



Hot Spots Hinterlands

(Version 2.0)

The following is a compiled rules errata for the first printing of *Hot Spots Hinterlands* as of 14 December, 2024.

NEW ADDITIONS

Prior to this release there was no compiled errata for this product. All errata here is for the first printing (2024). 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.

② General Contract Terms (p. 18)

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 Pursuit (p. 26)

Under "Objectives", reverse the attacker and defender assignments for all four objectives (e.g. change "Prevention (Attacker only)" to "Prevention (Defender only)", etc).

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).

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.

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.



② Alpha Strike (p. 36)

Replace the last sentence with the following:

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.

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)

Second 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)

② Lone Wolf Retainer (p. 74)

Under "Command Rights"

Liaison (8)

Change to:

Liaison (8; non-negotiable)

② Daring Heist (p. 76)

Under "Command Rights"

House (8)

Change to:

House (8; non-negotiable)



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

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

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

Change to:

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

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.

② Esteros Reclamation and Esteros Disruption Mission Brief (Cont.) (p. 95)

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 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).

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).



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.

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

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

Under Result 4, “Alternate Force”

Thor (Summoner) Prime

Change to:

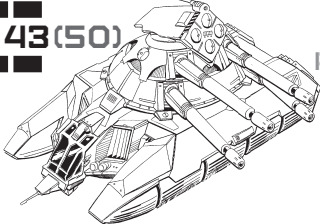
Thor (Summoner) Prime (4/5)

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

43(50)  **EAPONA**
PURSUIT VEHICLE
PRIME

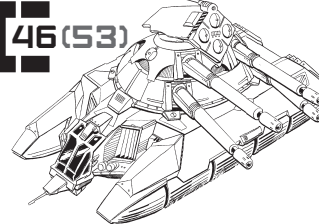
MP 9H
TMM +3

RANGE SKILL DMG CHECK
4/8/12 4(3) 9x4 7

SPECIALS: TC

THRESHOLD: 5

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46(53)  **EAPONA**
PURSUIT VEHICLE
A

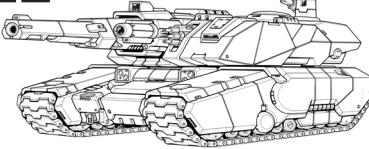
MP 9H
TMM +3

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

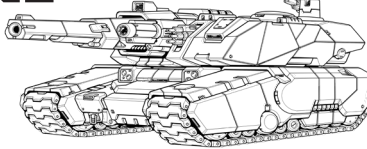
MP 5T
TMM +2

RANGE SKILL DMG CHECK
7/14/21 5(4) 12x2 11

SPECIALS: AMS

THRESHOLD: 5

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57(66)  **EURYS**
MBT
A

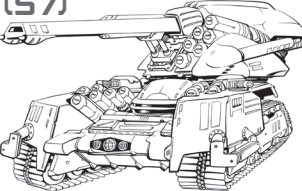
MP 6T
TMM +2

RANGE SKILL DMG CHECK
4/8/12 4(3) 20x2 11

SPECIALS: TC

THRESHOLD: 5

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49(57)  **ENYO**
STRIKE TANK
PRIME

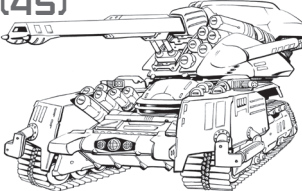
MP 6T
TMM +2

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)

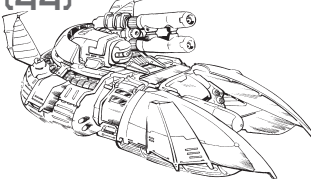
MP 5T
TMM +2

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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