



Hot Spots Hinterlands

(Version 2.41)

The following is a compiled rules errata for the first printing of *Hot Spots Hinterlands* as of 25 August, 2025.

FULL ERRATA

This section combines all previous errata with the new additions of versions v2.1, 2.2, 2.3, and 2.4, so that every ruling is in order and in one place. Changes made in a given printing are marked with a number corresponding to that printing (e.g. changes for the 2nd printing are marked with a ②). Entries new to v2.1-2.4 are marked with a * and can also be found in the *New Additions* section at the end of this document. 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.

② Skills (p. 16)

At the end of the first paragraph insert the following:

In *Chaos Campaign: Mercenaries*, you do not adjust BV or PV for skill advances. This includes the initial skill advances above, as well as skill advances purchased later in the campaign.

General Contract Terms (p. 18)

1) ② Under "Combat Pay", first bullet point

If the player is unsuccessful in the contract but does not break contract, the player receives one-half, rounded up, combat pay (250 SP per Scale).

Change to:

If the player is unsuccessful in the track but does not break contract, the player receives one-half, rounded up, combat pay (250 SP per Scale).

2) * Under "Combat Pay", last paragraph, second sentence

Successfully completing a track with all objectives is worth 150 percent of Base Pay (for completing all objectives), not 250 percent (successful track and all objectives).

Change to:

Successfully completing a track with all objectives is worth 150 percent of Combat Pay (for completing all objectives), not 250 percent (successful track and all objectives).

* Breakthrough (p. 23)

Under "Attacker (Standard)", second sentence

Attacking units may only exit via their home edge; exiting via any other edge for any reason counts as unit destruction.

Change to:

Attacking units may only exit via the Defender's home edge or their own home edge; exiting via any other edge for any reason counts as unit destruction.

* Defend (p. 24)

- 1) Change "Attacker" to "Attacker (Raiders)"
- 2) Change "Defender" to "Defender (Garrison)"

* Pursuit (p. 26)

Under "Objectives", replace the text with the following:

This ruling has changed from previous errata versions.

Prevention (Defender only): Prevent at least 75 percent of the Attacker's force from exiting through their home edge through the end of Turn 12 (Turn 10 in *Alpha Strike*). [300]

No Quarter (Defender only): Destroy/Cripple 100 percent of the Attacker's force. [100]

Escape (Attacker only): At least 50 percent of the Attacker's force must exit through their home edge by the end of Turn 12 (Turn 10 in *Alpha Strike*). [300]



We Were Never Here (Attacker only): At least 75 percent of the Attacker's force must exit through their home edge by the end of Turn 12 (Turn 10 in *Alpha Strike*). [100]

*** Recon (p. 27)**

- 1) Under "Objectives", "Identify the Opposition (Attacker only)"

Successfully scan at least 50 percent of the opponent's force. [100]

Change to:

Successfully scan (see p. 28) at least 50 percent of the opponent's force. [100]

- 2) Under "Objectives", "Escape (Attacker only)", second sentence

At least 50 percent of the Attacker's force must survive and exit their home edge after 8 turns.

Change to:

At least 50 percent of the Attacker's force must survive and exit their home edge by the end of turn 8.

*** Retreat (p. 27)**

Under "Objectives", "Identify Weakness (Attacker only)"

Successfully scan at least 25 percent of the opponent's force. [100]

Change to:

Successfully scan (see p. 28) at least 25 percent of the opponent's force. [100]

*** Strike (p. 28)**

Under "Special Rules", "Scanning", replace the first paragraph with the following:

Some tracks have objectives that involve scanning a target building or unit. BattleMech and vehicle units can declare a scan on a target building or unit within 2 hexes, or 4 hexes if the unit has an active probe of any kind (AS: 4" or 8" if the unit has the PRB special), during the Weapon Attack Phase. A scan is successful if, during the End Phase of the same turn, the scanning unit is functional, is not shut down, and does not have any sensor critical hits. A 'Mech or vehicle unit with an Active Probe can fire weapons during the same turn it scans; otherwise it can only scan.

Battle armor and infantry can scan if they are within 1 hex (AS: 2") of the target unit or building, and cannot attack the same turn they scan.

Under these rules, Assets cannot scan objectives, even if they have the PRB Special.

*** Repairs, Purchasing, Salvage, and Other Expenses (p. 29)**

After "Repair Time" insert the following new paragraph:

Counted as Destroyed: A unit that is "counted as destroyed" during a track is no longer destroyed once the track ends. It is not destroyed for purposes of acquiring salvage, and it is repaired according to its status immediately prior to when it became counted as destroyed.

② SP Activity Cost Table (p. 30)

Under "Unit Training Activities", reverse all Gunnery and Piloting costs (e.g., for Skill Improvement 6 to 5, the values should change from 25 and 50, to 50 and 25, etc).

*** (p. 31)**

After "Formation Training", add the following new section:

COMMAND TRAINING

In addition or instead of Formation Training (see above), a command may train in command wide special abilities (see Special Command Abilities, p. 83, CO or p. 112, AS:CE). The number of Special Command Abilities a command may learn is limited by its average Experience Rating. The cost to learn a new Special Command Ability increases with the number of Special Command Abilities already trained. For each track, a force may select one (and only one) of its trained Special Command Abilities to use that track.

**SP ACTIVITY COST TABLE (Continued)**

Command Training Activity	SP Cost
Learn First Special Command Ability	250
Learn Second Special Command Ability	500
Learn Third (or more) Special Command Ability	750
Replace a Special Command Ability	250

② Time Between Tracks [example text] (p. 32)

Fifth paragraph, third sentence

Having achieved one objective (locate and destroy the HQ) and managing not to get his force destroyed or his commander destroyed, he has 200 WP from objectives versus 0 for the opposing force.

Change to:

Having achieved one objective (locate and destroy the HQ) and managing not to get his force destroyed or his commander destroyed, he has 200 VP from objectives versus 0 for the opposing force.

*** Terrain and Mapsheets (p. 35)**

- 1) Table 1: Grasslands Terrain
Open Terrain #1 (BB)

Change to:

Woodland (MP: Grassland)

- 2) Table 2: Hills Terrain

- a) Hilltops #2 (CI)

Change to:

Foothills #2 (MP: Grasslands)

- b) Rolling Hills #2 (MP: Grasslands, CI)

Change to:

Rolling Hills #2 (CI)

- 3) Table 6: Wooded Terrain

- a) Scattered Woods (MP: Grasslands)

Change to:

Scattered Woods (Mercenaries)

- b) Rolling Hills #2 (MP: Grasslands, CI)

Change to:

Rolling Hills #2 (CI)

② Hiring Halls (p. 36)

Fifth sentence

Also, a player can pay greatly reduced maintenance costs while at a hiring hall of only 50 WP a month (instead of 150).

Change to:

Also, a player can pay greatly reduced maintenance costs while at a hiring hall of only 50 SP a month (not affected by scale).

② Company Options (p. 36)

Under "Tanker", add the end of the paragraph insert:

Motive effects are repaired along with armor repairs.



*** Alpha Strike (p. 36)**

Replace the last sentence with the following:

This ruling has changed from previous errata versions.

For every 4 PV your force is under Scale limit, you receive 1 additional BSP for that track. You can convert up to 20 PV to +5 BSP, per Scale. You receive a single Skill advancement.

You must choose at least one 'Mech. You may have as many as three units.

Battles Between Different Advancements: Each Skill improvement for a MechWarrior is two advancements and each Special Pilot Ability is an advancement. For every difference of between two players' total Advancements, the lower advancement force gets 2 additional BSP.

② Switching Between Alpha Strike and BattleTech Gameplay (p. 38)

Second sentence

The player builds the force as an *Alpha Strike* force (80 PV at Scale 1)

Change to:

The player builds the force as an *Alpha Strike* force (100 PV at Scale 1)

② League Play (p. 38)

Third paragraph, last sentence

A force with 1,000 WP at Scale 3 with 10 Advancements would have a Merc Rating of 1,100.

Change to:

A force with 1,000 SP at Scale 3 with 10 Advancements would have a Merc Rating of 1,100.

② Taking One for the Team (p. 38)

Second paragraph, last sentence

So if the player running an opposing force completes an objective on a track worth 400 WP, they earn 100 WP for their mercenary force.

Change to:

So if the player running an opposing force completes an objective on a track worth 400 VP, they earn 100 SP for their mercenary force.

② Hell's Horse Purchase Options—Vehicles (p. 40)

1) Delete the entire "Support Points" column.

2) *Make the following BSP Cost adjustments:*

Epona Prime: 43 (50)

Epona A: 46 (53)

Eurus Prime: 44 (51)

Eurus A: 57 (66)

Hephaestus: 38 (44)

LRM Carrier C: 31 (36)

SRM Carrier C: 34 (39)

Demolisher (Clan): 37 (43)

*** Almotacen (p. 69)**

Under "Long John"

Jumping Jack Special Pilot Ability: This pilot reduces the attacker movement modifier for jumping by 2.

Change to:

Jumping Jack Special Pilot Ability: This pilot reduces the attacker movement modifier for jumping by 1.



② Lone Wolf Retainer (p. 74)

Under "Command Rights"

Liaison (8)

Change to:

Liaison (8; non-negotiable)

* Daring Heist (p. 76)

Under "Command Rights"

This ruling has changed from previous errata versions.

House (8)

Change to:

House (7; non-negotiable)

* Purchase Options (p. 77)

At the end of the last paragraph insert the following:

Roll for any 'Mechs available on the Sea Fox Random Allocation Table (see p. 70).

* Ganshoren Apostica Raid (p. 80)

Command Rights: House (5)

Change to:

Command Rights: House (7)

② Ganshoren and Leganes Apostica Mission Brief (Cont.) (p. 83)

Under "Special Rules", "Sand Wurm", last sentence

Sand Wurm demands 50 WarChest Points per track that he participates in and a bonus 50 WarChest Points for each unit he destroys.

Change to:

Sand Wurm demands 50 Support Points per track that he participates in and a bonus 50 Support Points for each unit he destroys.

* Eliminate Koniz Falcons Mission Brief (p. 85)

Intensity (Number of Tracks): 6

Change to:

Intensity (Number of Tracks): 2-4

* Chara Mission Brief (p. 90)

Under "Behind the Scenes", second paragraph, second sentence

Each month of the contract, roll two 1D6 to determine how many and which types of tracks are played.

Change to:

Each month of the contract, roll 1D6 to determine the number of tracks. Then roll 1D6 for each track to determine what that track is. You cannot play the same track more than once—reroll any tracks already played. For the Flashpoint track, roll 1D6 on the Track table and use the Attacker/Defender result to determine the Attacker/Defender.

② Chara Mission Brief (Cont.) (p. 91)

Under "Special Rules", "Laser Bait", last sentence

Paulina demands 50 WarChest Points per track that she participates in and a bonus 50 WarChest Points for each unit she destroys.

Change to:

Paulina demands 50 Support Points per track that she participates in and a bonus 50 Support Points for each unit she destroys.



*** Esteros Reclamation (p. 93)**

- 1) Salvage Rights: 25% (5)
Change to:
 Salvage Rights: 20% (5)
- 2) Transportation: 70% (7)
Change to:
 Transportation: 50% (7)

*** Esteros Disruption (p. 93)**

Independent (10)

Change to:

Independent (11)

Esteros Reclamation and Esteros Disruption Mission Brief (Cont.) (p. 95)

- 1) ② Under "Special Rules", "Victory", last sentence

Otherwise, whichever player has successfully completed two of the three tracks after the third month is the winner.

Change to:

Otherwise, whichever player has successfully completed more tracks after the third month is the winner.

- 2) * Under "Special Rules", "Temporary Hire", second paragraph, third sentence

Angelica pilots a *Kit Fox* (Uller) J (1,397 BV / 36 PV)

Change to:

Angelica pilots a *Kit Fox* (Uller) T (1,397 BV / 36 PV)

- 3) * Under "Special Rules", "Temporary Hire", last sentence

If using BSP assets, hiring Abrax allows the player to field one or two Elemental battle armor units for their BSP cost.

Change to:

If using Assets, hiring Abrax allows the player to field one or two Elemental battle armor Assets for 340 BV each.

*** Rodeo Raid (p. 98)**

Length of Contract: 6 months

Change to:

Length of Contract: 3 months

*** Rodeo Raid Mission Brief (p. 99)**

Sixth paragraph, first sentence

Month 2 begins with Track 1, Objective Raid.

Change to:

Month 2 begins with Track 1, Objective Raid, with the Horse Pen Special Rule (see p. 100).

*** Rodeo Raid Mission Brief (Cont.) (p. 100)**

Under "Special Rules", "Horse Pen", at the end of the paragraph insert the following:

Replace the Attacker only objective with **Rustle the Horse (Attacker only)**: Carrying the horse off the Attacker's home edge. [75, multiplied by the track scale]

*** Blue Martens Covert Operations & Krievci Ducal Retainer Mission Brief (p. 103)**

- 1) Under "Track 2A"

If the Blue Martens are successful in Track 1,

Change to:

If in Track 1 the Blue Martens are successful or neither side is successful,



2) Under "Track 2B", second paragraph, second and third sentences

If either side has won both tracks, the opposing side is low on supplies and must pay double Support Point costs for all activities. The opposing side (that lost both tracks) may choose to withdraw from the contract at this point.

Change to:

If either side has successfully completed more tracks than the other, the opposing side is low on supplies and must pay double Support Point costs for all activities. The opposing side (that successfully completed fewer tracks) may choose to withdraw from the contract at this point.

② **Blue Martens Covert Operations & Krievci Ducal Retainer Mission Brief (Cont.) (p. 104)**

After "Purchase Options" insert the following:

Each player then rolls 1D6 to determine possible complications. Add 1 if the player has Liaison Command, 2 for House Command, and 3 for Integrated Command.

Command Complications Table

1D6	Complication
1-3	No Complication.
4	Partisan sabotage I. One 'Mech, chosen by the player and has at least one ton of ammo (or does not have the ENE special ability) finds its ammo bins have been sabotaged. For <i>BattleTech</i> rules, roll 2D6 the first time each ammo bin is used. On a 5 or less, the ammo bin is worthless after the first shot. For <i>Alpha Strike</i> play, the unit takes a weapon hit critical effect after the first weapons attack it makes.
5	Partisan sabotage II. One 'Mech, chosen by the player, loses half its armor. For <i>BattleTech</i> , mark off half (rounded down) the armor on each location. For <i>Alpha Strike</i> , halve the Armor for the unit (round up, minimum of 1 Armor lost or 0 Armor remaining).
6	Priorities scrambled. Your support was ordered to report to an emergency. You can accept receiving half the default Battlefield Support Points for your scale (16 BSP per scale) for this track, or pay (in bribes and/or enticements) a number of SP equal to twice the BSP you wish to avoid losing (up to 32 SP per scale to avoid losing the 16 BSP).
7	Rushed maintenance. Your employer forced you to hurry maintenance to get back in the field. Each time one of your units is about to make its movement, first roll 2D6. On a 9+, the sand and grit interferes, decreasing your Running/Flanking speed by 1 MP (BT), or reducing your MV by 2" (AS).
8+	Roll again and your combat bonus has been held up by "paperwork": you receive 100 less SP for the combat bonus for this track. You will receive all delayed SP at the end of the contract, with a 10% bonus (10 SP for every 100 SP delayed).

* **Massasauga Rattler & Ducal Home Guard Mission Brief (p. 107)**

Delete "Then roll 1D6 to determine the mapsheet to be played on."

* **Mbeki Alliance Invasion and Jengo Collective Invasion Mission Brief (Cont.) (p. 112)**

Under "Special Rules", "Lead the Army"

the players may use the Lead the Army optional rule to call upon detachments of vehicles and infantry from their employer for each track.

Change to:

the players may use the Lead the Army optional rule to call upon detachments of vehicles and infantry from their employer for each track. Each player rolls once per track on the Detachment Table and has those additional Assets (or units, if using *Total Warfare/Alpha Strike*; units are salvageable).

* **Mogyorod Escort Mission Brief (p. 115)**

Under "Track Table", "Force Type (Horses)": remove the last term in each row (/Tank, /Tank, and /BattleMech, respectively).

* **Mogyorod Escort Mission Brief (p. 116)**

Under "Purchase Options", second paragraph, first sentence

Roll 1D6, once for each 'Mech for sale, on the Lyran Random Allocation Table (see p. 70) to determine which 'Mech is available for purchase.

Change to:

Roll 3D6, once for each 'Mech for sale, on the Lyran Random Allocation Table (see p. 70) to determine which 'Mech is available for purchase.



② Gold Heist and Summit Defense Mission Brief (p. 118)

Under “Behind the Scenes”, at the end of the third paragraph insert the following:

Track 2 is Pursuit, with the Gold Thieves as the Attacker and the Summit Guards as the Defender.

② Act of Piracy and Garrison Mission Brief (Cont.) (p. 129)

Under “Track Table”, Result 2, Condition, replace the first three sentences with the following:

A rail track should be placed across the length of the play area, at least 36” (BT: 18 hexes) long. The objectives are a train that enters from one edge (Attacker’s choice) on turn 2 and then moves 12” (BT: 6 hexes) each turn (it moves after all other units each turn). If it comes into contact with another unit, it does a charge attack immediately that automatically succeeds and does 3 damage (BT: 6 clusters of 5 damage each).

* Contract Type table (p. 131)

Under “Mission Type”, “Expedition”

2-9 Standard Expedition

Change to:

2-8 Standard Expedition

② Random Contracts (p. 132)

- 1) Salvage Rights: change Result 12 from “Step 9—40%” to “Step 7—40%”
- 2) Transportation: change “–1 Step Assault” to “–1 Step Invasion”

② Black Market Cargo Table (p. 133)

Replace all instances of “bonus pay” with “combat pay”.

② Contract Types (p. 133)

Under “Pirate Raid”, replace the entry with the following:

- **Pirate Raid:** Combat pay is not paid until the end of contract and modified by a roll on the Black Market Cargo Table below. The total combat pay that would have been acquired during the contract is then multiplied by the Black Market Cargo Table result. If the player would have gotten 250 SP combat pay for unsuccessfully completing one track and 500 SP combat pay for successfully completing another, the player does not get any combat pay until the end of contract. The player then rolls a 5 on the Black Market Cargo Table for a 75 percent combat pay modifier and earns $750 \times 0.75 = 563$ SP (rounded up) combat pay.

* Contract Types (p. 134)

Under “Cadre Duty”, last sentence

There is no combat pay, and bonus pay is quartered (round up).

Change to:

Combat pay is quartered (round up).

② Attacker/Defender Determination Table (p. 135)

- 1) Change “Defense” to “Garrison”
- 2) Change “Covert” to “Expedition”
- 3) Change “Assault” to “Invasion”

② Battlefield Support Annex (p. 136)

Replace the cards with the sheet attached at the end of this document.



② Opposing Force Tables (p. 137)

At the end of the page insert the following:

OPPOSING FORCE TYPE MODIFIERS TABLE

Modifier	Force Type
-1	Raiders, Militia
+0	Standard, Regular
+1	Garrison, Veteran

* Mercenary/Pirate Opposing Force Table (p. 139)

Scale 2, Result 2, Alternate Forces column. Remove the following:

FLE-21 Flea (4/5)

VLK-QDD Valkyrie (4/5)

FS9-S2 Firestarter (4/5)

② Clan Hell's Horses Opposing Force Table (p. 149)

Under Result 4, "Alternate Force"

Thor (Summoner) Prime

Change to:

Thor (Summoner) Prime (4/5)

② Mercenary Contract Record Sheet (p. 151)

Under "Common Costs/Pay", "Combat Bonus", replace the first two entries with the following:

Broke Contract: 0

Unsuccessful: 50% Base Pay

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NEW ADDITIONS

These are all the major new entries or modifications of old entries made for v2.1, 2.2, 2.3, and 2.4 of this document—material added since the second printing. The entries can also be found in the **Full Errata** section in the appropriate locations, marked with a *.

* General Contract Terms (p. 18)

Under “Combat Pay”, last paragraph, second sentence

Successfully completing a track with all objectives is worth 150 percent of Base Pay (for completing all objectives), not 250 percent (successful track and all objectives).

Change to:

Successfully completing a track with all objectives is worth 150 percent of Combat Pay (for completing all objectives), not 250 percent (successful track and all objectives).

* Recon (p. 27)

- 1) *Under “Objectives”, “Identify the Opposition (Attacker only)”*

Successfully scan at least 50 percent of the opponent’s force. **[100]**

Change to:

Successfully scan (see p. 28) at least 50 percent of the opponent’s force. **[100]**

- 2) *Under “Objectives”, “Escape (Attacker only)”, second sentence*

At least 50 percent of the Attacker’s force must survive and exit their home edge after 8 turns.

Change to:

At least 50 percent of the Attacker’s force must survive and exit their home edge by the end of turn 8.

* Breakthrough (p. 23)

Under “Attacker (Standard)”, second sentence

Attacking units may only exit via their home edge; exiting via any other edge for any reason counts as unit destruction.

Change to:

Attacking units may only exit via the Defender’s home edge or their own home edge; exiting via any other edge for any reason counts as unit destruction.

* Defend (p. 24)

- 1) Change “Attacker” to “Attacker (Raiders)”
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Under “Objectives”, replace the text with the following:

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Escape (Attacker only): At least 50 percent of the Attacker’s force must exit through their home edge by the end of Turn 12 (Turn 10 in *Alpha Strike*). **[300]**

We Were Never Here (Attacker only): At least 75 percent of the Attacker’s force must exit through their home edge by the end of Turn 12 (Turn 10 in *Alpha Strike*). **[100]**

* Retreat (p. 27)

Under “Objectives”, “Identify Weakness (Attacker only)”

Successfully scan at least 25 percent of the opponent’s force. **[100]**

Change to:

Successfully scan (see p. 28) at least 25 percent of the opponent’s force. **[100]**



* Strike (p. 28)

Under “Special Rules”, “Scanning”, replace the first paragraph with the following:

Some tracks have objectives that involve scanning a target building or unit. BattleMech and vehicle units can declare a scan on a target building or unit within 2 hexes, or 4 hexes if the unit has an active probe of any kind (AS: 4” or 8” if the unit has the PRB special), during the Weapon Attack Phase. A scan is successful if, during the End Phase of the same turn, the scanning unit is functional, is not shut down, and does not have any sensor critical hits. A ‘Mech or vehicle unit with an Active Probe can fire weapons during the same turn it scans; otherwise it can only scan.

Battle armor and infantry can scan if they are within 1 hex (AS: 2”) of the target unit or building, and cannot attack the same turn they scan.

Under these rules, Assets cannot scan objectives, even if they have the PRB Special.

* Repairs, Purchasing, Salvage, and Other Expenses (p. 29)

After “Repair Time” insert the following new paragraph:

Counted as Destroyed: A unit that is “counted as destroyed” during a track is no longer destroyed once the track ends. It is not destroyed for purposes of acquiring salvage, and it is repaired according to its status immediately prior to when it became counted as destroyed.

* (p. 31)

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COMMAND TRAINING

In addition or instead of Formation Training (see above), a command may train in command wide special abilities (see Special Command Abilities, p. 83, CO or p. 112, AS:CE). The number of Special Command Abilities a command may learn is limited by its average Experience Rating. The cost to learn a new Special Command Ability increases with the number of Special Command Abilities already trained. For each track, a force may select one (and only one) of its trained Special Command Abilities to use that track.

SP ACTIVITY COST TABLE (Continued)

Command Training Activity	SP Cost
Learn First Special Command Ability	250
Learn Second Special Command Ability	500
Learn Third (or more) Special Command Ability	750
Replace a Special Command Ability	250

* Terrain and Mapsheets (p. 35)

- 1) Table 1: Grasslands Terrain
Open Terrain #1 (BB)
Change to:
Woodland (MP: Grassland)
- 2) Table 2: Hills Terrain
 - a) Hilltops #2 (CI)
Change to:
Foothills #2 (MP: Grasslands)
 - b) Rolling Hills #2 (MP: Grasslands, CI)
Change to:
Rolling Hills #2 (CI)
- 3) Table 6: Wooded Terrain
 - a) Scattered Woods (MP: Grasslands)
Change to:
Scattered Woods (Mercenaries)



- b) Rolling Hills #2 (MP: Grasslands, CI)

Change to:

Rolling Hills #2 (CI)

*** Alpha Strike (p. 36)**

At the end of the paragraph insert the following:

You must choose at least one 'Mech. You may have as many as three units.

*** Almotacen (p. 69)**

Under "Long John"

Jumping Jack Special Pilot Ability: This pilot reduces the attacker movement modifier for jumping by 2.

Change to:

Jumping Jack Special Pilot Ability: This pilot reduces the attacker movement modifier for jumping by 1.

*** Daring Heist (p. 76)**

Under "Command Rights"

This ruling has changed from previous errata versions.

House (8)

Change to:

House (7; non-negotiable)

*** Purchase Options (p. 77)**

At the end of the last paragraph insert the following:

Roll for any 'Mechs available on the Sea Fox Random Allocation Table (see p. 70).

*** Ganshoren Apostica Raid (p. 80)**

Command Rights: House (5)

Change to:

Command Rights: House (7)

*** Eliminate Koniz Falcons Mission Brief (p. 85)**

Intensity (Number of Tracks): 6

Change to:

Intensity (Number of Tracks): 2-4

*** Chara Mission Brief (p. 90)**

Under "Behind the Scenes", second paragraph, second sentence

Each month of the contract, roll two 1D6 to determine how many and which types of tracks are played.

Change to:

Each month of the contract, roll 1D6 to determine the number of tracks. Then roll 1D6 for each track to determine what that track is. You cannot play the same track more than once—reroll any tracks already played. For the Flashpoint track, roll 1D6 on the Track table and use the Attacker/Defender result to determine the Attacker/Defender.

*** Esteros Reclamation (p. 93)**

- 1) Salvage Rights: 25% (5)

Change to:

Salvage Rights: 20% (5)

- 2) Transportation: 70% (7)

Change to:

Transportation: 50% (7)



*** Esteros Disruption (p. 93)**

Independent (10)

Change to:

Independent (11)

*** Esteros Reclamation and Esteros Disruption Mission Brief (Cont.) (p. 95)**

- 1) *Under "Special Rules", "Temporary Hire", second paragraph, third sentence*

Angelica pilots a *Kit Fox (Uller)* J (1,397 BV / 36 PV)

Change to:

Angelica pilots a *Kit Fox (Uller)* T (1,397 BV / 36 PV)

- 2) *Under "Special Rules", "Temporary Hire", last sentence*

If using BSP assets, hiring Abrax allows the player to field one or two Elemental battle armor units for their BSP cost.

Change to:

If using Assets, hiring Abrax allows the player to field one or two Elemental battle armor Assets for 340 BV each.

*** Rodeo Raid (p. 98)**

Length of Contract: 6 months

Change to:

Length of Contract: 3 months

*** Rodeo Raid Mission Brief (p. 99)**

Sixth paragraph, first sentence

Month 2 begins with Track 1, Objective Raid.

Change to:

Month 2 begins with Track 1, Objective Raid, with the Horse Pen Special Rule (see p. 100).

*** Rodeo Raid Mission Brief (Cont.) (p. 100)**

Under "Special Rules", "Horse Pen", at the end of the paragraph insert the following:

Replace the Attacker only objective with **Rustle the Horse (Attacker only)**: Carrying the horse off the Attacker's home edge. [75, multiplied by the track scale].

*** Blue Martens Covert Operations & Krievci Ducal Retainer Mission Brief (p. 103)**

- 1) *Under "Track 2A"*

If the Blue Martens are successful in Track 1,

Change to:

If in Track 1 the Blue Martens are successful or neither side is successful,

- 2) *Under "Track 2B", second paragraph, second and third sentences*

If either side has won both tracks, the opposing side is low on supplies and must pay double Support Point costs for all activities. The opposing side (that lost both tracks) may choose to withdraw from the contract at this point.

Change to:

If either side has successfully completed more tracks than the other, the opposing side is low on supplies and must pay double Support Point costs for all activities. The opposing side (that successfully completed fewer tracks) may choose to withdraw from the contract at this point.

*** Massasauga Rattler & Ducal Home Guard Mission Brief (p. 107)**

Delete "Then roll 1D6 to determine the mapsheet to be played on."

*** Mbeki Alliance Invasion and Jengo Collective Invasion Mission Brief (Cont.) (p. 112)**

Under "Special Rules", "Lead the Army"

the players may use the Lead the Army optional rule to call upon detachments of vehicles and infantry from their employer for each track.

Change to:

the players may use the Lead the Army optional rule to call upon detachments of vehicles and infantry from their employer for each track. Each player rolls once per track on the Detachment Table and has those additional Assets (or units, if using *Total Warfare/Alpha Strike*; units are salvageable).

*** Mogyorod Escort Mission Brief (p. 115)**

Under "Track Table", "Force Type (Horses)": remove the last term in each row (/Tank, /Tank, and /BattleMech, respectively).

*** Mogyorod Escort Mission Brief (p. 116)**

Under "Purchase Options", second paragraph, first sentence

Roll 1D6, once for each 'Mech for sale, on the Lyran Random Allocation Table (see p. 70) [...]

Change to:

Roll 3D6, once for each 'Mech for sale, on the Lyran Random Allocation Table (see p. 70) [...]

*** Contract Type table (p. 131)**

Under "Mission Type", "Expedition"

2-9 Standard Expedition

Change to:

2-8 Standard Expedition

*** Contract Types (p. 134)**

Under "Cadre Duty", last sentence

There is no combat pay, and bonus pay is quartered (round up).

Change to:

Combat pay is quartered (round up).

*** Mercenary/Pirate Opposing Force Table (p. 139)**

Scale 2, Result 2, Alternate Forces column. Remove the following:

FLE-21 Flea (4/5)

VLK-QDD Valkyrie (4/5)

FS9-S2 Firestarter (4/5)



ADDITIONAL MATERIAL

Unlike the cards at the end of this book, the following six Battlefield Support (BFS) unit write-ups are provided as bonus material to draw on until such time as BFS Asset stats are available for consultation online. There is no place in the book where these write-ups are intended, and they will not be added in future prints.

APC, Hover

Cost 13 (15)

MP 10h TMM +3 Range 1/2/3 Skill 6(5) Dmg 4 Check 5+ Threshold 5

Specials: AI, APC

APC, Tracked

Cost 12 (14)

MP 6t TMM +2 Range 1/2/3 Skill 6(5) Dmg 2 Check 6+ Threshold 5

Specials: APC

GAL-102 Galleon Light Tank

Cost 19 (22)

MP 6t TMM +2 Range 3/6/9 Skill 6(5) Dmg 5x3 Check 8+ Threshold 5

Specials: PRB

GAL-106 Galleon Light Tank

Cost 27 (31)

MP 8t TMM +3 Range 4/8/12 Skill 6(5) Dmg 5x3 Check 8+ Threshold 5

Specials: PRB, TAG

GAL-106M Galleon Light Tank

Cost 19 (22)

MP 8t TMM +3 Range 4/8/12 Skill 6(5) Dmg 5 Check 8+ Threshold 5

Specials: AMS, APC2

Maxim Hover Transport (BA Factory)

Cost 18 (21)

MP 8h TMM +3 Range 3/6/9 Skill 6(5) Dmg 5x3 Check 7+ Threshold 5

Specials: APC2, IF1

43

(50)

EPONA

PURSUIT VEHICLE

PRIME

MP 9H

Tmm +3

RANGE SKILL DMG CHECK

4/8/12 4(3) 9x4 7

SPECIALS: TC

THRESHOLD: 5

BATTLETECH

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46

(53)

EPONA

PURSUIT VEHICLE

A

MP 9H

Tmm +3

RANGE SKILL DMG CHECK

5/10/15 5(4) 7x5 7

SPECIALS: IF5, TAG

THRESHOLD: 5

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44

(51)

EURYS

MBT

PRIME

MP 5T

Tmm +2

RANGE SKILL DMG CHECK

7/14/21 5(4) 12x2 11

SPECIALS: AMS

THRESHOLD: 5

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57

(66)

EURYS

MBT

A

MP 6T

Tmm +2

RANGE SKILL DMG CHECK

4/8/12 4(3) 20x2 11

SPECIALS: TC

THRESHOLD: 5

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49

(57)

ENYO

STRIKE TANK

MP 6T

Tmm +2

RANGE SKILL DMG CHECK

4/8/12 5(4) 9x5 9

SPECIALS: CRIT-SEEKER

THRESHOLD: 5

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39

(45)

ENYO

STRIKE TANK

(ER PULSE)

MP 5T

Tmm +2

RANGE SKILL DMG CHECK

4/8/12 5(4) 7x4 10

SPECIALS: CRIT-SEEKER

THRESHOLD: 5

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38

(44)

HEPHAESTUS

SCOUT TANK

PRIME

MP 8H

Tmm +3

RANGE SKILL DMG CHECK

4/8/12 5(4) 7x2 7

SPECIALS: APC2, ECM, PRB, TAG, TC

THRESHOLD: 5

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26

(30)

ELEMENTAL III

BATTLE ARMOR

MP 3J

Tmm +3

RANGE SKILL DMG CHECK

3/6/9 5(4) 6x2 9

SPECIALS: MECHANIZED, NIMBLE, SPOTTER, SWARM

THRESHOLD: 5

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