total Size of all trailers is used to modify the towing unit's speed as described above.

Ballistic-Reinforced Armor (p. 35)
Replace the second paragraph with the following:

Thus, if a unit that delivers normal attack values of 5/4/2, with an AC2/2/0 special, delivers a successful normal attack against a unit with the BRA special at Short range, the attack will be reduced by 3 points (half the damage value at Short range, rounded up), dropping the normal total of 5 points to 2. If the same unit makes a special AC weapon attack against a unit with the BRA special at Medium range, the attack will be reduced by 1 point (half the AC special ability's Medium range), dropping the AC total of 2 points to 1.

Improved ATM (IATM#) (p. 37)
Replace the entire entry, including the title, with the following:

Improved ATM (IATM#/#/#)
Units with the IATM#/#/# special may conduct missile attacks using Improved ATM munitions. These alternate munitions are:

Indirect Fire: This represents an IATM firing standard long-range missiles, which enables the unit to execute an attack as if it has an IF value equivalent to its IATM Long-range value (i.e., an IATM2/2/2 special can also act as an IF2 special).

Magnetic Pulse: Using this alternate munition attack, the unit's normal attack is reduced by 1 point at Short range. But if this attack hits a target in the Short range bracket, the target suffers a loss of 2 inches of Move, as well as a −1 to-hit modifier for all weapon attacks, throughout the following turn. (Multiple magnetic pulse hits will not stack these modifiers.)

Improved Inferno: Using this alternate munition attack, the unit's normal attack is reduced by 1 point at both Short and Medium range. But if this attack hits a target in those range brackets, the target also suffers the effects of a HT#/#/# special attack equal to the numerical value of the unit's IATM#/#/# special at those ranges, to a maximum of 2 points at any range bracket (i.e., IATM3/1/- will translate to a HT2/1/- effect).

Land-Air BattleMechs (p. 43)
1) *Under "Conversion and Movement", after the last bullet point insert the following new paragraphs:*

If a unit converts from Fighter to BattleMech mode while airborne, the unit immediately crashes.

Converting from Fighter to AirMech can only be done at the beginning of the movement phase when it begins the turn in the Inner Ring of the Radar Map. When the conversion to AirMech mode is announced, the unit is placed on the ground map as if the beginning of a flight path, based on which Inner Ring it is moving from. It then moves from that location as an AirMech.

For converting from AirMech to Fighter, when the conversion to Fighter mode is announced, the unit is immediately moved to the Central Zone of the Radar Map. The unit must then move as normal for an aerospace fighter by leaving the Central Zone.

2) *Under "Combat Phase", insert the following new paragraph:*

Attacks in AirMech Mode: LAMs add a +2 to-hit modifier to all attacks made while in AirMech mode.

Environmental Specialization (p. 47)
At the end of the section, insert the following new paragraphs:

Some terrain and/or environmental conditions may not have an effect on movement or to-hit modifiers. If there are no movement costs, the following Improved Mobility option may be used. If there are no to-hit modifiers, the following Improved Combat option may be used.

Improved Mobility: If the terrain and/or condition has no additional movement cost, the unit may add 2" to its Move for the turn, as long as it does not pay any increased movement costs during the move for terrain and/or environmental conditions and the unit begins and ends its move in the specialized terrain and/or environmental condition.

Improved Combat: If the unit occupies the specialized terrain or affected by the specialized environmental condition when attacked, the unit receives a +1 terrain to-hit modifier as long as the attack does not receive any terrain, environmental, or cover to-hit modifier.

Animal Mimicry (p. 51)
Second paragraph, append the following to the end of the last sentence:

"until after the next Movement Phase."

Antagonizer (p. 51)
Replace the second paragraph with the following:

Once per turn, a unit with Antagonizer may trigger its ability at any single point along its path while moving. At that time, every enemy unit within 6 inches of the unit triggering this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes enraged. Enraged units must move as close as possible to the Antagonizer unit, taking the most direct, passable and legal route toward the Antagonizer. The enraged unit ignores increased movement costs or possible damage inflicted by its path for determining the most direct path.

The enraged unit can only make attacks against its Antagonizer, unless the enraged unit has no attack that can target the Antagonizer. If the unit has multiple attacks, and only some of those attacks can target the Antagonizer, the enraged unit can make attacks against other targets only with those attacks that can't target the Antagonizer. Attack from the enraged unit with an area of effect must include the Antagonizer in attack's targeted area of effect.

If the enraged unit begins any phase more than 24" from or without line of sight to the Antagonizer, the unit is no longer enraged. This ability has no effect versus aerospace units.

Blood Stalker (p. 52)
Replace the second paragraph with the following:

If the Blood Stalker starts its Movement with its chosen enemy out of line of sight or destroyed, the Blood Stalker may choose a new enemy to stalk. If using the Zellbringen rules (see p. 133, *AS*) or other challenge rules and a unit that is not your chosen enemy challenges the Blood Stalker, the Blood Stalker may immediately select that challenger to be the chosen enemy instead.

Combat Intuition (p. 52)
Second paragraph, before the last sentence insert the following:

If an aerospace unit with Combat Intuition engages another aerospace unit, the engaged unit may make a roll to break the engagement before taking its move (see *Ending Air-to-Air Engagements*, p. 61, *AS*).

Demoralizer (p. 52)
Replace the second paragraph with the following:

Every enemy unit that comes within 6" of a unit using this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes intimidated. Intimidated units reduce their Move by half (round down) and suffer a +1 to-hit modifier for all attacks made against the Demoralizer. The reduced Move rating does affect its target movement modifier.

If a demoralized unit begins any phase more than 24" from or without line of sight to the Demoralizer, the unit is no longer demoralized. This ability does not function at all versus aerospace units.

Forward Observer (p. 53)
Replace the second paragraph with the following:

A Forward Observer may serve as a spotter for multiple artillery attacks against one target. If the Forward Observer makes its own attack, any indirect attacks it spots for (IF or indirect Artillery) do not take the to-hit modifier for the spotter attacking.

Hopper (p. 54)
Replace the first paragraph with the following:

The MechWarrior with this special pilot ability has an extremely fine sense of balance—so fine, in fact, that he can even remain mobile after one of his 'Mech's legs has been blown off. A unit controlled by a pilot with this SPA can ignore the effects of the first MP Hit it receives (it still occurs, for the purposes of any event which tracks critical hits; only the effects are ignored).

Hot Dog (p. 54)
Replace the entire entry with the following:

This MechWarrior or fighter pilot knows how to ride the heat envelope. The unit acts as if it was one level lower on the Heat scale, and can sustain 4 points of Heat before automatically shutting down rather than the usual 3. At 4 points of Heat, the unit loses 6" of ground movement and suffers a +3 to-hit modifier instead of shutting down.

Human TRO (p. 54)
At the end of the first paragraph insert the following:

In addition, the Human TRO may look for a weak spot in a target unit once per game. The use of this ability must be declared before rolling to hit. If the attack hits, the attacker may roll once on the Determining Critical Hits Table, in addition to any such rolls required for any other reason.

Iron Will (p. 54)
Change SPA Cost from 2 points to 1 point.

Marksman (p. 54)
Replace the entire entry with the following:

He may not be a sharpshooter yet, but the gunner with this SPA is skilled at placing his shots for maximum effect. As long this unit stands still during its Movement Phase, any successful weapon attack it executes against a target within its weapon's range will deliver only half damage (rounded down, to a minimum of 1 point)—but if the attack scores a MoS of 3 or more, the Marksman also makes an additional Critical Hit check against its target. This critical check is made even if the target still has armor.

Multi-Tasker (p. 55)
First paragraph. After the second sentence ("At the player's option…") insert the following:

You may await the results of the first attack before declaring the target of the second, and the same unit may be targeted twice.

Oblique Artilleryman (p. 55)
First paragraph, second and third sentences

A unit benefiting whose gunner possesses this special pilot ability receives an additional −1 to-hit modifier for attacks using any ART special abilities. Furthermore, the scatter distance for any artillery shells that *do* miss their target is reduced by 2 inches (to a minimum of 0 inches).
<u>Change to:</u>
A unit that possesses this special pilot ability receives a −1 to-hit modifier for indirect attacks using the ART special ability.

Oblique Attacker (p. 55)
Second sentence

This unit receives a –1 to-hit modifier for attacks using ART or IF special abilities,
<u>Change to:</u>
This unit receives a –1 to-hit modifier for indirect attacks using the IF special ability,

Range Master (p. 55)
Replace the entire entry with the following:

This warrior's ability to strike at their enemies has a certain comfort zone. Choose one range bracket other than the Short or Horizon brackets. The gunner for this unit specializes in attacks at that bracket: apply a –2 to-hit modifier for attacks in the specialized bracket, but a +2 to-hit modifier for any attack made in the Short range bracket.

Range To-Hit Modifiers with Range Master and Sniper SPAs

	S	M	L	E
Standard	+0	+2	+4	+6
Sniper	+0	+1	+2	+3
Medium Range Master	+2	+0	+4	+6
Long Range Master	+2	+2	+2	+6
Long Range Master w/Sniper	+2	+1	+0	+3
Medium Range Master w/Sniper	+2	+0	+2	+3
Extreme Range Master w/Sniper	+2	+1	+2	+1

Sniper (p. 56)
Replace the entire entry with the following:

The sniper prefers to fight from a distance. This gunner's SPA reduces their unit's to-hit modifiers at Medium, Long, and Extreme range to +1 (Medium), +2 (Long), and +3 (Extreme), but does not affect the Short or Horizon range modifiers. Sniper also has no effect on indirect fire (IF) or artillery (ART) attacks.

Tactical Genius (p. 57)
Second paragraph

In addition, if the Battlefield Intelligence rules are in play (see pp. 82-83, *AS*), this unit is treated as if it has the MHQ special ability.
<u>Change to:</u>
In addition, if the Battlefield Intelligence rules are in play (see pp. 16-17), this unit is treated as if it has the MHQ4 special ability.

Weapon Specialist (p. 58)
Replace the entire entry with the following:

The weapon specialist is a superlative expert with certain types of weapons, and can deliver much more accurate fire when he sticks to those guns alone. If the unit makes a standard weapons attack and misses by 1, the attack deals half damage (round down, to a minimum of 1 point).

Step 2: Establish Engagement Control (p. 78)
After "DropShips and WarShips" insert the following new paragraph:

Aerodyne DropShips: Aerodyne DropShips have three Firing Arcs (Fore, Right Wing, Left Wing) that can all target a single Unit in the forward arc. They can each be used, as separate attacks, against the same target, or against separate targets that are each in the forward arc (see *Multiple Weapon Classes and Firing Arcs*, below). However, an aerodyne has no Right Side or Left Side attacks: any unit targeting them from the sides cannot be attacked in return by an aerodyne DropShip.

Step 4: Determine To-Hit Numbers (p. 80)
Under "Capital and Standard Weapons", second paragraph, second sentence

Remember that capital weapons and capital missiles will apply additional modifiers for targeting smaller units […]
<u>Change to:</u>
Remember that certain capital and sub-capital weapons apply additional modifiers for targeting fighter and small craft units (see p. 81) […]

Ending Aerospace Engagements (p. 83)
At the beginning of the second paragraph insert the following:

Units choosing to continue an engagement must declare they are using their front firing arc in that engagement. If the engagement continues (see below for resolving continuing engagements), the front firing arc may not be used against any other target. If the unit has already attempted (successfully or not) to continue an engagement this turn, the unit automatically is forced to choose not to continue any other engagements it is in.

Space Bombers (p. 85)
Under each of the three subsections ("Air-to-Air Arrow Missile", "Anti-Ship Missile", and "Anti-Ship Electronic Warfare Missile"), remove the sentence in the first paragraph referring to multiple bomb slots ("Each counts as X normal bombs for the purposes of movement rate calculations.").

Alpha Strike Size Class Table (p. 92)
First footnote (*)

*These units automatically receive the LG special unit ability when operating on the ground map
<u>Change to:</u>
*'Mech units of this size automatically receive the LG special unit ability

Convert Movement (MP) and Movement Modes (p. 93)
At the end of the section insert the following new paragraph:

Regardless of the unit type or any special equipment mounted, as long as the unit uses Movement Points, after all rounding has been applied, the unit rounds its Movement Points up to the nearest 2" increment. For example, a unit with MASC that, after all rounding is applied, winds up with 25" of movement would then round that up to 26".

Special Armor Types (p. 97)
1) *Replace the Reflective Armor and Reactive Armor paragraphs with the following:*

   Reactive Armor: If all of a unit's armor is reactive armor, the unit receives the Reactive Armor (RCA) special ability.
   Reflective Armor: If all of a unit's armor is reflective armor, the unit receives the Reflective Armor (RFA) special ability.

2) *Under "Patchwork Armor", replace the first paragraph with the following:*

   Patchwork armor is a rare oddity in which the unit features multiple different armor types. To find the *BattleTech* armor factor, it is necessary to group like armor types together and apply their appropriate multipliers (if any) before finding the final sum. For example, a 'Mech which features hardened armor over its torso, but standard armor on its arms, legs and head, would double the armor point value of its torso (to account for the hardened armor).

Converting Armor (p. 97)
Before "Mobile Structures" insert the following new section:

Advanced Buildings

Standard buildings use the buildings rules (see p. 83, *AS*) and do not need converting. Advanced buildings may have more equipment, armor, or even weaponry, and so would be converted as if they were a unit. Each advanced building hex should be converted as a separate unit.

Mobile Structures (p. 99)
Replace the entire entry including the title with the following:

Advanced Buildings and Mobile Structures

For Advanced Buildings and Mobile Structures, the *Alpha Strike* Structure value of the unit is equal to its *BattleTech* construction factor (CF) value, divided by the CF Modifier shown below based on the unit's classification. Round the result up to the nearest whole number. Like armor, the Structure value for a Mobile Structure applies on a per-section basis, rather than across the entire unit.

Classification	CF Modifier
Tent, Fence, Hangar, Standard, Wall, Bridge	30
Gun Emplacement, Fortress	15
Castle Brian	3

General Conversion Rules (p. 99)

1) *Third paragraph, last sentence*

    Otherwise, round all damage values up to the nearest whole number.
    <u>Change to:</u>
    Otherwise, if the unit does not track heat, round all damage values up to the nearest whole number.

2) *Under "Adjustment for Heat", in between the first and second sentence insert the following:*

    As such, do not perform any damage rounding at this stage.

Converting Weapons [example text] (p. 100)

1) *First paragraph, last sentence*

    Combined, this means the Mad Cat Mk II*'s Short range value would be 6 points ([1.245 × 2 Gauss rifles] + [0.7 × 4 ER medium lasers] + [0.6 × 2 LRM 10s] = 6.49, rounded normally to 6.)*
    <u>Change to:</u>
    Combined, this means the Mad Cat Mk II*'s Short range value would be 7 points ([1.245 × 2 Gauss rifles] + [0.7 × 4 ER medium lasers] + [0.6 × 2 LRM 10s] = 6.49, rounded up to 7.)*

2) *Replace the last two paragraphs with the following:*

    Finally, at Long range, the Clan Gauss rifles continue to deliver 1.5 points per weapon, but the ER medium lasers deliver nothing as they are now out of range. The LRM 10s aren't, however, and continue to produce 0.6 damage each at this bracket. This yields a Long range value of 5 ([1.5 x 2 Gauss rifles] + [0.6 x 2 LRM 10s] = 4.2, rounded up to 5).

    Before adjusting for any other factors—such as the Mad Cat Mk II*'s heat management capabilities*—this gives the 'Mech an *Alpha Strike* damage value of 7/7/5.

Alpha Strike Weapon Conversion Tables (p. 101)
Delete the "Adjustment for Heat" paragraph and insert the following:

Damage Values: The conversion process requires several different types of damage values at different points. Each type is explained below:

- Damage Subtotal: A unit's total damage at a given range bracket modified by everything except heat (such as ammunition or targeting computers). No rounding is applied.
- Heat-Modified Damage: Any unit whose heat production is significantly greater than its dissipation will have to reduce its damage. This process is covered in *Converting Heat* (see p. 115). However, even if the unit does not reduce its damage due to heat, or even if the unit does not track heat at all, the damage subtotals are rounded to the nearest tenth and the results are still referred to as the unit's heat-modified damages.
- Final Damage: The damage after all possible modifications and rounding have been performed (see p. 116).

Be sure to keep a record of each damage value as you make your way through the process, as you will need to consult them at different times.

Ammunition (p. 101)
First paragraph

The damage value for any ballistic or missile weapon that does not have at least 10 shots assigned to it must be multiplied by 0.75, with the following additional conditions.
Change to:
For each ballistic or missile weapon, divide the number of shots for that weapon the unit carries by the number of such weapons on the unit. If the result is less than 10, the damage value for each such weapon must be multiplied by 0.75, with the following additional conditions.

Battle Armor Infantry (p. 102)
Under "Battle Armor Vibro-Claws"

Add 1 point of damage to the total damage value a battle armor unit delivers at Short range if its individual suits are equipped with one vibro-claw manipulator of any kind. If the suits are equipped with 2 vibro-claw manipulators, increase the unit's total damage added to the unit to 2 points at Short range.
Change to:
Add 0.1 points of damage to the total damage value a battle armor unit delivers at Short range if its individual suits are equipped with one vibro-claw manipulator of any kind. If the suits are equipped with two vibro-claw manipulators, increase the unit's total damage by 0.2 points at Short range.

Converting Weapons (p. 103)
Before "Mobile Structures" insert the following new subsection:

Advanced Buildings

Advanced Buildings have one standard firing arc (the front), and may have the rear (REAR) special ability and a possible turret (TUR). One *BattleTech* hexside should be chosen as the front hexside. Weapons mounted on that hexside, as well as the two adjacent hexsides, are used to calculate the building's Short, Medium, and Long range damage values. The weapons mounted on the remaining three hexsides are calculated as its REAR special ability. All turret-mounted weapons are calculated as part of the Turret (TUR) special ability only; they are not included in the standard damage values (S, M, and L).

Alpha Strike Weapon Conversion Table: Inner Sphere Standard Weapons (p. 104)
Hyper-Velocity AC/10: reduce its Extreme range from 1 to 0.

Alpha Strike Weapon Conversion Table: Inner Sphere Standard Weapon (Continued) (p. 105)
Small Pulse Laser: under Notes, add "Point Defense".

Alpha Strike Weapon Conversion Table: Inner Sphere Standard Weapon (Continued) (p. 106)
Replace Heat and Short, Medium and Long ranges for the Re-engineered Lasers with the following values:

Large Re-engineered Laser	9	0.945, 0.945, —
Medium Re-engineered Laser	6	0.63, 0.63, —
Small Re-engineered Laser	4	0.42, —, —

Alpha Strike Weapon Conversion Table: Inner Sphere Standard Weapon (Continued) (p. 107)

1) MRM 40: change the Short range damage from 2.28/24 to 2.28/2.4

2) *At the end of "Torpedoes" footnote insert the following:*

Torpedo damage values are used only for the Torpedo (TOR) special ability (see p. 132), and are not added to the base Short, Medium or Long damage values with other weapons.

Alpha Strike Weapon Conversion Table: Clan Standard Weapon (Continued) (p. 110)

1) Under "Improved ATM 6", change the Long range damage from 1 to 0.6.

2) *At the end of "Torpedoes" footnote insert the following:*

Torpedo damage values are used only for the Torpedo (TOR) special ability (see p. 132), and are not added to the base Short, Medium or Long damage values with other weapons.

Alpha Strike Weapon Conversion Table: Artillery Weapons (p. 111)
Update the Damage for all artillery weapons as follows (artillery with asterisks include their primitive equivalents):

Artillery Name	Damage	Artillery Name	Damage
Arrow IV (Inner Sphere)*	2	Cruise Missile/90	9/4
Arrow IV (Clan)	2	Cruise Missile/120	12/5
Thumper	1	Battle Armor Tube Artillery	1
Sniper	2	*Artillery Cannons*	
Long Tom*	3/1	Thumper Cannon	0*
Cruise Missile/50	5	Sniper Cannon	1
Cruise Missile/70	7/2	Long Tom Cannon	2

Alpha Strike Weapon Conversion Table: Additional Inner Sphere Battle Armor Weapons (Continued) (p. 112)
Under "Direct-Fire Ballistic Weapons", for both Light Mortars and Heavy Mortars, remove the "Indirect Fire" note.

Alpha Strike Weapon Conversion Table: Additional Clan Battle Armor Weapons (p. 113)
Under "Direct-Fire Ballistic Weapons", for the Battle Armor LB-X Autocannon, Notes, add "Flak".

Alpha Strike Capital and Sub-Capital Weapon Conversion Table (p. 114)
Under "Capital Ballistic Weapons", change the Naval Autocannon/25 (NAC/25) Short-range damage from 23 to 25.

Converting Heat (p. 115)
Replace this entire section with the material found in *ASC – Converting Heat Errata v1.0.doc*

Determining Final Damage Values (p. 116)
Replace this entire section with the material found in *ASC – Converting Heat Errata v1.0.doc*

Special Unit Ability Damage Values (p. 116)
First paragraph, second sentence

This is similar to how a unit's normal attack values are computed, except that these values include only those for the weapons specified by the ability, and are not subject to heat modification.
<u>Change to:</u>
This is similar to how a unit's normal attack values are computed, except that these values include only those for the weapons specified by the ability.

Alpha Strike Special Unit Abilities Table (p. 118)
Under "Improved Narc Missile Beacon", change INARC to INARC#

Alpha Strike Special Unit Abilities Table (Continued) (p. 119)
Under "Narc Missile Beacon", change CNARC and SNARC to CNARC# and SNARC#

C^3 Systems (p. 121)
    1)   Under "C^3 Emergency Master (C^{3}BSM#)", change the title of this entry to **C^3 Emergency Master (C^{3}EM#)**

    2)   *Under "C^3 Slave Computer (C^{3}S)"*

        A unit receives this special ability if it lists at least one standard C^3 Slave computer in its weapons and equipment inventory.
        <u>Change to:</u>
        A unit receives this special ability if it lists at least one standard C^3 Slave or C^3 Emergency Master computer in its weapons and equipment inventory.

Improved Narc Missile Beacon (INARC) (p. 125)
    1)   Change the subsection title to **Improved Narc Missile Beacon (INARC#)**

    2)   *At the end of the Conversion paragraph insert the following:*

        If more than one launcher is carried, note the number of launchers with the special ability.

Improved Advanced Tactical Missiles (IATM #) (p. 125)
Replace the entire entry, including the title, with the following:

    Improved Advanced Tactical Missiles (IATM#/#/#)
        This special ability tracks damage from a unit's improved ATM and Fusillade launcher weapons, and indicates an ability to use alternate IATM munitions.
        Conversion: A unit receives this special if it carries any number of improved ATM launchers and Fusillade launchers that, when combined, are capable of delivering 1 or more points of damage at Medium range after heat-modification and before final damage value rounding. To find the final attack values for this ability, add up the damage for all of the unit's improved ATM launchers and Fusillade launchers (indicated on the weapon conversion tables by any weapons with the "IATM" note), and round all sums normally.
        Record this ability as IATM#/#/#, where # is the final damage value for each range bracket.

Light ECM (LECM) (p. 126)
Replace the "Conversion" paragraph with the following:

Only battle armor units carrying an ECM suite receive this special ability.

Long-Range Missiles (LRM#/#/#) (p. 126)
In between the first and second paragraphs insert the following new paragraph:

MMLs apply some of their damage values to the LRM special ability. The Long range MML damage values are applied towards the Long range LRM special ability, and half the Medium range MML damage values, rounded normally, are applied towards the medium range LRM special ability. MMLs add no damage values to the Short range LRM special ability.

Mimetic Armor System (MAS, LMAS) (p. 127)
Under "Conversion"

Units that list a Void-Signature System or Chameleon Light Polarization Shield in their weapons and equipment inventory receive the MAS special ability,
Change to:
Units that list a Void-Signature System in their weapons and equipment inventory receive the MAS special ability,

Narc Missile Beacon (CNARC, SNARC) (p. 128)
1) Change the subsection title to **Narc Missile Beacon (CNARC#, SNARC#)**

2) *At the end of the "Conversion" paragraph insert the following:*

   If more than one launcher is carried, note the number of launchers with the special ability.

Short-Range Missiles (SRM#/#) (p. 131)
In between the first and second paragraphs insert the following new paragraph:

MMLs apply some of their damage values to the SRM special ability. The Short range MML damage values are applied towards the Short range SRM special ability, and half the Medium range MML damage values, rounded normally, are applied towards the Medium range SRM special ability.

Stealth (p. 131)
Under "Conversion", remove "Void Signature System".

Step 1: Determine Unit's Offensive Value (p. 138)
Under "Attack Damage Value", last sentence

Count all minimum damage values (0*) as 0.
Change to:
For a minimum damage value (0*) at Short or Long range, add 0.5. For a minimum damage value at Medium Range, add 1.

Step 1a: Apply Blanket Offensive Modifiers (p. 139)
Delete the second paragraph ("After multiplying…")

Step 2: Determine Unit's Defensive Value (p. 139)
Under "Movement Factor", first sentence

A unit's Movement Factor equals 0.25 points for every 2 inches of Move the unit has.
Change to:
A unit's Movement Factor is equal to its highest single movement rate divided by 8.

Offensive Special Ability Factor Table (Ground Units) (p. 139)
1) Under "ARTX-#", Factor Value column, change Damage × 4** to Damage × 6**

2) Change "CNARC" to "CNARC#" and its Factor Value from 0.5 to Ability Rating × 0.5

3) Insert a new row for IATM#/#/#. Its Factor Value is "Long range damage value × 1"

4) Under "IF#", Factor Value column, add the following: IF0* = 0.5

5) Change "INARC" to "INARC#" and its Factor Value from 1 to Ability Rating × 1

6) Change "SNARC" to "SNARC#" and its Factor Value from 1 to Ability Rating × 1

7) Insert a new row for TSEMP-O#. Its Factor Value is "Ability Rating x 1 (Max 5)"

8) Under "TSEMP#", Factor Value column, change Ability Rating x 1 (Max 5) to Ability Rating x 5

9) *Footnotes section, replace the ** footnote with the following:*

   **If the artillery delivers damage expressed by a slash, multiply the first (Inner) damage value by 6, then add 3 points for every point of second (Outer) damage value, plus 3 points for every 2 full inches of blast radius beyond 2". (For example, a single Long Tom artillery weapon—Damage 3/1, Radius 6"—would receive a Factor Value of 27 [3 × 6 = 18] + [3 × 2" over 2" = 6] + [3 × 1 = 3] = 27).

Offensive Blanket Multipliers Table (Ground Units) (p. 139)
In the table footnotes, first (*) footnote, delete ", and DRO"

Errata Note: rather than adding a to-hit modifier, DRO changes the unit's skill rating, which is accounted for on p. 145.

Defensive Special Ability Factor Table (Ground Units) (p. 140)
1) Under "CR", change its Factor Value to "0.25 (only if the unit has 3 or more Structure points)"

2) *Under the "Factor Value" column, for each ability that has the wording "per 3 Armor points (round down)", change this to read:*

   × (Armor points/3 (round down))

Defense Factor Modifiers Table (Ground Units) (p. 140)
1) *Under "Unit's Best Move Rate"*

   Unit is Jump-Capable
   <u>Change to:</u>
   Unit is Jump-Capable*

2) *Under "Unit's Type and Features", replace the "Has Mimetic Armor" entry with the following:*

   Has Mimetic Armor (LMAS Special)   +2**
   Has Mimetic Armor (MAS Special)   +3**

3) *Replace the footnote text with the following:*

   *Apply only if the unit is infantry or has neither of the following: TSEMP (TSEMP-O does not count) and a Damage Value in any range bracket higher than 0.
   **Apply only if this value is higher than the unit's total Movement Modifier. If so, this value is used instead of the total Movement Modifier, not in addition to it.

Step 2a: Calculating Defensive Interaction Rating (DIR) (p. 141)
Under "Calculate the DIR", first paragraph, last sentence

Round this result up to the nearest half point (0.5), to find the unit's DIR.
<u>Change to:</u>
Round this result to the nearest half point (0.5) to find the unit's DIR.

Step 3: Determine Unit's Final Point Value (p. 141)
Replace the first paragraph with the following:

Brawler: If the unit is armed, has at least 2 inches of Move, and is not equipped with any of the following special abilities: ART-# (any type), BT, C^3 (any type), ECM (any type other than LECM) or NOVA, then it may modify its PV Subtotal as follows.

Offensive Special Ability Factor Table (Aerospace Units) (p. 143)
Footnotes

*Apply this Factor for each artillery weapon separately.
<u>Change to:</u>
*Apply this Factor for each artillery weapon separately. Remember that Artillery Cannons do not grant ART special abilities to aerospace units, but instead are treated as part of the standard damage calculation (see pp. 104, 107).

Step 2: Determine Unit's Defensive Value (p. 144)
Under "Movement Factor", second sentence

If the unit possesses a Thrust of 10 or more, add 1 additional point to this result.
<u>Change to:</u>
If the unit possesses a Thrust of 7-9, add 0.5 points to this result. If the unit possesses a Thrust of 10 or more, instead add 1 point.

Standard Force Organization Schemes Table and accompanying text (pp. 148 and 149)
When in reference to infantry formations, replace all references to an Inner Sphere/Periphery lance with company instead. As far as standard Inner Sphere organization is concerned, an infantry platoon is already a lance.

Pursuit Lance (p. 152)
Under "Bonus Ability", at the end of the paragraph insert the following:

The Pursuit Lance may choose an enemy Formation rather than a single unit as the target for the Blood Stalker SPA. If this option is used, all members of the Pursuit Lance must choose the same enemy Formation for the Blood Stalker SPA granted by this ability, and the destruction of the chosen Formation is the only time the Pursuit Lance may change the target of the Blood Stalker SPA, by choosing a new enemy Formation.

Command Lance (p. 153)
Under "Ideal Role", replace the entire entry with "None".

Equipment Diagnostics (p. 173)
Under "Destroyed Salvage", second paragraph, second sentence

Any aerospace units that are destroyed through crashing cannot be salvaged, nor can any units that were destroyed by Ammo Hit or Fuel Hit critical without the benefits of a CASE special (of any kind).
<u>Change to:</u>
Any aerospace units that are destroyed while airborne or through crashing cannot be salvaged, nor can any units that were destroyed by Ammo Hit or Fuel Hit critical without the benefits of a CASE special (of any kind).

Repairs, Refueling and Rearming (p. 174)
Under "Repairs", third paragraph, in between the first and second sentences insert the following:

A single repair activity is any single entry on the Expanded Repair and Rearming Table, regardless of the complexity of that repair. For example, repairing 'Mech armor is a single activity, whether fixing one point of armor or ten points.

Repairs, Refueling and Rearming (p. 176)
Under "Refueling and Rearming", second paragraph, second and third sentences

Units that require rearming will be any that possess one or more of the special unit abilities found on the Consumable Systems Table. Each consumable system will add its SP cost and repair time to that unit's rearming process.
Change to:
If the unit wishes to use Alternative Munitions in the next scenario, it must pay the Alternative Ammunition rearming cost and repair time as seen on page 175; otherwise it uses the Standard Rules Ammunition rearming cost and repair time (in both cases, the damage value is irrelevant). If a unit has the ENE special ability and none of the special abilities listed on the Consumable Systems Table, it has no rearming cost or repair time.

A unit that has not rearmed reduces the damage dealt by its weapon attacks (but not its physical attacks) by 1 at all range brackets. The unit also cannot use any of the special abilities listed on the Consumable Systems Table. Units with ENE that do not rearm cannot use any other Consumable Systems' special abilities, but their base damage values are unaffected.

Skid Modifiers Table (p. 180)
1) Under "Modifier", remove "0.68" in the first row.

2) *Under "Unit's Available Move is"*

   22" to 48"
   Change to:
   35" to 48"

Collision/Charging Table (p. 180)
Under the first column ("Size 1")

36" to 43"
Change to:
37" to 43"

Positive Design Quirks (p. 186)
1) *Improved Targeting (Medium)*

   Unit receives bonus to-hit at Short range.
   Change to:
   Unit receives bonus to-hit at Medium range.

2) *Improved Targeting (Long)*

   Unit receives bonus to-hit at Short range.
   Change to:
   Unit receives bonus to-hit at Long range.