

MechWarrior Units and CEC Errata

Updates Tournament Legal **February 28, 2008**. Updates are also tournament legal in sealed events before this date and/or at WizKids discretion. Updates are tournament legal for all MechWarrior events.

All new entries are shown in blue; changes are shown in red.

This document contains the following updates:

MechWarrior: *Battleforce* Unit/Card Corrections

1. #058 Anhur Transport. This unit was printed without a capacity value. This unit should have "Capacity = 2" on its base.

MechWarrior: *Dark Age* Unit Corrections

- #015 Purifier Battle Armor, Veteran. An early printing of this unit had no range value on the base. The correct range values are 0/8 with a single energy symbol.
- #055 JES Missile Carrier, Green. The correct point value for this unit is 35.
- #080 ForestryMech, Veteran. An early printing of this unit had incorrect heat effects listed on the melee slot of the heat dial. The correct heat dial is listed below.

Primary Damage (Melee)	0	0	0	-1	-1	0
Secondary Damage (Melee)	0	0	-1	-1	-2	0
Speed	0	0	0	0	-1	0

- #089 AgroMech MOD, Elite. An early printing of this unit had incorrect heat effects listed on the melee slot of the heat dial. The correct heat dial is listed below.

Primary Damage (Melee)	0	0	-1	-1	0	0
Secondary Damage (Ballistic)	0	0	-1	-1	0	0
Speed	0	0	-1	-2	0	0

MechWarrior: *Death from Above* Unit Corrections

- #035 Partisan AA Vehicle, Veteran. An early printing of this unit had the name listed as "Partisan Vehicle AA". It has been corrected to read "Partisan AA Vehicle".
- #122 Seka Ward – Mad Cat II. An early printing of this unit had missing combat values on the 14th and 15th click of its combat dial. The correct values are listed below.

Click	14	15	16	17	18
Primary Damage (Energy)	0	0	Eliminated	Eliminated	Eliminated
Secondary Damage (Ballistic)	0	0			
Speed	5	4			
Attack	5	4			
Defense	16	15			

- #053 DI Towed Field Artillery, Green. The final line of this unit's drift chart should read 9-13: 6"
- #056 DI Towed Field Artillery, Elite. An early printing of this unit's artillery tokens list the target value as 19. They have been corrected to have target values of 20.
- #063 Lamprey Transport Helicopter, Veteran. This unit does not have Hardened Armor (black square in defense) in its 6th click. Instead, it has Salvage (black square in attack).
- #068 Balac Strike VTOL, Elite. This unit should have a repair marker in its 5th click. The correct dial is listed below. Please note the red boxes listed for damage indicate red circles on the dial.

Click	1	2	3	4	5	6	7	8	9	10	11	12
Speed	18	17	16	15	12	6	0	Eliminated	Eliminated	Eliminated	Eliminated	Eliminated
Attack	9	9	7	7	6	0	0					
Defense	16	15	14	13	12	11	10					
Damage (Ballistic)	3	2	2	2	2	0	0					

MechWarrior: *Liao Incursion* Unit Corrections

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- #042 DI Towed AA Artillery, Veteran. An early printing of this unit was missing Salvage from its last click. It has been corrected to have Salvage indicated on its fifth (last) click.
- #078 Mars Assault Tank, Veteran. An early printing of this unit had only one chevron on the base. It should have two chevrons.
- #111 *Targe*, Veteran. An early printing of this unit lists its primary attack as Melee. It has been corrected to Energy.
- #137 Rhi Chan – Targe. This unit does not have Electronic Camouflage in its 12th and 13th click. Instead, it should have Salvage.

MechWarrior: *Counterassault* Unit Corrections

- #122 Jacyn Bell – Yu Huang. An early printing of this unit had missing bulletholes on the 18th click of its combat dial. The correct values are listed below.

Click	17	18	Eliminated
Primary Damage (Ballistic)	0		
Secondary Damage (Energy)	0		
Speed	4		
Attack	5		
Defense	14		

- #014 Scout ATV Squad, Veteran. The correct point value for this unit is 12.
- #151 Bounty Hunter – Marauder II. An early printing of this unit had its rank printed as an "H". It should be a * (to indicate it is a Unique). Also, the heat dial features positive modifiers. The correct heat dial is listed below:

Primary Damage (ballistic)	0	0	0	0	0	Shut-down
Secondary Damage (energy)	0	0	0	0	-1	
Speed	0	0	+1	+1	+2	

- #049 DI Towed Arrow IV, Green. This unit should have the Salvage special equipment showing on its 5th (last) click. The drift chart on this unit's artillery token should read as follows:
16-18: 3" 13-15: 4" 9-12: 5"
- #050 DI Towed Arrow IV, Veteran. This unit should have the Salvage special equipment showing on its 5th (last) click. The drift chart on this unit's artillery token should read as follows:
17-19: 2" 14-16: 3" 9-13: 4"
- #051 DI Towed Arrow IV, Veteran. The drift chart on this unit's artillery token should read as follows:
18-19: 1" 15-17: 2" 10-14: 3"
- #036 Anat APC, Elite. This unit should have single-use flamers on its 4th and 5th click. The correct dial is listed below. Please note the gray boxes listed for damage on the 4th and 5th click indicate gray circles on the dial.

Click	1	2	3	4	5	6	7	8	9	10	11	12
Damage (energy)	2	2	2	2	1	0	0	Eliminated	Eliminated	Eliminated	Eliminated	Eliminated
Speed	12	10	10	8	7	6	5					
Attack	8	7	6	6	5	5	4					
Defense	17	17	16	16	14	13	13					
Repair markers												

- #072 Arrow IV Artillery Tank, Elite. This unit has single-use Armor Piercing on its 1st through 5th clicks instead of Armor Piercing. The drift chart on this unit's artillery token should read as

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follows:

17-19: 2" 13-16: 3" 9-12: 4"

- #133 Dan Schiavello – Cavalry Attack Helicopter. This unit does not have Repair in its 1st and 2nd click. Instead, it should have Decoy.
- #137 Hendrene Michalik – Fulcrum Heavy Hover Tank. This unit has no damage special equipment in its 1st click.
- #127 Bayin Killer Clowns – Combat Engineers. This unit has single-use Infiltrate in its 1st click.
- #128 Cutter Killer Clowns - Scout ATV Squad. This unit has speed mode wheeled instead of speed mode foot.

MechWarrior: *Falcon's Prey* Unit Corrections

- #157 Vincent DeLeon - Eyrie. An early printing of this unit had no faction symbol on its base. It has been corrected to have the Clan Jade Falcon faction symbol.

MechWarrior: *Age of Destruction* Unit/Card Corrections

- #137 "Prowler" – Ursa. This unit's variant name is URA-2A-H instead of URA-2A-M.
- P-013 Pilot, Rank Chu-i. The class requirement for this card is "L" instead of "M" and its point value is 13 instead of 22.
- L-005 Legendary Pilot, Tara Campbell. Replace the first sentence of the rules text with: "When this unit makes a successful ranged combat attack against a single opposing target 'Mech, roll one six-sided die; this unit may not use damage special equipment for this attack."
- G-033 Gear, Rapid Strike. The class requirement for this card is "L" instead of "M."
- G-002 Gear, Evade. This gear applies to the speed combat value, not the defense combat value.
- PC-005, Storm. Replace sentence two with the following: "All units with a speed value greater than 10 that begin the turn at cruising level have a speed value of 10 instead."
- FP-010 House Kurita. Replace sentences two and three with the following: "During that opponent's next order stage, each time a House Kurita unit friendly to you is dealt damage from a successful ranged combat attack, roll one six-sided die. On a result of 6, reduce the damage dealt to 0. After a result of 6 is rolled, do not roll again during that order stage."
- #095 Uziel, Veteran. An early printing of this unit shows a non-negative modifier on the energy slot of the heat dial. The correct heat dial is listed below.

Primary Damage (Ballistic)	0	0	0	0	-1	0
Secondary Damage (Energy)	0	0	0	0	-1	0
Speed	0	0	0	-1	-1	0

- #137 "Prowler" – Ursa, Unique. This unit should have a green starting marker on the first click of its dial.

MechWarrior: *Firepower* Unit/Card Corrections

- #84 "Yami" – Shiro. This unit should have a star on its base indicating that it is a unique.
- L-011 Legendary Pilot, Malvina Hazen. This pilot's preferred 'Mech is Firepower unit 075, not 074.
- L-013 Legendary Pilot, Anthanassios Raptis. This pilot's speed modifier applies to units with the Quad 'Mech speed mode, not the 'Mech speed mode.
- L-014 Legendary Pilot, Inese Lassonde. This pilot's speed, attack and defense modifiers are +1, +2 and +1.
- GS-017 Gunslinger Pilot, Cecil Neumann. This pilot's speed, attack and defense modifiers are +2, +1 and +1.
- GS-018 Gunslinger Pilot, Charles Westerfield. This pilot's speed modifier applies to units with the Quad 'Mech speed mode, not the 'Mech speed mode.
- G-039, Flamers. This gear should feature a gray box with a white "X," not a white box with a black "X."

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8. G-042, Electronic Camouflage. This gear does not have a speed requirement.
9. # 048 Mars Assault Tank. This unit's speed and defense values should read as follows:

Click	1	2	3	4	5	6	7	8	9	10	11	12
Speed (tracked)	5	5	5	5	5	5	5	4	4	4	3	Eliminated
Defense	22	22	21	21	20	20	19	18	17	16	15	

MechWarrior: *Annihilation* Unit/Card Corrections

1. P-032 Common Pilot, Gershwin pilot. This pilot's speed, attack and defense modifiers are +1, +0 and +1.
2. GS-027 Gunslinger Pilot, Abeni Zhikali. This pilot should have the Clan Jade Falcon symbol with a line through it listed in the recruitment section of the card. Add "with a ranged combat attack" after "and it targets an opposing figure".
3. GS-029 Gunslinger Pilot, Lex Corpuz. The first House Liao recruitment symbol should actually be Clan Jade Falcon at 14 points. The House Liao recruitment should be 18 points.
4. #052 Solitaire, Elite. An early printing of this unit shows a non-negative modifier on the speed slot of the heat dial. The correct heat dial is listed below.

Primary Damage (Ballistic)	0	0	0	0	0	0	0
Secondary Damage (Energy)	0	0	-1	-1	-1	0	0
Speed	0	0	0	-1	-2	0	0

MechWarrior: *Domination* Unit/Card Corrections

1. L-036 Legendary Pilot, Ragna Olsen. The pilot's speed modifier applies to the Quad 'Mech speed mode, not the 'Mech speed mode.
2. L-038 Legendary Pilot, Alexi Holt. The pilot's speed modifier applies to the 'Mech speed mode, not both the 'Mech/Quad 'Mech speed mode.
3. G-111 Gear, Back-Up Power. Add the following as the first sentence: This gear may be used with this unit's other non-Back-Up Power Speed special equipment.
4. PC-029 Planetary Condition, Corrosive Atmosphere. Add the following after the first sentence: This defense value is applied after all other modifiers are applied.
5. #060 Coolant Truck, Elite. This unit incorrectly has Salvage listed on it's 6th click, it should have Coolant Flush. The correct attack portion of the dial is listed below.

Click	1	2	3	4	5	6	7	8	9	10	11	12
Attack	10	10	9	9	8	8	7	7	6			

6. #061 Coolant Truck, Green. This unit incorrectly has Salvage listed on it's 6th click, it should have Coolant Flush. The correct attack portion of the dial is listed below.

Click	1	2	3	4	5	6	7	8	9	10	11	12
Attack	10	9	9	9	8	8	8	7	7			

7. #064 Coolant Truck, Elite. This unit incorrectly has Salvage listed on it's 6th click, it should have Coolant Flush. The correct attack portion of the dial is listed below.

Click	1	2	3	4	5	6	7	8	9	10	11	12
Attack	10	10	9	9	8	8	7	7	6			

8. #120 Bartleby – Thunderfox. The heat dial for this unit incorrectly indicates positive heat effects. The correct heat dial is listed below.

Primary Damage (Energy)	0	0	0	0	0	-1	0
Secondary Damage (Ballistic)	0	0	0	0	0	0	0
Speed	0	0	0	-1	-1	0	0

9. #129 Frigga – Thunderfox. The heat dial for this unit incorrectly indicates positive heat effects. The correct heat dial is listed below.

Primary Damage (Energy)	0	0	0	0	0	0
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Secondary Damage (Ballistic)	0	0	0	0	-1	0
Speed	0	0	0	-1	-1	0

- GS-032 Gunslinger Pilot, Fortuna Pannichello. Replace the card text with:
DOUBLE TEAM This unit gets +1 to its attack value against 'Mechs.
(optional) If this unit has no order tokens and is in the same battleforce as MechWarrior: Domination unit #115 that is also assigned pilot GS-033, this unit may be given two orders per turn when MechWarrior: Domination unit #115 is given an order. Only one of these two orders comes from your order total for the turn and this unit gains 1 heat in addition to any other heat when resolving the second order.
- GS-033 Gunslinger Pilot, Gloria Pannichello. Replace the card text with:
DOUBLE TEAM This unit gets +1 to its attack value against 'Mechs.
(optional) If this unit has no order tokens and is in the same battleforce as MechWarrior: Domination unit #114 that is also assigned pilot GS-032, this unit may be given two orders per turn when MechWarrior: Domination unit #114 is given an order. Only one of these two orders comes from your order total for the turn and this unit gains 1 heat in addition to any other heat when resolving the second order.
- M-012 Mission Card, Hooray for the Underdogs. Replace "...heavy or assault 'Mechs," with "...heavy, assault, or colossal 'Mechs,"

MechWarrior: *Vanguard Unit/Card Corrections*

- FP-031 Faction Pride, House Steiner. Replace the following sentence "On a result of 4-6, the unit gains armor Piercing or Streak Missiles for the attack." with "On a result of 4-6, the unit gains armor Piercing or Streak Missiles for the turn."
- #056 Osiris, Elite. This unit has the incorrect defense values on the 9th and 10th click of its dial. The correct values are listed below.

Click	9	10	11
Speed	5	5	Eliminated
Attack	6	5	
Defense	16	15	

- #071 "Scion" – Eisenfaust. This unit should have Salvage special equipment on its 13th click.
- #083 "Bringit" – Vulture Mk IV. This unit should show Evade special equipment as a circle on its 1st and 2nd click.
- GS-052 Gunslinger Pilot, Cesar "Deacon" Cornelius. This pilot's speed, attack and defense modifiers are -2, +2 and +1, respectively.
- GS-054 Gunslinger Pilot, Shizuka Findlay. Replace the word "figure" in the first sentence with the word "target".
- GS-061 Gunslinger Pilot, Chris Hart. This pilot's non-preferred 'Mech cost is 31.

MechWarrior: *Wolf Strike Unit/Card Corrections*

- #033 Partisan, Green. This unit should have the ballistic damage type.
- G-191 R.I.S.C. Fire Shot. Add the word "successful" before ranged combat attack in the first sentence.
- PC-038 Planetary Condition, Rocky Terrain. In the first sentence, replace the word "action" with "order".

MechWarrior: *Battleforce Unit/Card Corrections*

- GS-A03 Gunslinger Pilot, Jason "Grim" Buyaki. This pilot's preferred 'Mech is Battleforce unit 015, not 013.
- GS-A04 Gunslinger Pilot, Aaron "Dill" Pickle. This pilot's preferred 'Mech is Battleforce unit 016, not 014.
- GS-A05 Gunslinger Pilot, John "Boss Man" Kovaleski. This pilot's preferred 'Mech is Battleforce unit 017, not 015.
- GS-A06 Gunslinger Pilot, "Lizzie" Willick. This pilot's preferred 'Mech is Battleforce unit 018, not 016.

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6. #025 Timberwolf, Elite. This unit has the incorrect Electronic Camouflage special equipment listed on the 13th, 14th, and 15th click of its dial. The correct special equipment is Salvage.
7. P-A014 Common Pilot, House Steiner. The weight class for this pilot should be Class M. The point cost for this pilot should be 25 points.
8. #040 "The Messenger"- Mortis. This unit has the incorrect maximum range listed for its secondary, melee range. The correct range is 0/0.
9. GS-A23 Gunslinger Pilot, Garry Pedersen. The red text on the pilot's picture should read "See Text" instead of "Class A".
10. GS-A26 Gunslinger Pilot, Ian Pelgrim. The red text on the pilot's picture should read "See Text" instead of "Class A".
11. #058 Anhur Transport. This unit was printed without a capacity value. This unit should have "Capacity = 2" on its base.

MechWarrior: Units and CEC QnA

Q: My 'Mech has a colored square that looks like it is Orange? What SE is Orange?

A: There is no Orange SE at this time, some of the 'Mechs currently released have what looks like Orange on their dial, it is actually Red.

Q: My 'Mech has a colored square that looks like it is Gold? What SE is Gold?

A: There is no Gold SE at this time, some of the 'Mechs currently released have what looks like Gold on their dial, it is actually Gray.