

BATTLETECH CORE RULEBOOK – CHANGELOG

Note that this only includes full rules changes, not general alterations to the text or its organization for clarity.
Updated 30 May 2026

PLAYING THE GAME

- 1) Superheavies and Tripod 'Mechs added to core; all rules for these, along with Quad 'Mechs, have been shifted to appendices.
- 2) Formal generic deployment rules defined, including the ability to move onto the battlefield with systems already activated or deactivated instead of waiting for the first End Phase.
- 3) Ammo Bin Loads new rule allows any or all ammunition bins to start with half loads.
- 4) Initiative Die optional rule added.
- 5) Unequal Numbers rules switched to using Front-Loaded Initiative.

MOVEMENT

- 1) Depth 2+ water cost reduced from 3 MP to 2 MP.
- 2) Walking into a water hex no longer forces a PSR.
- 3) 'Mechs can run into a water hex, requiring a PSR.
- 4) Backward level changes added as a standard rule.
- 5) Prohibited Terrain section added to standardize definition of this aspect.
- 6) Immobile status via damage changed to 'Mechs reduced to 0 MP in all available movement modes entirely due to damage.
- 7) Immobile 'Mechs can no longer be assigned movement selections.
- 8) 'Mechs can move through hexes containing immobile enemy 'Mechs.
- 9) 'Mechs with a leg destroyed have Walk 1 / Run 2, instead of Run 1.
- 10) Eliminated rule limiting PSRs for a standing attempt on a destroyed leg to one.
- 11) Roads reduce level change costs by 1 MP (and allow infantry and vehicles to make two-level changes).

COMBAT

- 1) Weapon Attack Phase renamed to Ranged Attack Phase.
- 2) Weapon attacks now termed ranged attacks.
- 3) 'Mechs that are shut down or have unconscious crew can no longer be assigned fire selections.
- 4) Torso twists and arm flips can be declared in either the Ranged or Physical Attack Phases (or if using TAG).
- 5) Building levels printed on maps mandated to always be the sum of the building level and the underlying level.
- 6) Line of sight always ignores partial hexes.
- 7) Water no longer blocks LOS, but attacks are forbidden to be declared across the water line.
- 8) Formal definition for "actions" given.
- 9) New Spotter rules section added defining timing and permissions for assigning spotters.
- 10) TMM remains active for the phase even if the target becomes immobile that phase.
- 11) Large Target modifier added.
- 12) Multiple Targets modifier now only applies a flat +1 per target past the first; the +2 modifier specifically for rear attacks has been removed.
- 13) Partial Cover in water rules rewritten to eliminate multiple exceptions.
- 14) Partial Cover: Charges ignore partial cover.
- 15) Firing While Prone: One-armed prone fire allowed.
- 16) Aimed shots hit the desired location on a 1D6 roll of 4+ rather than a 2D6 roll of 6–8. In general, rolls have been modified so that results unwelcome to the roller are low, while success/the best results for the roller are high.
- 17) Clearing Woods rules removed.
- 18) Punch Hit Location Table is reversed so that its pattern matches the standard Hit Location Table.
- 19) Physical attack timing is not altered even in cases of charges, DFAs, or pushes: all attacks are simultaneous, and displacement from such attacks cannot cancel other physical attacks.
- 20) Physical Attack Roll terminology added, to better differentiate PSRs from attack rolls that use Piloting Skill.
- 21) Club and physical weapon attacks can be made against prone 'Mechs.
- 22) Comparative Modifier: Against immobile targets, assume a Piloting Skill of 4 instead of using what the target actually has.
- 23) Charge attacks: An attacker whose charge is interrupted can declare a different physical attack.
- 24) Charge attacks: The charge damage formula rewritten to be based on TMM rather than hexes moved and to include the hex the target is in, reducing damage from high-speed (10+ hex) charges.
- 25) Charge attacks: Failed charges no longer displace.

- 26) Club attacks: A hit by a club causes a PSR.
- 27) Club attacks: All rubble types can be searched for girder clubs, including rubble hexes not created as the result of gameplay, instead of only medium+ buildings.
- 28) Club attacks: Getting a club only requires your Ranged Attack Phase, not your Physical Attack Phase as well.
- 29) Club attacks: A hit by a club on a standing 'Mech one level lower is rolled on the Punch Hit Location Table.
- 30) DFA attacks: Attack direction is determined from the hex the attacker is in at the end of the Movement Phase, not at the start.
- 31) DFA attacks: LOS level formula for a 'Mech performing a DFA now looks for the target's level instead of treating the target as always two levels high.
- 32) Kick attacks: Base TN modifier changed from -2 to -1.
- 33) Kick attacks: Leg weapon fire only disables a kick by that leg, not all kicks.
- 34) Punch attacks: Base TN modifier changed from 0 to -1.

DAMAGE

- 1) Standard rules for applying damage modifiers added.
- 2) Standard rules for applying damage groupings added; leftover damage groupings are always applied last.
- 3) Hull breach rolls switched to roll-low instead of roll-high.
- 4) Leg damage can only cause one PSR from any given instance due to damage to a single leg, except for both legs being destroyed.
- 5) Leg damage cannot reduce a 'Mech below Walk 1 / Run 2, or increase the 'Mech's speed.
- 6) Leg destruction, hip damage, and gyro damage all only inflict a PSR for running if at least one hex is moved.
- 7) Floating Crits added as a standard (yet still optional) rule.
- 8) Ammunition: Internal explosions deal only 1 MechWarrior hit, instead of 2.
- 9) Ammunition: Component explosion category created, covering all non-ammunition internal explosions.
- 10) Ammunition: Component explosions now have a fixed damage value of 2 × the item's number of slots, replacing all individual component explosion damage values.
- 11) Ammunition: 20-point damage cap added to all internal explosions, with new results for CASE and CASE II.
- 12) Arm actuator, lower: The +1 TN penalty to firing from an arm that lost (but was designed with) a lower arm actuator is removed.
- 13) Gyro: A hit applies a +2 PSR modifier, not +3.
- 14) Leg actuator, foot: No longer inflicts a PSR when hit, or applies a PSR modifier.
- 15) Leg actuator, hip: A hit applies a +1 PSR modifier, not +2. A hit no longer halves MP, instead only reducing MP by 1 like other leg actuators, but now impedes level changes. All hip crutching and related timing rules deleted.
- 16) Life Support has a higher chance of creating a MechWarrior hit due to high heat. Old values: 15–25 (1 hit) and 26+ (2 hits), new values: 10–19 (1 hit) and 20+ (2 hits).

HEAT

- 1) Each stand attempt no longer creates 1 heat.
- 2) Criteria for determining which ammo slot explodes due to a heat-induced explosion simplified.
- 3) A 'Mech that shuts down no longer requires an immediate +3 PSR.

OTHER ACTIONS

- 1) New sensor check PSR subtype added.
- 2) The PSR modifier for standing attempts is reduced from 0 to -1.
- 3) The PSR modifier for making a successful DFA attack is reduced from +4 to +2.
- 4) Leg damage to a single leg can only cause one PSR.
- 5) Domino effect dodging criteria simplified.
- 6) Falls in water no longer break damage calculation into a two-step process of striking the water and hitting the bottom.
- 7) Facing After Fall Table is deleted. 'Mechs always fall matching their current facing.
- 8) Damage from a fall is applied to the rear on a 1D6 roll of 1, instead of 4.
- 9) Accidental falls from above uses the full hit location table if the target is prone.
- 10) Accidental falls from above that miss prioritize empty hexes as the displacement hex, over occupied hexes.
- 11) Accidental falls from above damage is multiplied by levels fallen minus the target's height (minimum one level).
- 12) Seatbelt checks no longer add damage to the 'Mech, terrain modifiers, etc to the PSR.
- 13) Seatbelt checks add a modifier based on the number of levels fallen, not only every level fallen above 1.
- 14) Consciousness Checks only use the current highest Avoid Number if multiple MechWarrior hits have been taken in a phase; a separate check is not made for each hit.
- 15) Dumping Ammunition rules removed.

THE BATTLEFIELD & URBAN COMBAT

These chapters were completely rewritten, with much of the material being all-new.

- 1) New terrains and terrain modifications added to core: fog, foliage, ice, mud, sand, snow, swamp, unstable. All have been modified from previous implementations.
- 2) Jungle is treated as equivalent to woods; for 'Mechs it is essentially a cosmetic map variation.
- 3) Fire and smoke added to core, in a form modified from previous implementations.
- 4) Active probes negate smoke TN and LOS effects within probe range.
- 5) Gravity, low visibility, night, snowfall, and wind conditions added to core. All have been modified from previous implementations.
- 6) Attacks underwater used a fixed rule based on a weapon's standard range; the Underwater Range Table and all separate underwater range values have been deleted.
- 7) Skidding has been removed.
- 8) Castles Brian hexes are now core.

MISSIONS

This chapter is almost entirely new.

- 1) Battle Value integrated into the core gameplay rules (as opposed to just construction).
- 2) Dropping 'Mechs renamed to Combat Drop, scatter distance on failed drop reduced.
- 3) Forced Withdrawal rewritten to simplify retreat conditions and add a forced surrender clause.
- 4) Hidden Units: Point-Blank Attacks are nullified if an attacked unit has a probe; probe detection during movement added as a standard (but still optional) rule; hidden units can no longer spot for indirect fire.

WEAPONS & EQUIPMENT

- 1) The following 'Mech gear that appeared in either *Total Warfare* or *BattleMech Manual* is not included:
 - Flail
 - Flechette Ammo
 - Fragmentation Ammo
 - Full-Head Ejection System
 - Industrial Weapons, all
 - Mechanical Jump Boosters
 - Underwater Maneuvering Units
- 2) The following gear is added:
 - Advanced Point Defense System
 - Armour – ABA, heat-resistant, impact-resistant, reactive
 - Artillery Cannons
 - Blue Shield PFD
 - Cockpit Command Console
 - Harjel, Harjel II, Harjel III
 - Laser – Bombast
 - Special Munitions – Acid Missiles, Thunder Missiles, Arrow IV Standard, Inferno IV, Smoke IV, Thunder IV
 - Physical Weapons – Shield, Spikes
 - Plasma Weapons – Light Plasma Rifle, Heavy Plasma Rifle (all-new)
 - Stealth Systems – Chameleon Light Polarization Shield, Null-Signature System, Void-Signature System
 - Radical Heat Sink System
 - Supercooled Myomer
 - Turret – Quad
- 3) Activated standard terminology added.
- 4) Escalating Failure rule added, replacing the MASC activation rules and being extended to any other item that used the MASC activation rules. Avoid Numbers altered to match the Consciousness Check scale; automatic failure is no longer possible.
- 5) Linked standard terminology added.
- 6) AE weapons never apply the –4 immobile TN modifier.
- 7) All artillery attacks apply a fixed +4 modifier, do not apply the immobile modifier, are fired indirectly using the standard indirect fire rules and modifiers, and apply AMM.
- 8) Arrow IV attack types reworked to Close and Distant (instead of Direct and Indirect), and cannot scatter outside

the launcher's firing arc. Close attacks scatter MoF /2, like artillery cannons.

- 9) Autocannon, All: The first critical hit applied to any kind of autocannon does not disable the AC.
- 10) Autocannon, RAC: Unjamming occurs in the Movement Phase instead of the previous turn's End Phase, and does not prevent attacks or actions on the part of the unjamming 'Mech. Rounds no longer become stuck in the chamber on a jam. Can now use Caseless ammo.
- 11) Autocannon, Ultra: These autocannons no longer jam.
- 12) Flamers, All: The BMM Enhanced Flamer rule is now standard for 'Mechs.
- 13) Gauss Rifle, Heavy/Improved Heavy: The PSR required due to firing any of these weapons is deleted.
- 14) Laser, Bombast: Completely rewritten.
- 15) Machine Gun Array: Adds +2 to the Cluster Hits Table roll.
- 16) Missile, ATM: Cluster size changed from 5 to 6.
- 17) Missile, Extended LRM: No longer halves Cluster Hits Table results if in minimum range. Can now use Artemis.
- 18) Missile, MRM: +1 TN penalty removed, -1 Cluster Hits Table penalty added.
- 19) Missile, Thunderbolt: Rule halving damage if an attack was made within minimum range deleted. Can now use special munitions (Narc, SG, Thunder).
- 20) Narc Missile Beacon: Homing pod effects rewritten to be stronger and to merge Narc and iNarc effects. Nemesis pod attraction loses its +1 TN penalty.
- 21) Pods, All: No longer cause internal explosions.
- 22) Pods, A and B: Rewritten to affect infantry Assets.
- 23) PPC Capacitor: An attack roll result of 2 with a capacitor-charged PPC no longer burns out the system.
- 24) Special Munitions, AP Ammunition: Critical hit modifiers improved, base TN modifier removed, ammo multiplier increased from 0.5 to 0.8.
- 25) Special Munitions, Precision Ammunition: Ammo multiplier increased from 0.5 to 0.6.
- 26) Special Munitions, Acid Missiles: Cluster Hits Table penalty reduced from -2 to -1, damage increase vs. ferro-fibrous removed, damage increase vs. ballistic-reinforced armour added.
- 27) Special Munitions, Semi-Guided Missiles: Reworked to reduce the number of modifiers they ignore. Special BV modifier removed, replaced by a -1 Cluster Hits Table penalty when fired unguided.
- 28) Special Munitions, Thunder Missiles: Reworked to tie into the BFS minefield rules.
- 29) Physical Weapon, Claw: Base TN modifier changed from +1 to 0.
- 30) Physical Weapon, Lance: Base TN modifier changed from +1 to 0. Critical hit infliction chance raised in general, and more on a charge; two lances allowed to be used in a charge.
- 31) Physical Weapon, Mace: The PSR required for missing with a mace attack is deleted.
- 32) Physical Weapon, Retractable Blade: Formerly optional piercing rule to extend blade after a punch made standard. Retraction rules streamlined. Piercing blade destruction check changed from 2D6 10+ to 1D6 on a 1.
- 33) Physical Weapon, Shield: Usage rules completely rewritten.
- 34) Physical Weapon, Spikes: Destruction check changed from 2D6 10+ to 1D6 on a 1.
- 35) Physical Weapon, Talons: Defined as two being required to gain the DFA damage bonus (regardless of number of legs involved).
- 36) Electronics, Apollo MRM FCS: Reworked abilities. New saturation mode added.
- 37) Electronics, C³: No longer nullified by ECM. Instead, half of any TN bonus that would be provided is essentially nullified. Once again requires LOS to the target. Its BV costing system has been revised.
- 38) Electronics, ECM: Only applies hostile ECM effects if the enemy/system is directly within its radius, rather than tracing LOS through that radius.
- 39) Electronics, Watchdog CEWS: Probe functionality upgraded from Light Active Probe to Active Probe.
- 40) Armour, ABA: Gains total immunity to AP effects, as well as immunity to TACs.
- 41) Armour, Ferro-Lamellor: No longer immune to AP ammo.
- 42) Armour, Heat-Dissipating: Improved to behave identically to BA fire resistant armour.
- 43) Armour, Impact-Resistant: +1 penalty to hull breaches removed, +1 to the crit check if the armour is struck by AP weapons removed, increased damage prevention vs falls, collapses, and other non-combat elements.
- 44) Armour, Laser Reflective: Heat-halving effect removed. No longer receives a penalty when struck by AP ammo.
- 45) Armour, Reactive: No longer immune to AP ammo.
- 46) Cockpit, Command Console: Reworked to remove initiative modifiers and tie into the Missions chapter rules.
- 47) Gyro, Heavy-Duty: Reworked to need four hits to destroy and to no longer provide a PSR when hit or if running with a damaged gyro.
- 48) MASC: Reduced the activation failure penalty from two automatic crits to a critical hit check for one random leg.
- 49) AMS: Roll results versus a single missile reversed, so that low is bad and high is good for the AMS user. All AMS can be activated twice per turn and can reduce a missile flight cluster size to 0.
- 50) Blue Shield PFD: Switched from tracking six turns of separate use to using the Escalating Failure rules. Nullifies all stealth systems, not just Null-Sig and Stealth Armour. Damage for stacking damage reduction effects is only rounded once at the end, not at each rounding point.
- 51) CASE II: Critical hit checks made for a location protected by CASE II apply a -1 modifier, instead of being negated on a separate 8+ roll.

- 52) Stealth Systems: Active Chameleon LPS no longer disconnects a 'Mech from a C3 network, and no longer conceals a hidden unit from active probes.

BATTLEFIELD SUPPORT

- 1) Assets resolve their movement and firing selections just as 'Mechs do, and selections involving Assets can be freely intermixed with other units.
- 2) Mechanized and motorized infantry now gain additional MP on roads.
- 3) For stacking purposes, vehicles are treated as 'Mechs.
- 4) Mechanized and motorized infantry can choose to move through building hexes at the street level, not entering the building.
- 5) Asset displacement rules added.
- 6) Asset attacks changed from one attack roll for all groupings to one roll per grouping.
- 7) Specials: BRA, Fire-Resistant, Narc, RCA, Sand, Snow, Zipline all newly added.
- 8) Specials, Arrow IV: Changed to more closely match standard version, and to only make Close attacks.
- 9) Specials, Artillery: Changed to more closely match standard version, and to only make Close attacks.
- 10) Specials, Commander: Rewritten to tie into the Missions rules.
- 11) Specials, Popup: Added from Emplacements minis pack.
- 12) Specials, RFA: Placeholder note replaced with defined rule.
- 13) Specials, Swarm: Changed to only function if the Asset is in the same hex as the target.
- 14) Specials, TAG: Range mandated as TAG's standard range, rather than the Asset's own range.
- 15) Arrow IV added to Strikes.
- 16) Some Strikes recosted.
- 17) Artillery, Smoke: Changed to follow new core smoke rules.
- 18) Minefield clearing rules standardized, based on damage rather than weapon type.
- 19) New BFS Aerospace ruleset added.

APPENDICES

- 1) Quad 'Mechs no longer apply a +1 TN penalty for rear kicks.
- 2) Quad 'Mechs are only affected by hip hits in the arc their kick is being made in.
- 3) Quad 'Mech leg destruction progression changed.
- 4) Superheavy 'Mechs always apply only one MechWarrior hit when an ammo slot is critically hit, even if two ammo slots are compressed into it.
- 5) Superheavy 'Mechs follow the standard component explosion damage calculation method, even if this would reduce an item's damage due to the superheavy slot compression effect.
- 6) Tripod technical officers no longer provide an initiative bonus, instead duplicating the effect of the revised cockpit command console.
- 7) Tripod crewmembers are all assumed to have the same Piloting and Gunnery Skills for standard-rules play.