Interstellar Operations: BattleForce

(Version 3.0)

The following is a compiled rules errata for the first/second printing (see below) of *Interstellar Operations: BattleForce* as of 17 January, 2023.

FULL ERRATA

There have been three printings of *Interstellar Operations: BattleForce* to date. The first printing of this material was found in the single-volume book *Interstellar Operations* (2016), which also included the material that would later be found in *Interstellar Operations: Alternate Eras*. *Interstellar Operations* was then split into two volumes, but each of the two split volumes is considered to be a direct descendant of the single-volume version and so continues the printing numbers from there: 2021 (second printing / first two-volume printing) and 2023 (third printing / second two-volume printing)—you can check page 5 of the book to see which printing you have.

Prior to this release there was no compiled errata for this two-volume version (all errata corrections for the original *Interstellar Operations* were folded into the two-volume versions when they were created; see the separate *Interstellar Operations* errata document v1.21 for a list of these). In addition, note that the BattleForce and Strategic BattleForce rulesets were essentially rewritten to update them to equivalency with the 5th printing of *Alpha Strike: Commander's Edition* (not recorded in the older IO errata mentioned above).

All errata and page number references here are for the first/second printing (2021) unless specified otherwise. 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.

③ **Skill PV Increase/Decrease Table (p. 48)**
Under "Unit's Base PV", third entry, change "25-43" to "25-34".

③ **Artillery Range and Damage Table (p. 87)**
For both Arrow IV entries, change the BF Damage from "2" to "2 (2)".

③ **Capital Weapons Fire in Atmosphere [example text] (p. 94)**
See next page of this document for the errata correction.

③ **Terrain Factor and Conversion Table (p. 123)**
1) Add a new ** footnote marker to the following entries: Jungle, Heavy: 32, Jungle, Light: 20, Jungle, Ultra-Heavy: 45, Woods, Heavy: 27, Woods, Light: 15, Ultra-Heavy: 40.

2) *At the bottom of the table insert the following new footnote:*

   **Elements with ENG or SAW can clear a path through these hex types, rather than clearing them: see *Terrain Conversion*, page 220.

③ **Mobile Army Surgical Hospital (MASH#) (p. 148)**
Replace the second paragraph with the following:

   Between battles, MASH-equipped Elements provide a bonus to "repairing" infantry Elements. In campaign play, the effect depends on the wider ruleset being used. An Element with the MASH special provides three medical teams (see *Medical Care*, p. 210, *CO*) or, if using the *Chaos Campaign* ruleset, reduces the Support Cost for healing by half for any force up to the company / trinary level (see *Purchase/Repair*, p. 166, *CO*).

③ **Capital Weapons Fire in Atmosphere [example text] (p. 94)**
Replace the example section with the following:

Tim's Free World's League Force is engaged in heavy fighting. Supported by the Agamemnon-class heavy cruiser Menelaus, their victory seems assured. The Menelaus has the following stats:

Agamemnon

	TP WS	Capital Damage S/M/L/E	Standard Damage S/M/L/E	Size Class	Armor-T/ Structure	Point Value
				3	107-9/40	408
Bow		181/181/143/22, CAP	36/32/22, PNT8			
L/R Side		203/203/165/50, CAP	24/21/15, PNT5			
Stern		174/174/136/22, CAP	12/11/8, PNT3			

Specials: AT18D6, CA66.6D6, CK71, CRW3, DT4, HPG, KF, LF

During the Command Phase of Turn 3, Tim spends ten Command Points and selects targets for an orbit-to-surface attack, choosing their arrival in the first available space combat turn, Turn 6. As Tim expects the Menelaus to bring her full broadside to bear, he selects Hex 0914 for the Nose attack, Hex 0708 for the Left Side attack and Hex 1306 for the Aft attack. Tim elects not to split his damage in to multiple damage groups.

First, Tim checks to see if the target mapsheet is within the Menelaus's firing arcs. Unfortunately, she was unable to maneuver to bring her full broadside to bear. Her position does allow attacks within the Nose and Left Side arcs. Hex 1306 is removed from the attack list.

Next, Tim verifies that the target hex is within range. With the additional range penalties for firing through atmosphere, it's a long-range shot. The Menelaus's crew has a Skill Rating of 3. Consulting the To-Hit Modifiers Table, Tim adds +4 for long range and +8 for firing through atmosphere hexes. He also applies a –4 to-hit modifier for targeting a hex, giving him a final to-hit number of 11.

Tim gets a 5 on his first to-hit roll—an MoF of 6. His shot at Hex 0914 will deviate. Tim rolls 1D6 to determine the direction of scatter, getting a 6. Next, Tim rolls to determine the distance the shot will scatter. He gets a 1. He multiplies this by his MoF of 6 and finds that the shot will land in Hex 0311 instead, taking 143 points of damage. The Nose damage from the Agamemnon is 143 points, and so the damage done by the orbit-to-surface attack is 72 points (143 x 0.50 = 71.5, rounded normally). Surrounding hexes 0310, 0410, 0411, 0312, 0211 and 0210 each take 91 points of damage.

Now Tim rolls to hit for his Left Side attack. He gets a 2—an MoF of 9. His shot at Hex 0708 will also deviate. He rolls a 1 for his deviation direction and a 4 for his multiplier. His Left Side shot will deviate in Direction 1 for a total of 36 hexes, landing well off the map.

③ Engagement Control (p. 168)
Replace the second paragraph with the following:

A Formation may not make more than one Overrun attempt (whether it succeeds or fails) per turn.
<u>Change to:</u>
A Formation may only make an Overrun attempt in their Movement Phase, and may not make more than one attempt per turn.

③ Salvage (p. 173)
Before the "Inner Sphere at War" paragraph insert the following new paragraph:

Campaign Rules: To determine what Elements in the Unit are damaged, take the total damage suffered by the Unit and multiply it by 3. Then randomly assign this damage to individual Elements in groups of 3. If an Element has all armor and structure destroyed by this method, excess damage in the final group is lost and 2D6 is rolled: on a 9 or better, that Element may be salvaged.

③ Step 3: Recon Scan (p. 195)
First paragraph, at the end of the paragraph insert the following:

Line of sight is not required.

③ Sensor Detection Results Table (p. 197)
"Sensor Detection Modifiers" subtable, footnotes section

1) *Modifiers are not cumulative.
   <u>Change to:</u>
   *Modifiers are not cumulative unless noted.

2) ††Up to a maximum modifier of –4.
   <u>Change to:</u>
   ††Up to a maximum modifier of –4; modifier is cumulative.

③ Sensor Detection Results Table (p. 197)
Under the "Reconnaissance Modifiers" subtable, delete the "Target is in the same hex" row

③ Deploying Minefields During Gameplay (p. 214)
Replace the first paragraph with the following:

Deploying minefields during combat requires sufficient minelayers and mines, and time to deploy (game turns). The first number in a Unit's MDS ability shows how many Elements may lay mines (MDSC). The second number establishes the maximum size of a minefield the Unit may establish (Minefield size is MFS x MFD). The maximum size that may be established is calculated by multiplying the two numbers of the MDS special together. (Example, a Unit with MDS4-3 could establish a minefield up to size 12).

③ Magnetic Clamp System (MCS#, UCS#) (p. 266)
Replace the entire entry up to but not including the "SBF Conversion" paragraphs with the following:

ProtoMechs with magnetic clamps may ride on a BattleMech as if they were a battle armor infantry unit with the XMEC special (see *Transported Infantry*, p. 268). No more than 2 ProtoMechs with the MCS special (or 1 Ultraheavy ProtoMech with the UCS special) may ride on a single transporting Element at the same time. When transporting ProtoMechs via the MCS or UCS special, the transport 'Mech will lose 1 MP of Move, per ProtoMech, so long as the ProtoMechs remain attached to it. The entire Unit must be equipped with MCS or UCS to be carried.

③ Searchlight (SRCH) (p. 267)
At the end of the entry insert the following:

All BM and CV Elements have this ability by default.

③ Artillery Range and Damage Table (p. 346)
For both Arrow IV entries, change the BF Damage from "2" to "2 (2)".