

CLASSIC
BATTLETECH[®]
COMPANION



WKGAMES

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"Faster!"

"I'm going as fast as I can, dammit!" Sergeant Rick Ellis didn't dare look back over his shoulder. He knew if he did he'd regret it. Instead he focused on keeping the hovercraft that he and his team had stolen upright. Corporal Tubbs was on the heavy machinegun behind him, throwing thousands of rounds out at the enemy while laser blasts and missile hits threw dirt and debris all over the hovercar's four occupants.

"Incoming! Pull right!"

It took Ellis a second to process Tubbs' shouted warning, but when he finally did turn right, he had to crank the wheel even harder to avoid the rock formation a short forty meters in front of them. Amazingly, he pulled the hovercar through without flipping the entire vehicle, barely scraping the car's left side against the rocks.

Then he felt the superheated air and the sizzle of a high-energy laser blast over his head. Out of the corner of his eye he saw the ground explode where the hovercar would have been. Ellis instinctively looked to his right, at the oncoming throng.

"Oh, hell!" He knew he shouldn't have looked.

A platoon of battle armor and a lance of 'Mechs were hot on their heels. A Toyama was spewing flight after flight of missiles in their direction, alternating missile fire with its heavy-bore laser while a smaller, faster 'Mech was sprinting close to catch them. The handful of battle armor—at least Ellis thought they were battle armor, their bulky shapes seemingly melting into and out of the terrain—were thankfully losing ground.

Ellis felt a hand claw him. He looked back again to see Tubbs pulling himself off the floor of the hovercar. "You okay?" he yelled back.

"No, I'm not okay!" the corporal screamed before taking control of the machinegun again. "You're damn driving nearly killed me! If I were fine I'd be lying in bed..." The rest of his retort was swallowed by the machinegun's angry burp.

Tubbs was ranting again. He was fine.

Ellis swung the car's wheel back to the left, expertly sliding between two more rock outcroppings and blocking the lighter 'Mech's charge toward them. "Good move!" he heard Tubbs yell over his shoulder.

"Watch it!" That was Private Yang in the seat next to him, waving frantically ahead of them. It took Ellis a few seconds to pick out what Yang was pointing at, but when he did he wished he hadn't.

An Exterminator and two Spectors were moving slowly toward them, almost invisible against the desert backdrop despite their size, much like the horde of blobs—likely more of the battle armor that were chasing them—that seemed to scramble along the ground like spectral avengers.

"Oh, God, we're screwed. Oh, God, oh, God, oh..." Yang had obviously checked out. Tubbs was still blasting away with

his machinegun and Torres was having a hard enough time holding on for dear life in back to even notice the threat ahead.

Ellis looked around him and saw one last chance for the getaway. It just wasn't going to be fun. He cranked the wheel back to the right, scooting to the rear of the lighter 'Mech as it dashed out from behind the last rock formations. Ellis felt Tubbs fall to the floor behind him again. "Sorry!"

"Sorry?! Like hell!" Tubbs pulled himself from the floor of the hovercar for the second time in a minute, but once he saw what they were heading for, he was caught without a snappy retort for the first time since Ellis had met him.

"Uhh... that's a gorge you're heading for."

"Yeah." Ellis didn't see any other alternatives.

"Just so long as you know." Out of the corner of his eye, Ellis saw Tubbs sit down and strap himself into the hovercar's seat. Securely. "You've been hanging around me too long!"

"Yeah. I know."

Ellis threw the hovercar through a few more swerves to keep the pursuing 'Mechs from locking onto them before they could kill themselves. A salvo of missiles from the Toyama fell to their right. Another from the Exterminator dropped just short, peppering the side of the hovercar with shrapnel. The 'Mech chasing them swung back around and tried to skewer them with its lasers but lost them in the cloud of dust and smoke raised by the missile hits. Ellis swung again and burst from the cloud at the 'Mech's feet. The edge of the canyon was less than a hundred meters away.

"You're really doing this?!" That was Tubbs. Yang was still whimpering next to Ellis and Torres was just beginning to realize what was about to happen.

The closest 'Mech chasing them tried to turn with the hovercar and fire at the same time. A quadruplet of lasers stitched a trail of blasts into the ground, mere meters from the car. Before they could connect, the hovercar disappeared over the side.

With Tubbs screaming a rebel yell in the back of the car, all Ellis could get out as they flew out over the edge was, "Holy shi..."

"We've positively identified the 'Mechs and battle armor chasing you as belonging to the Word of Blake, sergeant."

That statement was about the dumbest thing Sergeant Rick Ellis had ever heard, right behind the, "You were lucky," he'd heard a minute ago. Of course they were Word of Blake, Ellis thought. Who the hell else has all that equipment? He managed to keep from speaking his thoughts out loud. He might have just had a near-death experience, but he didn't want to face a tribunal on charges of insubordination.

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Not that that particular threat was preventing Tubbs from going off on another diatribe in the adjoining room. On the other hand, Tubbs always seemed to come out smelling like roses. Of course, his luck in that regard likely stemmed from the fact that his father was the Duke of something-or-other. Never mind that he'd taken his mother's maiden name and his father had disowned him years ago.

"You don't say?" That was as close to insubordination as Ellis was willing to go. He felt the sarcasm dripping, but either he'd managed to sound honest or the captain was willing to cut him some slack because of the situation they'd just gotten through. Ellis didn't give him the chance to reconsider.

"What're they doing here? Now?" He truly was interested.

"We don't know yet, but we'll get to that in a minute, sergeant. Let's get through this debrief first. Why don't you start at the beginning?"

Well, sir, this was the biggest cluster-flop since the day Tommy Marik hit the Sarna March... No, that wouldn't do.

"Well, sir, we were attached to the clean-up crew..."

"Incoming!"

It was a day like any other, at least for Sergeant Ellis and his crew. They were recovery specialists. Tech-scavengers. Part engineer and part ranger, they were assigned to scour a battlefield for weapons, electronics, and any other piece of high-tech equipment that their employers either hadn't seen before or didn't want to fall into the hands of their enemies, or, in many cases, even their allies.

Today they were in the Chaos March, working for Wolf's Dragoons, of all people. Sure, the Dragoons had their own people to do what Ellis and his crew were doing, but most of those mercenaries were either stuck on other worlds or assigned to other tasks here. So Ellis and his team were working this graveyard of 'Mechs, tanks and soldiers. The only problem was that the battle was still raging less than a kilometer away.

A dozen men and women dove for cover as a flight of missiles slammed into the ground less than twenty meters from the fallen Gunslinger Ellis and his crew were working on. Only Major Travis stayed upright. He was their liaison with the Dragoons. The man had nerves of steel and apparently balls of titanium. He also had a sardonic wit that only Corporal Tubbs seemed to understand. The man just stood his ground, watching the battle unfold through his binoculars, moving only to brush the falling dirt from his immaculate uniform.

"They missed us by a mile. Get that module before it's too late!"

Ellis scrambled up from underneath the 'Mech's arm. "All right, people, you heard the man and you know the drill! SoHu, Gill, Yang, you've got the torsos. Tubbs, get up there and get that computer module. The rest of—"

"Hey, I went in last time." Tubbs. It was always Tubbs. "It's Yo's turn."

Yolanda Torres piped in before Ellis had the chance to finish his thought. "Just 'cuz you're having a bad hair day. No, wait, I forgot. You always look like that. You know, a little crawl in the hamburger will do wonders for your complexion."

"Hey, it took me two hours to wash that out of my hair last time! I kept finding bits..."

"You learned how to use soap? See? The possibilities are endless!"

Major Travis was clearly amused, but behind the smirk on his face, Ellis knew the crypto module was still his primary concern.

"Tubbs, shut the hell up and climb your ass in there. Torres, take the rest of the team and see if you can't scrounge something useful out of that Apollo over there. Okay?"

Sometimes Ellis had to get testy to get anything done. He received a pair of "rogers" and the team got back to work.

Tubbs climbed up the side of the fallen 'Mech like a monkey in a jungle and swung into the cockpit through the shattered window. Two minutes later he climbed back out, splattered in blood, but holding a small box in his hand. Complain as he did, he was still the team's best computer techie. He leaped down and was standing in front of Major Travis and Sergeant Ellis thirty seconds later. Obviously, the blood wasn't his.

"Corporal Tubbs reporting, SIR!" He even saluted right. "I believe this is what you were looking for," he said, handing Travis the electronic device. "I'm sorry for my outburst, sir. It wasn't nearly as bad as last time. It was actually kind of cool. The guy was pretty well toasted and his hands were fused to the..."

"Tubbs! Enough!" When Tubbs got on a rant, he was all but impossible to stop. Ellis turned his attention to the major, who had lost the smirk as soon as he grabbed hold of the device. He plugged his noteputer into it and stared at the output.

"This is it. Let's go."

Ellis gathered his team and as soon as Torres returned from the Apollo, they packed into the three hover transports and drove back to the base. The 'Mechs would wait for the salvage teams.

"We got back to the command post approximately thirty minutes later. Major Travis took the crypto module directly to the intel shack while we unloaded and brought the equipment we recovered to our own shack." Ellis was trying to recall everything in as much detail as possible. That he had two intel majors grilling him didn't help. "Sergeant Urquhart started with the comm systems."

"That's where he found the transmission logs." The second major, Horrocks, had a terrible habit of interrupting with obvious statements like that, just to keep his subjects off-balance. Ellis figured they taught that in spook school.

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"Yes, sir. We already knew some of the code names and transponder IDs they were using, so Urquhart figured he could pull some transmissions out of the buffer and..."

"Why didn't you take this to intel immediately?" That was Sosabowski. Compared to him, Horrocks was a great conversationalist and had a warm personality.

"We had a feeling we were on to something and we knew we didn't have much time."

Major Horrocks came back with another obvious statement. "And in those transmissions you located..."

"...Colonel Rand."

The Dragoon lieutenant colonel spat out his coffee and nearly fell over in his chair. "Say that one more time."

"We've got a location on Colonel Rand." The commander of the Dragons' Beta Regiment had been MIA for two days since he had punched out of his 'Mech during a surprise attack. "They didn't realize who he was until about two hours ago. Right now they're getting a security detail together to transport him back to their base in Groton. We've got about an hour window."

"Holy hell in a handbasket..." Lieutenant Colonel James Gavin looked between Ellis, the report in his hand and the battle maps on the wall of his command shack. "Intel is verifying this?"

"As we speak, sir." Ellis had sent Urquhart over to the intel geeks as soon as they'd discovered what they'd stumbled onto.

Gavin looked back at Major Travis. "Can we do it, Bill?"

Travis stood silent for thirty seconds. Ellis could almost see the cogwheels in his head spinning at an incredible rate. "We've got a few choppers here to transport the assault team. We can be there in forty-five minutes. But I'd need Second Batt to hit them hard in sectors Delta-Five and Six, plus someone to lay down some good ECM footprints."

Gavin was immediately on the same page as Travis. "Gotcha. I'll have McClellan and her Riders swing south and put some pressure into the Dragan area. If nothing else, that oughtta slow their transport convoy."

"Roger that. You know, Jim, we've still got one more problem."

"Yeah." Gavin turned to Ellis with a strange smirk on his face. "Good job, sergeant. Now I've got one more assignment for you."

"Yes sir, he had me form the team up and then Major Travis led us to the armory where we drew weapons, ammunition and armor." Ellis had beat his own head on a doorjamb a dozen times after that meeting. Stupid, stupid, stupid! I shoulda just let intel figure it out. No! I had to open my big mouth!

"That's where he outlined the plan."

"No, sir." Ellis enjoyed saying that. He got to burst Horrocks' little bubble. It was petty, sure, but Ellis had to have his fun somehow. "He issued us all personal weapons as well as heavy weapons. We didn't know what we were getting into yet. He briefed us in the air twenty minutes later."

"Okay, here's the deal." Somehow, Major Travis had gotten the latest recon photos transmitted to him in the air and he was briefing the team from those. "Gravy Three and Four fly cover, blowing the hell out of anything that moves while Gravy One and Two insert us, here and here." He pointed to two spots on the photographs and the accompanying maps. Each were slight depressions that adjoined high points from which the team could see the entire command post.

"Any idea how many bad guys will be trying to kill us?" Tubbs had a way with words.

"It's a forward CP so there's about twenty staffers and probably a few squads of troops. Intel has positively identified a platoon of light armor, some APCs and a bunch of miscellaneous vehicles."

"Intel... great. We know they're always right!"

"Tubbs! Knock it off!" Ellis might feel the same way, but he couldn't tell his team that.

The major continued, nonplussed. "One team stays on top of each rise. Sergeant Ellis, I want you on top of this hill." He was pointing at the one that provided the best view of the surrounding terrain. "Corporal Tubbs, you've got this one. You're our eyes and ears. Take down anything that moves and make sure nothing sneaks up on us. The rest of you are with me. We go in in two fire teams..."

"I had Corporal Torres with me and Tubbs had Yang with him. We each had a gyrojet rifle, an SRM launcher and our personal weapons." Ellis just kept on reporting. As soon as he'd gotten to the actual operation, the two intel majors shut up and started listening. "Gravy Three and Four made half a dozen passes, gunning down anything that twitched while Major Travis and the rest of the team moved in. Eventually Gravy One and Two got back into the air and all four orbited the CP."

"Was there any resistance?" At least Horrocks was finally asking questions.

"Yes, sir. Major Travis was still about two hundred meters from the CP when I saw two soldiers with rifles come out of what we later determined was the jail shack. Tubbs and I each put a gyrojet round into one of them and Tubbs followed up with a second shot at the other. A third came out of the command tent a second later and I took him down. Thirty seconds after that, Travis entered the command tent."

"Did you see any of the firefight?"

JUST ANOTHER DAY

"No, sir, but we heard it. Sergeant Browning hit their intel shack first and then their comm shack. Major Travis came out of the command tent with two prisoners in tow and made his way to the jail shack. There was scattered fire coming from down there."

Ellis stopped for a second. He shuddered. "Then we heard the 'Mayday' from Gravy Three. He crashed a few seconds later. I looked to the west and saw..."

"Oh, hell! We've got a big problem. Gravy Three is down! 'Mechs and tanks, coming in!" For the first time in a long time, Ellis was so terrified he didn't know what to do.

"Gravy One, Bolo Six. Exfil in one minute. What do you have?" Travis almost sounded nervous, even through the metallic twang of the radio.

The three remaining choppers broke formation as missile and laser fire cross-stitched the sky. "Bolo Six, we've got a tally on at least a lance of 'Mechs, a platoon of light armor and another of what looks like AP..." The rest of his transmission was swallowed by static. Ellis figured a close PPC blast had disrupted the transmission, until he saw the flash from the explosion.

"Gravy One is down," Ellis reported. He knew no one could have lived through the flames consuming the crumpled helicopter. "No survivors."

"Bolo team! Exfil! Exfil!" Major Travis flew out of the jail shack with two more people in tow. The entire team assembled on the east side of the command post, opposite to the oncoming force. "Gravy Two, we have Beta Six! We need exfiltration now!"

Good, they've got him. Ellis watched the helicopter come in as Gravy Four tried to come around and pick up Corporal Tubbs, but more laser fire kept him from landing. Only then did Ellis realize just how bad a situation he was in. The first of the APCs was nearly on top of the CP while the rest of the enemy company would be there within the minute. He made a quick decision. "Bolo Six, Bolo One. Get out of here. We'll get out on our own."

"You sure, Bolo One?" It wasn't so much a question as a perfunctory statement. He knew the choppers would never last long enough to pick up Ellis and his three other scouts.

"Roger." He didn't like it, but Ellis knew it was the right thing to do. All we gotta do is get to one of those vehicles and we can lose ourselves in the desert. "Tubbs, keep those APCs off of us. Once Yo and I get a vehicle, give us ten seconds of cover fire and get the hell off that hill. We'll pick you up in the draw."

Ellis barely heard Tubbs' response over the roar of the weapons fire. "Rock 'n' roll!"

Both Ellis and Torres fired their SRMs at the front two APCs. The missiles struck, splashing fiery liquid over the vehicles. The two soldiers dropped their expended SRM launchers and rushed down to the CP. Ellis heard Tubbs and

Yang crack off round after round over their heads while the two flaming APCs went up in a series of ammunition and fuel explosions.

The two soldiers jumped into the first hovercar they saw and took off. Torres swung around in the back seat and squeezed rounds out of her gyrojet rifle as quickly as she could. Tubbs and Yang fired off their own SRMs and disappeared down the back of the hill.

Ellis zipped around the side of the hill, finally finding cover from the incoming force. He skidded to a stop—as much as a hovercar can skid, that is—enveloping Tubbs and Yang in a cloud of dust. "Get in!"

"As soon as I can see again!" Tubbs always had a comeback.

The two soldiers jumped in, but just as Ellis took off, three shapes crested the hill, almost blending into the landscape, and fired lasers at them.

"Hold on!" Ellis took off before Tubbs could sit.

"Dammit!" Tubbs crumpled into the hovercar's back seat.

"Tubbs, get on that gun and put some rounds into them!"

Half a dozen more shapes, and two 'Mechs, crested the hill. As Tubbs opened up with the machinegun, he yelled, "Go, go, go!"

As Sergeant Rick Ellis completed his report, a Dragoons lieutenant came into the room and handed Major Sosabowski a piece of paper. The major looked it over for a minute and showed it to Horrocks before looking back up at Ellis.

"Thank you, sergeant." Sosabowski almost sounded sincere. "We've gotten some interesting information from the prisoners that Major Travis recovered. You did well."

Then Major Horrocks looked up from the report, a strangely crooked smile on his face. "Yes. Bloody good job!"

Ellis saw the twinkle in Horrocks' eyes. Felt the bottom fall out of his stomach.

"You up for some payback?"

Just another day...

INTRODUCTION

DEVELOPER'S SAY: WHEN IT JUST DOESN'T FIT

No matter what product I'm developing, space is always at a premium. After all, when you're dealing with such a vast universe, the amount of information that you can convey is almost limitless. In many ways, one of my primary jobs is to set the limits of the focus and make sure all of the authors—including myself—stay on track to keep the page count from ballooning out of control. In the case of this product, that task proved exceedingly difficult. In an attempt to cover so many bases not touched upon in the base roleplaying rulebook, we published a larger product. However, in the end I had to make some hard decisions and cut material. On the other hand, with the strong presence of the internet and in particular the official Classic BattleTech website, we can still provide such cut sections to the players.

Feel free to visit www.classicbattletech.com, where you'll find material that got cut from the Companion for space reasons. Enjoy!

The Classic BattleTech Companion is a companion rulebook for the Classic BattleTech RPG (CBT:RPG), which encompasses multiple aspects of the BattleTech universe. This book is a multi-part rules companion that also includes sections filling out various aspects of the fictional BattleTech universe. Whether you're a gamemaster or a player, you'll find multiple sections in this book useful for character creation as well as long-standing campaigns.

The Character Creation section is the largest single section of the Companion. It begins with How to Use the Life Path System, which provides a blow-by-blow analysis of the Life Path system, how it works and how players can achieve maximum enjoyment using it. The Life Path Creation section provides details on how players and gamemasters alike can construct their own unique Life Paths. Affiliations provides regional variations for those affiliations already presented in CBT:RPG, and some new affiliations as well. Additional Paths includes a plethora of paths, both new and compiled from the Field Manual series. The Point-Based Character Creation System provides an alternate character generator for those who find the Life Path System too inflexible.

The Traits section offers new traits for character creation, along with expanded rules for previously published traits. The Skills section provides new skills for character creation, as well as a comprehensive Martial Arts subskills section. The Creatures section contains detailed rules and information on how to create and use creatures in the BattleTech universe, and also provides a sampling of forty alien fauna from across the Inner Sphere and even Clan space. The Combat section offers expanded rules for terrain and weather ranging from swamps and deserts to blizzards and hurricanes. The Battle Armor Construction section provides comprehensive rules for how to create battle armor for use with either standard BattleTech rules or with CBT:RPG.

Running the Game is the most useful section for gamemasters, though some of the information therein will find

a rapt audience in CBT:RPG players as well. The Running Adventures section provides information on how to construct and run adventures of every type, from one-off spoofs to multi-session campaigns.

Organization and Administration of a Landhold provides background information, along with concrete rules for players and gamemasters to run one of the favorite aspects of the BattleTech universe: feudalism and the landholds that come with it. The Title System section is an expansion of the Title Trait, included in this book as a crash course on how feudalism works in the BattleTech universe.

Advanced Contacts and Enemies Rules drastically expands the rules for contacts and enemies as presented in CBT:RPG and contains information on the various underworld organizations in the BattleTech universe, giving gamemasters the tools they need to fully integrate these important aspects of a good campaign into player adventures. The Non-Player Characters (NPCs) Generator Rules describes how to construct these important characters. Generating Encounters provides gamemasters with quick and easy rules for generating random encounters, as well as providing generic encounters that can be used for any situation. Skill Advancement provides an alternate system for advancing characters that is more complex but also more realistic than the system in CBT:RPG. The Battle Armor and BattleMech sections simply provide in-universe information on these two important aspects of BattleTech, allowing gamemasters and players to more fully immerse themselves in the RPG experience. Finally, the Life in the BattleTech Universe sections offer a holistic slice of information, from stealing a vehicle to fuel cost, that both gamemasters and players will find useful.

MECHWARRIOR THIRD EDITION

MechWarrior Third Edition (MW3) was originally published by FASA Corporation. Upon its reprint by FanPro LLC, the name was changed to *Classic BattleTech RPG (CBT:RPG)*. This product references pages in *CBT:RPG*, but the page numbers are identical regardless of whether you own *CBT:RPG* or *MW3*.

ABBREVIATIONS

This rulebook references several other products, which are abbreviated as follows: *Classic BattleTech RPG (CBT:RPG)*, *Lostech: The MechWarrior Equipment Guide (LT)*, *MechWarrior's Guide to Solaris VII (S7)*, *BattleTech Master Rules, Revised (BMR)*, *AeroTech 2 (AT2)*, *BattleForce 2 (BF2)*.

CLASSIC BATTLETECH COMPANION



CHARACTER CREATION

The following section contains numerous entries that can add variety and depth to the character creation process.

How to Use the Life Path System provides a complete explanation of the best way to maximize the Life Path experience. The *Life Path Creation* section encourages players to build their own unique Life Paths. A whole section of Life Paths and affiliations follow (all Life Paths originally published in the Field Manual series have been included in this section, along with many new paths). If players find that the Life Path system is not for them, the *Point Based Character Creation System* uses a more traditional method for character creation.

Unless otherwise stated in the rules, this section follows all the same rules of *CBT:RPG* character creation beginning on p. 21 of *CBT:RPG*.

HOW TO USE THE LIFE PATH SYSTEM

The *CBT:RPG* Life Path character creation system offers a unique advantage over point-based character creation methods in that each character generated in this way has an in-depth background that contributes to who he or she is at the point where the adventure begins. Done properly, the Life Path system yields an abundance of hooks and character traits, helps mold the attributes of the character, and even gives the player a good idea of how to play his or her role. Like real people, the finished product will have roots in a homeland, will have an upbringing to reminisce about, perhaps some form of formal schooling to fall back on, and maybe even some real-life experiences. Together with events that make him or her stand out from others who may have followed the same route to get to the same point, the finished character will be an organic construct, perhaps just barely prepared for the adventures to come. As with all things, however, there is a right and a wrong way to use the Life Paths.

CHARACTER CREATION BASICS

What characters are capable of, and what strengths and weaknesses they have, are collectively defined by their Attributes, traits and skills. Each of these categories has its own effect on game play, character advancement, and task resolution, and each is affected through the Life Path system in varying ways.

Attributes

Attributes define a character's raw statistics. Muscle strength is covered by the STR Attribute, resilience and endurance by the BOD Attribute, speed and reaction time by REF, brainpower by INT, willpower by WIL, personal magnetism by CHA, social standing by SOC, and pure luck by EDG. In most game play, these Attributes aren't rolled on directly, though their levels may affect various aspects of combat, the

remembering of an important fact or the advancement of skills, or perhaps even deciding the outcome of a sporting event.

At the start of the Life Path process, all Attributes have an assigned threshold—8 for EDG, 6 for all the others—that indicates the maximum average level of the character's raw statistics. These may change through the Life Path process with the assumption of an affiliation, the entering of new path or even a random event roll. They may be exceeded during the point allocation phase (after the completion of the Life Paths themselves), but only up to the Attribute maximums (defined on p. 56, *CBT:RPG*). During the Life Path process, however, no Attribute should fall below 1 or exceed its maximum, and each Attribute should meet the highest of the minimums established during the paths. Attributes cost 1 point per point under and up to their threshold value, and 2 points per point over the threshold. Attribute threshold modifiers issued at the start of a new path, as opposed to awarded in an event roll, do not increase if a path is repeated for any reason.

Traits

Traits are unique characteristics that make one stand out among others, defining special abilities or flaws that typical folks rarely possess. Some, such as Attractive, or Addiction, are fairly common, while others, like Land Grant, Title, or the worst form of Poor Vision, are rare. Some Traits accumulate to a certain degree, while others negate—although in the latter case, there may be exceptions.

In the Life Path process, traits are awarded with the assumption of an affiliation, the entering of a new path, and event rolls. After completion of the paths, these traits may be modified as part of the final touches. A variable-level trait may accumulate during the Life Path process, but can never exceed its maximum value (or cost). The increments by which a trait may increase or decrease vary between them, and are defined with the trait descriptions. Like Attributes, traits awarded at the start of a new path do not increase if the path is repeated, though they may be awarded again in subsequent event rolls.

Skills

Skills are the most commonly used part of a character, representing his or her proficiency in a multitude of tasks. Skill bonuses measure the level of a character's expertise in resolving an action, and are applied to any skill-based Action Checks demanded by a situation. Based on the pair of Attributes that most influence the character's ability to perform it, each skill may advance at its own pace over time and experience.

Skills are first learned in the Life Path process, beginning with the selection of an affiliation, then increasing throughout the paths. Event rolls can provide a boon to a character's

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skills, which accumulate either singly or in skill sets called Fields. Some skills are highly specialized as well, requiring the character to choose between a number of subskills when the skill is first learned. In the Life Path system, skills accumulate by Skill Points, which translate into bonuses later on. Unlike traits and Attributes, Skill Points earned at the start of a new path *do* accumulate when the path is repeated. Though they may decrease based on an unlucky event roll, a skill, once awarded in a previous path or as part of an affiliation selection, may never fall below 1 Skill Point in value.

LIFE PATH BASICS

The Life Path is the core of the character generation system. While point-based generation may be quicker, more streamlined, and invariably generate a character with exactly the talents and characteristics a player desires, the Life Path system develops a deeper character through the combination of history-building phases and life-changing events. The resulting character thus has a history and a number of interesting traits that a point-constructed character wouldn't ordinarily pick up.

Though they vary in function, all Life Paths work on a similar structure that helps define them.

Prerequisites

Prerequisites define basic requirements for taking the path, often an affiliation, Attribute minimum, or the lack of a trait that would sorely limit the character's development in the path. In newer paths, the *Previous Paths* requirement is also a prerequisite. Some path events allow a character to skip into a path regardless of prerequisites. Aside from that exception, the only way to bypass the prerequisites is through the use of EDG and a solid explanation to the gamemaster as to why a character is making such a divergence.

Time in Path

Character aging does occur in *CBT:RPG*, and so it becomes important to know how old a character may be by the time he or she emerges from the Life Path process. After Stage 2 Life Paths, all characters are 16 years of age. Stage 3 and 4 paths all indicate the number of years they will consume as the character forms. EDG may not be used to alter this number, even if the time in the path is listed as a random roll.

Attribute Threshold Modifiers

Threshold modifiers awarded with a path apply only once, even if the path is repeated. Only an event roll can add more during the same path. These modifiers raise or lower the character's Attribute thresholds based on the nature of the path, which help govern how a character's final Attributes tend to develop. No Attribute modifier may drop below 2 or rise beyond the maximum set on p. 56, *CBT:RPG*. EDG has no effect on Attribute threshold modifiers.

Traits

Like Attribute modifiers, traits are assigned only once when awarded automatically by the Life Path, even if the path is repeated, after which only the path's event roll can add more. These traits reflect the inevitable character-building results of the path even if nothing out of the ordinary happens. Variable-level traits will increase or decrease by their next level increment, rather than strictly by points, so some (like Poor Vision) increase and decrease only along three levels, while others (like Vehicle) rise and fall in a 10-point range. EDG has no effect on traits.

Skills

Unlike Attribute threshold modifiers and traits, Skill Points awarded automatically by a Life Path accumulate even if the path is repeated, representing the honing of skills during the time spent in the path rather than any deeper, character-changing factors. Skills are awarded in Skill Points (SPs) that are not translated into a skill bonus until the final stages of character development. The table for this translation is on page 58 of *CBT:RPG*. Some events or paths may reduce the number of Skill Points in a skill previously awarded, but unless the skill only appeared in the path where a skill-reducing event was rolled, a skill, once "learned" cannot be reduced to 0 Skill Points. EDG has no effect on Skill Point awards.

Subpaths

Subpaths are tied directly to a main path by requirement or as a player's option. These contain most of the features common to their parent path and follow the same rules regarding how many times the subpath's Attribute threshold modifiers, traits, and skills may be awarded. However, when taken as a required follow-up to the main path (such as an AIT subpath for Military Enlistment or Academy paths), subpaths do not require an event roll. If a subpath is taken at a player's option (such as Special Training in the Military Enlistment or Academy paths), an event roll is required, at the penalty mandated by repeating the path. Subpaths use the same event roll tables as their main paths, and EDG may be applied in them as it applies to the standard paths.

Next Paths

A Next Path is the flip side of the Previous Path prerequisite found in some Life Paths. All Life Paths list a number of paths that most logically follow, which a character may take without burning EDG points. The creation of newer Life Paths, however, slightly changes how this part of the Life Path system works. When a player creates a new Life Path, EDG is only required to skip between paths if neither path allows for it, between the last path's Next Path list and the new path's Previous Path prerequisites.

Event Rolls

The most interesting part of the Life Path, the event roll allows a character to throw an element of chance into his or

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her history, with the possibility of great events upon which to build a reputation, or terrible tragedies that explain a character's somber view of the world. The outcomes of the event roll will always add some additional features to a developing character, in the form of additional Skill Points, Attribute threshold modifiers, or character traits, in addition to hooks for background information. EDG may be used to alter the outcome of an event roll, but only to increase or decrease the roll result by one point (two points on some 2D10-based Life Path event tables) or to render a single re-roll. Only one point of EDG may be used in this way, with the final result standing. Players may not burn EDG for a re-roll and burn again for a second re-roll or a change in the outcome. Likewise, players may not burn more than one EDG point to increase or decrease a roll result by more than the standard range.

Repeating Paths

Though this is most commonly done in Stage 4 paths, some players may wish to repeat a given path to acquire more Skill Points or land that lucky event they had their eye on. As mentioned previously, Attribute threshold modifiers and traits do not accumulate when paths are repeated. Furthermore, unless the rules of the given Life Path state otherwise, a penalty applies with each repetition, decreasing the event roll results by 1 point each time through. Paths are considered to be repeated any time they are taken more than once, whether consecutively or separately. For example, the penalty applies on two Tour of Duty Life Paths even if the character went back for some more training between them.

Path Limits

The standard limit for the number of Life Paths a character may take is six, unless the gamemaster specifically allows otherwise. These limits do not count Stage 1 or 2 paths, nor do they count any *required* subpaths, which essentially act as extensions of the base path. Only gamemaster permission can override this limit.

CHARACTER GENERATION STYLES

There are three main styles for generating a character using the Life Path system under the standard rules. Depending on the preference of the player and the type of campaign being run, any of them can be used to generate an appropriate player character.

Planned Character Style

The planned player character style requires the player to choose his character's affiliation and each path along the way to get to an ultimate destination before writing down the results of the process, essentially mapping out his or her intended route before diving in. As this style leaves open the potential for event rolls that may adversely affect the plan, EDG is commonly reserved to either compensate for a

counterproductive event or to force the path into a turn not allowed by prerequisites and Next Path requirements.

Uneventful Style

A variant on the planned character approach, the uneventful style of character generation using Life Paths takes advantage of the option to forego event rolls entirely, saving the player from burning away his or her EDG threshold to maintain the integrity of the character plan. In this version, no event rolls are made. All Attribute threshold modifiers, traits, and Skill Points are those awarded automatically by the path, and which would normally occur on an average event dice roll (result of 7 for 2D6 paths, 11 on 2D10 paths). The character's history will have no high points, but he or she will make it where the player planned to go and still have a background to play off.

Free-Hand Style

This more daring style of character generation is more like playing the system than the other methods. Requiring little more than a starting point and an intended ending point, the free-hand style lets the dice and player whims take it from there. Any EDG used in this style is merely to avoid the worst possible event rolls.

PRE-GENERATION

Before embarking on the character generation process, a wise player might want to consult with the gamemaster first. The gamemaster's campaign will largely determine the types of characters the players will want to choose, helping them to narrow down the possibilities to get a better fit with the story about to unfold. For example, adventures based on a military unit will likely call for characters in the role of whatever type of dominant forces the military unit has—infantry, scouts, armored vehicles, aerospace fighters, or BattleMechs. Supporting characters for this type of group include technicians, medical personnel and support troops (such as armored vehicle crews and infantry for 'Mech-based units). An explorer-based adventure, by comparison, will feature fewer warriors and support troops, but more scientists, doctors, technicians, and possibly civilian aerospace and vehicular crews.

Some gamemasters may be reluctant to offer definite character ideas to the players for fear of stifling their creativity. In such cases, players should ask themselves which character types might see more action in the campaign ahead. In a military-based campaign, warriors will see the most activity in general, followed closely by technicians, who may find themselves trying to fix a broken actuator under enemy fire. Explorer campaigns might put more emphasis on scout-type characters, as well as the scientists and doctors whom they escort to take readings on a newly discovered world.

The following paragraphs outline the character creation process in detail.

CHARACTER CREATION

STAGE 0: CHOOSING AFFILIATION

The choice of a starting affiliation is a key element in character creation, as it can affect a character's interaction with his fellow teammates in many campaigns. Choosing the Federated Suns alignment, for instance, in a campaign based around a company of Draconis Combine regulars, won't work out that well, unless the character has denounced all ties to House Davion and is effectively a defecting agent. Such an origin can lead to interesting character interplay, as other Combine-affiliated characters will look upon the defector with suspicion that it can take decades of "game time" to get past—if ever.

If the gamemaster is feeling particularly daring, even characters from actively hostile affiliations can come together in a group, where some—specifically those with covert operations or special forces experience—may act as spies against their fellows. Such a player-character mix is dangerous to play, however, as the characters may turn on each other at any moment, turning players in a party into opponents at each other's throats. Character affiliations should be carefully weighed against the campaign type when beginning the creation process, and should be managed with communication and agreement between the players and the game master.

Rei is a new player who wants to create a character to join a continuing CBT:RPG campaign. The gamemaster has informed him that the core of the campaign is a mobile mercenary BattleMech unit with a long history of service to House Steiner and the Lyran state. Because the unit is mercenary, an affiliation is largely moot, though the gamemaster has specifically forbidden any Clan-affiliated characters. With this in mind, Rei forms the idea of a MechWarrior character who fled his native realm to live the seemingly glorious and prosperous life of a mercenary. As a fan of House Marik's Free Worlds League, he chooses that affiliation; for simplicity, he decides to eschew the several regional League affiliations and go plain-vanilla. Rei will use a free-hand character generation style, picking his starting point and final destination, but leaving everything else up to the whims of the moment. The League affiliation gives Rei's character 2 Skill Points (SPs) in any secondary language used in the League, and 1 SP in Art/Any. He decides his character will be of Latin American descent, with a penchant for doodling, and so chooses Spanish as the Language Skill and Sketch for Art. He also notes that if his character loses a limb and takes a prosthetic, he will automatically get the Stigma Trait due to the anti-bionics bias predominant throughout the League.

For the same campaign, John decides to introduce his own character. This one will be a maverick technician native to the Lyran Alliance world of Halfway

in the Skye Province, who joins the unit for the chance to visit exotic worlds, meet strange and unusual people, and fix the broken BattleMechs they leave in their wake. John plans his character's Life Paths in advance, choosing each step based on the character he has in mind. John's Lyran automatically picks up the Negotiation and Appraisal Skills at 2 SPs and 1 SP respectively. He also notes the increased value for the Timid and Combat Paralysis Traits, should he elect to take either one in the finishing stage of character creation.

STAGE 1: EARLY CHILDHOOD

Typically short on valuable Skill Points but long on Attribute threshold modifiers and traits, the Early Childhood stage is a formative time for the developing character. This stage sets up factors that will likely impact the rest of the character's life, and should be considered carefully, based on the final result that the player wants.

Rei's Free Worlds League native, he decides, will have a rebellious streak that arose from his early childhood. He chooses the Fugitives Life Path for his character's first stage, but before he makes his event roll, Rei notes that he has already earned 3 SPs in Language/English, 3 SPs in any other language commonly spoken in the Free Worlds League, and 2 SPs in Perception. Once more, Rei elects to put his Language SPs into Spanish, bringing that skill's total to 5 SPs. In choosing the Fugitives Path—allowed to Free Worlds League characters without an EDG burn or gamemaster override—Rei finds his BOD and SOC thresholds drop by 1 point, while WIL and EDG increase by 1. He also picks up the Poverty Trait, and 1 SP each in Streetwise/Free Worlds League, Language/Any (Rei chooses to hone his English this time), and Zero-G Operations. He now has a threshold of 5 in BOD and SOC, a 7 threshold in WIL, and a whopping 9 in EDG, while all other Attributes are at 6. Rei rolls for his event on the 2D6 table and gets a result of 7, indicating he lived outside the League. He decides this outcome is perfect and doesn't burn any EDG to change it. This event grants him yet another Language SP this time in any language of his choosing. He puts it into English again, bringing both skills to 5 SPs each.

John's Lyran, he has decided, comes from a blue-collar background, in touch with the working man. Like Rei's Leaguer, John's character picks up 2 SPs in Perception and 3 in Language/English, and John puts the other 3 SPs into German (his affiliation's primary language). His Blue Collar life path sets a minimum of 3 for his SOC score after the paths are run, and he picks up 2 SPs in any Career Skill he can think of plus 1 SP in any Interest. To enhance his final plan for a

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maverick tech, he selects Technician for his career, and loosely defines the interest as Technology. When he rolls his 2D6 event, John is pleased to get a result of 11. This result describes a big promotion in his family, grants a 1-point increase to his SOC threshold and allows him to add Preparatory School to his Next Path options. Having planned to burn an EDG point to force himself into Prep School all along, John is quite happy with this outcome.

STAGE 2: LATE CHILDHOOD

Bringing the character through the later stages of his or her childhood, Stage 2 paths offer a mix of Skill Points and Attribute threshold modifiers, and perhaps a few traits, marking the years leading up to adulthood and entry into the real world. Though many characters will go on to higher learning of some sort, some cultures may throw a character straight into the workforce—or even the front lines—after this critical stage.

Rei's Leaguer, now living on the lam outside his native realm, has opted to take the Mercenary Brat Path next. The path awards 1-point increases in both his WIL and EDG Attribute thresholds, but the EDG increase is wasted since this Attribute is already at 9. His WIL is now also at its maximum threshold, with a value of 8. His INT threshold, however, decreases by 1 point, to 5, joining BOD and SOC. He also picks up 1 SP in any Interest Skill, as well as his choice of two

skills from a list of Academic, Administration, Appraisal, Bureaucracy, Negotiation, Pistols, Tactics, Technician, Training, or Brawling. Rei decides his young rebel will pick up smoking and chooses Interest/Cigars at 1 SP. He also takes the 1 SP offered for the Brawling Skill, anticipating that the rebel will get into a number of scrapes along the way. On his event roll, Rei throws 2D6 and gets a result of 6. The text says he was thought dead and had to work his way back to civilization, costing him 1 point of his EDG threshold and earning him 2 SPs in the Scrounge skill. Rei's EDG is down to 8 now, and he is 16 years old.

John's character takes the Prep School Path eagerly, and immediately receives a SOC threshold increase of 1 point, bringing it to 8. He also earns the Well-Connected Trait (one level, worth 2 Character Points), and gets 2 SPs in any Academic Skill, 2 in Protocol/Lyran Alliance, and 1 SP each in Computers and any Language Skill. John chooses Physics for his Academic and French for his Language, reflecting the prep school's more cultural and scientific leanings. When he rolls 2D6 for his event, John gets a 9, but burns a point from his EDG threshold to raise it to 10. Though his EDG threshold is now down to 7, John's character has come through prep school as an honor student. The result has earned him a Level 1 Contact Trait, 2 more SPs each in any Academic Skill (he selects Physics again) and in Computers, and another SP for a Language Skill, which he again puts into French.

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STAGE 3: HIGHER EDUCATION

By far the most skill-intensive of the Life Path options, Stage 3 is also an option stage, as some characters can skip it entirely and jump into the real Life Paths of Stage 4. Stage 3 represents any kind of extra schooling a character may select, be it college or military training, and many of the paths in this Stage are controlled by entry prerequisites that reflect a preference for certain affiliations, social standings or physical abilities. Because of these restrictions, it is strongly recommended that any player with specific goals in mind for his or her character review what school or academy most suits that character's final goal and choose the previous paths wisely.

In the *Additional Life Paths* section of this book—compiled from the Field Manual series—many major military schools and academies are described in a two-stage process. The first is a “generic” academy, which includes basic requirements, skills, traits and Attribute threshold modifiers that come from using the “basic” schooling. The second stage gives details specific to the given school, which replace or add to the previous requirements, skills, traits and threshold modifiers, but use the same event roll table. New players should bear in mind that the bonuses awarded by the generic and the particular paths *never* accumulate. If a bonus or minimum shows up for the same skill, trait or Attribute in both the generic and the specific paths, the bonuses and minimums of the specific path apply, even if they are less advantageous to the character.

Rei's character, having lucked out by getting into a mercenary “family” first, now has a decent shot at some proper military training in the fine arts of BattleMech warfare, and he goes for it by choosing the Military Academy Path. As he meets all the prerequisites for the path—no Combat Paralysis Trait or Disabled, Lost Limb, or Poor Hearing/Vision Traits above their lowest levels—Rei gets into what amounts to the Wolf's Dragoons' training program on Outreach or the Northwind Highlanders' Northwind Military Academy. This path establishes his minimum Attribute scores in INT, WIL, and SOC to a value of 3 when he reaches the final stages of character development, and increases his RFL, BOD, WIL, and SOC Attribute thresholds by 1 point. WIL, already at its maximum, does not increase, but his RFL hits 7 now, and his BOD and SOC thresholds rise to 6. He also acquires the Promotion Trait, giving him a 1-point Rank, and 1 level of the Well-Equipped Trait (worth 2 points, were it purchased after the paths). For skills, Rei accumulates 2 SPs each in Academic/Military History, Swimming, and Protocol/Mercenary, and another SP in Leadership, as well as 3 SPs in all skills awarded with the Basic Training Field (which includes Career/Soldier, First Aid, Navigation/Ground, Rifles, and Martial Arts/Military). Rei's event roll at this point yields a 2,

which specifies a serious training accident that prematurely ends his military career. To avoid this outcome, Rei burns an EDG point and re-rolls for a result of 5. As luck would have it, this roll also results in a training accident, and incurs a 1-point Lost Limb Trait, but does not cripple his chances of ever piloting a ‘Mech in combat. Rei decides this lost limb is his left pinky finger, and goes on to AIT.

In AIT, Rei receives another promotion (so his Rank level is now 2), 1 more SP in Leadership, and is allowed to place 1 more SP in three of his Basic Training Field Skills. After choosing to enhance his First Aid, Martial Arts, and Navigation/Ground Skills, Rei selects the MechWarrior AIT. The AIT establishes minimum DEX and RFL values of 3 and 4, respectively, and in exchange, Rei picks up 3 SPs in all skills under the MechWarrior Field. Rei does not get an event roll for AIT, and though he qualifies for Special Training, he decides not to take that option. The entire time in this stage took 3 years for Rei's character, who is now age 19.

John decides his aspiring tech wizard will go on to the Point Barrow Military Academy, available to him since his character will be attending before the Steiner-Davion rift forms. As he doesn't have Combat Paralysis, any serious disabling traits, or any “questionable” events in his past, he easily meets all prerequisites for a generic Major Federated Suns Academy Path. The generic path indicates that his Attribute minimums for INT, WIL, and SOC will be 3, 4, and 3, respectively, and that his WIL and SOC thresholds will each increase by 1. However, when he looks at Point Barrow's specifics, John finds that his character's INT and WIL minimums are set to 4 each, and his BOD and DEX thresholds receive a +1 bonus each. The combined effects of the bonuses are not cumulative, but simply add to or replace each other when a specific academy is chosen. Thus, he assigns a 4 minimum to his INT and WIL Attributes, and a 3 to his SOC. He then increases his BOD, DEX, WIL, and SOC thresholds by 1. John also notes that both the generic and the Point Barrow Academy information list the Promotion and Well-Equipped Traits, and so adds one level of each of these to his character's sheet. Now with a Military Rank of 1 (non-commissioned) and some cool toys (1 level of Well-Equipped), John's character moves on to skills. Both the generic and the Point Barrow rules show +2 Skill Points toward Academic/Federated Suns History and Protocol/Federated Suns, but where the generic Academy adds 1 point to Perception, Point Barrow adds 2. John adds 2 Skill Points to each of the three skills. This being a 2D10 event roll path, John rolls the dice and gets a 13, indicating he whiled away his time with extracurricular activities. The event gives him 2 Skill Points each in any three Interest or Arts Skills or

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Interest/Sports Skills. He decides to use the points to pick up *Interest/Chemistry*, *Art/Painting*, and *Interest/Darts*. He ages one year and picks up 3 SPs in each skill listed under *Basic Training*, though to John his character will be more technician than soldier.

Moving on to *Advanced Individual Training*, John sees that the basic *Academy Path* gives him a 1-point *Promotion*, as he is no *MechWarrior* or *Aerospace Pilot*. This suits him fine, and since nothing is said to the contrary or in addition under the *Point Barrow* particulars, he notes the *Rank* increase to 2 (non-commissioned). Aging his character another 2 years (to 19 now), he notes that the basic path awards 2 SPs to any two *Field Skills* before awarding a *Field* for this path. An extra 1 SP will be awarded for *Tactics/Any*, should he take a combat field, but John ignores this as his goal is technical expertise rather than combat. He drops 2 points each in his character's *First Aid* and *Rifles Skills*. John also discovers that under the *Point Barrow* description, he gains 4 SPs in *Scrounge*, 3 each in *Computers and Engineering*, and 2 SPs to any two *Technician Skills*. Anticipating his future role as a 'Mech Tech, John adds the 2 SPs each to *Tech/Jet* and *Tech/Myomer*. *Point Barrow* also mentions a 2-SP increase in any two *Military Field Skills*, but since John already noted them from the generic path, he ignores these points. John then moves on to pick the *Basic Technician Field*, gaining 3 SPs in each skill there, and does not roll an event for this mandatory subpath.

John elects to go through *Special Training* next, to complete his schooling as a 'Mech Technician. He notes that while the generic *Academy* calls for a *WIL* minimum of 5, the *Point Barrow* particulars only require a minimum of 4. Because *Point Barrow* modifies the generic, John notes down the lower minimum. Both the generic and the *Point Barrow* rules state he may raise an *Attribute* threshold of his choice, so John raises his character's *INT*. Both paths also award another point in *Rank* through a *Promotion*, and a *Well-Equipped Trait*, but *Point Barrow*'s *Well-Equipped* bonus is only one level, as opposed to the generic bonus of two levels. John takes the 1-point *Promotion* to *Rank 3* (non-commissioned) and increases his *Well-Equipped Trait* by one more level; *Point Barrow* just offers fewer goodies than the norm, he figures. The bonus *Skill Points* awarded by the generic path offer 1 SP to any three *Basic Training Skills* John has, and 1 SP to half of his *AIT (Basic Tech) Skills*, but *Point Barrow* offers 3 SPs to any three *Basic Training* and 2 SPs to half his *AIT Skills* instead. John uses the *Point Barrow* bonuses instead of the generic bonuses, noting that *Point Barrow* replaces them; it does not add to them. John puts the 3 SPs each in his *Navigation/Ground*, *Martial Arts/Military*, and *First Aid Skills*, while he assigns the 2 SPs to *Tech/Electronics*,

Tech/Comms and *Tech/Mechanics*. He then picks up the 'Mech *Technician Field*, adding 3 SPs to all skills in that field, remembering that he already has 2 SPs each in *Tech/Jet* and *Tech/Myomer*. John rolls 2D10 for his next event and gets a 16, which is reduced to 15 because he is voluntarily taking the path again. The 15 result tells him he has picked up a 1-point *Contact* and 1 SP to any three *Military Field Skills*. John puts the SPs in *Tech/Laser*, *Tech/Missile*, and *Tech/Ballistics*, rounding out his *Point Barrow* training days.

STAGE 4: REAL LIFE

Generally containing the highest points in a character's career before he or she finally becomes a playing character, the final stage of real life is unpredictable and potentially dangerous, with all kinds of unusual twists and turns possible. Developing characters often take multiple Stage 4 paths before beginning play, resulting in older characters with more experience, and possibly more varied personal histories.

Fresh from the *Academy*, *Rei*'s character signs on with a mercenary unit and serves for a couple of back-to-back *Tours of Duty*. As this is only mercenary service, the gamemaster allows only the standard *Tour of Duty: Inner Sphere Path* for the occasion, each hitch running two years. The newly minted *MechWarrior* picks up a 2-point *Vehicle* as he starts, representing a light *BattleMech*, which applies only the first time he goes through the path. With each pass through the *Tour of Duty Path*, he picks up 2 SPs that may be applied to any three of the character's *Military Field Skills* (in his case, the *Basic Training* and the *MechWarrior AIT* fields), and an additional 1 SP that may be applied to any skill. On the first pass, *Rei* applies the 2-SP bonuses to all three of his *Gunnery/Humanoid Skills*, and applies the last SP to *Piloting/BattleMech*. He then makes his 2D6 event roll for the first pass, and gets a lucky result of 12, allowing him to choose one event or roll twice and apply both results. *Rei* decides to roll twice and gets lucky again with a 10 and an 11. Using a point from his *EDG* threshold, he nudges the 10 to an 11, which is described as the discovery of a lostech jackpot. The 11 result gives *Rei* an option to pick the *Owns Vehicle Trait* or choose two of *Custom Vehicle (2)*, *Good Reputation (2)*, *Vehicle (2)*, a level of *Well-Equipped*, or *Wealth (2)*. *Rei* uses the first 11 result to pick *Owns Vehicle*, and the edged 11 result to choose another 2 points of *Vehicle*—added to his existing 2-point *Vehicle Trait* to create a 4-point *Vehicle*—and the 2-point *Custom Vehicle Trait*. His *EDG* threshold is now down to 6, but it's well worth it, as *Rei*'s character is now the proud owner of a customized medium-class 'Mech.

Rei takes a chance on the second pass through the

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Tour of Duty Path, this time applying his three 2-SP bonuses to Piloting/BattleMech, Martial Arts/Military, and Sensor Operations, with the last SP applied to his Brawling Skill. This time, his event roll is modified by -1, since he is repeating the path, and the modified result of his roll this time is 4. The path description says that the character has just survived the most intense combat he has ever seen, and may add 2 SPs to all skills in one Military Field, but also must pick from four negative traits ranging from a 2-point Lost Limb to Combat Paralysis. Not wishing to burn any more EDG, Rei accepts the result, adds 2 SPs to all of his MechWarrior Field Skills, and chooses a 2-point Addiction. At this point, Rei's character is 23 years of age, and has gone from being a desperate Free Worlds League fugitive to a seasoned MechWarrior with his own customized medium 'Mech. He decides the character is ready for its final touches to join the game.

John's Point Barrow-trained Lyran must now take one Tour of Duty for the sake of the Federated Commonwealth (remembering that he was schooled before the split). Having spent three years in military training, John's character, 21, goes off to the front. He chooses to take the standard Tour of Duty: Inner Sphere Path rather than any particular faction-based tour.

Being a non-MechWarrior, John does not get a vehicle as Rei did when he entered this path. However, John's character does earn the 2 SPs for any three Military Field Skills and 1 SP to any other skill. He decides to allocate them to Tech/Support, Tech/Fusion, and Tech/Myomer. John finally makes his last 2D6 event roll for this path and gets a result of 6. The path description tells him the character endures heavy combat, resulting in an additional point to all skills in one Military Field, as well as a 1-point Disability Trait. John assigns the SPs to his 'Mech Technician Field, and notes that his character now has a minor disability, which results in his service tour ending with an honorable discharge at the tender age of 23.

STAGE 5: FINISHING TOUCHES

After completing as many paths as desired or allowed, a character is now a collection of modified Attribute thresholds, assorted traits and a pile of Skill Points allocated to various skills. Though a history has begun to present itself, the full measure of a character's capabilities are as yet unknown, as is his or her appearance, behaviors, and the details of the character's history. The character also needs to purchase gear with whatever funds are available before he or she can truly join in a campaign.

Attributes and traits are finalized using 50 Character Points, and negative traits may be purchased if more points are needed. These Character Points are used to buy Attributes up to the value of their thresholds, but Attribute Points above and beyond the thresholds cost double. Positive

traits may also be purchased using this allotment of Character Points, or negative traits may be "bought off" by them, if the gamemaster allows. When taking negative traits to increase this pool of Character Points, however, only the first two negative traits used in this way will be worth their full value. Subsequent negative traits will only be worth half their value, a rule that prevents abuse of this tactic.

Skills are translated from points to bonuses using the table on page 58, *CBT:RPG*. To find a skill bonus based on the points stored in the skill after the paths, simply cross-reference on the table the number of points in the skill, factoring in any Fast or Slow Learner Traits and whether or not the skill is a Natural Aptitude. The highest level of bonus attained by the points on hand will be the skill's initial bonus, but points left over after that may be used to raise a skill the player wants to enhance. For example, a skill with 5 SPs stored in it and no special traits after the Life Paths are done has a bonus of +1, with 2 points left over that can be shaved off and pooled for later use.

To use the extra points, the player adds enough points to reach the next level to the number of points needed to attain the existing level. Using the above example, the skill bonus of +1, which requires 3 SPs to reach, can be increased to +2 if 4 extra SPs are used on the skill, raising its number of SPs to 7.

After completing the Life Paths, Rei has the following information on his character:

Rei:

Attributes (Min/Threshold/Max):

STR (2/6/8), BOD (2/8/8), DEX (2/6/8), RFL (2/7/8), INT (3/5/8), WIL (3/8/8), CHA (2/6/9), EDG (2/6/9), SOC (3/6/9)

Traits (Level):

Addiction (2), Custom Vehicle (2), Lost Limb (1), Owns Vehicle, Poverty, Rank (2), Well-Equipped (1), Vehicle (4)

Skills (Points):

Academic/Military History (2), Art/Sketch (1), Brawling (2), Career/Soldier (3), First Aid (4), Gunnery/Humanoid/Ballistic (7), Gunnery/Humanoid/Laser (7), Gunnery/Humanoid/Missile (7), Interest/Cigars (1), Language/English (5), Language/Spanish (5), Leadership (2), Martial Arts/Military (6), Navigation/Ground (4), Perception (2), Piloting/'Mech (8), Protocol/Mercenary (2), Rifles (3), Scrounge (2), Sensor Operations (7), Swimming (2), Tactics/'Mech (5)

In determining his Attributes and traits, Rei takes into account the kind of character he has in mind, and weighs it against the thresholds and traits he already

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has at the end of the Life Path process. Rei wants his character to be reasonably strong, of a lean build but fast, and brash—an eager young 'Mech jock, aching to prove himself in battle. Charisma and social standing mean little to this man, and Rei decides his new character will spend most of his 50 points on Attributes as follows:

STR: 6, BOD: 5, DEX: 6, RFL: 7, INT: 5, WIL: 7, CHA: 2, EDG: 5, SOC: 4

As all of these scores are at or below the Attribute thresholds, Rei pays only 48 Character Points for them. Turning his attention to his traits, Rei decides he doesn't want as severe and expensive an addiction as he has received. He reduces the level of his Addiction Trait by 1, using one more character point. He also offsets his Poverty Trait by buying 1 point of Wealth with his remaining character point. However, Rei also decides he wants his character to have a heavy BattleMech, but doesn't have the 2 Character Points left to get there. Once more diving into his character concept—that of a brash new MechWarrior—Rei decides to pick up a Level 2 quirk, and decides the quirk represents his character's arrogance. Taking the risk of being told at any time during game play to do something extremely foolish in the name of personal pride, Rei adds the negative trait, gaining back 2 Character Points, and promptly spends those 2 points on increasing his Vehicle Trait to 6. Suddenly realizing he has a Well-Equipped Trait and no cash to buy anything with, Rei asks the gamemaster if he can add a Bad Reputation negative trait so he can get himself another point of Wealth. Upon receiving the gamemaster's permission, and after tying some of his new traits into a biography growing in his mind, he promptly does so. Rei's traits now look like this:

Addiction (1)/Cigars, Bad Reputation (1)/Northwind, Custom Vehicle (2), Lost Limb (1)/Left Pinky, Owns Vehicle, Quirk (2)/Arrogant, Rank (2)/Private, Wealth (1)/2,500 C-Bills, Well-Equipped (1)/D-C-C, Vehicle (6)/GLT-5M Guillotine

Finally, Rei hones his skills by using the table on page 58, CBT:RPG, translating the Skill Points into skill bonuses by first using the table to determine the highest level each one has reached, then shaving off any excess points into a pool for re-use later.

For example, Rei's character has 5 SPs in each of his Language Skills. As Rei's character possesses neither Slow nor Fast Learner Traits, and these skills are not covered by a Natural Aptitude, he finds these skills both translate to a +1 skill bonus, with 2 leftover points each. These 4 points go into a pool for later

use in increasing skills or buying new ones. Doing the same with all his skills, Rei finds that they look like this:

Skills (Bonus):

Academic/Military History (0), Art/Sketch (0), Brawling (0), Career/Soldier (+1), First Aid (+1), Gunnery/Humanoid/Ballistic (+2), Gunnery/Humanoid/Laser (+2), Gunnery/Humanoid/Missile (+2), Interest/Cigars (0), Language/English (+1), Language/Spanish (+1), Leadership (0), Martial Arts/Military (+1), Navigation/Ground (+1), Perception (0), Piloting/'Mech (+2), Protocol/Mercenary (0), Rifles (+1), Scrounge (0), Sensor Operations (+2), Swimming (0), Tactics/'Mech (+1)

Leftover Points: 19

Rei uses his remaining SPs to upgrade his Gunnery/Humanoid/Laser to a +3 bonus, which costs 6 points. He also upgrades his Martial Arts Skill bonus with another 4 points, Tactics with another 4, and Brawling with 2 points. Rei uses the last 3 SPs to buy his character the Pistols Skill at a +1 bonus.

Rei finally decides to give his character a name, Reggie Mendoza, a brash, cigar-smoking MechWarrior with Latin features and an attitude so cocky, it makes almost anyone around want to slug him every time he opens his mouth. This young hotshot, however, is almost as good as he believes he is, and with his own Star League-era heavy 'Mech, to which his specialty in laser weaponry seems well suited, Reggie may just live long enough to knock that smug smirk off his own face someday.

Before turning his character sheet over to the gamemaster to finalize his biography and enter the campaign, Rei decides to spend his character's starting C-Bills to purchase equipment suitable for his upcoming role.

STAGE 6: THE CHARACTER BIOGRAPHY

With all the finishing touches completed, the player should now have a character with detailed statistics, including a name, gender, age, origin, and even a skeletal history, to say nothing of Attributes, special traits and skills. At this point the character is playable, but to be thorough, it is recommended that players write out a biography based on the character's experiences in the Life Paths, so that the character can have a distinctive background. The events described in each Life Path, after all, are generically phrased, allowing for rich and creative interpretations. That level 2 enemy, for example, can be more than a faceless nemesis waiting to strike. He or she should have a name and a reason for his or her intense

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loading of the character, beyond the normal rivalries between enemy factions.

The Life Path system provides the basis for deep, well-rounded character building. Done properly, a character's ability to come to life might surprise the player who created it.

LIFE PATH CREATION

To date, some one hundred and thirty-five Life Paths have been published for the creation of *CBT:RPG* characters, allowing players and gamemasters alike a broad range to choose from. But sometimes, the published paths just don't fit, either because the game master is running a campaign in a different era, or an alternate timeline, or just because the feel of the adventure doesn't work with some paths. In situations like this, gamemasters, or players with gamemaster approval, may want to try developing a unique Life Path. Anyone willing to do so, however, should take great care to generate a distinctive and well-balanced path that fits into the *BattleTech* universe at large. The point-based system outlined below will allow creative players and gamemasters the freedom to invent a path without worrying about generating an unbalancing one.

MAKE IT UNIQUE

The first and most important thing to remember is that any created Life Path must be different from all others, establishing its purpose for existing. Simply creating a variant

form of an existing Life Path will not do. For the path to be unique, it has to give a character who runs through it something that the other paths don't. As a guide, any path that covers an era, affiliation, and range of experience a character might face similar to those in an existing path is not truly unique, even if the specific events differ. For example, a path covering combat duty in service to the Lyran Alliance is redundant; players can already choose from two Tour of Duty Life Paths. However, a tour covering combat duty in service to the Lyran *Commonwealth* during the First Succession War would be different enough to warrant its own Life Path.

ESTABLISH TOTAL POINT VALUE

All Life Paths in *CBT:RPG*, have several main features that control when they affect a character's development, when a character may undertake them, how long they take, and what gains and hazards they may present. Any path should include penalties as well as bonuses, rather than too much of one or the other, in order to be fair and balanced. These benefits and drawbacks are what give the path spice and can alter the course of a character's history, and will have a direct impact on a character's final form. Of course, the magnitude of these features should also fit with the path's main purpose. To establish a fair give-and-take system, Life Paths have a point value based on their stage, level of risk and duration.

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Stage of Path

The stage of life where a character may enter into the new Life Path is a critical part of the Life Path construction process. The amount of points available to the path construction process is directly affected by the stage chosen.

Stage 1 paths, which cover a character's early childhood years, are comparatively simple, offering a light collection of Skill Points, Attribute modifiers and traits that merely serve as a foundation for the character's later adventures. Most of the late childhood Stage 2 paths bring a character through the formative teenage years, where more skills emerge than traits and the character is set up for higher learning or entry into the real world. Both Stage 1 and Stage 2 paths are "one-shot" paths only; they cannot be repeated at any point in the character creation process.

Stage 3 paths, which cover elective higher education, are more skill-intensive paths, where characters will receive a batch of skills in the process of selecting an ultimate career. Virtually non-existent in the Clans' more brutal culture, higher education combines with late childhood for the warriors of Kerensky.

Stage 4 paths, representing the real world, are where the character finally faces the trials and triumphs of real life. Depending on the purpose of this path, the traits, Attribute modifiers and skills a character may accumulate vary wildly, as unpredictable as the real world itself. As a general rule, action-oriented military and police paths, where greater risks and correspondingly greater gains are possible, offer more to a character's development than lower-risk civilian paths.

A distinct variance exists in the base point value of a path based on whether it is a Clan Warrior Caste path (for trueborn or freeborn Clan characters, until he or she washes out), or a standard military path, versus all other paths. This is because Clan warrior upbringing offers far more intensive training and experiences than Inner Sphere military training, and a military life is harder in the *BattleTech* universe than in other walks of life. To use any of the point values, the Life Path creator must clearly define the path as that of a Clan warrior caste member, an Inner Sphere military path, or otherwise.

The Life Stage Table below demonstrates the amount of Character Points a given path will be worth, based on the factors described above.

Stage	Base Point Values (by Path Type)		
	Clan Warrior	Military	Other
One	12	6	3
Two	40	10	5
Three	34	24	17
Four	6	6	4

Ian wants to create a Life Path based on the unique career of a combat correspondent, a trained soldier whose MOS centers on getting the news from the front lines and reporting it for the benefit of his fellow troops and the local propaganda office. Deciding that the skills for any character wishing to take this path may already be present or learned "on the job", he decides to create the Combat Correspondent Path as a Stage 4 path. After consulting with the gamemaster, Ian agrees the path is a military one, with a starting Base Point Value of 6.

Time in Path

The time spent by a character in a given Life Path is partially set by the stage of the path. All Stage 1 paths, for instance, bring the character to age 10. Most Stage 2 paths cover the following six years, though event rolls can modify this. Stage 3 paths vary in accordance with the amount of higher education the character opts for, but usually run a minimum of one year. Most Stage 4 paths average two years, describing a typical tour of duty or set length of service in a given occupation, but some have random terms if they are more unorthodox than that.

The time spent in a path directly affects the amount of potential gains (and risks) that a character may encounter in that period. In terms of a path's point value, the actual time spent in the path is modified by the number of years a character may expect to spend in the path. Stages 1 and 2 have no modifier, as those paths have a fixed age limit. Stage 3 and 4 Paths, because they can vary in length, are modified based on actual time spent in the path, to reflect the added experience they offer for more time. When figuring out how long a path will take, include any subpaths in the equation, whether mandatory or elective. Randomly rolled path times should be calculated based on the average roll result, which can be computed by adding the highest and lowest possible rolls and dividing the result by two (rounding normally). The Path Time Table sets the modifiers for the point values.

PATH TIME TABLE

Time Spent	Point Value Modifier
Stage 1: (to age 10)	None
Stage 2: (ages 11-16)	None
Stage 3: 1-4 years*	x1.0
Stage 3: over 4 years*	x1.5
Stage 4: 1-4 years*	x1.0
Stage 4: over 4 years*	x1.5

*If random, calculate the time in path based on the average roll result.

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Ian decides his Combat Correspondent Path should be limited to a single Tour of Duty's time, and so sets a 2-year duration for the path. As this falls within the range of 1 to 4 years, the Base Point Value is not affected ($6 \times 1.0 = 6$).

Assigning Points

The total points available to a Life Path are expressed in terms of a net amount of Character Points. The value of these points is directly equivalent to Attribute and trait points, as assigned by the player at the end of character creation. In the Life Path creation process, these points also cover Skill Points at a ratio of two Skill Points per every character point. These points are then assigned or modified throughout the creation process, divided as the path creator sees fit according to the rules outlined below.

In all cases, points used are expressed in terms of net value. In any given path, some skills, Attributes or traits can be raised at the same time others are lowered.

Prerequisites

Entry requirements determine who is eligible to take a given path. For the path to be of any value, it should not be excessively restrictive, allowing more than one character to meet the entry requirements and pass through to join the characters in the gamemaster's adventure.

Prerequisites take many forms, from affiliation exclusiveness, to a limited number of previous paths, to a set of Attribute minimums or specifically required or disallowed traits. In most cases, these prerequisites merely anchor the Life Path into its proper place for character development, and still allow most characters the opportunity to pass through. Some, however, are so restrictive that the path can only be taken by an elite few.

Setting a path prerequisite has no impact on the point value of the path, but the path's point value may suggest it be restricted to fewer characters. For purposes of point value costs, all prerequisites—whether for Attributes, traits, affiliation or prior paths taken—are free.

MINIMUM PREREQUISITES

Path Point Value	Prerequisites
Less than 5	0 – 1 prerequisites
6 to 17	1 – 4 prerequisites
17 and up	6 prerequisites

Having decided on the nature and duration of the Combat Correspondent Life Path, Ian checks the table and finds the recommended number of requirements for the path's point value is 1 to 4. After some

consideration, Ian decides that three prerequisites apply: First, the new path requires military training, as the character he has in mind to use this path can also be an active combatant in a front line position. As any conceivable specialty in the service may be asked to assume the role of combat correspondent, he requires that the character possess a Military Field. The second and third requirements, also born of the fact that the combat correspondent's job is on the front lines, are that the character possess neither the Timid nor the Combat Paralysis Traits. After consultation with the gamemaster, a fourth prerequisite is added, limiting the path to non-Clan characters since the Clans do not use their warriors in such a role.

Threshold Modifiers and "Free" Traits

Modifiers to one or more Attribute thresholds are possible in any stage of character generation. While some may occur during randomly rolled events, others can be automatic, coming with the first pass through the Life Path. These modifiers do not accumulate if a path is repeated, but the influence of Attribute modifiers on the overall threshold of a given Attribute weighs heavily on the final stages of character generation, and every instance counts.

As a general rule, modifiers are not automatically imposed in every path. Some of the more common paths, in fact, advance or degrade only one or two Attribute thresholds, usually with a net effect of zero on a character's overall Attribute thresholds. In other words, one Attribute threshold is raised just as much as another is lowered at the same time. More difficult paths, however, can alter this give-and-take balance, representing a more thorough test of the character's mettle.

The Threshold Modifier and Trait Points Table below provides a guide to how much of a "net effect" the changes to a character's Attribute thresholds can undergo in a given path. Because any type of path is possible under this system, the definition of what is a more or less challenging path is purely subjective. The challenge level is essentially a ratio of how much risk the path presents that may damage or impair the character's development compared to any potential benefits gained. A combat-intensive Life Path, for example, may be considered highly challenging, where a corporate executive Life Path might be medium or low on the relative challenge scale. Clan paths, as a byproduct of the Clan culture and "up-or-out" mentality, are generally more difficult than a corresponding Inner Sphere path. Here, common sense—and the gamemaster's discretion—prevails.

More challenging paths also tend to be demanding enough that some characters should be barred from entering them. For this reason, prerequisites should be assigned to these paths.

As with threshold modifiers, free Traits are also directly influenced by the challenges a Life Path presents, but in the opposite direction. This reflects the benefits of living a more

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stable and safer lifestyle, though it does little to enhance the body or mind. As with the Attribute thresholds, the amount of Trait Points are expressed in the table as a "net effect" on the character; the final combination of any negative and positive traits should not fall outside these ranges.

THRESHOLD MODIFIER AND TRAIT POINTS TABLE

Path Challenge Level	Net Threshold Effect	Net "Free" Traits
Low to None	-2 to 0	0 to +2
Medium	-1 to +1	-1 to +1
High*	0 to +2	-2 to 0
Excruciating*	+1 to +3	-3 to -1

*Prerequisites are recommended for these paths.

Ian and the gamemaster agree that the *Combat Correspondent* path, while potentially dangerous, does not require as much action on the character's part as does the basic infantry trooper or 'Mech jock, so the challenge level of the path is set at medium. In checking the *Threshold Modifier and Trait Points Table* for a guide, Ian finds that a medium-difficulty path should feature a net threshold effect (the final sum of all thresholds changed automatically upon entering the path) of -1 at least and +1 at most. The same applies to any traits applied upon entering the path. Using this guide, Ian decides that the *Combat Correspondent* path will increase WIL by 1 point, but that the stigma of being a reporter rather than a "real soldier" will likely stick with the character as well, negating this advantage. After some additional thought, Ian decides to add a Level 1 Contact at this point, reflecting one of the more permanent, low-level connections a starting reporter in the field might make. The net effect is +1 for the Attribute thresholds and +0 for traits, well within the suggested guidelines. This subtracts one point from the six that Ian has with which to build the path.

Bonus Skills

The skills awarded with a path are the most telling sign of a character's development in the path. All of life is a learning experience, after all, whether low-risk or high-adventure. The progression of skills, however, is mainly affected by the stage of life into which the path fits.

Early childhood teaches the basics everyone has by the time they are ready to join the campaign: reading, writing and basic math. Extra skills, gained through the path, accent these basics a little more, but true learning begins even later

in life, through the character's teenage years and perhaps through higher education, where the skills that carry one through real life are reaped. Clan society once more stands out, as far as warriors are concerned, by forcing higher education upon its people in the teenage years, when most

Inner Sphere children are in high school.

Once into the real life stage, character skills increase through trial and error rather than an intensive training regimen, so the ones that stick are those that the character tends to use on a regular basis. These Skill Points are the only advances a character can accumulate by repeating a path, so their value isn't to be downplayed. The time spent in a path also affects the allotment of skills awarded, though Stage 3 paths have to divide this total among the main path and all component subpaths.

The Free Skill Points Table below reflects this trend and outlines how many total Skill

Points should be awarded automatically with a new Life Path. Remember that these are net effects; some skills may decrease as others increase, such as Language Skills when one is forced to live on the streets. Also, fields awarded to a character (most commonly in Stage 3 paths) are awarded as a group, and thus have a cheaper Skill Point cost than normal. The discounted value of a field, when awarded automatically by the path, is computed by adding up all the awarded points of the field—usually 3 points per skill—and multiplying the result by 0.75. Finally, each Skill Point awarded counts as half a point from the Life Path point value.

"FREE" SKILL POINTS TABLE

Path/Time Spent	Net "Free" Skill Points
Stage 1: (to age 10)	+2 to +4
Stage 2: (ages 11-16)*	+6 to +10
Stage 3: each 2 full years (max. 6)	+15 to +18
Stage 4: under 3 years	+6 to +10
Stage 4: each 3 full years† (max. 6)	+6 to +10

*For Clan Warrior Caste, use the value for Stage 3.

†If random, calculate the time in path based on the average roll result.

NOTE: Any awarded fields are calculated at 3/4 of the total Skill Points awarded with the field.

Once more, Ian notes that his *Combat Correspondent Life Path* falls into the category of a Stage 4 path with a duration under 3 years, and sees that the recommended number of skills awarded upon each pass through the path before the event roll should be between 6 and 10. After some thought, he

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gives 2 Skill Points toward the character's Career/Journalist and Art/Writing Skills, and 1 point each to the character's Career/Soldier, Fast Talk and Protocol Skills. He decides to award 3 more Skill Points the character may use for the Military Field Skills of his or her choosing. This total of 10 awarded Skill Points translates to 5 Character Points, which uses up the last of Ian's 6 available Character Points. He goes into the final phases of Life Path construction knowing that the remaining points to award or penalize must now balance out to zero.

Next Paths

The paths available after the character passes through the created path are just as important as those established as a prerequisite for entering the path. Also like prerequisites, the number of possible paths a character can easily move into after departing the completed current path has no direct impact on the point value of the path. Setting the paths available to follow merely places the new path in its proper context.

The same basic rules apply when selecting the paths to follow as when assigning prerequisites. More exclusive paths tend to narrow a character's options before and after entering, while more open paths, particularly those of lesser challenge, offer a wider variety to choose from. Common sense prevails again in choosing what paths most naturally follow the new path. For example, most military training paths lead straight into a combat tour of duty, while most civilian paths offer opportunities to go on to the Travel or Ne'er Do Well paths, or even to a repeat of the existing path.

Ian uses common sense to decide where a combat correspondent might go after a tour covering the front lines. He decides that the correspondent might want to return to active duty in a combat role again, and so allows for whichever Tour of Duty path applies to the character first. Using the basic Tour of Duty: Inner Sphere path as a guide, he also decides that the options of Ne'er Do Well and Travel should be included, as well as Civilian Job, reflecting the character's transition into the civilian sector as a holovid correspondent.

Event Rolls

The random event rolls made during a Life Path provide a taste of adventure and create some unique hooks that players and gamemasters can use during game play. The remaining points available after the selection of threshold modifiers, traits and free skills go into the event rolls.

Event roll tables come in either 2D6 or 2D10 formats, representing a standard "generic" Life Path or a more eventful "advanced" Life Path, respectively. Higher roll results than the average signify a greater level of success in the path, while lower results signify failures. The middle range of results

yields average awards and penalties. The table below provides a rough guide to what benefits or drawbacks might be found in a typical Life Path. Players generating their own Life Paths may use this table or work out an equivalent that fits the guidelines described above. Remember that a character point (CP) is worth one trait, one Attribute modifier, or 2 Skill Points. A reduction in Life Paths may also count as a character point, counted as negative if the limited paths are less desirable for the path's goals and positive if they help the character in some way. If the path limit is set at one, it counts as 2 Character Points, determined as positive or negative in the same fashion.

At the end of the event roll tables, bear in mind that any imbalance in Character Points awarded or taken away should be reconciled with the Life Path's value. In other words, if the total number of potential character point losses exceeds the total number of potential character point gains, the path could be more dangerous than it's worth, unless the benefits awarded before making the roll mitigate this effect. When tallying up the character point losses and bonuses offered in an event roll table, use the worst possible outcome for any negative CP roll that includes an optional or random effect (e.g., choose one result) and the best possible outcome for any positive CP roll that does the same.

Even at its worst result, a Life Path must not totally cripple or kill a character, though it may derail that character's goal by forcing him or her into a different path. At the best result, the player should receive the option to choose one path (for generic paths) or two (for advanced paths) or take a chance on multiple events.

For added spice, some events may provide players with choices, such as which traits, modifiers or skills they can take on. Some can even offer a dual result option, with a different set of traits, modifiers and skills offered based on a single question posed to the player (such as whether or not to join a conspiracy).

Ian decides the Combat Correspondent path is so generic, the 2D6 event tables will suffice. Using the Life Path Event Roll Guide, he carefully picks out his events, ever mindful of the balance of bonuses and deficits each roll will make at its worst or best results. For every point of positive CPs the path can award, he must make sure the same number of negative CPs may also occur. At last, after reaching agreement with the gamemaster, Ian presents his new Combat Correspondent Life Path.

STAGE 4: COMBAT CORRESPONDENT

Prerequisites: Any non-Clan Affiliation. Any Military Field. Must not have Timid or Combat Paralysis.

Time in Path: 2 years

Threshold Modifiers: WIL +1

Traits: Stigma/Reporter, Contact (1)

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LIFE PATH EVENT ROLL GUIDE

Roll Event Effects (2D6)

2	Receive 1 to 4 negative CPs
3	Receive 1 to 3 negative CPs
4	Receive 1 to 2 negative CPs
5	Receive 0 to 1 negative CPs
6	Receive 0 to 1 positive CPs
7	Receive 1 positive CP
8	Receive 0 to 1 positive CPs
9	Receive 1 to 2 positive CPs
10	Receive 1 to 4 positive CPs
11	Receive 2 to 6 positive CPs
12	Choose one event or roll twice and apply both results
13	—
14	—
15	—
16	—
17	—
18	—
19	—
20	—

Event Effects (2D10)

Receive 3 to 6 negative CPs
Receive 2 to 5 negative CPs
Receive 2 to 4 negative CPs
Receive 1 to 3 negative CPs
Receive 1 to 2 negative CPs
Receive 1 negative CP
Receive 0 to 1 negative CPs
Receive 0 to 1 positive CPs
Receive 0 to 1 positive CPs
Receive 0 to 1 positive CPs
Receive 1 positive CP
Receive 1 to 2 positive CPs
Receive 1 to 3 positive CPs
Receive 2 to 4 positive CPs
Receive 2 to 6 positive CPs
Receive 3 to 8 positive CPs
Choose one event or roll twice and apply both results
Choose two events or roll three times and apply each result

Skills: Career/Journalist +2, Career/Soldier +1, Art/Writing +2, Fast Talk +1, Protocol +1, +1 to any three Military Field Skills.

Next Paths: Any applicable Tour of Duty (4), Ne'er-Do-Well (4), Travel (4), or Civilian Job (4).

Event Roll (2D6)

2 Captured by enemy troops while covering what turned out to be a shocking defeat. You escape, but you've seen way more than you bargained for! [Escape Artist +2, Interrogation +1, +2 to any combat or journalism skill, add 1D6 years to the time spent in this path, and choose two: BOD -2, Combat Paralysis, Unattractive, and Glass Jaw.] (Cost: 4.5 CP at worst results.)

3 A slip of the tongue during a live holocaust tips your position to the enemy. You survive the resulting carnage, but your career doesn't survive the court martial for gross incompetence. [Bad Reputation (2), Stigma/Incompetent, add +1 to any four military or journalism-related skills, next path must be Ne'er Do Well] (Cost: 3.0 CP including the single path limitation.)

4 Lost on your way to the front, you come under enemy fire. You survive, but one of your news crew doesn't. [First Aid +1, Choose two: BOD -1, Timid,

Poor Hearing, or Unattractive] (Cost: 1.5 CP at worst applicable results.)

5 Sometimes, getting the story means getting dirty. [Scrounge +1, Streetwise +1, Enemy (1), Bad Reputation (1)] (Cost: 1.0 CP)

6 Your honest and thorough reporting of the latest action on the lines sent one of your fellow soldiers into the stockade. [Enemy (1)] (Cost: 1.0 CP)

7 Routine action doesn't grab the headlines. [Career/Journalist +1] (Bonus: 0.5 CP)

8 Your honest and thorough reporting of the latest action on the lines earned you a commendation. [Career/Journalist +1, Fast Talk +1, +1 to any other skill] (Bonus: 1.5 CP)

9 They say reporters shouldn't make the news, but when the enemy overran your position, you didn't have much choice, did you? [Good Reputation (1), +2 to any two Military Field Skills, -2 to Career/Journalist] (Bonus: 2 CP)

10 You're a celebrity to the troops on a morale-boosting military holovid news program, and some network big shots want to meet you when you finish your tour. [Good Reputation (1), Contact (2), -1 to any three Military Field Skills, may take Solaris Insider path next] (Bonus: 2.5 CP)

11 You brave the most savage fighting you've ever seen. Not only do you live to tell about it, your story is picked up by agencies across your native land! (Good Reputation (2), Wealth (1), Career/Journalist +2, add +1 to any two Military Field Skills, choose either BOD -1, Lost Limb, or Addiction) (Bonus: 4.5 CP at best applicable results)

12 Choose one event or roll twice and take both results.

Ready at last, Ian goes off to create his next MechWarrior character using the rules he created for the new Combat Correspondent Life Path.

AFFILIATIONS

This section describes additional affiliations that players may choose during character creation. These affiliations are used in the same way as those found in *CBT:RPG*, with any notable exceptions included in the text.

Many of these affiliations were originally published in the *Field Manual* series or *S7*; they are included here for completeness.

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BANDIT KINGDOM (PIRATE)

If a more disadvantageous birthright exists, you've never heard of it. Even the most backwater Periphery world usually contains some form of legal livelihood that can lead to better choices, even if it means bartering one's crop for clothing. But the pirate bands and bandit kingdoms? You've been brought up on greed and cruelty, nurtured on the misfortunes of others. You've grown up with the idea that you can rely on just one person—yourself.

That isn't to say you can't make something better of yourself. But it's an uphill struggle all the way. You will be branded an outlaw and untrustworthy simply because of your birthplace. Those hooks set themselves deep. You might never shake them free. So watch your back, shoot first, and never underestimate the treachery of a friend.

Game Material

Primary Language: Any

Secondary Languages: Any

Attribute Thresholds: CHA -1, SOC -3, BOD +1, WIL +2

Bonus Skills: Language/Any +1, Perception +2, Choose three: Blades +3, Escape Artist +1, Fast Talk +2, Intimidation +2, Pistols +2, Rifle +1, Scrounge +2, Seduction +1, Streetwise/Any +1, Survival +2

Bonus Traits: Stigma/Bandit Born; may purchase Pain Resistance or Toughness for 1 point less than the usual cost

Path Restrictions: May not take Nobility (Stage 1), High School, Preparatory School or Military School (Stage 2),

University or Military Academy (Stage 3), Postgraduate Studies (Stage 4)

CAPELLAN CONFEDERATION REGIONS

Thanks to the efforts of Chancellors throughout the years, the citizenry of the Capellan Confederation is a relatively homogeneous lot. There is no balkanization like that which has plagued the Free Worlds League for centuries, nor are there significant regional identities, save for the recently reabsorbed St. Ives Compact.

Yet there are those who, for one reason or another, have not fully grasped the Capellan way of life. Some Capellans live on worlds that have just rejoined the Confederation, while others live on traditionally Capellan planets under the yoke of another nation.

Characters affiliated with the Capellan Confederation may opt to belong to one of these regions or be a "vanilla" Confederation character. Non-regional Capellan Confederation characters use the affiliation information exactly as presented in *CBT:RPG*. Characters associated with a specific region gain the following traits and Skills *in addition* to those for the Capellan Confederation found on page 28 of *CBT:RPG*.

Citizen Afar

The Succession Wars did far more than ruin the militaries of the Successor States. Those two and a half centuries of

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war cost the Capellan Confederation roughly half of its worlds, placing them under the control of either the Federated Suns or the Free Worlds League. The Fourth Succession War in particular cost the Confederation dearly, though Chancellor Sun-Tzu Liao has done much to reverse that damage in the past decade.

A Citizen Afar is still a son or daughter of the Confederation. These citizens may live under the rule of a different nation, but they know where their loyalties lie. They were raised in the traditional Capellan way, and were taught to hate their oppressors. They seek only to someday return "home", one way or another. While some encourage what changes they can passively through their way of life, others become freedom fighters, single-handedly struggling to bring their worlds back into the Confederation. Of course, those that succeed often find that their years of independent action make it almost impossible to live under the laws of any nation.

Game Material

Primary Language: Mandarin, Russian

Secondary Languages: English, German, Spanish

Attribute Thresholds: WIL +1, EDG +1, SOC -2

Bonus Skills: Academic/Capellan History +6, Language/Any Secondary +2

Bonus Traits: Good Reputation (3 among other Capellan Nationalists), In for Life, Quirk/Independent-minded, Stigma/Capellan Nationalist

Path Restrictions: May not attend an opposing nation's military academy without two appropriate Level-2 contacts (three if attempting to enter a prestigious institution like the NAIS).

Citizen Anew

The Confederation has done much in the past decade to return many of its conquered worlds to the Capellan fold. The people of these worlds are no less Capellan than the citizens of any other world, but they have been living under the rule of an enemy nation for decades. As a result, they may have ideas that are incompatible with the overall good of the Confederation. These citizens are watched carefully, not because the Maskirovka is concerned that they will damage the Confederation, but because the Confederation wants to make sure they are given every opportunity to embrace the Capellan way of life.

Game Material

Primary Language: English, Russian

Secondary Languages: Cantonese, French, German, Hindi, Mandarin, Spanish, Vietnamese

Attribute Thresholds: SOC -2

Bonus Skills: Academic/History (any affiliation other than Capellan) +2, Academic/Capellan History +2, Bureaucracy/Capellan +2, Language/Any Secondary +2

Bonus Traits: Quirk/Watched, Stigma/New Capellan Citizen

Path Restrictions: A character must be a full Capellan citizen (minimum SOC of 3) to take part in any of the following official Capellan Life Paths: Military School (Stage 2), all Stage 3 paths and all Stage 4 paths except for Ne'er-Do-Well. If a character cannot qualify for any Stage 2 or Stage 3 paths, he can go to Stage 4 and directly enter the workforce, taking a Civilian Job and ignoring the prerequisites. With the approval of the gamemaster, these characters can enter Life Paths "underground" among others of their status. Unless they travel to worlds outside the Confederation, however, these characters will never enter an Academy, a University or any legitimate Capellan military Life Paths.

St. Ives

With St. Ives' secession three decades ago, relations with the Capellan Confederation naturally soured, though for the newly born Compact this was a time of growth. The St. Ives Commonality had long been a nation of traders and industrialists, benefiting the Capellan Confederation for many centuries. Time spent independent from the Confederation allowed this natural disposition to flourish again on many worlds. The Compact was able to hold its own as an independent power.

Though the St. Ives Commonality is again a part of the Capellan Confederation, its people enjoyed some decades of complete independence as well as a close relationship with House Davion. In fact, many considered the Compact to be the Federated Suns' closest ally. The Duchess of St. Ives still maintains solid relations with elements of the Federated Suns as well as with ComStar, the Draconis Combine and the Free Rasalhague Republic. Cordial, if strained, relations exist with the Lyran Alliance.

Game Material

Primary Language: Mandarin (Chinese)

Secondary Languages: English, Hindi, Russian, Vietnamese

Attribute Thresholds: EDG -1

Bonus Skills: Language/Any, St. Ives Secondary +2; Interest/Any +1; Pick Two:

Administration +1, Negotiation +1, Protocol/Capellan Confederation +1, Protocol/Federated Suns +1, or Academic/Capellan History +1

Bonus Traits: Player may choose one of the following: Natural Aptitude/Administration, Negotiation or Protocol, or Exceptional Attribute/Edge. If a bonus trait is selected, the character must also suffer one of the following negative traits: Stigma/Outspoken St. Ives Loyalist (a penalty with pro-Confederation citizens) or Stigma/Known Capellan Sympathizer (difficulty with citizens of St. Ives).

Path Restrictions: St. Ives citizens living during the time of the Capellan war exist in an awkward state of Compact/Capellan citizenship. As a former citizen of the St. Ives Compact, a character may follow any of the unrestricted paths without penalty.

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If the player chooses, a character may enter any Life Path as a full Capellan citizen, including those paths normally restricted to the Capellan Confederation affiliation, unless the character has Stigma/St. Ives Loyalist. The character must meet all of the listed prerequisites as stated, except for SOC, which must be 1 point higher than any listed minimum. Note: most Stage 3 and Stage 4 paths for the Confederation require at least a SOC 3, the minimum for a Capellan Confederation citizen (see p. 28, *CBT:RPG*).

Additionally, a St. Ives character may choose to take any Federated Suns or Lyran Alliance Path as if he or she were a native of that nation, with the following exceptions: any SOC prerequisite must be 1 point higher than the listed minimum and the character must purchase an appropriate 1-point Contact (such as a Federated Suns or Lyran Alliance noble).

CASTILIAN PRINCEDOMS

Established before the Star League, the nine-world proto-nation of Nueva Castile was an agrarian paradise for many centuries. Its people knew no hardship or strife until the arrival of the Umayyad invaders, who sought to seize Nueva Castile for themselves. The Castilians learned the lessons of war on the battlefield and eventually turned the tide on the invaders. The once-peaceful people of these worlds are now dedicated to the liberation of their worlds from the Umayyads, though internal squabbles threaten to undermine their cause.

Game Material

Primary Language: Spanish

Secondary Languages: German

Attribute Thresholds: DEX +1

Bonus Skills: Blade +1, Negotiation +1, Protocol/Castilian +2

Bonus Traits: The Castilian feudal system places considerable emphasis on rank and birth status. Characters may not have a Rank Trait higher than their Title Trait. Furthermore, each Castilian has the traits Quirk/Honor Code and Quirk/Hate Ummayyads.

Path Restrictions: Castilians may not take the University (3) Path.

CHAOS MARCH

Rocked by constant warfare and political squabbling, the area known as the Chaos March is an ever-shifting mixture of divided loyalties and bloody conflict.

Nearly every Inner Sphere faction has a hand in the March's misfortunes. Though the root of the conflict lies with House Liao, which ruled here until the close of the Fourth Succession War, the area currently supports numerous independence movements motivated by the power struggles between various Successor States.

Life inside the Chaos March is harsh. Acts of barbarism are common, with terrorist bombings and guerrilla conflict a daily concern for most citizens. Military checkpoints litter

roadways, making travel risky for those displaced by the fighting. Few here remember the meaning of the word loyalty, as the flag overhead changes with the wind. The only sure way to survive is to know which way the nearest gun is pointed.

Game Material

Most characters created using this affiliation should be relatively young and their stories should be tied to the worlds and the conflict raging in the Chaos March. If the player has an older character that he wants to place in the Chaos March, he should choose another appropriate affiliation.

Primary Language: Mandarin (Chinese)

Secondary Languages: Russian, English, French, German, Gaelic

Bonus Skills: Scrounge +1, Survival +1, choose one: Demolitions +1, Pistols +1, Rifles +1

Bonus Traits: Quirk/Hostile reaction to other affiliations, Natural Aptitude/Tactics/Infantry; Toughness and Sixth Sense traits cost one Character Point less than normal (2 and 3 respectively).

Path Restrictions: Chaos March characters cannot choose the following paths: Military School (Stage 2); University or any Military Academy (Stage 3); Postgraduate Studies (Stage 4).

CIRCINUS FEDERATION

The Circinus Federation is known for one thing to the people of the Inner Sphere—piracy. Situated along the Periphery border of the Lyran Alliance and the Free Worlds League, the nation exists solely because neither of its neighbors has made the effort to wipe it out. The Circinians do launch frequent raids into both Successor States, however, as they do into the other two nearby realms—the Rim Collection and the Marian Hegemony. Of all the Federation's enemies, the latter poses the greatest threat.

The Circinian economy is nearly bankrupt. Its people eke out livings primarily through farming, ranching and other simple low-tech endeavors. Education and health care are poor. Only the people's spirit keeps them going in the face of such hardship.

Game Material

Primary Language: English

Secondary Languages: German, Spanish

Attribute Thresholds: STR +2, BOD +2, INT -2, WIL +1, EDG +3, SOC -4

Bonus Skills: Choose three: Animal Handling +5, Archery +3, First Aid +4, Hunting-Tracking/Mammals +4, Riding +4, Rifles +4 or Survival +5

Bonus Traits: High Endurance, Impatient, Poorly Equipped, Poverty, Slow Learner, Toughness

Path Restrictions: Character may not take the Stage 1 Nobility Life Path

CHARACTER CREATION

COMSTAR

ComStar is comprised of two distinct groups: the technical personnel who operate much of the interstellar communications network and serve as researchers and scientists, and the warriors who continue to form the bulwark against the Clan threat. Further, ComStar maintains one of the largest and best-equipped fleets in the Inner Sphere, ranging from the deep-space exploration vessels of the Explorer Corps to the massive WarShips of the Com Guards. ROM, the order's intelligence and special forces agency, is regarded as one of the best in the Inner Sphere.

Unfortunately, the reforms that followed the removal of Primus Waterly prompted a schism within the order. ComStar removed many of the religious trappings from their operations and focused on a purely scientific outlook, and also began to openly disseminate information. Considering this heresy, the opposing techno-religious faction fled to the Free Worlds League and formed the Word of Blake.

Game Material

ComStar is an unusual affiliation, because most of its members begin life outside the order. Players should select another starting affiliation for their characters that will determine Early and Late Childhood and, if the player chooses, Higher Education and Real Life. The traits and skills from the ComStar affiliation are in addition to those already obtained through the character's primary affiliation.

Characters seeking to enter the ComStar Training Subpath must include a Technician Field, while those seeking to enter the Com Guard Training Subpath must include a Military Field.

Unlike most affiliations, all members of ComStar—not just the Com Guards—have a rank, which is represented by the Rank Trait.

Primary Language: Original Affiliation

Bonus Skills: Comms/Conv. +2, Negotiation +1

Bonus Traits: Well Equipped, Stigma, Enemy (2): Word of Blake, Rank

Path Restrictions: Must choose the ComStar Service Real Life Path at least once before ending character creation.

DRACONIS COMBINE REGIONS

Of all the Houses in the Inner Sphere, even more so than the Federated Suns, the Draconis Combine is homogeneous. After all, they have spent centuries stamping out individualism and making sure that all within their borders are "of the Combine." Strangely enough, this resulted in some of the few cases of regional ethnic patriotism within the Inner Sphere; beyond the trends of a House at large, nationality or devotion to one's House has replaced most calls to ethnic solidarity in the Inner Sphere.

The most famous case of this is the Scandinavian-descended Rasalhagians, which fought an underground war for centuries before finally winning their freedom from the Combine in 3034. The only other major ethnic group that has

managed to retain its sense of self in the face of the "Combine onslaught" are the Azami of Algedi.

Characters belonging to the Draconis Combine affiliation may opt to belong to the region below or be a "vanilla" Combine character. Non-regional Draconis Combine characters use the affiliation information exactly as presented in *CBT:RPG*. Characters associated with the region below gain the following traits and skills *in addition* to those for the Draconis Combine found on page 26 of *CBT:RPG*.

Azami

One of the few worlds not totally conquered by House Kurita, the fierce fighting and determination of the Azami warriors in the face of far superior numbers earned them the respect of the Combine and eventually a peace treaty that allowed them to retain limited autonomy, provided they raised and maintained a fighting force that would serve the Combine. This force became the famed Arkab Legions.

Game Material

Primary Language: French

Secondary Languages: Japanese, Arabic, English

Bonus Skills: Martial Arts/Kenjitsu +1, Riding +3, Survival +3

Bonus Traits: High Endurance, Quirk/Mild Xenophobia to non-Azami.

Path Restrictions: None.

FEDERATED SUNS REGIONS

To people who live outside the Federated Suns, that nation seems to be one of the most homogeneous in the Inner Sphere. Of course, nothing could be further from the truth. In fact, the Federated Suns has always allowed its people the most freedoms of the five Successor States, and so there are several regions within the Federated Suns that have an identity of their own. Both the Capellan and the Draconis Marches are united in their hatred of the Capellan Confederation and the Draconis Combine, respectively. Likewise, the denizens of the former Sarna March, conquered people that they were, also have their own identity. Finally, the people of the Outback—the Periphery region of the Federated Suns—have a distinctive outlook and temperament.

Characters belonging to the Federated Suns affiliation may opt to belong to one of these regions or be a "vanilla" Federated Suns character. Non-regional Federated Suns characters use the affiliation information exactly as presented in *CBT:RPG*. Characters associated with a specific region gain the following traits and skills *in addition* to those for the Federated Suns found on pages 27–28 of *CBT:RPG*.

Capellan March

The sons and daughters of the Capellan March are devoted to the Federated Suns, but first and foremost their loyalties lie with their duke. Centuries of history have conditioned them to hate the Capellans, and a charismatic

CHARACTER CREATION

leader can easily whip groups of them into a frenzy against the Confederation—something that has been done hundreds of times during the course of the Succession Wars. Somewhat surprisingly, the past several years have also proven that the people of the Capellan March can place themselves above internal struggles. Indeed, while the Civil War pitted the citizens and soldiers of the Federated Suns against each other, the people of the Capellan March remained resolutely aloof, instead keeping their eyes on the Confederation. That is not to say that no one from this region fought on one side of the Civil War or the other. In fact, some of the worst fighting happened in the Capellan March. A genuine son or daughter of the March, however, knows where his or her true loyalties lie.

Game Material

Primary Language: English

Secondary Languages: Cantonese, French, Mandarin, Russian

Bonus Skills: Language/Any Secondary +1, Protocol/Federated Suns +1

Bonus Traits: Contact, Quirk/Hates Capellan Confederation

Path Restrictions: None; Attribute minimums for students enrolling in the Warrior's Hall are lowered by one point

Draconis March

Like the citizens of the Capellan March, the people of the Draconis March are united in their hatred of another nation and their fealty to their duke. In some cases more rabid in their loathing of the Draconis Combine than the Capellan March's hatred of the Confederation, the people of the Draconis March are also more critical of the Davion dynasty on New Avalon. Of course, hatred of the Combine stems not only from the centuries of war waged by House Kurita against the Federated Suns, but specifically from the horrors perpetrated on the world of Kentares in 2796 when some 52 million Federated Suns citizens were massacred by Combine soldiers.

Game Material

Primary Language: English

Secondary Languages: French, German

Bonus Skills: Bureaucracy/Federated Suns +3, History/Federated Suns +6, Perception +3, Protocol/Federated Suns +3

Bonus Traits: Contact (2), Natural Aptitude/Bureaucracy or Strategy (choose one), Quirk/Hates Draconis Combine, Quirk/Bigot (against Japanese)

Path Restrictions: None; Attribute minimums for students enrolling in the Robinson Battle Academy are lowered by one point

Sarna March

The worlds of the former Sarna March were conquered during the Fourth Succession War. Mostly Capellan in origin,

though a significant number of worlds were taken from the Free Worlds League, the Sarna March was a hodge-podge of ethnic backgrounds and a hotbed of anti-Davion sentiment.

Today, the Sarna March is no more. Most of the worlds that once belonged to this region are now part of the Capellan Confederation, the Free Worlds League and the Chaos March. Only a few belong to the Federated Suns. The people, however, still retain their fierce independence, which is causing serious problems for the Capellan Confederation in particular. Many of them see individuals like Pavel Ridzik as icons to their cause, and while they have no single leader or figurehead, they generally move in the same direction toward their own independent existence.

Game Material

Primary Languages: English, Mandarin, Russian

Secondary Languages: Cantonese, German, Greek, Spanish, Vietnamese

Attribute Thresholds: EDG +2, SOC -2

Bonus Skills: Deception +2, Languages/Any Sarna March Secondary +3

Bonus Traits: Contact, Quirk/Freedom Fighter, Stigma/Sarna Native, Well-Connected (4, Sarna March)

Path Restrictions: None, though any SOC or Contact requirements for any Life Paths are increased by one point to account for the character's background

Federated Suns Outback

Citizens of the Federated Suns commonly consider the Outback "the back-end of humanity." Most nobles of the Federated Suns look down on the people of the Outback, believing them less intelligent, less capable and less deserving—including the noble rulers of that region. In response, the people of the Outback consider the upper class and nobles of their nation "snooty" and discriminatory. Within the Royal Court on New Avalon, there is a distinct structure of social strata that often places individuals from the Outback lower than those from recently conquered worlds.

The people of the Outback are survivors. Some often deal with frequent pirate raids while others are faced with tough climates and ecologies. Though scorned by many, they are proud and naturally work harder and longer than many others within the Federated Suns. When someone from this region of space succeeds, it is through hard work and skill, never because someone just handed it to them.

Game Material

Primary Language: English

Secondary Languages: French, German, Spanish

Attribute Thresholds: STR +1, BOD +2, INT -1, WIL +1, EDG +3, SOC -2

Bonus Skills: Choose three: Animal Handling +3, Archery +3, Blades +2, Brawling +3, First Aid +3, Hunting-Tracking/Mammals +4, Pistols +2, Rifles +4 or Survival +4

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Bonus Traits: Brave, Poverty (1), Stigma/Outback, may purchase Pain Resistance and/or Toughness at two points less than the normal cost

Path Restrictions: None, though any SOC or Contact requirements are increased by one point to account for the character's background

FREE WORLDS LEAGUE REGIONS

The oldest of the Successor States, founded in 2271, the Free Worlds is also the most fractious, the legacy of the 2683 lawsuit Camlann vs. Free Worlds that guaranteed political independence to any self-sufficient region desiring it. As a result, the people and cultures of the League are incredibly diverse, in many regards a microcosm of the Inner Sphere (Indeed, some wags have suggested there are more cultures and administrative regions than in the rest of the Inner Sphere combined!) As such, there is no single "League culture," but rather a collection of attributes that, when taken together, symbolize a member of the FWL.

Characters belonging to the Free Worlds League affiliation may opt to belong to one of the regions listed below or be a "vanilla" Leaguer. Non-regional Free Worlds League characters use the affiliation information exactly as presented in *CBT:RPG*. Characters associated with a specific region gain the following traits and skills *in addition* to those for the Free Worlds League found on pages 28–29 of *CBT:RPG*.

Marik Commonwealth

A founding member of the FWL, the Marik Commonwealth is the political and economic center of the Free Worlds League, home to the capital of Atreus and several notable industrial worlds (for example, Keystone). Situated in the heart of the League, the Marik Commonwealth was spared the worst of the Succession Wars and as a consequence, its population is among the least warlike and most cultured in the League. The pursuit of money and efforts at self-improvement are the pillars of life in the Marik Commonwealth. Residents of the Commonwealth are also among the League's most avid patrons of the arts, many dabbling in painting or sculpture or at least having a fine appreciation of the works of others.

Ruled by Thomas Marik, who is Duke of Atreus and the League's Captain-General, the Marik Commonwealth is, unsurprisingly, the core of the Captain-General's power. Thomas is well regarded within his dukedom's borders, his just leadership respected at all levels of society. Political tensions within the Commonwealth tend to be directed at neighboring provinces, notably the Principality of Regulus or the Duchy of Graham-Marik rather than toward the central government. Indeed, most are glad to have a Captain-General whose mix of authority and charisma have allowed him to bind the fractious League together, and they take pride in their status as citizens of the Marik Commonwealth and the Free Worlds League.

Game Material

Primary Language: English

Secondary Language: Slovak, Romanian

Bonus Skills: Appraisal +1, Negotiation+1, Protocol +1

Bonus Traits: Wealth, Well Equipped, Stigma/Thomas

Supporter

Principality of Regulus

The second major province of the FWL, Regulus stands in stark contrast to the Marik Commonwealth. Once a major player in League affairs, the wealthiest of the provinces and almost a match for Marik in political influence, Regulus suffered when the ruling Selaj family's involvement in plots against the Captain-General led to their removal and to widespread devastation. Though the current dukes (the Cameron-Jones family) are not tainted by their murderous predecessors, Regulus' power has waned. Many in the Principality lust for the bygone days when the Mariks had to heed Regulan wishes, a desire that manifests itself today in institutionalized opposition to Thomas Marik's Captain-Generalcy. While not traitors to the League *per se*—they declined Catherine Humphreys' invitation to join Andurien in seceding from the League in the 3030s—they are bitter opponents of the Marik family and all they stand for.

The modern Regulan is usually accomplished in his chosen occupation but has an underlying dissatisfaction with his lot in life. He is driven to succeed, both for his own satisfaction and to prove to others the superiority of Regulan culture. Although the Principality lies in the heart of the League and is thus protected from the depredations of foreign war, Regulan troops are well regarded, albeit less than enthusiastic about the increasing centralization of the FWL military.

Game Material

Primary Language: English

Secondary Language: Hindi, Urdu, Mongolian

Bonus Skills: Negotiation +2, Protocol +1, Interest/Regulan History +1

Bonus Traits: Bad Reputation, Gregarious, Quirk/Opponent of Thomas

Duchy of Oriente

The third and final founding member of the League, Oriente has occupied the niche of "loyal opposition" for many years. Though broadly supporting the Captain-Generals, the dukes of Oriente have never been afraid to speak their minds, tempering the drive of the dukes of Atreus with their own brand of pragmatism. Thomas Marik's reforms have limited Oriente's powers in some regards, placing more authority in the hands of the Captain-General and Parliament, but Thomas' marriage to Duke Christopher Halas' daughter, Sherryl, and the birth of several children has bound the two provinces together.

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Bordering the Capellan Confederation, Oriente (and its neighbor Orloff, which shares many Orientian traits) is well known for its soldiers, both troops and officers. For all its martial experience, however, Oriente's main talents lie elsewhere, principally with commerce and technology. The peace that has prevailed in the League for the past few decades has allowed these industries to prosper beyond Oriente's wildest dreams, and the products of the province's engineers and merchants can be seen across the Inner Sphere.

Game Material

Primary Language: English

Secondary Language: Greek

Bonus Skills: Appraisal +1, Negotiation +1, Technician/Any +1

Bonus Traits: Good Reputation, Natural Aptitude/Any Technical Skill

Duchy of Andurien

A battleground for the forces of the Capellan Confederation and the Free Worlds League for much of the third millennium, it is little surprise that Andurien holds both of its dominators in low esteem. While lacking the political and economic muscle of Regulus or Oriente, Andurien was one of the most vocal opponents of the Captain-General, culminating in the region's secession and alliance with the Magistracy of Canopus (and ill-fated war against the Capellan Confederation) in the 3030s. Andurien was reincorporated into the FWL by force, its military stripped to create the Free Worlds Legionnaires. Publicly, there has been a rapprochement with the Mariks and a rehabilitation of the ruling Humphreys family. In private, however, Andurien remains a focus of opposition to the Captain-General and the residents' hatred of the government on Atreus has deepened in the years since the duchy's re-incorporation.

Andurien characters are well adapted to politics and combat, able to turn their hands to whatever will aid their cause the most. Although a native would probably kill you for suggesting it, the Andurien mentality resembles that of the Capellan Confederation—pragmatism and desire to succeed—albeit without the Oriental overtones and rigid caste structure.

Game Material

Primary Language: English

Secondary Language: Italian, Mandarin

Bonus Skills: Fast Talk +1, Perception +1, Protocol +1

Bonus Traits: Stigma/Andurien, Quirk/Hate Liao, Combat Sense

HANSEATIC LEAGUE

The Hanseatic League is the largest and most powerful of the Deep Periphery states, a loose affiliation of worlds bound together by a merchant oligarchy. Its trading parties range as far as the Lyran Alliance, Free Worlds League and Draconis Combine. Efforts have been made to build trade links to the

Clans though the League's relationship with the descendants of the Kerensky Exodus, particularly the Diamond Sharks and Jade Falcon Clans, but these overtures have received a frosty reception. The League tightly restricts access to Hanseatic worlds (only three are "open" to outsiders) and also acts as a clearinghouse for goods and information from the Inner Sphere and Clan Space.

The principal measure of status within the League is wealth; anyone seeking political power must be a master trader or otherwise wealthy. Those without riches are relegated to an underclass with no representation or influence over League affairs. These serfs are obligated to work for their merchant masters to eke out a subsistence living. Little more than slaves, these indentured servants have little hope of gaining their freedom, though occasionally a kind-hearted merchant will free a valued serf and set him up with a business of his own.

Game Material

Primary Language: English

Secondary Language: German

Bonus Skills: Appraisal +1, Negotiation +1, Bureaucracy +1

Traits: Wealth plays a significant role in Hanseatic society; no character may have a SOC value higher than his Wealth Trait (minimum of 2). Characters with the Poverty Trait also gain the Stigma/Serf and In for Life Traits.

Path Restrictions: None. Hanseatic characters who take the Free Trader or Deep Periphery Trader paths may add a +1 modifier to their event rolls.

LYRAN ALLIANCE REGIONS

Though the Alliance has been a unified state since 2341, its three founder states—the Protectorate of Donegal, the Federation of Skye and the Tamar Pact—have each retained their own character and politics despite numerous political reforms.

Characters belonging to the Lyran Alliance affiliation may opt to belong to one of these regions or be a "vanilla" Lyran. Non-regional Lyran characters use the affiliation information exactly as presented in *CBT:RPG*. Characters associated with a specific region gain the following traits and skills in addition to those for the Alliance found on page 30 of *CBT:RPG*.

Boot Camps: Many of the troops in the LAAF never attend academies. Instead, they enroll in one of the regional "boot camps" dotted around the Alliance, taking the Military Enlistment Path. However, the best and brightest boot-camp attendees may be sponsored for attendance at a major academy. Any character rolling 9 or higher on his Military Enlistment Events may take his remaining military training (if any) at a randomly determined military academy (see the Military Academy Table below). Players may roll to determine the academy (and thus the available fields) before deciding whether to transfer. Those who do so gain the Stigma/Militia-Trained Trait when dealing with members of the LAAF trained solely in an academy.

CHARACTER CREATION

MILITARY ACADEMY TABLE

2D6	Academy
2	Sanglamore
3	Alarion
4	Coventry
5	Alarion
6	Royal New Capetown
7	Buena
8	Pandora*
9	Thorin
10	Bolan
11	Bolan
12	Nagclring

*Only if attending before the year 3064. In September of 3064, the world of Pandora was captured by Clan Jade Falcon.

Protectorate of Donegal

The political and mercantile heart of the Lyran state, the residents of the Protectorate of Donegal are known for their determination and desire to dominate their environment. Donegal is the conservative heart of the realm, epitomizing the traits commonly regarded as Lyran: the quest for money, status, and prosperity. Of course, this is something of an exaggeration—many of the Protectorate's worlds are agricultural, with subsistence-level economies—but the former Protectorate contains a number of the richest and most economically significant worlds in the Inner Sphere: Tharkad, Donegal, Gallery and Alarion, to name a few.

Though a number of its worlds supported Prince Victor in the Civil War, Donegal was Katherine Steiner-Davion's main power base. Even with her removal from power, it remains a hotbed of political intrigue directed against Archon Peter. Tensions simmer beneath the surface as nobles and businessmen alike seek to help (or more often hinder) Archon Peter. The most significant opposition comes from those who claim that the mixed blood of the Steiner-Davions has failed and it is time to restore a pure-blood Steiner—or even a Marsden—to the Archonship.

Game Material

Primary Language: German

Secondary Language: English, Gaelic

Bonus Skills: Administration +1, Protocol +1, Scrounge +1

Bonus Traits: Quirk/Anti-Steiner-Davion, Stigma/Greedy,

Wealth

Federation of Skye

Though a willing member of the Lyran state in its early history, recent years have seen the Federation of Skye become a major thorn in the side of the Tharkad government.

Disdaining the Steiner-Davion alliance and buoyed by its own economic strength—Hesperus is House Steiner's principal weapons factory and Skye is one of the Inner Sphere's principal trade hubs—Skye has seen a strong undercurrent of rebellion since the Fourth Succession War, manifesting in a series of secession attempts over the past forty years. The latest attempt, during the recent Civil War, almost succeeded. Though badly bloodied, the people of Skye know that their position in the new politics of the Lyran Alliance gives them immense influence as Archon Peter continues to wrestle with the reins of power.

Skye characters are determined and self-reliant, striving hard to better themselves and win freedom, be it from Kurita invaders or from the government on Tharkad. While not every resident of the Federation supports Duke Kelswa-Steiner's Free Skye movement, a distinct sense of "them and us" predominates among residents and those born there in recent decades.

Game Material

Primary Language: English

Secondary Language: Italian, German

Bonus Skills: Bureaucracy +1, Languages (any) +2

Bonus Traits: Stigma/Free Skye OR Quirk/Anti-Steiner-Davion, Well Connected/Free Skye (2)

Path Restrictions: May not choose Clan War Orphan Stage 1 path.

Tamar Pact

The Tamar Pact bore the brunt of the Clan assault into the Lyran half of the Federated Commonwealth and its residents have suffered greatly in the past two decades. Dozens of worlds were lost to the invading Wolves, Jade Falcons and Steel Vipers, including the capital of Tamar (now the Wolf regional capital) and the key worlds of Twycross and Sudeten. Though some planets have since been liberated from the invaders, even more have fallen. Grand Duke Morgan Kell incorporated a number of Tamar worlds in his Arc Royal Defensive Cordon to foil further Clan gains, but recent losses have added to the sense that the central government, lost in its own disputes, is not doing enough to safeguard the people of Tamar. However, with the establishment of their Duke-in-Exile, Robert Kelswa-Steiner, as the consort of the Duchess of Skye, Tamar's voice can finally be heard.

Battered by successive Draconis Combine incursions and more recently by the Clans, the residents of the former Tamar Pact are a doughty folk, inured to the hardships of war. Their physical and mental toughness is well known, as is their burning desire to see their lost worlds return to the Lyran fold.

Game Material

Primary Language: German

Secondary Language: English, Swedenese

Bonus Skills: Perception +1, Streetwise +1, Survival +1

Bonus Attributes: Edge +1

CHARACTER CREATION

Bonus Traits: Quirk/Hatred of Clans, Quirk/Anti-Steiner-Davion, Well Equipped (2)

MARIAN HEGEMONY

Once little more than a bandit kingdom, the Marian Hegemony managed to convince itself that it was one of the "big boys" in the Periphery. With no nation willing to commit the resources to proving the Marians wrong, the Hegemony continued to grow, eventually maturing into the legitimate nation it is today. Taking on the trappings of ancient Rome, the Hegemony evolved into an interesting civilization, a true cultural and economic power. The only dark spot is the Marians' penchant for looking over their shoulders, always expecting a punitive raid, a tirade from their Caesar or the like—a sense of paranoia that often prevents all but their most open minded citizens from truly reaching their full potential.

Game Material

Primary Languages: English and Latin

Secondary Language: German, Spanish, Greek, Swedish, French

Bonus Skills: History/Marian Hegemony +3, History/Roman Empire +2, Strategy +2

Traits: Toughness, Quirk/Paranoid

Path Restrictions: None

UMAYYAD CALIPHATE

The Umayyad people arrived on Nueva Castile in the early twenty-ninth century. The invaders came within a hair's breadth of subjugating the nine-world association before internal squabbles among them gave the Castilians a chance to regroup and mount an effective counterattack. Today, the Umayyad Caliphate—ironically, the name was given to invaders by their Castilian enemy—struggles to survive. The close-knit community's martial traditions and the fractious nature of its opponents are the only reasons the Caliphate has held out so long.

Game Material

Primary Language: Arabic

Secondary Language: English

Attribute Thresholds: DEX +1

Bonus Skills: Academics +1, Art +2, Protocol/Umayyad +1

Bonus Traits: Rank and status are central to Umayyad military life; all Umayyad officers and MechWarriors must have the Title Trait. Additionally, Umayyad martial culture discriminates against cowards; any character with the Combat Paralysis Trait also receives the Stigma/Coward Trait when dealing with other Umayyads.

Path Restrictions: All Umayyad warriors must take the Nobility Path (1).

WORD OF BLAKE

The death of Primus Myndo Waterly and subsequent radical changes to long-established beliefs in 3052 threw ComStar into an uproar. Some extremists chose to abandon this new ComStar altogether and preserve the old quasi-mystical ways. These true believers fled to the Free Worlds League seeking shelter with Captain-General Thomas Marik, and founded a factional organization known as the Word of Blake. Marik let them occupy the planet Gibson, and in return they operated all of the Free Worlds League's hyperpulse generators.

From their base in the Free Worlds League, the Word of Blake planned and executed an assault on Terra in 3058 and succeeded in ousting ComStar from the Sol system.

Game Material

Most Word of Blake members begin life outside the order. Players should select another starting affiliation for their characters that will determine Early and Late Childhood and, if the player chooses, Higher Education and Real Life. The traits and skills from the Word of Blake affiliation are in addition to those already obtained through the character's primary affiliation.

Characters seeking to enter the Word of Blake Training Subpath must include a Technician Field; those seeking to enter the Word of Blake Militia Training Subpath must include a Military Field. All members of the Word of Blake have a rank, represented by the Rank Trait.

All Word of Blake characters must choose a faction with the order. The four largest are the conservative True Believers, the radical Toyamas, the revisionary Counter-Reformists, and the Expatriates, who are recent converts from ComStar. They then undergo a year of training, which grants the following benefits:

Primary Language: Original Affiliation

Bonus Skills: Academic/Star League History +3, Comms/Conv. +1

Bonus Faction Skills: True Believer: Negotiation +3; Toyama: Intimidation +3; Counter-Reformist: Leadership +3; Expatriates: Protocol/ComStar +3

Bonus Traits: Well-Equipped (2), Contact (2), In for Life, Quirk/Loyalty to Word of Blake, Stigma/Fanatic (2), Enemy/ComStar (2), Rank

Path Restrictions: Must choose the Word of Blake Service Real Life Path at least once before ending character creation.

ADDITIONAL PATHS

The following section contains a number of Life Paths designed to expand and flesh out characters. Players and gamemasters can use these paths in conjunction with those presented on page 33–52 of *CBT:RPG*.

The following paths have some basic prerequisites. In addition to minimum required Attributes, a few also list prerequisite paths a character must complete before entering the particular path.

CHARACTER CREATION

Many of these paths were originally published in the *Field Manual* series or *S7*; they are included here for completeness.

EVENTS

Like the paths presented in *CBT:RPG*, each of the paths below has a unique list of events. Players and gamemasters should follow all of the standard rules for determining character events (see p. 24, *CBT:RPG*), with one exception. Instead of rolling 2D6, players should roll 2D10 for most Path Event Tables to randomly select an event. After rolling dice for an event, the player can increase or decrease the dice roll results by 1 or 2, or reroll using the single expenditure of Edge (see *Edge and Events*, p. 25, *CBT:RPG*).

Capellan Confederation Expansion to Basic Paths

This material expands on the Capellan Confederation affiliation (p. 23, *CBT:RPG*). Assume those rules prevail unless specifically stated otherwise here.

Because the Confederation provides free schooling to all citizens, regardless of location, the Stage 1 Life Path *Backwoods* (p. 33, *CBT:RPG*) should allow continuation in the Stage 2 path *High School*. (This does not eliminate the need for a minimum SOC 3 for a Capellan citizen.)

For Stage 2 Life Paths (p. 36, *CBT:RPG*), *High School* and *Preparatory School* should be closed to any character who chose Affiliation: Capellan Confederation (p. 28, *CBT:RPG*) but is not a Capellan citizen.

The Stage 3 paths of Military Enlistment and Military Academy are specifically dealt with in the entry below on regional training centers.

Capellan Confederation Regional Training Centers

There are no special Life Paths associated with regional training centers (RTCs). A minor regional training center in the Confederation (including the St. Ives Commonality) is the military's basic instruction program. Taking the Military Enlistment Path (p. 41, *CBT:RPG*) without officer training implies that the recruit attended a small RTC. Capellan characters who select the Military Academy Path (p. 40, *CBT:RPG*) or were selected for Officer Candidate School during a Military Enlistment Path have attended one of the major regional training centers.

For extra variety, gamemasters are encouraged to add Academic/Capellan Philosophies +3 to the skills list for some RTCs and STR +1 to Attribute thresholds. If these changes are made, apply a penalty of -2 to all Event Rolls or simply note that the character attended the RTC and military advancement will be limited when compared with a graduate of a major Capellan academy. An officer can correct this deficit by returning to Sian University for proper political evaluation and an OCS "refresher."

Characters with Affiliation: Magistracy of Canopus or Affiliation: Taurian Concordat may claim to have attended a Capellan RTC as long as they acquire a skill in Academic/Capellan Philosophies. Taurians will not be selected for Officer Training, regardless of event rolls.

STAGE 2 AND 3

Unless otherwise stated, these paths follow the rules for Stage 2: Late Childhood and Stage 3: Higher Education in the *Character Creation* section of *CBT:RPG* (pp. 36, 40).

BLACK WARRIORS

Any affiliation. Applicants from beyond the Circinus Federation must have a relevant Bad Reputation or Stigma (per the gamemaster's judgment). Cannot have Combat Paralysis, Disabled, Glass Jaw, Slow Learner or any of the following traits above the lowest possible level: Lost Limb, Poor Vision, Poor Hearing.

The Black Warriors are undoubtedly one of the most cruel and sadistic pirate units operating in the Periphery. If that's not bad enough, the Warriors are sponsored by a nation that continually touts its benevolence in an attempt to gain legitimacy in the eyes of its contemporaries.

Time: 1 year

Attribute Minimums: INT 3

Attribute Thresholds: BOD +1, SOC -5, WIL +2

Traits: Toughness, Stigma/Bandit, Vehicle (2)

Skills: Scrounge +4, Blades +3, Brawling +3

Fields: Basic Training

Events: Do not roll events for Black Warrior Training

Previous Paths: Any

Next Path: Black Warrior Advanced Training (mandatory, part of this pass)

Mandatory Subpath: Black Warrior Advanced Training

Open to Black Warrior Basic Training graduates; Military Academy attendees from outside the Circinus Federation who have been disciplined, disgraced, or expelled or who have a relevant Bad Reputation or Stigma Trait; or Military Enlistees who have been disciplined, disgraced, or dishonorably discharged or who have a relevant Bad Reputation or Stigma Trait (all prerequisites per the gamemaster's discretion).

Time: 2 years

Traits: Promotion

Skills: Add +1 to three Basic Training Skills and +1 to any single other skill

Fields: Choose one of the following fields, subject to the listed restrictions:

Infantry (*minimum BOD 4, STR 4*)

MechWarrior (*minimum DEX 4, RFL 4*)

Events: Do not roll events for Black Warrior Advanced Training

Next Path: Black Warrior Hazing (mandatory, part of this subpath)

CHARACTER CREATION

Mandatory Subpath: Black Warrior Hazing

Open to Black Warrior Advanced Training Graduates or military personnel from outside the Circinus Federation who have been dishonorably discharged or who have a relevant Bad Reputation or Stigma Trait (prerequisites may be set at the gamemaster's discretion).

Time: 1 year

Attribute Thresholds: WIL +1

Traits: In for Life, Pain Resistance, Poison Resistance

Skills: Survival +6, Intimidation +6

Events: Roll on the Black Warrior Hazing events table

Next Path: Tour of Duty: Black Warrior

Black Warrior Hazing Events

- 2 You were involved in a major training accident. [May take no other combat paths, choose three: Amnesia, Combat Paralysis, Disability, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision, Slow Learner]
- 3 You picked the wrong fight. [May take no other combat paths in the Circinus Federation, choose two: Disability (1), Glass Jaw, Poor Hearing, Poor Vision, Slow Learner, Timid, Unattractiveness]
- 4 Accused of being an undercover Inner Sphere agent and "taught a lesson". [May take no other paths in the Circinus Federation, Acting +2, Disabled, Enemy (2), Stigma/Spy, BOD -2]
- 5 You just didn't have the stomach for the bandit lifestyle. [Good Reputation, Stigma/Coward, Timid, and may take no more Circinus military paths]
- 6 You're better off outside the cockpit. [Character loses all skills learned in this subpath and may take no more Circinus military paths.]
- 7 You graduate but fail the final Black Warrior hazing ritual. [Stigma/Failure and may never take the Tour of Duty: Black Warriors path, though the character is offered a position in McIntyre House Guard]
- 8 You survive training by staying quiet and not standing out. That might work in the Lyrn Alliance, but not here. [+2 to any three skills, but kicked out of the Black Warriors, though the character may still try to find a position within the McIntyre House Guard]
- 9 You're good, but not quite as good as everyone else. [Slow Learner and lose half of the skill bonuses learned in this subpath (round up)]
- 10 You're a Black Warrior, but you pay the price of membership [Addiction (2), Lemon, Streetwise +2]
- 11 You graduate, but only because you owe another Black Warrior "big time" [Contact, Poverty, Quirk/Debt of Honor]
- 12 You're a mean S.O.B. and that's saying a lot compared to some of the other psychos who trained with you. [Bad Reputation (2), Quirk/Sociopath]
- 13 They nearly killed you and you emerged from their hazing a changed man—changed so much, in fact, that you said to hell with the Black Warriors and struck out on your own, leaving a pile of Black Warrior bodies in your wake.

[+3 to any three field skills, Bad Reputation (3), Vehicle (2), Wealth (2), Quirk/Hunted and may take no more Black Warrior or Circinus-related paths]

- 14 Bandits don't normally work that hard. [+3 to any two AIT skills, Stigma/Studies Hard]
- 15 Not only do you make it into the Black Warriors, but you managed to make a few C-bills on the side. [Contact (2), Forgery +1, Gambling +1, Negotiation +1, Owns Vehicle or Wealth (3)]
- 16 You are one bad bandit [Perception +3, Quickdraw +3, Stealth +3, Quirk/Daring]
- 17 You impressed someone somewhere in between the beatings and torture sessions. [BOD -1, Addiction (2), Contact (2), Custom Vehicle (2), Well-Equipped (2)]
- 18 After your impressive performance, the entire unit knows your name [+4 to any two field skills, Custom Vehicle (2), Wealth (4), Well-Connected]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

PARAMILITARY SERVICE

This Path is open to any affiliation. The character must not have any seriously "questionable" events in his or her history (per the gamemaster's judgement) unless the character has or purchases an appropriate Contact (1) who can hide the event. This path is unique in that it can be taken as part of either Stage 3 or Stage 4. If taken in Stage 3, the character may also choose to progress through this path simultaneously with another Stage 3 path, adding the time required from both stages together (but may roll for events on both).

Throughout the Successor States and a few of the Periphery nations, there exist the paramilitary organizations that help police worlds, support public works, and otherwise serve the more trivial needs of the state. For realms that require some form of military and/or civil service, serving a few years with a paramilitary organization often takes care of this duty. House Liao's space scouts and the Taurian Concordat's required military service both fall into this area.

Time: +2 years

Attribute Minlimums: WIL 3, SOC 2

Skills: Choose two: Arts/Any +3, Interest/Any +3
Language/Any +3, Leadership +3, Protocol/Military +3,
Running +2, Tracking +2

Fields: Basic Training (only 2 points per skill)

Previous Path: Any

Next Path: Any

Paramilitary Events

- 2 You were one of the lucky ones. At least you walked away from the accident. [BOD -1, Disabled, Unattractive, Combat Paralysis]
- 3 How could you have been so careless? And the governor's son was among the casualties. [Bad Reputation, Introvert, Enemy (2)]

CHARACTER CREATION



- 4 How do you get thrown out of a voluntary organization? [SOC -1, Bad Reputation, lose all bonus skills from this path]
- 5 Had to find out the hard way. Sometimes you just shouldn't push back. [Enemy, Glass Jaw, Martial Arts/Military +4]
- 6 Didn't anyone ever teach you to stand up to bullies? [Timid, Running +4]
- 7 You were supposed to be on duty. [WIL -1, Dependent, Seduction +4]
- 8 That brief taste of action was enough to change you. Of course, whether for better or worse is still up in the air. [Choose either Brave and Quirk/Jerk or Introvert, Quirk/Psychosis and Sixth Sense]
- 9 Bad cadet. No citation for you. [Bad Reputation, Bureaucracy/Any +4]
- 10 Marching in place. Take your merit badges and be happy. [Administration +3, Career/Soldier +2]
- 11 Kiss the dummy. You spend a great deal of time teaching CPR at schools. [First Aid +5, Training +2]
- 12 You are a public relations gift to the organization. Good thing children are so easily impressed. [Gregarious, Good Reputation, Arts/Any +4]
- 13 Who would have thought? You're a natural. [Natural Aptitude/Any non-combat skill, +5 to this skill]
- 14 Sent in to help run one of the organization's camps. [Choose three: Administration +3, Communications +3, First Aid +3, Interest/Any +3, Leadership +3, Swimming +3, Rifles +2, Tracking +2, Training +2]
- 15 Right place, right time, right training. You saved the life of a planetary governor. [Good Reputation, Contact (2), Climbing +2, First Aid +2, MedTech +1]
- 16 Falcon Scout? Get serious. [Night Vision, Stealth +4, Survival +4, Tracking +4, Climbing +2, Tactics/Infantry +2]
- 17 You are selected to serve as a liaison between the organization and the government. Lucky you. [SOC +1, Well-Connected (4), Administration/Any +5, Bureaucracy/Any +5, Language/Any +5, Leadership +5, Negotiation +5, Protocol/Any +5, Add 2 years to the time of this path]
- 18 All your Citations of Merit and Certificates of Accomplishment will not fit on one wall. [Fast Learner, Well Equipped (4), Apply +2 to all field skills and bonus skills learned on this path]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

CHARACTER CREATION

WARRIOR HOUSE ASPIRANT

Capellan Confederation and St. Ives Affiliations only.

This Life Path covers Stage 2 and Stage 3, with characters beginning at ten years of age and advancing as far as age twenty.

It is a special Capellan citizen who gives up his or her normal life to become a Warrior House aspirant. He will know a lifetime of training and constant preparation for combat. When called upon, it is guaranteed that no easy task will be set before him. The rewards are few, but it is never wealth or fame that draws one into a Warrior House—rather, these cadets thrive on personal challenge and a strong feeling of duty to the Capellan state.

Time: 4 years

Attribute Minimums: STR 4, BOD 4, DEX 4, RFL 4, INT 4, WIL 5, CHA 4, EDG 4, SOC 3

Attribute Maximum: SOC is automatically advanced from 3 to 4 and permanently frozen at 4. Only a House Master rates higher, at a permanent 6.

Attribute Thresholds: BOD +1, CHA -1, DEX +1, WIL +2

Traits: In for Life, Introvert (with others outside Warrior House), Quirk/Loyalty to the Warrior House

Skills: Academic/Capellan History +1, Academic/Capellan Philosophies +3, Academic/Military History +2, Language/Any +1, Protocol/Warrior House +3, Interest/Any +2

Fields: Basic Training

Events: Do not roll events during these initial years

Previous Paths: Any

Next Path: Advanced Infantry Training Subpath (mandatory, part of this pass)

Mandatory Subpath: Advanced Infantry Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Brave, Well Equipped (3), Promotion (Rank 6);

Choose a second Quirk/Loyalty to either House Liao, the Chancellor or the Confederation (see Warrior House regimental descriptions for possible determination)

Skills: Add +3 to any skill acquired in Basic Training or AIT, add +1 to any three other skills

Fields: Infantry. Also, choose one of the following secondary fields and apply +1 to all skills it contains rather than the usual +3:

Armored Infantry (*minimum STR 6, BOD 5*)

Basic Training (*assistant instructor, also gain*

Training +1)

Cavalry (*motorized infantry*)

Infantry (*specialist, also gain Strategy +1*)

Marine (*may not have TDS Trait*)

Scout (*minimum RFL 5*)

Special Forces (*minimum DEX 5, RFL 5*)

Events: Events marked with an asterisk (*) may be used as written or the player may choose to take the Special Training Subpath instead.

Next Path: Tour of Duty: Xin Sheng (4), Tour of Duty: Inner Sphere (4) or Special Training (2/3, part of this pass; an option if character took Armored Infantry, Scout, Marine or Special Forces in AIT training). After a tour, a character may take Covert Ops (once) but is then limited to Tour of Duty Paths, the Special Training Subpath or the Officer Candidate School Subpath (attainable by an event roll only).

Warrior House Aspirant Events

- 2 Was it you, or was it "them?" You flee the House. [Alternate Identity, Enemy/Unknown, Enemy/Maskirovka (3), Stigma/Traitor, may take no additional military paths]
- 3 House of cards. No doubt in your mind, it was "them." But they don't know you're wise. [Lose all Quirk/Loyalties, gain Enemy/Warrior House (2), Quirk/Out for Revenge (2)]
- 4 Conflict of interests puts you in no-win situation. [Demotion, Vehicle (-2), Enemy, Bad Reputation, lose one Quirk/Loyalty]
- 5 All work and no play makes warrior far too short-tempered. [Demotion, Vehicle (-1), Enemy, Unattractive (facial scar)]
- 6 Late start. [+1 year to the time this path takes, any three military skills -1, Vehicle (-2)]
- 7 It's a Warrior House. Not quite a monastery [Seduction +2, any three other skills -1, Dependent]
- 8 Theory, yes. Application ... [Academic/Capellan Philosophies +3, Academic/Any +2, any three military skills -2]
- 9 Perhaps military school *wouldn't* have been as bad. [Quirk/Dilettante, any three military skills -1]
- 10 Your *Sifu* is never satisfied with your performance. [BOD -1, WIL +1, Enemy]
- 11 You are right where you wanted to be—now you just have to survive it. [Any two military skills +1]
- 12 Are you certain you've never touched one of these before? [Appropriate piloting skill +3, Vehicle]
- 13 It's all in the balance of life. [Any two non-military skills +2, any other skill +1]
- 14 If you see it, you can hit it. [Ambidextrous, DEX +1, +1 to all gunnery skills character already possesses]
- 15 Maybe five others in the CCAF could have made that shot. [Good Vision, Rifles +4, Stealth +2, Tracking +1]
- 16 Change of the guard, your original *Sifu* retires from active combat duty. [Promotion, Vehicle (2), Contact (2), any two military skills +1, Quirk/Loyalty to the Warrior House (2)]*
- 17 To be what we are, and to become what we are capable of becoming, is the only end of life. [-1 year to the time this path takes, must take Special Training Subpath, any four special training skills +1, Vehicle (2), Custom Vehicle (2)]
- 18 The Death Commandos want you! An honor, to be sure, but do you wish to leave the House? [Any four military skills +1; character may attempt to qualify for the Death Commandos Covert Tour Path next; if unable (or unwilling) to make Death Commando, characters who have not taken an officer program may immediately take the Officer Candidate School Subpath below]

CHARACTER CREATION

- 19 [Choose one event or roll twice and apply both events]
20 [Choose two events or roll three times and apply each event]

Subpath: Special Training

If a character desires, Tour of Duty may be taken (and repeated) after AIT and before this subpath. A House warrior may return to this subpath up to two times for extra training, in lieu of taking any events effects that involve a promotion or commission. The first time through all benefits are applied. Upon return, the only benefit is to select a new field and gain +3 points per new skill. No traits or threshold increases or repeated skills are gained on the second pass, though events may be rolled again with the standard -1 to the roll for each return.

Time: 3 years (if after a Tour of Duty, 2 years)

Attribute Minimums: WIL 6

Attribute Thresholds: Add +1 to any one threshold of player's choice

Traits: Armored Infantry gain Vehicle (1), Special Forces gain Natural Aptitude/Any, MechWarriors and aerospace pilots gain Commission (Rank 1) and Vehicle (2)

Skills: Academic/Capellan Philosophies +2, any four other skills +1

Fields: Choose one of the following fields based on the prerequisites:

Aerospace Pilot (*Marine AIT trainees, Houses Dai Da Chi and Kamata only*)

Armored Infantry (*minimum BOD 5, STR 6*)

MechWarrior (*Armored Infantry or Special Forces AIT trainees only*)

Special Forces (*Scout or Special Forces AIT trainees only*)

Events: Roll on Warrior House Aspirant Table for events this time period

Next Path: Tour of Duty: Xin Sheng (4), Tour of Duty: Inner Sphere (4). After a tour, a character may take Covert Ops (once) but is then limited to Tour of Duty Paths or the Officer Candidate School Subpath (attainable by an event roll only)

Subpath: Officer Candidate School (OCS)

Attainable by event roll only. If a Tour of Duty event roll later allows for officer training, Warrior House personnel must return to this subpath.

Time: 1 year

Traits: Commission (Rank 1)

Skills: Academic/Military History +2, Strategy +2, Training +3

Fields: Officer Training

Events: Do not roll events for this subpath

Next Path: Per last path followed

STAGE 3: HIGHER EDUCATION

Unless otherwise stated, these paths follow the rules for Stage 3: Higher Education in the *Character Creation* section of *CBT:RPG* (p. 40).

CANOPIAN INSTITUTE OF WAR

Magistracy of Canopus Affiliation only, though with an appropriate Contact, Capellan Confederation Affiliation (per the gamemaster's judgement). Cannot have Combat Paralysis, Disabled, Glass Jaw, Slow Learner or any of the following traits above the lowest possible level: Lost Limb, Poor Vision, Poor Hearing

Opened only six years ago, the Canopian Institute of War (CIW) has already become the finest MechWarrior training academy in the Periphery and has begun to eclipse some of the smaller academies of the Inner Sphere. This is due in part to the template being used; the academy's workings, from curriculum to training practices, are lifted wholesale—or as much as could be discovered—from the Sun Zhang MechWarrior Academy of the Draconis Combine, the largest and arguably most prestigious MechWarrior Academy in the entire Inner Sphere.

Time: 3 years

Attribute Minimums: INT 5, WIL 4, SOC 3

Attribute Thresholds: RFL +1, WIL +1, SOC +1

Traits: Contact, Well-Equipped

Skills: Academic/Any Military Science +2, +2 to any two Military Field skills

Fields: Basic Training

Previous Path: Any path or event roll that would normally allow admission to a Military Academy Path

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Canopian Institute of War Events

- Your "accident" just broke the academy's million C-bill simulator. [Stigma/Klutz, Bad Reputation (2), loose all skill bonuses from this path; path only takes 1 year instead of 3, may take no additional military paths]
- The local duke will NOT have his son beaten up regardless of what he did. [Demotion, add 1D6 years to the time this path takes, may take no other legitimate military paths]
- Your first live-fire exercise could not have gone more wrong! [Lost Limb (2), Unattractive (scars)]
- A recruiter from the Magistracy Royal Guards saw your performance...or lack thereof. [Bad Reputation (3), Timid]
- You've never been on Canopus IV or attended a pleasure circus before, or so the story now goes! [lose half (round down) the skill bonuses from this path, Addiction/Gambling, Addiction/Any (1)]
- Unexplained fires are a matter for the investigators and the courts. [Interest/Any +5, Unattractive]
- The police do not take kindly to rafting drunk down the Thetis River outside the Palace of the Magestrix. [Bad Reputation (2), Demotion]
- You went to the pleasure circus sober and lost track of time. Now, nine months later, she says it's yours! [Dependent]

CHARACTER CREATION

- 10 You coasted through school without even trying. [Quirk/Regret Wasting School Years]
- 11 Though uninspiring, you made friends for a lifetime. [Contact]
- 12 Study, study, study. [+3 to any two non-Military Field skills]
- 13 You find that you may not be good in a 'Mech but with a knife in hand, you're anyone's match [-2 to any two Military Field skills, Blades +3, Brawling +3]
- 14 You show enough aptitude that you are given the right to be one of the first to participate in the CIW's first battlesuit training program. [In place of the MechWarrior or Aerospace Pilot Field, may choose Armored Infantry Field (minimum STR 5, BOD 5)]
- 15 The recruiter for the First Canopian Light Horse was impressed. [+3 to any two skills, Good Reputation (2), Contact (2), Well-Connected]
- 16 On extended training mission off Canopus IV, you were struck by bandits...but you struck back! [Toughness, +3 to four Military Field skills, Well-Connected (4)]
- 17 With exceptional scores and a disposition for dealing well with people, you are chosen as one of the first Magistracy troops to attend the Confederation's Victoria Academy of Arms and Technology...you better not let them down. [Proceed to Stage 3: Major Capellan Academy/Victoria Academy of Arms and Technology (p. 51) and go through the Academy Path, ignoring all skill bonuses, traits, etc. earned from this path. Alternatively, may take OCS. Afterward, return to this point in the Life Path and continue on.]
- 18 You're a military protégé. Not only did you graduate at the top of your class, they sent you off to fight in the Confederation-St. Ives War [Combat Sense, Sixth Sense, +4 to five Military Field skills, Contact (2), may take OCS and/or the Tour of Duty: Xin Sheng (4) Path next, ignoring the path's prerequisites (p. 89)]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion

Skills: Tactics/Any +4, +3 to any four Military Field skills

Fields: Choose one of the following fields, subject to the

listed restrictions:

MechWarrior (minimum DEX 4, RFL 4)

Aerospace Pilot (minimum DEX 4, RFL 4)

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Inner Sphere (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1)

Skills: Leadership +1, Tactics/Any +2

Fields: Officer Training

Next Path: Per last path followed

COLLEGIUM BELLORUM IMPERIUM

Marian Hegemony Affiliation only. Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character will not be turned away from the Academy if the character has questionable events in his or her past, so long as those events would not reflect badly on the "honor" of the Hegemony.

Opened only within the last decade, the Collegium obviously became the Hegemony's premier university, but surprisingly it also soon became known as a competent and almost prestigious institution. The Caesar has limited enrollment to Hegemony citizens, though with the recent addition of the Lothian League and the Illyrian Palatinate to the Hegemony's fold, the Collegium will undoubtedly need to soon expand.

Time: 2 years

Attribute Minimums: INT 3, WIL 4, SOC 2

Attribute Thresholds: INT +1, WIL +1

Traits: Promotion, Well-Equipped, Well Connected, Quirk/Loyal

Skills: Academic/Marian History +4, Academic/Roman History +4, Language/Latin +4, Tactics/Raiding +4, Perception +2

Fields: Basic Training

Previous Paths: Any path or event roll that would normally allow admission to a Military Academy Path

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Collegium Bellorum Imperium Events

- 2 Your first try at command and you blew it. Too bad there isn't enough of those two guys left to fill a shoe box. [Bad Reputation, Enemy (2), Enemy (1), may take no more military paths]
- 3 Somebody saw what you did. It just happened to be the wrong guys—ComStar. At least now you theoretically get two paychecks. [Acting +4, Fast Talk +3, In For Life, Quirk/Paranoid, Contact (2, ComStar agent)]
- 4 Sugar in the gas tank makes it not work. Acetylene, well, at least the hood ornament survived intact. [Add 1 year to the time this path takes, -1 to all AIT skills, Disabled (2) and choose one: Poor Hearing, Poor Vision, Glass Jaw]
- 5 A serious accident during training has left you scarred inside and out. [Introvert, Timid, Unattractive]
- 6 That guy you decided to take out your drunken aggressions on turned out to be a Patrician. [Enemy (2), Bad Reputation, -1 to two Basic Training field skills, Brawling +5]

CHARACTER CREATION

- 7 Canopian pleasure circuses usually bring a great number of things, not all of which are either good or pretty. [Streetwise +6, Seduction +3, MedTech +3, Disabled, and add a year to the time this path takes]
- 8 Your instructor never liked your attitude, and you hated his. [Enemy (1)]
- 9 Long hours of training followed by long hours "on the town" do not go together well. [Acting +1, Escape Artist +2, Fast Talk +2, Addiction, -1 to all Basic Training field skills]
- 10 Well, now. Spending that extra time on the range was worth it. [Pistols +1, Rifles +1]
- 11 "Hail Caesar! We who are about to die salute you!" [Good Reputation]
- 12 Your training instructor survived some of the worst fighting ever, and so will you. [+2 to any three field skills, Brave]
- 13 You have decided there is more to life than being a soldier. [Interest/Any two +3, Career/Any two +3]
- 14 An out-of-control ground car was going to hit a Patrician, but you were in the right place at the right time. [Contact (2), Wealth (2), Promotion]
- 15 Free time? That's for people who want to go nowhere. The military is my life, and it should be yours as well. [Combat Sense, +3 to half of the Basic Training field skills]
- 16 A quick study of your skills, you are able to refine your leadership abilities. [Fast Learner, Leadership +3, +3 to any three other skills, Good Reputation and may take OCS next]
- 17 Being tapped for Word of Blake service is an incredible honor, right? [May take Word of Blake Service Life Path next, but reduce all skill bonuses from all skill fields to +2; must choose Word of Blake Militia Training and return immediately after that subpath, forfeiting any Vehicle and Promotion Traits earned in the pass, but then may take OCS]
- 18 Congratulations! You finished Basic Training at the top of your class! But do you wish to move on to bigger and better things or stay here and command the troops? [+4 to any four skills, Vehicle (2), Custom Vehicle and either Promotion (4) or may take OCS]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll thrice and apply both]

Mandatory Subpath: Advanced Individual Training

Basic Training graduates only

Time: 2 years

Traits: Promotion

Skills: Leadership +3, Language/Latin +3, add +2 to three Basic Training Skills, and +2 to any one other skill

Fields: Choose one of the following fields, subject to listed restrictions:

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry (*minimum RFL 3*)

DropShip Pilot (*minimum DEX 4*)

Infantry (*minimum BOD 3, STR 3*)

MechWarrior (*minimum DEX 4, RFL 4*)

Police Officer

Events: Do not roll events for Advanced Individual Training
Next Path: Tour of Duty: Inner Sphere (4) or Special Training (3, part of this pass; an option if character took Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT)

Subpath: Special Training

AIT Graduates only

Time: 4 years

Attribute Minimums: WIL 5

Traits: Promotion, Well Equipped (2)

Skills: +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up)

Fields: Choose one of the following fields, subject to the listed restrictions:

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

Next Path: Tour of Duty: Inner Sphere (4), Tour of Duty: Periphery (4) or Covert Ops (4, Special Forces or Military Scientist fields only)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1), Quirk/Fanatical Loyalty, In for Life

Skills: Tactics/Any two +4, Leadership +2, Intimidation +2

Fields: Officer Training

Next Path: Per last path followed

COLUMBIA ACADEMY

Affiliation Outworlds Alliance, Taurian Concordat, Magistracy of Canopus, Federated Suns, Draconis Combine, or ComStar. Cannot have Transit Disorientation Syndrome, Combat Paralysis, Poor Vision, or any of the following traits above the lowest level: Disabled, Lost Limb, Poor Hearing.

The premier aerospace training academy in the Inner Sphere and Periphery, Columbia Academy is where the elite pilots of the Outworlds Alliance and its allies hone their skills, as do their technicians.

Time: 1 year

Attribute Minimums: INT 5, DEX 4, RFL 4, WIL 3

Attribute Thresholds: RFL +2, DEX +1, SOC +1, CHA -1

Traits: G-Tolerance, Good Reputation (in Outworlds Alliance) (2), Rank (2)

CHARACTER CREATION

Skills: Academic/Military History +2, Navigation/Space +2, Bureaucracy/Outworlds Alliance +2

Fields: Basic Training (Naval) (p. 62, AT2 or p. 43, *MechWarrior's Guide to the Clans*) OR Basic Technician

Previous Path: Military School (2), Preparatory School (2), Spacer Family (2, see p. 60, AT2)

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Columbia Academy Events

- 2 A chance encounter with pirates becomes a nightmare. [DEX -2, Combat Paralysis, Lost Limb (3)]
- 3 A life-support accident causes brain damage. [INT -1, Slow Learner, TDS]
- 4 Horribly burned in a coolant explosion [Unattractive, Addiction (1 - painkillers)]
- 5 You take the heat for another student [Bad Reputation, this path takes one extra year to complete]
- 6 You're forced to borrow money to stay in the academy and can't pay it back on time. [Poverty, BOD -1, Lost Limb]
- 7 You catch an unknown illness from a captured bandit, and the doctors don't know what to tell you. [MedTech +3, Allergy, Disabled]
- 8 You show up the son of a Parliament member. [Bureaucracy/Outworlds Alliance +6, Enemy (2)]
- 9 You constantly get into fights. [Bad Reputation, Brawling +4]
- 10 You don't seem to pay as much attention as some other people, at least to the things they were interested in. [Perception -2, Interest/Any +4]
- 11 The library was pretty much your second home. [Academic/Any two +3, Interest/Any +3]
- 12 Those visiting ground-pounders actually had some marketable skills to teach. [Martial Arts/Military +2, Rifles +2, First Aid +2]
- 13 A training mishap left you cold, wet and hungry, so you discovered the miracle of fire all by yourself. [Survival +4, Tracking +3, First Aid +2]
- 14 Some people think you're fairly talented. [add +3 to any three skills from your chosen field]
- 15 Foreign students are usually the best to latch on to. [Protocol/Any +4, Language/Any +3, Interest/Any two +2, Training +2]
- 16 You supply the other students with some "necessities" [Streetwise +5, Scrounge +4, Fast Talk +3, Wealth (3), Well-Connected]
- 17 A pirate attack teaches you some new tricks [Gunnery/Laser/Space +4, Gunnery/Missile/Space +4, Gunnery/Ballistic/Space +4]
- 18 A training mission teaches you the value of having eyes in the back of your head [+6 to any field skill, Perception +4, Sensor Operations +4, Sixth Sense]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

Mandatory Subpath: Advanced Individual Training

Time: 2 years

Traits: Natural Aptitude (any one skill from your AIT Field)

Skills: Zero-G Operations +6, +4 to any three Basic Training [Naval] or Basic Technician Skills and +2 to any two other skills

Fields: Choose one of the following fields, subject to the listed restrictions:

Aerospace Pilot Specialist (*minimum DEX 4, RFL 5, players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two others, and +2 to the remaining four*) (see p. 62, AT2)

Aerospace Technician (*Basic Technician field required*)

DropShip Pilot Specialist (*minimum RFL 5, players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two others, and +2 to the remaining four*) (see p. 62, AT2)

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Inner Sphere (4)

DRAGOON CLAN TECHNICAL TRAINING

Must have Basic Technician Field, Contact 2 (Wolf's Dragoons Technical Branch)

The Wolf's Dragoons have always been one of the best-equipped mercenary units in the Inner Sphere. Partly because of their Clan heritage, partly because of their relationship with Blackwell Industries on Outreach, the results are a formidable force. Surprisingly, the training halls in Harlech are open to any able to meet the demands of the coursework, be they mercenary technical staff or members of a standing military. And the prize buried in the puffed rice? A mastery of Clan weapon technology and the requisite knowledge on how to install and repair it.

Time: 1 year

Attribute Minimums: INT 5, WIL 4

Attribute Thresholds: INT +1

Traits: Contact 1 (Wolf Dragoons), Contact 1 (Mercenary), Contact 1 (Great House Military)

Fields: Basic Technician

Previous Path: Mercenary Brat (2), Military School (2), Civilian Job (4), ComStar Service (4), Ne'er-Do-Well (4), Solaris Insider (4), Think Tank (4), Travel (4), Tour of Duty: Federated Suns (4), Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Star League (4), Tour of Duty: Training Cadre (4)

Next Path: Field Specialization Subpath (mandatory, part of this pass)

CHARACTER CREATION

Dragoon Clan Technical Training Events

- 2 Severe feedback from a PPC during a combat repair exercise leaves your face ruined and your confidence shot. [BOD -1, Disabled, Unattractive, Combat Paralysis]
- 3 Normally, being caught in that section of Harlech means a short trial and long sentence. However, you managed to impress somebody with your stunt. [Acting +4, Fast Talk +3, In For Life, Quirk/Paranoid, Contact (2, WolfNet agent)]
- 4 A cruise around Outreach on one of the Dragoons' JumpShips went wrong. Five dead, seven crippled, and three listed as "other". Every time you jump you wish you weren't an "other". [Transit Disorientation Syndrome, Addiction (muscle relaxants), further military career—if any—must be non-space oriented]
- 5 "I don't know who you tricked, boy, but you're not fooling me. You are no technician." [-2 to all Basic Technician Skills and may take no further military paths]
- 6 You're arrested trying to smuggle technical journals back to your home unit. [Bureaucracy/Wolf's Dragoons +2, Bad Reputation, Enemy, -1 to three primary field skills, add 1 year to the time this path takes]
- 7 You snubbed your fellow classmates for time in the books. [Introvert, Bad Reputation, any two skills +2]
- 8 You had hoped that, by training with the premier technical team in the Inner Sphere, you could finally learn to fix something properly. [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 Your attitude toward the facility staff gets you in trouble on more than one occasion. [CHA -1, lose one Contact]
- 10 Too much time in the Free Hire Quarter really cut into your study time. [-1 to any two skills learned in this path, Fast Talk +1, Perception +1, Scrounge +2]
- 11 Class is boring, the instructors are boring, the facilities are boring. Sadly, the most happening place is the library. Have fun! [+1 to any one skill]
- 12 Your favorite class was "Alternative Techniques for Acquisition of Material". [Scrounge +2, Negotiation +2]
- 13 Your cousin ran a shop in Harlech, and you promised his parents that you would help out whenever he needed it. Unfortunately, Base Security wasn't accommodating to his needs. [Acting +2, Escape Artist +2, Fast Talk +2, -1 to four of your field skills]
- 14 Instead of taking the usual group of electives, you spent some time with the cadets over at the Mercenary Training Command. [Choose three: Administration +3, Communications +3, First Aid +3, Interest/Any +3, Leadership +3, Swimming +3, Rifles +2, Tracking +2, Training +2]
- 15 Your roommate was a likeable fellow from another part of the Inner Sphere. Those two years you roomed together really paid dividends. [Protocol/Any +4, Language/Any +3, Interest/Any two +2, Training +2]
- 16 Your aptitude exams show serious untapped potential. The Dragoons wish to provide additional training, surprisingly at no cost to you. [Pick one field from Outreach Mercenary Training Command's AIT section, or one Civilian Field; add one year to the time this path takes]
- 17 Spending an entire year working in a field repair facility on one of the proving grounds would break a normal person. You turned the time into a life-changing experience. [WIL +2, Toughness, Pain Resistance]
- 18 "Well, we broke it out of mothballs on our last supply run, but nobody has been able to get it to work in the past forty years. If you can do any better, you can keep it." [+4 to any four skills, Vehicle (2) and Custom Vehicle (2)]
- 19 [Choose one event or roll twice and apply each event]
- 20 [Choose two events or roll thrice and apply each event]

Mandatory Subpath: Field Specialization

Dragoon Clan Technical Training graduates only

Time: 1 year

Traits: Contact (Wolf's Dragoon)

Fields: Choose one of the following

AeroSpace Technician

'Mech Technician

Vehicle Technician

Events: Do not roll for Field Specialization

Next Path: Dragoon Clan Technical Training (3, part of this pass; characters cannot repeat fields in this pass), Civilian Job (4), ComStar Service (4), Ne'er-Do-Well (4), Solaris Insider (4), Think Tank (4), Travel (4), Tour of Duty: Federated Suns (4), Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Periphery (4), Tour of Duty: Star League (4), Tour of Duty: Training Cadre (4)

FOCHT WAR COLLEGE

Any Inner Sphere and Clan Nova Cat affiliation only. Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events in character's history, unless the character has or purchases a Contact (1) to hide the event (per the gamemaster's judgment).

After losing Terra to the Word of Blake, the Com Guards needed a new home to train their warriors. At about the same time, the resurrected Star League was looking for a place to establish its training facility. Opening in the latter half of 3060, fulfilling both needs, the FWC had a rocky start. However, the kinks were worked out and currently the FWC is running along fine. A combination of high standards for enrollment coupled with the advanced technology developed by ComStar makes for some of the best graduates around. After they see a few years of combat, the best of the best return for a refresher course entitled "The Gunslinger Program".

Time: 2 year

Attribute Minimums: INT 4, WIL 4, BOD 3

Attribute Thresholds: RFL +1, BOD +1, WIL +1, SOC +1

Traits: Promotion, Well-Equipped

Skills: Blades +1, Academic/Com Guards History +1

(Affiliation ComStar only), Bureaucracy/ComStar +1 (Affiliation

ComStar only), Academic/Star League History +1 (all other

affiliations), Bureaucracy/Star League +1 (all other affiliations)

Fields: Basic Training (all skills at +1)

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Previous Path: Mercenary Brat (2), Military School (2), Preparatory School (2), Spacer Family (2)

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Focht War College Events

- 2 You carried a grudge all the way through training and into your first live-fire exercise. Now the Precentor has a letter to write to your former rival's family, and a court martial to convene against you. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military paths]
- 3 Your actions were so heinous that the Com Guards ignored standard regulations and simply dumped you on a Periphery world. At least they chose one with a human population. [Bad Reputation (2), Streetwise +2, no more legitimate military paths]
- 4 Sunday: party. Monday: party. Tuesday: party. Rest of the week: party. How long until that lifestyle catches up with you? [Choose 2: Addiction (2), Bad Reputation (2), Dependent, Enemy (2), SOC -2, Demotion]
- 5 The drug was declared dangerous for a reason. It'll likely never sink in, but the instructor who caught you probably saved your life. [-1 to all AIT skills, +3 to any two skills, Addiction, Quirk/Vow, Quirk/Temper]
- 6 What's life without getting into a few scraps? At least they never threw you into the brig. [Add 1 year to the time this path takes, Enemy]
- 7 That smooth tongue of yours may have talked you into something, but it won't talk you out of your responsibilities. [WIL -1, Dependent, Seduction +4]
- 8 Who knew that old guy you hassled had the ear of a few of your instructors? [Enemy]
- 9 You excelled in combat training. Too bad you had to burn a little too much karma to get away with it. [+1 to any two field skills, EDG -1, STR +1, choose one: Demotion, Introvert, Unattractive]
- 10 And here you thought trading a little simulation time for another elective would have worked in your favor. [Perception -2, Interest/Any +4]
- 11 Hey, being a four-year intramural champion would work in anybody's favor. [Acrobatics +1, Good Reputation]
- 12 If it's used by the Com Guards, or ComStar in general, you can get your hands on it. [Scrounge +2, Negotiation +2]
- 13 Dropped in the wilderness, nothing but a knife and a blanket, and they expect you to survive for a whole week? [Survival +4, Tracking +3, First Aid +2]
- 14 Your first field assignment was at a Class A station, and the local noble wanted to curry as much favor as he could with ComStar. [Language/Any +1, Protocol/Any +2, Contact (1)]
- 15 Before joining up with the Com Guards, your DI was assigned to the same unit as your older cousin. Fortunately for you, the two of them are buddies to this day. [Contact (2), +1 to any three Military Field skills]
- 16 "Cadet, you're a sharp one. Let's see how sharp you really are." [Fast Learner, Leadership +3, +3 to any three other skills, Good Reputation and may take OCS next]
- 17 You are being given the opportunity to transfer down to a regional Com Guards training facility, but to go through their OCS program. It's your call. [May take ComStar Service Life Path next, but reduce all skill bonuses from all skill fields to +2, must choose Com Guard Training and return immediately after that subpath, forfeiting any Vehicle and Promotion Traits earned in the pass, but then may take OCS]
- 18 Everything was going well during the exercise, when another cadet's BattleMech started overheating without cause. You managed to drag his unconscious body out of the cockpit, but you couldn't get off the shoulder before the machine gun ammo cooked off. Command really wants to make it up to you, being the hero that you are. [Good Reputation (2), Contact (3), Promotion (2), Custom Vehicle, and choose one of the following: Disabled, Lost Limb, Poor Hearing or Poor Vision, may take OCS next]
- 19 You truly have what it takes, one of the gifted few who does. Maybe you can survive long enough to put that gift to work. [Promotion (4), Commission, Well-Connected (3), +3 to all Military Field skills, MechWarriors may enter Gunslinger Subpath]
- 20 [Choose one event or roll twice and use both results]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 3 years

Traits: Promotion, Well-Equipped

Skills: Academic/Com Guards History +1 (Affiliation ComStar only), Bureaucracy/ComStar +1 (Affiliation ComStar only), Academic/Star League History +1 (all other affiliations), Bureaucracy/Star League +1 (all other affiliations), Leadership +1, +1 to half of Basic Training skills (round down)

Fields: choose one of the following

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

AeroSpace Pilot Specialist (*minimum DEX 5, RFL 4*,

select eight skills from the list, applying +5 to one skill, +4 to a second, +3 to two, and +2 to the rest)

Aircraft Pilot

Armored Infantry (*minimum STR 6, BOD 5*)

Cavalry

Infantry

Marine (*minimum WIL 4, cannot have TDS Trait*)

MechWarrior (*minimum DEX 3, RFL 4*)

Scout

Ship's Crew

Events: Do not roll for events for Advanced Individual Training

Next Path: Special Training (3, part of this pass; take if character enters Armored Infantry, DropShip Pilot, Infantry, Marine, MechWarrior or Scout Field), ComStar Service/Explorer Corps (4), Tour of Duty: Draconis Combine (4), Tour of Duty: Federated Suns (4), Tour of Duty: Free Worlds League (4), Tour

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of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: Star League (4), Tour of Duty: Xin Sheng (4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: +1 to any one threshold of the player's choice

Skills: Leadership +2, +1 to two Basic Training skills, +1 to half of the character's AIT skills, +1 to any other skill

Traits: Promotion, Wealth

Fields:

DropShip Pilot (*minimum DEX 4*)

DropShip Pilot Specialist (*minimum DEX 4, RFL 3, select eight skills from the list, applying +5 to one skill, +4 to a second, +3 to two, and +2 to the rest*)

JumpShip Pilot (*DropShip Pilot Field, minimum INT 5, cannot have TDS Trait*)

Special Forces (*Armored Infantry, Infantry, Marine, MechWarrior or Scout Field, minimum BOD 4, RFL 4, INT 3, WIL 5*)

WarShip Pilot (*DropShip Pilot or JumpShip Pilot Field, minimum INT 5, cannot have TDS Trait*)

Next Path: ComStar Service/Blake's Wrath Training (4), ComStar Service/Explorer Corps (4), Covert Ops (4), Tour of Duty: Draconis Combine (4), Tour of Duty: Federated Suns (4), Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: Star League (4), Tour of Duty: Xin Sheng (4)

Subpath: Officer's Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Minimums: INT 5, WIL 4

Traits: Commission (Rank 1)

Fields: Officer Training

Next Path: Per last path followed

Subpath: Gunslinger Program

Entry via event roll only, MechWarrior Field Required

Time: 1 year

Attribute Thresholds: RFL +1

Traits: Contact (2), Good Reputation

Skills: Tactics/BattleMech +3, Strategy +1, Perception +4, Specialization/Pilot/BattleMech, choose one weapon system: Specialization/Gunnery/Autocannon/Humanoid, Specialization/Gunnery/Laser/Humanoid, Specialization/Gunnery/Missile/Humanoid

Next Path: Per last path followed

MAJOR CAPELLAN ACADEMY (GENERIC)

Affiliation Capellan Confederation only (St. Ives may attend after the annexation, but with requirements described in Affiliation: St. Ives). Cannot have Combat Paralysis or any of

the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Must be a Capellan citizen. No seriously "questionable" events in character's history are allowed (at the gamemaster's judgment) unless character has or purchases an appropriate Contact (1) who can hide the event.

This is not a full Life Path and should not be taken as one. Instead, the write-up below offers the generic information common to most Capellan Confederation military academies. The entries marked "Major Capellan Confederation Academy" followed by a specific academy round out a full and unique Life Path as offered by one of the major Capellan Confederation military academies. Each major academy has its own entry, along with its own requirements, skill sets, and so on. Requirements, traits and skills listed for each specific academy entry may be added to or may replace those given below.

Time: 1 year

Attribute Minimums: INT 3, WIL 4, SOC 3

Attribute Thresholds: WIL +1, SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/Capellan History +2, Academic/Capellan Philosophies +1, Blades +1, Perception +1

Fields: Basic Training

Previous Paths: Any path or event roll that would normal allow admission to a Military Academy Path, including Mercenary Brat (One of the Converted) and High School

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Capellan Academy Events

- 2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL -3, Addiction, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent)]
- 3 Framed! An enemy you didn't know you had sets you up to take the fall. You are forced to flee the academy. [Enemy/Unknown, Enemy Maskirovka (3), Stigma/Traitor, may take no additional military paths]
- 4 "Volunteered" for testing new equipment. Lucky you aren't dead. [Timid, BOD -2, EDG -1, Disabled, add 1 year to the time this path takes]
- 5 Rule #3: Avoid Canopian pleasure circuses! [Addiction (2), Disabled]
- 6 The Maskirovka should never have uncovered that. Prepare for a full investigation. [Bureaucracy/Capellan +2, Bad Reputation, Demotion, -1 to three primary field skills, add 1 year to the time this path takes]
- 7 Rule #2: The rewards of military life do not include an instructor's daughter. [-2 to two Military Field skills, Seduction +1, Dependent, Enemy]
- 8 "Fake it till you make it" can only get you so far. [Slow Learner]
- 9 Rule #1: Do not show up an upperclassman. [Enemy (1), Quirk/Overconfident]
- 10 The sword was calling your name. (Blades +2, Martial

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Arts/Gung Fu +1, -2 to any one Military Field skill, -1 to any two other field skills]

- 11 It's an honor to serve. [Academic/Capellan Philosophies +1, +2 to any one Military Field skill]
- 12 "The state always deserves your very best effort." Extra sim time and intense studies pay off. [Add +3 to any one Military Field skill and +1 to three others]
- 13 Even a Capellan military academy couldn't keep you from doing your own thing. [Acting +2, Escape Artist +2, Fast Talk +2, -1 to four of your Military Field skills]
- 14 The parents of your roommate (and new best friend) turn out to be local nobility. [Language/Any +1, Protocol/Any +2, Contact (1)]
- 15 Your family is known for excellent service to the Capellan state. You follow in their footsteps and are rewarded. [Good Reputation, Vehicle (4), Owns Vehicle]
- 16 Don't worry, this man is here to help you. [Contact Maskirovka (2), In for Life, Well-Equipped, Well Connected, +3 to any three skills not related to a primary field, +1 to five other skills not related to a Military Field. Must take Covert Ops after the Academy Path, ignoring any prerequisites]
- 17 You graduated top of your class. [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS training next and then return and continue Life Path from here]
- 18 Sometimes it's better to be lucky than good, and that's karma. [EDG +1, Sixth Sense, +1 to all future event rolls, may take OCS next and then return and continue this path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: MechWarriors and aerospace pilots receive Commission (Rank 1), all others receive Promotion

Skills: Combat Fields: Tactics/Any +1, +1 to any two Military Field skills; Other fields (Basic Technician, DropShip Pilot): +2 to any two skills

Fields: Choose one of the following primary fields, subject to the listed restrictions:

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry (*minimum BOD 3, STR 3*)
- Marine (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior (*minimum DEX 3, RFL 4*)

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Xin Sheng (4), Tour of Duty: Inner Sphere (4) or Special Training (3, part of this pass; an option if

character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT)

Subpath: Special Training

AIT graduates only.

Time: 2 years

Attribute Minimums: WIL 5

Attribute Thresholds: Add +1 to any threshold of player's choice

Traits: Promotion, Well-Equipped (2)

Skills: Academic/Capellan Philosophies +2, any three Basic Training skills +1, add +1 to half of character's AIT skills (rounding up)

Fields: Choose one of the following fields, subject to the listed restrictions:

- Aerospace Technician (*Basic Technician Field required*)
- JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)
- 'Mech Technician (*Basic Technician Field required*)
- Military Scientist (*minimum INT 5*)
- Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)
- Vehicle Technician (*Basic Technician Field required*)

Next Path: Tour of Duty: Xin Sheng (4), Tour of Duty: Inner Sphere (4) or Covert Ops (4, Special Forces or Military Scientist fields only)

Subpath: Officer Candidate School (OCS)

Attainable by event roll only. No "questionable" events in character's history (per gamemaster's judgment) unless character has an appropriate Contact (2) who can hide the event. SIAMS characters who qualify for OCS must switch to the Sian University Officer Candidate Program and then return to the previous path.

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1)

Skills: Academic/Capellan Philosophies +1, Academic/Military History +2, Strategy +1

Fields: Officer Training

Next Path: Per last path followed

MAJOR CAPELLAN ACADEMY/ CAPELLA WAR COLLEGE

No Slow Learners. Characters must have at least one of the following admissions requirements: Nobility Path (the Barduc), Military School Path, Mercenary Brat (One of the Converted), Contact (CCAF), or add +1 to all Attribute minimums.

The heavy workload of the Capella War College promotes a "sink or swim" attitude among the students, who are among the best the Confederation has to offer. Physical training suffers for the pace, and it is hard for recruits to stand out for special recognition among their peers. The competition is

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fierce, with battlefield camaraderie on the training grounds giving way to jealous rivalries across campus. Despite the pressures, the War College is the most sought after of the Capellan academies for its training regimen. Its graduates rarely hesitate to rub their pedigrees in the face of alumni from other academies, especially the Sian Center for Martial Disciplines.

Attribute Minimums: WIL 5

Attribute Thresholds: BOD -1, WIL +1, RFL +1

Traits: Everyone receives one Enemy and Quirk/Elitism.

Characters with Fast Learner acquire two additional Enemy Traits (3 total)

Events: Apply a -1 penalty to all event rolls during this path, unless character has Fast Learner, in which case he receives a +1 bonus to event rolls.

Mandatory Subpath: Advanced Individual Training (AIT)

Traits: Military Fields receive Brave, Civilian Fields receive Contact (1)

Skills: Academic/Capellan Philosophies +3; Military Fields receive Strategy +2, Tactics/Any +1, Academic/Military History +3; Civilian Fields receive an additional +1 to all field skills in AIT

Subpath: Special Training

Traits: Well-Connected

Skills: Academic/Military History +2, any skills from AIT Field +2

MAJOR CAPELLAN ACADEMY/ LIAO CONSERVATORY OF MILITARY ARTS

The Conservatory promises to bring out the best in its students through devotion to meditative practices and a program designed to support individual effort. The staff and program both work with the student to accent personal strengths rather than force them into a standardized mold.

Time: 1 year added to Basic Training

Previous Paths: Stage 2: Street may allow admission into the academy if other qualifications are met

Attribute Minimums: INT 4

Attribute Thresholds: Any Attribute threshold +2, any one other threshold +1, any one other threshold -1

Traits: Exceptional Attribute/Any

Skills: +1 to half of Basic Training skills (rounded up), +2 any other skill

Mandatory Subpath: Advanced Individual Training (AIT)

Traits: Natural Aptitude/Any

Skills: Academic/Capellan Philosophies +1, additional +1 to any three skills

Subpath: Special Training

Attribute Minimum: WIL 5

Attribute Thresholds: +1 any threshold

Traits: Quirk/Loyalty to House Liao

Skills: Academic/Military History +1, any skill from AIT Field +2, any three other skills +1

MAJOR CAPELLAN ACADEMY/ SARNA MARTIAL ACADEMY

Unlike other academies, "questionable" events are allowed in a character's past at the Sarna Martial Academy.

The academy of last resort for those attempting to gain an extra advantage before military enlistment, the Sarna Martial Academy is currently fighting for its survival. For the desperate or determined, enrolling here can be advantageous. Impressive skills or an above-average drive will stand out among the regular students, and the chances of being recognized for advancement are higher than at the RTCS. Of course, there is that reputation to overcome.

Attribute Minimums: Replace the usual WIL 4 with WIL 3, replace SOC 3 with SOC 2

Attribute Thresholds: SOC -1, BOD +1, any other +1

Traits: Negate the regular Well-Equipped Trait. Add Stigma/Sarna Supremacist (whether or not this is true) and one of the following: Alternate Identity, Natural Aptitude (2) Toughness, Vehicle (3)

Skills: Academic/Capellan Philosophies +1, Perception +1, any two skills not in Basic Training +2, any other three skills +1

Mandatory Subpath: Advanced Individual Training (AIT)

Traits: Contact

Skills: Academic/Capellan Philosophies +1, add +2 to any three non-AIT skills or take an additional +1 to all AIT Field skills.

Subpath: Special Training

Traits: Well-Equipped

Skills: Bureaucracy/Confederation +2, Leadership +1, any skill +1

MAJOR CAPELLAN ACADEMY/ SIAN CENTER FOR MARTIAL DISCIPLINES

Contact (CCAF or Noble) required or add +1 to all Attribute minimums except SOC. No "questionable" events in the character path unless character has a Contact (3) who can keep it from the Maskirovka's in-depth review.

While the pace of studies is not extreme, training is one small measure of the pressures placed on students. An academy based on the Confederation's capital world cannot be ignorant of political implications. No excuses are tolerated for the slightest violations, from personal appearance to dereliction of studies. The Maskirovka carefully screens all applicants and maintains files on all students through graduation and sometimes beyond.

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Attribute Minimums: SOC 4, CHA 4, EDG 3

Attribute Thresholds: CHA +1, EDG +1

Traits: Well-Connected

Skills: Academic/Capellan History +2, Protocol/Military +2

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Academic/Capellan Philosophies +2, Leadership +1, Protocol/Political +3, Perception +1

Subpath: Special Training

Attribute Minimum: EDG 4

Traits: Well-Equipped

Skills: +1 to any four AIT skills

Subpath: Officer Candidate School

Must use Academy (Subpath) Sian University below.

MAJOR CAPELLAN ACADEMY/ SIAN UNIVERSITY

Attainable by event roll only from a major Capellan academy or Tour of Duty; Xin Sheng. No "questionable" events in the character's past, unless the character has a Contact (3) who can conceal the event from the Maskirovka. An appropriate Contact can also waive one of the Attribute minimums. This path may be used in place of the OCS program at another major Capellan academy. Such transfer candidates must meet the prerequisites and minimums. Only a Sian Center cadet given access to the University on an event roll may bypass the prerequisites and minimums.

This is a stand-alone subpath that replaces any other OCS subpath.

Sian University is the most accredited school in the Confederation. It also hosts the Capellan Armed Forces' vaunted Officer Candidate Program. The elite of the officer corps, cadets are chosen as much for their political suitability as for their combat ability. It takes aptitude, hard work and no small amount of luck to make it into and through the program.

Subpath: Officer Candidate Program

Time: 1 year

Attribute Minimums: INT 4, WIL 5, SOC 4, CHA 4, EDG 4

Attribute Thresholds: WIL +1, EDG -1

Traits: Commission (Rank 1; if an officer returning from a tour, ignore this trait), Quirk/Loyalty to Confederation (1)

Skills: Academic/Capellan Philosophies +1, Academic/Military History +3, Tactics/Any +1, Strategy +3

Fields: Officer Training

Next Path: Per last path followed

MAJOR CAPELLAN ACADEMY/ ST. IVES ACADEMY OF MARTIAL SCIENCES

St. Ives, Federated Suns or Lyran Alliance affiliations only prior to the Capellan annexation of St. Ives; St. Ives or Capellan Confederation affiliations only after the annexation.

The St. Ives Academy of Martial Sciences (SIAMS) is St. Ives' only state-run military academy. Attached to the St. Ives Institute of Science (SIIS), the academy provides its officer cadets an education in dozens of academic fields as well as the military training they require. In addition to the live-fire combat ranges common to every military training facility, SIAMS fields a combined-arms training group that gives its cadets a true taste of combat. All cadets graduate from SIAMS as officers.

Following the Capellan Confederation's annexation of the St. Ives Compact, SIAMS' curriculum received a change, namely the addition of Capellan political indoctrination. The rules below indicate where changes have been made post-annexation.

Time: 1 year added to Basic Training

Attribute Minimums: INT 5, EDG 4, no Attribute less than 3

Attribute Thresholds: RFL +1, INT +1, BOD -1, SOC -1 (before annexation, drop the SOC -1)

Traits: Commission (Rank 1), Well-Equipped

Skills: Academic/Any +2, Academic/Capellan Philosophies +1, Computers +1, Language/Any +1, Leadership +1, Strategy +2, Tactics/Any +1 (before annexation, drop Academic/Capellan History and Philosophies; add Bureaucracy/St. Ives +2)

Fields: Basic Training and Officer Training

Events: Apply a -1 to all event rolls for this path unless the character has Fast Learner, which negates this penalty. Slow Learners gain an additional -1 to rolls. On the Academy Events Table, a result of 16 must be substituted for immediate entry into the mandatory Special Training Subpath below.

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Strategy +1, any two field skills +1

Fields: In addition to choosing a primary field on the regular academy list, choose one of the following secondary fields and apply +1 to each included skill instead of the standard +3 (note: a character may not take the same field as he or she chose for the primary field): Basic Technician, Civilian Tech, Military Scientist, Politician, Scientist

Subpath: Special Training

Time: 1 year added to regular Special Training

Traits: Well-Connected

Skills: Tactics/Any +1, Strategy +2, Leadership +1 (after annexation, drop Academic/Capellan Philosophies, add Academic/St. Ives History)

Fields: If the character has entered this subpath with an event roll, he may choose any listed field. If not, he may only choose the Technician or Pilot fields.

CHARACTER CREATION

MAJOR CAPELLAN ACADEMY/ VICTORIA ACADEMY OF ARMS AND TECHNOLOGY

Add the following material to the Stage 3: Major Capellan Academy Path to complete a full Life Path for the Victoria AAT. If the same skill or Attribute bonus is mentioned by both, apply both effects.

The Academy of Arms and Technology was originally designed to host technicians and engineers, but in late 3061 it began to include military studies. While the academy still focuses more on the technology side, the AAT is in high demand for its tendency to reward superior cadets with access to some of the Confederation's best technology.

Attribute Minimums: INT 4, RFL 3

Attribute Thresholds: INT +1

Skills: Any three skills in the Basic Technician Field +1

Mandatory Subpath: Advanced Individual Training (AIT)

Attribute Thresholds: INT +1, RFL +1

Traits: Choose one: Well-Equipped (2), Contact, Vehicle (3), Custom Vehicle (2)

Skills: Scrounge +1, First Aid +2, any skill in appropriate Technician Field +2, any two other skills in the same Technician Field +1

Subpath: Special Training

Attribute Thresholds: RFL +1

Traits: Well-Connected; choose either Contact, Custom Vehicle or Vehicle (2)

Skills: Computers +2, Technician/Support +1

MAJOR DRACONIS COMBINE ACADEMY (GENERIC)

Draconis Combine Affiliation only. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. No seriously "questionable" events in character's history, unless the character has or purchases a Contact (1) to hide the event (per the gamemaster's judgment).

This is not a full Life Path and should not be taken as one. Instead, the write-up below offers the generic information common to most Draconis Combine military academies. The entries marked "Major Draconis Combine Academy" followed by a specific academy round out a full and unique Life Path as offered by one of the major Draconis Combine military academies. Each academy has its own entry, along with its own requirements, skill sets, and so on. Requirements, traits and skills listed for each specific academy entry may be added to or may replace those given below.

Time: 1 year

Attribute Minimums: INT 3, WIL 3, SOC 3

Attribute Thresholds: RFL +1, BOD +1, WIL +1

Fields: Basic Training

Previous Path: Military School (2), Preparatory School (2), Spacer Family (2)

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Major Draconis Combine Academy Events

- 2 Though the Board of Inquiry cleared you of any charges, the accident still left you in the hospital for a month and three cadets never left. [DEX -1, Bad Reputation (2), lose all skill bonuses from this path; path only takes 1 year instead of 3, may take no additional legitimate military paths]
- 3 Your father was declared ronin after the separation of the Free Rasalhague Republic. However, he was never captured or killed in combat, so now the sins of the father are being pinned on the son. [Enemy (3, ISF), Stigma/Traitor, may take no additional military paths]
- 4 Though your DropShip managed to detach from its JumpShip before the jump core turned itself inside-out, you still got caught in the jump wave and were seriously affected by it. [Transit Disorientation Syndrome, Career/Soldier -2, further military career—if any—must be non-space oriented]
- 5 Extended exercises honed your edges. However, the odds of getting seriously hurt eventually caught up with you. [+1 to all AIT skills; Disabled, and choose either Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 "Did your mother drop you on your head when you were young, cadet? I already showed you how to do this. Now pay attention so I don't have to show you again!" [Slow Learner. Choose one: -1 to all Basic Training skills, add 1 year to the time this path takes]
- 7 Action is better than reaction, but only when action is tempered with good judgment. Firing on friendly units is not good judgment. [Demotion, Bad Reputation, any two skills +2]
- 8 Two things every soldier should know: a military crawls on paperwork, and never get on the bad side of anybody in Administration. [Bureaucracy/Draconis Combine +6, Enemy (2)]
- 9 It is honorable to care for a parent when the parent cannot care for him- or herself. [Dependent]
- 10 The give-and-take philosophy of schooling. If you wish to give additional time to some of your studies, you must take away time from elsewhere. [Blades +2, Martial Arts/Gung Fu +1, -2 to Military Field skills, -1 to any two other field skills]
- 11 Sometimes just going to do something physical alone is the best way to clear your mind. You seemed to get a lot of mileage out of that excuse, literally and figuratively. [Running +3, Swimming +3]
- 12 You looked like a standout during Basic Training. Too bad you couldn't parlay that into something impressive. [Martial Arts/Karate +2, Rifles +2, First Aid +2]
- 13 Everybody said you had a knack, but they couldn't pin it down. The facilities at the academy seem to have provided you with some answers. [Natural Aptitude/Any non-combat skill, +5 to this skill]

CHARACTER CREATION

- 14 Your father's business dealings have been favorably looked on by the District Warlord. His honor is now your honor, plus having friends in high places is always a bonus. [Contact (2), Wealth (2), Promotion]
- 15 Weekends in the stacks, nights in the simulators, meal breaks with your nose buried in a book. It paid off, except you still don't know more than a quarter of your graduating class. [Introvert, Fast Learner]
- 16 "Normally, these conversations end with you choosing your *kaishaku*. However, in your case, we feel you have skills that are useful to us." [Contact ISF (2), In for Life, Well-Equipped, Well-Connected, +3 to any three skills not related to a primary field, +1 to five other skills not related to a Military Field. Must take Covert Ops after the Academy Path, ignoring any prerequisites]
- 17 A born leader, you never allowed anything to stand in your honorable path. Not even the burden of command would give you pause. [Combat Sense, Brave, may take OCS Subpath as part of this pass]
- 18 "Cadet Alicea, if you continue to perform as well as you have been, you will definitely be a *Tai-sho* someday." [Fast Learner, Well Equipped (4), apply +2 to all field skills and bonus skills learned this path, may take OCS Subpath as part of this pass]
- 19 [Choose one event or roll twice and apply each result]
- 20 [Choose two events or roll three times and apply each result]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 1 year

Traits: Promotion

Events: Do not roll events for Advanced Individual Training

Next Path: Paramilitary Service (4), Tour of Duty: Draconis Combine (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Star League (4)

Subpath: Special Training

AIT graduates only

Time: 2 years.

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1 and +1 to half the character's AIT skills (round up)

Traits: Promotion, Well-Equipped

Next Path: Paramilitary Service (4), Tour of Duty: Draconis Combine (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: CHA +1

Traits: Commission (Rank 1)

Next Path: Per last path followed.

MAJOR DRACONIS COMBINE ACADEMY/AEROSPACE AND INTERSTELLAR INSTITUTE

Cannot have Transit Disorientation Syndrome.

A long-standing training facility for interstellar craft, the All has re-introduced a WarShip curriculum to the DCMS. In addition to the new curriculum, the All has also streamlined its existing programs. Instead of continuing to allow students to choose their individual classes, a practice that resulted in students graduating with random coursework in their dossiers, the AeroSpace and Interstellar Institute has established standardized programs of coursework. The competition is intense, for good reason. Students who graduate at the top of their class land plum assignments. Students who graduate at the other end, however, end up escorting JumpShips running waste processing equipment between Ningxia and Thimphu.

Attribute Thresholds: SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/Military History +2, Academic/Naval History +2, Leadership +1, Protocol/Draconis Combine +2, Swimming +2

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 1 year

Skills: Academic/Naval History +2, Leadership +1, add +1 to three Basic Training skills and +1 to any one other skill

Fields:

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

AeroSpace Pilot *Specialist* (*minimum DEX 4, RFL 4, INT 4; character takes one skill at +5, one skill at +4, two skills at +3 and four skills at +2*)

Aircraft Pilot (*minimum DEX 4, RFL 3*)

DropShip Pilot (*minimum DEX 4*)

DropShip Pilot *Specialist* (*minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4, two skills at +3 and four skills at +2*)

Marine (*minimum WIL 4*)

Ship's Crew

Next Path: Special Training (3, part of this pass; an option if the character took DropShip Pilot, DropShip Pilot Specialist, or Marine in AIT)

Subpath: Special Training

Time: 1 year

Skills: +1 to three Basic Training skills and +1 to any one other skill

Traits: Wealth

Fields:

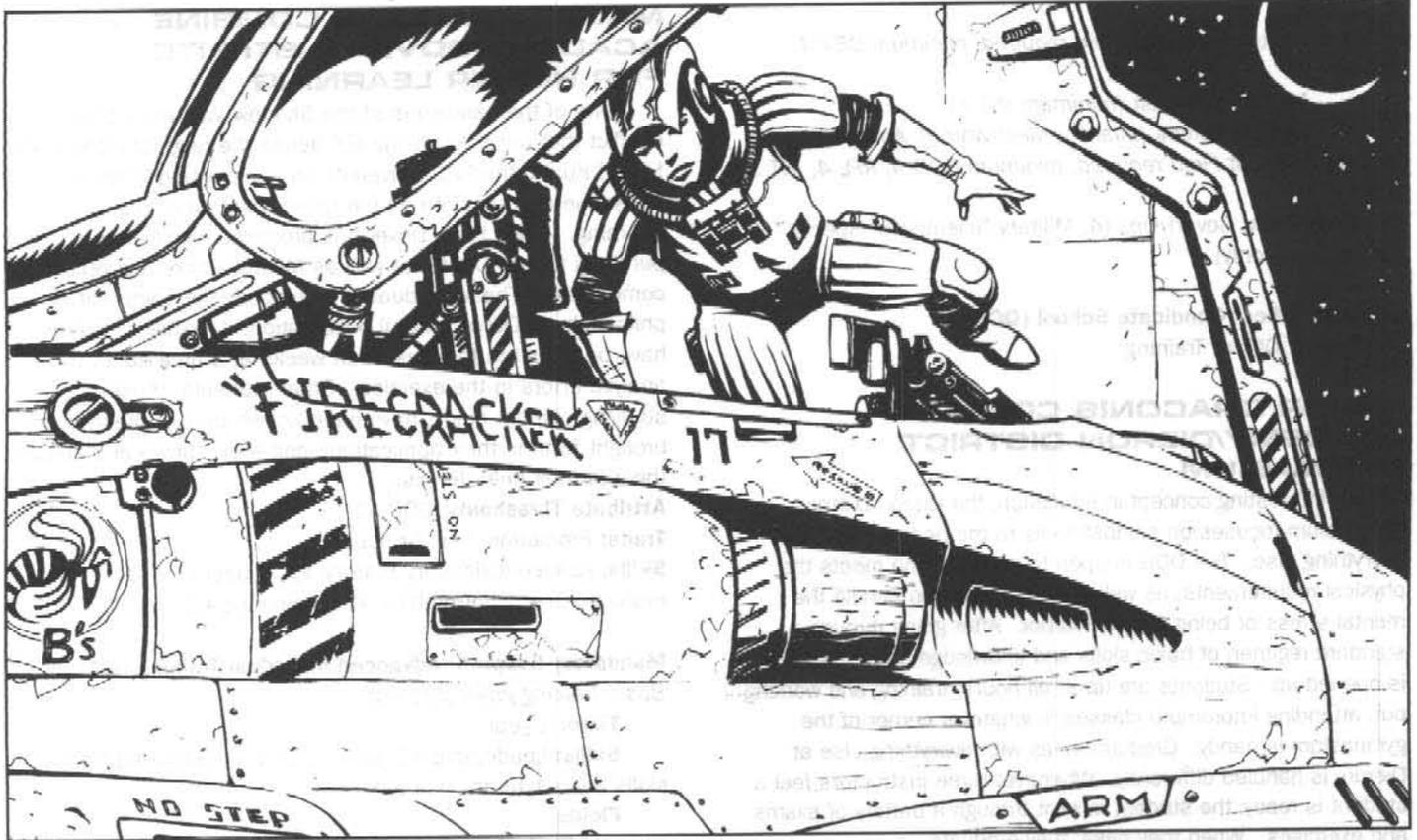
JumpShip Pilot (*DropShip Pilot or DropShip Specialist Field required, minimum INT 5*)

Special Forces (*Marine Field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

WarShip Pilot (*DropShip Pilot or JumpShip Pilot Field required, minimum INT 6*)

Next Path: Covert Ops (4, Special Forces Field only)

CHARACTER CREATION



Subpath: Officer Candidate School (OCS)

Fields: Naval Officer Training

MAJOR DRACONIS COMBINE ACADEMY/AN TING UNIVERSITY

Reopened after a 40-year hiatus, An Ting is reestablishing itself as Sun Zhang's primary rival. Considered a liberal academy by the DCMS (though outsiders have a difficult time figuring out how this is true), ATU has completely embraced Theodore Kurita's reforms. The students and instructors have taken it upon themselves to show the Dragon that his decision was not in error. The instructors specifically take great pains to insure that every single student who should pass does. Few students who enter drop out, and the rest are guided to where their strengths lie.

Attribute Thresholds: SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/Military History +2, Leadership +1, Protocol/Affiliation +2, Swimming +2

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 1 year

Traits: Exceptional Attribute/Edge

Skills: Leadership +1, add +1 to three Basic Training skills, add +2 to any one other skill and +1 to an additional skill

Fields:

AeroSpace Pilot (minimum DEX 4, RFL 4)

AeroSpace Pilot Specialist (minimum DEX 4, RFL 4, INT 4, choose one skills at +5, one skill at +4, one skill at +3, and four at +2)

Aircraft Pilot (minimum DEX 4, RFL 3)

Armored Infantry (minimum STR 6, BOD 5)

Cavalry

Infantry

MechWarrior (minimum DEX 3, RFL 4)

Scientist (minimum INT 3)

Scout

Next Path: Special Training (3, part of this pass; an option if the character took Armored Infantry, Infantry, MechWarrior, Scientist or Scout in AIT)

Subpath: Special Training

Time: 1 year

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: +1 to three Basic Training skills and +1 to any one other skill

Traits: Wealth

CHARACTER CREATION

Fields:

Doctor (*Scientist Field required, minimum DEX 4, INT 5*)
Military Scientist (*minimum INT 5*)
Special Forces (*Infantry, MechWarrior, Armored Infantry or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Covert Ops (4, Military Scientist or Special Forces fields only)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR DRACONIS COMBINE ACADEMY/DIERON DISTRICT GYMNASIUM

An interesting concept in education, the Dieron District Gymnasium focuses on combat skills to the near exclusion of everything else. The DDG is open to anybody who meets the physical requirements, as well as those who can handle the mental stress of being a MechWarrior. After going through a standard regimen of basic skills and knowledge, the full facility is opened up. Students are up at all hours, training and working out, attending impromptu classes in whatever corner of the gymnasium is handy. Graduation, as with everything else at Dieron, is handled differently. Whenever three instructors feel a student is ready, the student is sent through a battery of exams and exercises. When they pass, they graduate.

Attribute Thresholds: SOC +1

Traits: Promotion, Well-Equipped

Skills: Leadership +3 and Swimming +4, Martial Arts/Karate +4

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: If the character wishes to spend an additional year at Dieron, the character may add +2 to all his field skills in this subpath.

Traits: Exceptional Attribute/Edge

Skills: Leadership +1 and +1 to two Basic Training skills

Fields: MechWarrior (*minimum DEX 3, RFL 4*)

Next Path: Special Training (3, part of this pass)

Subpath: Special Training

Time: If the character wishes to spend an additional year in Special Training, the character may add +1 to all his field skills in this subpath.

Attribute Thresholds: Add +1 to any one threshold of player's choice

Fields: Special Forces (*minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Covert Ops (4)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR DRACONIS COMBINE ACADEMY/DOVER INSTITUTE FOR HIGHER LEARNING

One of the casualties of the Shadow War, the internal conflict that ran through the ISF during the reign of Coordinator Miyogi Kurita, the PRE University on Ashio was destroyed and subsequently reopened as the Dover Institute of Higher Learning. Since then, Dover has produced high-caliber support personnel for the DCMS as well as MechWarriors and other combatants. These graduates all embody the spirit and philosophy of Dover, careful deliberation. Live-fire exercises have been halted for days, even weeks at a time so as to analyze errors in the exercise. Other students, those not studying combat fields, have been known to take theories brought forth in their applications and either prove or disprove them in their final theses.

Attribute Thresholds: SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/Military History +2, Leadership +1, Protocol/Draconis Combine +2, Swimming +2

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 1 year

Skills: Leadership +1, add +1 to three Basic Training skills and +1 to any one other skill

Fields:

Basic Technician (*minimum DEX 3*)

Civilian Tech (*minimum DEX 3*)

MechWarrior (*minimum DEX 3, RFL 4*)

Politician

Scientist (*minimum INT 3*)

Next Path: Special Training (3, part of this pass; take if character enters Basic Technician, Scientist or MechWarrior fields)

Subpath: Special Training

Time: 1 year

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: +1 to three Basic Training skills and +1 to any one other skill

Traits: Wealth

Fields:

AeroSpace School (*Basic Technician Field required, minimum DEX 4*)

Doctor (*Scientist Field required, minimum DEX 4, INT 5*)

Engineer (*Basic Technician Field required, minimum INT 5*)

Planetary Surveyor (*Scientist Field required, INT 4*)

Military Scientist (*minimum INT 5*)

Special Forces (*MechWarrior Field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

CHARACTER CREATION

Next Path: Covert Ops (4, Military Scientist or Special Forces fields only)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR DRACONIS COMBINE ACADEMY/GALEDON MILITARY ACADEMY

An academy that has always been known as physically brutal, Galedon had gotten to the point where students were dying for unnecessary reasons. Though the school has changed its policies a little, it remains a brutal place dedicated to producing top-notch soldiers for the DCMS, specifically the Second Galedon Regulars. The brutality is not unjustified, however. Graduates of Galedon are among the most loyal soldiers of the DCMS; the phrase "my life for the Dragon" is the mantra of every student and instructor.

Attribute Thresholds: BOD +1

Traits: Promotion, Well-Equipped, Toughness, Quirk/Loyalty to the Dragon

Skills: Academic/Military History +2, Leadership +1, Protocol/Draconis Combine +4, Swimming +2

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 1 year

Skills: Leadership +1, add +1 to three Basic Training skills and +1 to any one other skill

Fields:

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

AeroSpace Pilot Specialist (*minimum DEX 4, RFL 4,*

INT 4, choose one skill at +5, one skill at +4, two skills at +3, and four skills at +2)

Aircraft Pilot (*minimum DEX 4, RFL 3*)

Armored Infantry (*minimum STR 6, BOD 5*)

Cavalry

Infantry

MechWarrior (*minimum DEX 3, RFL 4*)

Scout

Next Path: Special Training (3, part of this pass; take if character enters Infantry, MechWarrior, Armored Infantry or Scout fields)

Subpath: Special Training

Time: 1 year

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: +1 to three Basic Training skills and +1 to any one other skill

Traits: Wealth

Fields: Special Forces (*minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Covert Ops (4)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR DRACONIS COMBINE ACADEMY/PAGODA FOR LUTHIEN OFFICERS

No seriously "questionable" events in character's history, unless the character has or purchases a Contact (3) to hide the event (per gamemaster's judgment).

The home of the scions of the elite of the Draconis Combine, the Pagoda for Luthien Officers graduates cadets who are as much members of the Court on Luthien as they are warriors. In fact, most graduates will never see combat, with many never leaving Luthien. Most students spend their time polishing skills that will allow their family to gain honor in the eyes of the Coordinator. A minority will use the time to advance military skills, and a rare few will excel at both. No matter which path a student takes, the Coordinator himself will preside over the graduation ceremony.

Attribute Minimums: SOC 5

Attribute Thresholds: SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/Military History +6, Protocol/Draconis Combine +6

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Skills: Protocol/Draconis Combine +4, add +1 to three Basic Training skills and +1 to any one other skill

Fields: Officer Training plus choose one of the following fields.

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

AeroSpace Pilot Specialist (*minimum DEX 4, RFL 4,*

INT 4, choose one skill at +5, one skill at +4, two skills at +3, and four skills at +2)

MechWarrior (*minimum DEX 3, RFL 4*)

Next Path: Special Training (3, part of this pass; take if character enters MechWarrior Field)

Subpath: Special Training

Time: 1 year

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Protocol/Draconis Combine +2, +1 to three Basic Training skills, and +1 to any one other skill

Traits: Wealth

Fields: Special Forces (*minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Covert Ops (4)

CHARACTER CREATION

MAJOR DRACONIS COMBINE ACADEMY/SUN TZU SCHOOL OF COMBAT

Overshadowed by schools like the Sun Zhang MechWarrior Academy, the Sun Tzu School of Combat espouses a philosophy rarely taught across the Draconis Combine: BattleMechs are simply a part of combat, not the be-all and end-all unit. Though the DCMS issued a grant to double the output of the STSC, it is still considered a second-class institution among elitists within the MechWarrior and AeroSpace Corps. As the academy is dedicated to producing warriors who work well with the other branches, it is not surprising to find a sense of cooperation prevalent even in the early stages of training. Instructors provide the basics of guidance and discipline, allowing the cadets to develop those skills within themselves. Another departure the academy makes from the norm is in the graduation ceremony. Everybody who graduates receives the paired swords normally reserved for MechWarriors, another source of ire toward graduates of STSC.

Attribute Thresholds: SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/Military History +2, Leadership +1,

Protocol/Draconis Combine +2, Swimming +2

Fields: Basic Training

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 1 year

Skills: Tactics/Air +1, Tactics/Air Support +1, Tactics/Anti-BattleMech +1, Tactics/Ground +1, Tactics/Infantry +1, Tactics/Mech +1, and add +1 to two Basic Training skills

Fields:

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

AeroSpace Pilot Specialist (*minimum DEX 4, RFL 4, INT 4, choose one skill at +5, one skill at +4, two skills at +3 and four skills as +2*)

Aircraft Pilot (*minimum DEX 4, RFL 3*)

Armored Infantry (*minimum STR 6, BOD 5*)

Cavalry

Infantry

MechWarrior (*minimum DEX 3, RFL 4*)

Scout

Next Path: Special Training (3, part of this pass; take if character enters Infantry, MechWarrior, Armored Infantry or Scout fields)

Subpath: Special Training

Time: 1 year

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: +1 to three Basic Training skills and +1 to any one other skill

Traits: Wealth

Fields: Special Forces (*Infantry, MechWarrior, Armored Infantry or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Covert Ops (4)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR DRACONIS COMBINE ACADEMY/UNIVERSITY OF PROSERPINA

Still the primary training facility for the Proserpina Hussars, the University of Proserpina needs additional equipment to complete its training facilities. The student body tends to be a good mix from inside and outside Proserpina Prefecture. This balance extends throughout the university. Students from all the disciplines study the basics together, and though they split the groups for AIT training, that training balances the need for classroom studies against field learning. Upon graduation, units of the Proserpina Hussars comb the ranks of graduates, their price for helping to maintain the university.

Attribute Thresholds: SOC +1

Traits: Promotion, Well-Equipped. Students may select the Sixth Sense or Natural Aptitude/Any combat skill at 1 point less than normal (3 points and 1 point, respectively).

Skills: Academic/Military History +2, Leadership +1, Protocol/Draconis Combine +2, Swimming +2

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 1 year

Skills: Leadership +1, add +1 to three Basic Training skills, +2 to any one other skill, and +1 to any two other skills

Fields:

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

AeroSpace Pilot Specialist (*minimum DEX 4, RFL 4,*

INT 4, take one skill at +5, one skill at +4, two skills at +3 and four skills at +2)

Aircraft Pilot (*minimum DEX 4, RFL 3*)

Armored Infantry (*minimum STR 6, BOD 5*)

Cavalry

Infantry

MechWarrior (*minimum DEX 3, RFL 4*)

Scout

Next Path: Special Training (3, part of this pass; take if character enters Infantry, MechWarrior, Armored Infantry or Scout fields)

Subpath: Special Training

Time: 1 year

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: +1 to three Basic Training skills and +1 to any one other skill

CHARACTER CREATION

Traits: Wealth

Fields: Special Forces (*Infantry, MechWarrior, Armored Infantry or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Covert Ops (4)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR FEDERATED SUNS ACADEMY (GENERIC)

Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character must not have any seriously "questionable" events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the event.

This is not a full Life Path and should not be taken as one. Instead, the write-up below offers the generic information common to most Federated Suns military academies. The entries marked "Major Federated Suns Academy" followed by a specific academy round out a full and unique Life Path as offered by one of the major Federated Suns military academies. Each academy has its own entry, along with its own requirements, skill sets, and so on. Requirements, traits and skills listed for each specific academy entry may be added to or may replace those given below.

Time: 1 year

Attribute Minimums: INT 3, WIL 4, SOC 3

Attribute Thresholds: WIL +1, SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/Federated Suns History +2, Protocol/Federated Suns +2, Perception +1

Fields: Basic Training

Previous Paths: Any path or event roll that would normally allow admission to a Military Academy Path.

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The commandant must not have liked the cut of your jib! [Add 1 year to the time this path takes, Enemy]

- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lowerclassman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To anyone. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Field or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You whiled away your free time with extracurriculars. [+2 in any three Interest/Arts or Sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one field from AIT or one Civilian Field; add one year to the time this path takes]
- 17 The sarge barely survived the Clan front, but made it his business to insure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training Graduates only

Time: 2 years

Traits: MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

Skills: +2 to any two field skills (combat fields marked with asterisk also gain Tactics/Any +1)

Fields: Choose one of the following primary fields, subject to the listed restrictions:

Aerospace Pilot* (*minimum DEX 4, RFL 4*)

Armored Infantry* (*minimum STR 6, BOD 5*)

Basic Technician

Cavalry* (*minimum RFL 3*)

DropShip Pilot (*minimum DEX 4*)

Infantry* (*minimum BOD 3, STR 3*)

Marine* (*minimum BOD 4, may not have TDS Trait*)

MechWarrior* (*minimum DEX 3, RFL 4*)

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Federated Suns (4), Tour of Duty: Inner Sphere (4), Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior,

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DropShip Pilot or Basic Training in AIT) or Tour of Duty: Training Cadre (4, an option if the character took a Military Field and the school fields a training cadre or battalion)

Subpath: Special Training

AIT Graduates only

Time: 2 years

Attribute Minimums: WIL 5

Attribute Thresholds: Add +1 to any one threshold of the player's choice

Traits: Promotion, Well Equipped (2)

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up)

Fields: Choose one of the following fields, subject to the listed restrictions:

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

Next Path: Tour of Duty: Federated Suns (4), Tour of Duty: Inner Sphere (4) or Covert Ops (4, Special Forces or Military Scientist fields only)

Subpath: Officer Candidate School (OCS)

Attainable by event roll only. The character must not have any "questionable" events in his or her history (per gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the event.

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1)

Skills: Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

Fields: Officer Training

Next Path: Return to last path at the same point as left for OCS

MAJOR FEDERATED SUNS ACADEMY/ ALBION MILITARY ACADEMY

No Disabled, Glass Jaw, Poor Vision or Poor Hearing traits, in addition to the requirements above.

The Albion Academy is the oldest and one of the most respected academies in the Federated Suns, dating back to the 25th century. Prior to the foundation of the NAIS, graduation from Albion almost assured a cadet success in his or her career. Often considered the most difficult academy in the Federated Suns, Albion fields the second largest cadet corps of any academy in the nation.

Attribute Minimums: INT 3, WIL 5, SOC 5

Attribute Thresholds: DEX +1, RFL +1, BOD +1, WIL +1

Traits: Promotion, Well-Connected/New Avalon, Well-Equipped

Skills: Running +4, Career/Soldier +4, Protocol/Federated Suns +2, Academic/Federated Suns History +1, Leadership +1, Perception +1

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: +2 to any two Military Field skills, Leadership +1, Survival +1, Interest/Sport (any) +1

Subpath: Special Training

Attribute Minimums: WIL 5, EDG 5

Attribute Thresholds: +1 to BOD, DEX or RFL (player's choice)

Traits: Promotion, Well-Equipped, Contact (2)

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Career/Soldier +2, Survival +1

Fields: JumpShip Pilot, Military Scientist or Special Forces

MAJOR FEDERATED SUNS ACADEMY/ ARMSTRONG FLIGHT ACADEMY

No Disabled, Glass Jaw, Night Blindness, Poor Vision, Poor Hearing or TDS traits, in addition to the requirements above.

Unquestionably the premier flight school in the Federated Suns, and arguably in the entire Inner Sphere, the Armstrong Flight Academy is well into its third century of graduating the AFFC's most talented pilots. Co-located on Galax with Federated-Boeing Interstellar, the Inner Sphere's largest manufacturer of spacecraft, the academy benefits from the experience of the company's brightest aerospace engineers, physicists and test pilots.

Time: 2 years

Attribute Minimums: WIL 3, BOD 5, DEX 6, RFL 6, EDG 4

Attribute Thresholds: BOD +1, WIL +1

Traits: G-Tolerance, Promotion, Well Equipped, Vehicle (2), Custom Vehicle (2)

Skills: Perception +4, +1 to any five related Technician skills

Fields: Basic Training and either Aircraft Pilot or Basic Technician

Mandatory Subpath: Advanced Individual Training (AIT)

Fields: Aerospace Pilot or DropShip Pilot

Subpath: Special Training

Attribute Minimums: WIL 4

Attribute Thresholds: +1 to BOD, DEX or RFL (player's choice)

Traits: Promotion, Well-Equipped (2), Contact (2)

Skills: +1 to any three skills, +1 to any two Technician skills, +1 to any two Technician skills not already possessed.

Fields: Aerospace Pilot, DropShip Pilot or Aerospace Technician

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MAJOR FEDERATED SUNS ACADEMY/ FILTVELT MILITARY ACADEMY

Characters may possess "questionable" events in their past so long as the event in question is not a conviction for a serious crime (such as espionage, premeditated murder, etc., per the gamemaster's best judgment).

As many Filtvelt cadets like to say, their academy is located "just this side of nowhere," a phrase that aptly describes the academy's position along the Federated Suns' spinward reaches. Like the academy on Kilbourne, the Filtvelt Military Academy is devoted to educating military cadets and civilian students hailing from the region.

Traits: Promotion, Stigma/Graduate of a "Second-Rate" AFFC Academy

MAJOR FEDERATED SUNS ACADEMY/ KILBOURNE ACADEMY

Characters may possess "questionable" events in their past so long as the event in question is not a conviction for a serious crime (such as espionage, premeditated murder, etc., per the gamemaster's best judgment).

Located in the Draconis March along the Federated Suns' border with the Outworlds Alliance, the Kilbourne Academy has never been considered one of the AFFC's premier military academies. It is seen as the people's academy, one of the few institutes of higher learning that exists in that region of space. The academy hosts a civilian university at its site, giving local inhabitants the chance to attain an education and with it a better life. It may not be as flashy as the NAIS or have the long-held traditions of Sakhara, but the Kilbourne Academy does provide a well-rounded education to all of its students.

Traits: Promotion, Quirk/Paranoid (Big Brother is Watching)

MAJOR FEDERATED SUNS ACADEMY/ NAIS COLLEGE OF MILITARY SCIENCES

No Slow Learners, in addition to the requirements above.

While the Albion Military Academy is unquestionably the Federated Suns' oldest training institution, the NAIS College of Military Sciences comes a close second. The nearly forgotten origins of this institution lie with the New Avalon Military Academy.

Following the raid on Halstead Station, in which a huge Star League library was unearthed, Prince Hanse Davion built the New Avalon Institute of Science around the NAMA, giving the institution military and scientific prominence throughout the Inner Sphere. Renamed the NAIS College of Military Sciences, the NAMA quickly became known as the most lavishly equipped military academy in the Inner Sphere, with its huge network of advanced simulators, numerous Gauntlets and expansive live-fire training ranges.

Attribute Minimums: INT 4, WIL 3, SOC 3

Attribute Thresholds: RFL +1, INT +1, WIL +1, SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/Any +2, Bureaucracy/Federated Suns +2, Computers +1, Swimming +2

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Leadership +1, Strategy +2, +1 to any two relevant skills, +1 to any one field skill

Fields: Aerospace Pilot, Armored Infantry, Basic Technician, Cavalry, DropShip Pilot, Infantry, MechWarrior.

Subpath: Special Training

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Traits: Promotion, Wealth, Well-Equipped, Well-Connected/New Avalon

Skills: Strategy +2, Tactics/Any +2, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), +2 to any one other skill

Fields: JumpShip Pilot, Military Scientist or Special Forces

MAJOR FEDERATED SUNS ACADEMY/ POINT BARROW MILITARY ACADEMY

Once a flashpoint for terrorist activity, the Point Barrow Military Academy purged the radical elements from its ranks and since has undergone a complete facelift. Though the academy was once considered merely adequate, graduating only technicians and engineers with any skill, it is now a shining example of the changes the AFFC wrought in the Federated Suns and the Lyran Alliance.

Attribute Minimums: INT 4, WIL 4

Attribute Thresholds: BOD +1, DEX +1

Traits: Promotion, Well-Equipped

Skills: Academic/Federated Suns History +2, Protocol/Federated Suns +2, Perception +2

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Scrounge +4, Computers +3, Engineering +3, +3 to any two Technician skills, +2 to any two other Military Field skills

Fields: Aerospace Pilot, Basic Technician, Cavalry, Infantry or MechWarrior

Subpath: Special Training

Attribute Minimums: WIL 4

Attribute Thresholds: Add +1 to any one threshold of the player's choice

Traits: Promotion, Well-Equipped

Skills: +2 to half of the character's AIT skills (rounding up), +3 to any three other Military Field skills

Fields: Aerospace Technician, JumpShip Pilot, 'Mech Technician, Vehicle Technician

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MAJOR FEDERATED SUNS ACADEMY/ ROBINSON BATTLE ACADEMY

Questionable events in a character's history will not necessarily bar a character from attending the Robinson Battle Academy, so long as the event did not harm the Draconis March in any way (or, conversely, if it harmed the Draconis Confederation in some way). The gamemaster makes the final determination.

Located on the capital world of the Draconis March, the Robinson Battle Academy has seen more than its share of good times and bad. Razed and rebuilt three times during the Succession Wars, the Battle Academy became a center for anti-Combine sentiments and a source of support for the ruling Sandoval family. Following Prince Hanse's building of the NAIS, the Sandovals poured millions of C-bills into the Battle Academy in hopes of making it the equal of the CMS. Though both the Albion Military Academy and the CMS are still considered superior schools, the cadets of the Battle Academy have access to an education and facilities equaled by few institutions anywhere in the Inner Sphere.

Attribute Minimums: INT 3, WIL 4, SOC 3

Attribute Thresholds: WIL +1, SOC +1

Traits: Promotion, Well-Connected, Quirk/Hates Draconis Combine

Skills: Bureaucracy/Federated Suns +1, Academic/Federated Suns History +1, Perception +1

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Strategy +2, Tactics/Any +2, +2 to any two Military Field skills

Subpath: Special Training

Attribute Minimums: WIL 4

Attribute Thresholds: SOC +1

Traits: Promotion, Well-Connected/Draconis March (2), Contact (2), Quirk/Loyalty to Sandoval Family (gamemasters may treat this as a lesser form of In for Life)

MAJOR FEDERATED SUNS ACADEMY/SAKHARA ACADEMY

No Disabled, Poor Vision or Poor Hearing, in addition to the requirements above. Character must have at least one 2-point Contact (a graduate of Sakhara who can recommend the character).

Though a small, privately run military academy, Sakhara nonetheless graduates some of the AFFC's most skilled personnel. The academy is devoted to turning out the best combat soldiers possible, and as a result only teaches a few specialty fields. All of the instructors are veteran AFFC officers; eighty percent are alumni of Sakhara who have come back to pass on their knowledge to a new generation of cadets.

Attribute Minimums: INT 6, WIL 5, SOC 5, EDG 3

Attribute Thresholds: WIL +1, SOC +1

Traits: Good Reputation (2), Well-Connected/Federated Suns

(2), Natural Aptitude/Strategy, Poverty (4; character cannot have lower than Poverty (1) and must spend Character Points or have sufficient Wealth prior to play to offset any additional Poverty), Quirk/Honorable

Skills: Academic/Military History +6, Strategy +4, Perception +3, Tactics/Any two +3, Language/Any two the character does not already possess +2

Fields: Basic Training and Officer Candidate School (OCS)

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Career/Soldier +3, +3 to any three Military Field skills, +1 to any two others

Fields: Aerospace Pilot, Cavalry, Infantry, MechWarrior.

Mandatory Subpath: Officer Candidate School (OCS)

Traits: Commission (Rank 1)

Skills: Bureaucracy/Federated Suns +4, Protocol/Federated Suns +4, Leadership +4, Training +3, Protocol/Any two the character does not already possess +2

Fields: Officer Training

Subpath: Special Training

Time: 3 years

Attribute Minimums: INT 6, WIL 5

Attribute Thresholds: EDG +1

Traits: Promotion, Well-Equipped, Contact (2), Good Reputation, Natural Aptitude/Tactics (Any), Poverty (2)

Skills: Leadership +4, +2 to half of the character's AIT skills (rounding up), +3 to any three other skills

Fields: Choose one of the following fields, subject to the above listed restrictions: Military Scientist or Special Forces

MAJOR FEDERATED SUNS ACADEMY/ TIKONOV SCHOOL OF MILITARY DISCIPLINE

Characters may possess "questionable" events in their past so long as the event in question is not a conviction for a serious crime (such as espionage, premeditated murder, etc., per the gamemaster's best judgment) or the character has an appropriate Contact who can cover up the event.

Once known as the Tikonov Martial Academy, one of the Capellan Confederation's several military academies captured during the Fourth Succession War, the AFFS, and later the AFFC, completely rebuilt this academy from the ground up, both physically and academically. The new Tikonov School of Military Discipline became a beacon around which the people of the Sarna March could rally, giving any qualified citizen the opportunity to build a new life.

Attribute Thresholds: WIL +2, SOC -2

Traits: Promotion, Toughness, Stigma/Tikonov separatist (whether or not it is true)

Skills: Streetwise/Tikonov Reaches +6, Bureaucracy/Federated Suns +4, Academic/Federated Suns History +2, Protocol/Federated Suns +2, Perception +2

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MAJOR FEDERATED SUNS ACADEMY/WARRIOR'S HALL

Questionable events in a character's history will not necessarily bar a character from attending the Warrior's Hall, so long as the event did not harm the Capellan March in any way (or, conversely, if it harmed the Capellan Confederation in some way). The gamemaster makes the final determination.

Though it began as little more than a common officer's club with two training Gauntlets where SLDF and AFFS officers would settle their disputes in mock combat, the Warrior's Hall on New Syrtis soon grew into a full-fledged military academy. By the end of the Star League era, it had added programs for nearly every military specialty and was graduating hundreds of cadets into the AFFS every year.

Attribute Minimums: INT 3, WIL 4, SOC 3

Attribute Thresholds: WIL +1, SOC +1 (add +2 to the final SOC Attribute when operating within the Capellan March)

Traits: Promotion, Well-Connected, Quirk/Hates Capellan Confederation

Skills: Academic/Capellan March History +6, Bureaucracy/Federated Suns +3, Academic/Federated Suns History (general) +2, Leadership +2, Perception +1

Subpath: Special Training

Attribute Minimums: WIL 4

Attribute Thresholds: SOC +1

Traits: Promotion, Well-Connected/Capellan March (2), Contact (2), Quirk/Loyalty to Hasek Family (gamemasters may treat this as a lesser form of In for Life)

MAJOR FEDERATED SUNS ACADEMY/ WAR COLLEGE OF GOSHEN

No Disabled, Poor Vision or Poor Hearing, in addition to the requirements above. (Character may ignore these requirements if he has either Combat Sense or Sixth Sense, or two 2-point Contacts (alumni who can provide recommendations)).

While not one of the AFFC's most notable academies, the War College of Goshen has been graduating talented soldiers for well over a century. Originally founded by a pair of retired AFFS generals who were tired of seeing the skill of soldiers on the Capellan Front plummet, the school began as the Goshen BattleMech Academy. As more and more students were attracted to the growing institution, the generals added staff and courses. Within a decade, the newly renamed War College of Goshen was teaching almost every combat specialty to students hailing from all across the realm.

Attribute Minimums: INT 6, WIL 6, SOC 3, EDG 3

Attribute Thresholds: BOD +1

Traits: Natural Aptitude/Strategy, Quirk/Honorable

Skills: Academic/Military History +8, Academic/Philosophies of War +8, Academic/Philosophies of Peace +8, Strategy +6, Academic/Federated Suns History +4, Protocol/Federated Suns +4, Tactics/Any four +1

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Career/Soldier +3, +3 to any three Military Field skills, +1 to any two others

Fields: Aerospace Pilot, Cavalry, Infantry, MechWarrior.

Subpath: Special Training

Time: 3 years

Attribute Minimums: INT 6, WIL 5

Attribute Thresholds: EDG +1

Traits: Promotion, Well-Equipped, Contact (2), Good Reputation

Skills: Academic/Military History +4, Academic/Philosophies of War +4, Academic/Philosophies of Peace +4, +2 to half of the character's AIT skills (rounding up), +3 to any three other skills

Fields: Military Scientist or Special Forces

MAJOR FREE RASALHAGUE REPUBLIC ACADEMY (GENERIC)

Free Rasalhague Republic Affiliation only. Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events in character's history, unless the character has or purchases a Contact (1) to hide the event (gamemaster's judgment).

This is not a full Life Path and should not be taken as one. Instead, the write-up below offers the generic information common to most Free Rasalhague Republic military academies. The entries marked "Major Free Rasalhague Republic Academy" followed by a specific academy round out a full and unique Life Path as offered by one of the major Free Rasalhague Republic military academies. Each academy has its own entry, along with its own requirements, skill sets, and so on. Requirements, traits and skills listed for each specific academy entry may be added to or may replace those given below.

Time: 1 year

Attribute Minimums: INT 3, WIL 3, SOC 3

Attribute Thresholds: RFL +1, BOD +1, WIL +1, SOC +1

Skills: Academic/Free Rasalhague Republic History +2, Leadership +1, Protocol/Free Rasalhague Republic +1, Swimming +1

Fields: Basic Training

Previous Path: Military School (2), Preparatory School (2), Spacer Family (2)

Next Path: Advanced Individual Training (mandatory, part of this pass)

Free Rasalhague Academy Events

2 A dead woman. No witnesses. And you got caught in the area with a gun. Whether or not you did it, you're taking the fall. [Bureaucracy/Free Rasalhague Republic +4, Bad Reputation, Stigma/Convicted Felon and add 1D10 years

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- to the time this path takes, Prominence -2 and may not take any more legitimate military paths]
- 3 You tried to set up a smuggling ring on-planet and got caught. To make matters worse, the local mayor decided to make an example out of you, being up for re-election this year. [Bad Reputation (2), Streetwise +2, no more legitimate military paths]
 - 4 A heat sink exploded, drenching you in scalding coolant. [Unattractive, Addiction (1, painkillers)]
 - 5 No amount of training could overcome the fact that one decent shot will knock you flat. [Enemy, Glass Jaw, Martial Arts/Military +4]
 - 6 You had a chip on your shoulder, which got you into more fights than anybody else at the academy. [Enemy (2), Bad Reputation, -1 to two Basic Training field skills, Brawling +5]
 - 7 Training on the other side of the Truce Line was a wonderful experience, until it came to an early end for you. [Taken as bondsman by a Clan! See Changing Affiliations, choose from Clan Wolf, Clan Jade Falcon or Clan Ghost Bear.]
 - 8 Twins. It had to be twins. You couldn't find just anybody to annoy. [Enemy (1), Enemy (1)]
 - 9 To make ends meet you worked at the local carnival with what little free time you had, and a little more. [Acting +1, Escape Artist +2, Fast Talk +2, Addiction, -1 to all Basic Training field skills]
 - 10 Volunteered for duty in the QM office. [-2 to any two Military Field or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
 - 11 A couple extra hours a week hitting the books never hurt anybody. [+1 to any two skills learned in this path]
 - 12 Your father's sister's boyfriend's cousin's next-door neighbor grew up with the commandant. You're practically family! [Contact]
 - 13 Cross-disciplinary training was offered to anybody who wanted it. Guess who the Academy decided on? [Choose any three skills at +1 from one of the AIT fields that you did not choose]
 - 14 A stint in the Records office, a period in Procurement, a stretch in the Command office. Man, you got around. [Well-Connected]
 - 15 Nose in the books, go on a date. Nose in the books, go on a date. Why did you always go with the former? [Introvert, Fast Learner]
 - 16 Woo! Intramural track and field champion for four years! [Choose one: Pain Resistance, Toughness, STR +1, BOD +1]
 - 17 An impressive showing in General Miraborg's class has opened up a new door for you: command. [Combat Sense and take OCS Subpath, as part of this pass]
 - 18 Having the son/daughter of a Valdherre in your class does have its advantages, particularly as you've been coaching him/her to do the assignments ... [Contact (2), Well-Connected (2)]

- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll thrice and apply each event]

Mandatory Subpath: Advanced Individual Training

Basic Training graduates only

Time: 2 years

Traits: Promotion

Skills: Leadership +1, +1 to any three Basic Training skills, add +1 to any other skill

Fields:

Basic Technician (*minimum DEX 3*)

Scientist (*minimum INT 3*)

Events: Do not roll events for Advanced Individual Training

Next Path: Paramilitary Service (4), Tour of Duty:

Brotherhood of Randis (4, MechWarriors only), Tour of Duty: Draconis Combine (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: Star League

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: +1 to any one threshold of the player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), +1 to any one other skill

Traits: Promotion

Fields:

Doctor (*Scientist Field required, minimum DEX 4,*

INT 5)

Military Scientist (*minimum INT 5*)

Events: Do not roll events for Special Training

Next Path: Paramilitary Service (4), Tour of Duty:

Brotherhood of Randis (4, MechWarriors only), Tour of Duty: Draconis Combine (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: Star League

Subpath: Officer's Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Threshold: CHA +1

Traits: Commission (Rank 1)

Fields: Officer Training

Next Path: Per last path followed

MAJOR FREE BASALHAGUE REPUBLIC ACADEMY/TYRA MIRABORG MEMORIAL ACADEMY

Opened in 3056, the Tyra Miraborg Memorial Academy has already established a name for itself. Most noted for producing top-notch fighter pilots and naval crews, the TMM also trains MechWarriors and technical personnel. Students all try to attend classes taught by the most famed instructor, General Tor Miraborg, former commander of the Radstadt Province and the father of the AeroSpace pilot who lent her

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name to the academy. Those same students also understand that they could be facing the Clans at any time. It is this understanding that drives students who would normally be at each other's throats to set aside differences in the face of their duties.

Traits: Promotion, Well-Connected (Free Rasalhague Republic)

Skills: Perception +2

Mandatory Subpath: Advanced Individual Training

Traits: Well-Connected (Free Rasalhague Republic)

Fields:

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

AeroSpace Pilot Specialist (*minimum DEX 4, RFL 4, INT 3, Players choose eight skills from the list, one at +5, one at +4, two at +3 and four at +2*)

Aircraft Pilot (*minimum DEX 4, RFL 3*)

DropShip Pilot (*minimum DEX 4*)

DropShip Pilot Specialist (*minimum DEX 4, RFL 4,*

Players choose eight skills from the list, one at +5, one at +4, two at +3 and four at +2)

Marine (*minimum WIL 4, cannot have TDS Trait*)

MechWarrior (*minimum DEX 4, RFL 3*)

Ship's Crew

Next Path: Special Training (3, part of this pass; take if character took AeroSpace Pilot, Basic Technician, DropShip Pilot, Marine, MechWarrior or Scientist fields)

Subpath: Special Training

AIT graduates only

Traits: Wealth

Fields:

JumpShip Pilot (*DropShip Pilot Field required, minimum INT 5, cannot have TDS Trait*)

Special Forces (*Marine or MechWarrior field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Covert Ops (4, Military Scientist or MechWarrior fields required)

MAJOR FREE RASALHAGUE REPUBLIC ACADEMY/FRIHET TRAINING FACILITY

Opening the year before the Tyra Miraborg Memorial Academy, the Frihet Training Facility is responsible for training the infantry, armor and reconnaissance branches. Frihet, which means "Freedom," is also the cornerstone of the rebuilding of the Republic's military forces. Emphasizing quality over quantity, the school maintains strict discipline. Though the pressure causes many cadets to drop out, the ones who remain will be some of the best in their fields, serving the Överbefälhavare to their fullest.

Attribute Minimums: BOD 4

Attribute Thresholds: BOD +1

Traits: Promotion, Well-Equipped

Skills: Protocol/Free Rasalhague Republic +1

Mandatory Subpath: Advanced Individual Training

Fields:

Armored Infantry (*minimum BOD 5, STR 6*)

Cavalry

Infantry

Scout

Next Path: Special Training (part of this pass; take if character took Armored Infantry, Basic Technician, Infantry, Scientist or Scout fields)

Subpath: Special Training

AIT graduates only

Traits: Well-Equipped

Fields:

Special Forces (*Armored Infantry, Infantry or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Vehicle Technician (*Basic Technician Field required*)

Next Path: Covert Ops (4, Military Scientist or Special Forces fields required)

MAJOR FREE WORLDS LEAGUE ACADEMY (GENERIC)

Affiliation Free Worlds League or Word of Blake only. Cannot have Combat Paralysis or Disabled traits. Characters with one level of Lost Limb, Poor Vision, or Poor Hearing can enter the academy if their SOC value is 4 or higher. Characters with more than one level of any of the three previous traits cannot attend.

This is not a full Life Path and should not be taken as one. Instead, the write-up below offers the generic information common to most Free Worlds League military academies. The entries marked "Major Free Worlds League Academy" followed by a specific academy round out a full and unique Life Path as offered by one of the major Free Worlds League military academies. Each academy has its own entry, along with its own requirements, skill sets, and so on. Requirements, traits and skills listed for each specific academy entry may be added to or may replace those given below.

Time: 3 months

Attribute Minimums: BOD: 4, INT: 3, WIL: 4, SOC: 4

Attribute Thresholds: RFL +1, BOD +1, WIL +1

Traits: Promotion

Skills: Academic/Marik Military History +1, Leadership +1, Survival +2

Previous Path: Military School (2), Preparatory School (2), Spacer Family (2)

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Free Worlds League Academy Events

2 "You know, Chirey, the longer you feed me this intel info, the better you'll end up when your 'mission' is over." [Fast Talking +3, WIL -3, Addiction, In for Life, Quirk/Irrational, Contact (2, foreign intel agent)]

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- 3 You thought the ends would justify the means. Too bad too many people ended up getting hurt, including two cadets and three officers. [Bad Reputation (2), Streetwise +2, no more legitimate military paths]
- 4 You broke legs for the local Mafioso as a weekend job. At least, that's what you hoped the limit of your involvement would have been. [In for Life, Contact (2, Mafia Boss)]
- 5 Wallflower. That's how everybody describes you, including yourself. [Introvert, Timid, Unattractive]
- 6 You always said it wasn't a good party unless the cops showed up a dozen or so times. Though a good fight tends to get them there that much faster. [Enemy (2), Bad Reputation, -1 to two Basic Training field skills, Brawling +5]
- 7 You had a tendency to slip out for the night, and slip back in before dawn. Though the last time you did that, you came back with something so nasty that even the League doctors had a hard time getting rid of it. [Streetwise +6, Seduction +3, MedTech +3, Disabled, and add a year to the time this path takes]
- 8 You never had a problem with people picking on you because you weren't that sharp, but this one guy seemed to make it his mission to make you look like Amaris. Who knew he could get that many people to believe him? [Enemy, Bad Reputation, Slow Learner]
- 9 Maybe it's your face, or maybe your accent, but this guy really doesn't like you [Enemy]
- 10 Though you suffered a head injury in a gymnastics event, it wasn't bad enough to do any serious damage. However, that didn't prevent Command from assigning you to a non-combat training program. [Administration +3, Career/Soldier +2]
- 11 You spent time building alliances. [Contact]
- 12 The exercise is harsh but it puts all the theory in context. [Add +3 to any one Military Field skill and +1 to three others]
- 13 A tough instructor puts you under pressure. [WIL +1, +2 to two Basic Training skills]
- 14 An assignment to a field-training unit allows you to broaden your skills considerably. [Choose three: Administration +3, Communications +3, First Aid +3, Interest/Any +3, Leadership +3, Swimming +3, Rifles +2, Tracking +2, Training +2]
- 15 Your combination of skills and temperament results in your being asked to oversee the classes of the junior cadets. [Leadership +3, Training +3, +2 in any three skills]
- 16 Recognizing your potential, the instructors assign you additional classes. [Pick one field from AIT or one Civilian Field, add one year to the time this path takes]
- 17 It could have been a disaster, but your quick thinking and practical skills turn it into a heroic endeavor. [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS or Field Surgeon training next and then return and continue Life Path from here]

- 18 Your fellow cadets regard your awareness of the environment with awe, some claiming it is uncanny. [+6 to any one field skill, Perception +4, Sensor Operations +4, Sixth Sense]
- 19 [Choose one event or roll twice and apply each result]
- 20 [Choose two events or roll thrice and apply each result]

Mandatory Subpath: Advanced Individual Training

Basic Training graduates only

Time: 3 months

Traits: Promotion

Skills: Leadership +1, +1 to three Basic Training skills, +1 to any other skill

Events: Do not roll events for Advanced Individual Training

Next Path: Paramilitary Service (4), Tour of Duty:

Brotherhood of Randis (4, MechWarriors only), Tour of Duty:

Free Worlds League (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Star League

Subpath: Special Training

AIT graduates only

Time: 1 year

Attribute Thresholds: add +1 to any other threshold of player's choice

Skills: Leadership +1, +2 to one Basic Training skill, +1 to two other Basic Training skills, +1 to half of the character's AIT skills (round up), add +1 to any other skill

Traits: Promotion, Wealth, Well-Equipped

Next Path: Paramilitary Service (4), Tour of Duty:

Brotherhood of Randis (4, MechWarriors only), Tour of Duty:

Free Worlds League (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Star League

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: CHA +1

Fields: Officer Training

Next Path: Per last path followed

MAJOR FREE WORLDS LEAGUE ACADEMY/AITUTAKI ACADEMY

No seriously "questionable" events in the character's history (in the gamemaster's judgment), unless character has or purchases an appropriate Contact (1, Regular) who can hide the event.

Always known for its anti-Marik sentiment, the Aitutaki academy has been producing warriors for the past 650 years. Regarded as one of the most physically challenging academies used by the FWL, the school maintains a *Juicio por Combate* philosophy. This "trial by combat" mentality usually manifests itself in swordplay, with upperclassmen having the obvious advantage of experience. Ever since the aerospace school was disbanded in 2996, Aitutaki has refocused its programs on the entire range of ground-based martial teachings as well

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as a strong technical school. Though the atmosphere can best be described as traditional, graduates tend to find themselves scattered to the winds in an attempt by the LCCC to prevent the academy's anti-Marik leanings from concentrating in a single group or region.

Time: 9 months

Attribute Thresholds: SOC -1

Traits: Well-Equipped, Contact (1, Regular)

Fields: FWL Basic Training

Skills: Academic/Marik Military History +1, Leadership +1, Blades +1, Navigation/Ground +3

Mandatory Subpath: Advanced Individual Training

Basic Training graduates only

Time: 33 months

Fields: Choose one of the following fields, subject to the listed restrictions:

Basic Technician

Cavalry

Infantry

MechWarrior (*minimum DEX 3, RFL 4*)

Scientist (*minimum INT 3*)

Scout

Next Path: Special Training (3, part of this pass; take if character enters Basic Technician, Infantry, MechWarrior, Scientist or Scout fields)

Subpath: Special Training

Time: 2 years

Attribute Thresholds: BOD +1

Fields: Choose one of the following fields, subject to the listed restrictions:

Armored Infantry (*Infantry Field required, minimum STR 6, BOD 5*)

Doctor (*Scientist Field required, minimum DEX 4, INT 5*)

'Mech Technician (*Basic Technician Field required, minimum INT 4*)

Military Scientist (*minimum INT 5*)

Special Forces (*Infantry, MechWarrior, Armored Infantry or Scout field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Special Training (3, Armored Infantry only), Covert Ops (4, Military Scientist or Special Forces fields only)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR FREE WORLDS LEAGUE ACADEMY/ ALLISON MECHWARRIOR INSTITUTE

No seriously "questionable" events in the character's history (per gamemaster's judgment), unless character has or purchases an appropriate Contact (1) who can hide the event.

The five hundred students who are accepted into the Allison MechWarrior Institute have the singular honor of all

being hand-selected by Thomas Marik. Located on New Olympia, the school shares the planet with the Lloyd Marik-Stanley AeroSpace School. Undoubtedly the premiere MechWarrior academy in the Free Worlds League, AMI surprises most people with its policy of holding fifteen percent of the openings for families that are Dispossessed. The pride of being accepted at Allison drives the students there to make the most of their education. As a result, most graduate with honors. This same pride fosters a strong esprit de corps among graduates.

Time: 9 months

Attribute Thresholds: SOC +1

Traits: Well-Equipped

Fields: FWL Basic Training

Skills: Academic/Marik Military History +1, Leadership +1, Navigation/Ground +3

Mandatory Subpath: Advanced Individual Training

Basic Training graduates only

Time: 21 months

Attribute Thresholds: BOD +1

Skills: +1 to three Basic Training Skills

Fields: MechWarrior (*minimum DEX 3, RFL 4*)

Next Path: Special Training (3, part of this pass)

Subpath: Special Training

Time: 2 years

Attribute Thresholds: BOD +1

Skills: +2 to one Basic Training skills

Fields: Special Forces (*minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Covert Ops (4)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR FREE WORLDS LEAGUE ACADEMY/ATHENE COMBAT SCHOOL

No seriously "questionable" events in the character's history (per gamemaster's judgment), unless character has or purchases an appropriate Contact (2) who can hide the event.

Dedicated to training standard forces, the Athene Combat School is located near the heart of the Free Worlds League government on Atreus. The school features some of the most advanced training and simulation equipment found in the Inner Sphere, and this equipment allows instructors to train students in as little as six months. Because of its proximity to the governing body of the FWL, the Captain-General can often be found on the grounds of the Athene Combat School, and so strict discipline and exacting social protocols are as much of the program as actual education.

Attribute Thresholds: SOC -1

Fields: FWL Basic Training

Skills: Academic/Marik Military History +1, Navigation/Ground +3, Survival +1

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Mandatory Subpath: Advanced Individual Training

Basic Training graduates only

Attribute Thresholds: SOC +1

Traits: Toughness

Fields: Choose one of the following fields, subject to the listed restrictions:

- Basic Technician
- Cavalry
- Infantry
- Scout

Next Path: Special Training (3, part of this pass; take if character enters Basic Technician, Infantry, or Scout fields)

Subpath: Special Training

Fields: Choose one of the following fields, subject to the listed restrictions:

Armored Infantry (*Infantry Field required, an additional 6 months, minimum STR 6, BOD 5*)

Special Forces (*Infantry, Armored Infantry or Scout field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Special Training (3, Armored Infantry only), Covert Ops (4, Special Forces Field only)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR FREE WORLDS LEAGUE ACADEMY/LEGIONARY TRAINING ACADEMY

No seriously "questionable" events in the character's history (per gamemaster's judgment)

Shut down during its previous incarnation as the Humphreys Training Academy, the school re-opened in 3051 as the Legionary Training Academy and has since served as the sole training facility for the Free Worlds Legionnaires. As might be expected, SAFE goes over every candidate's history with a fine-toothed comb. Surprisingly, the atmosphere does not stress great discipline, instead leaning toward teamwork drills and cross-training across military lines. This does not mean the academy is a walk in the park, however. Quite the opposite: about 40 percent of the cadets fail their annual exams and are removed.

Time: 9 months

Attribute Thresholds: SOC -1

Fields: FWL Basic Training

Skills: Navigation/Ground +3, Survival +1

Mandatory Subpath: Advanced Individual Training

Basic Training graduates only

Time: 33 months

Attribute Thresholds: SOC +1

Traits: Toughness

Fields: Choose one of the following fields, subject to the listed restrictions:

- AeroSpace Pilot
- Basic Technician



- Cavalry
- Infantry
- MechWarrior
- Scout

Next Path: Special Training (3, part of this pass; take if character enters Basic Technician, Infantry, or Scout fields)

Subpath: Special Training

Fields: Choose one of the following fields, subject to the listed restrictions:

Armored Infantry (*Infantry Field required, an additional 6 months, minimum STR 6, BOD 5*)

Special Forces (*Infantry, Armored Infantry or Scout field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Special Training (3, Armored Infantry only), Covert Ops (4, Special Forces Field only)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

MAJOR FREE WORLDS LEAGUE ACADEMY/LLOYD MARIK-STANLEY AEROSPACE SCHOOL

Cannot have Transit Disorientation Syndrome. No seriously "questionable" events in the character's history (gamemaster's judgment).

The other academy on New Olympia, the Lloyd Marik-Stanley AeroSpace School is situated in the "Garden of the Gods." Serving as the training facility for the League's

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AeroSpace fighters, DropShips and military JumpShips, it was not until rumors reached the FWL of the Clans fielding WarShips that the academy revived its WarShip training group. Though the Captain-General approves all entrants, the overall need for space-borne troops means that political considerations take a back seat to abilities. However, this does not mean the atmosphere is lax. Quite the contrary, as both students and instructors are constantly being monitored. To prevent large numbers of people from snapping, the academy encourages friendly competition with the Allison MechWarrior Institute.

Time: 21 months

Attribute Thresholds: SOC -1

Fields: Basic Training (Naval)

Skills: Martial Arts/Military +2, Navigation/Space +3, Survival +1, Zero-G Operations +3

Mandatory Subpath: Advanced Individual Training

Basic Training graduates only

Time: 21 months

Attribute Thresholds: SOC +1

Skills: Zero-G Operations +2

Fields: Choose one of the following fields, subject to the listed restrictions:

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

AeroSpace Specialist (*minimum DEX 4, RFL 4, INT 4, choose one skill at +5, one skill at +4, two skills as +3 and four skills at +2*)

Aircraft Pilot

DropShip Pilot (*minimum DEX 4, RFL 4*)

Ship's Crew

Next Path: Special Training (3, part of this pass; take if character enters AeroSpace Fighter Pilot, Ship's Crew or DropShip Pilot fields)

Subpath: Special Training

Time: 1 year

Fields: Choose one of the following fields, subject to the listed restrictions:

JumpShip Pilot

Marine (*Ship's Crew Field only; minimum STR 6, BOD 5, DEX 5*)

WarShip Pilot (*DropShip Pilot and JumpShip Pilot fields only; minimum INT 4*)

Subpath: Officer Candidate School (OCS)

Fields: Naval Officer Training

MAJOR FREE WORLDS LEAGUE ACADEMY/PRINCEFIELD MILITARY ACADEMY

Characters with one level of Lost Limb, Poor Vision, or Poor Hearing can enter the academy if their SOC value is 5 or higher. No seriously "questionable" events in the character's

history (gamemaster's judgment), unless character has or purchases an appropriate Contact (2) who can hide the event.

Without a doubt the highest-profile academy in the LCCC, Princefield has produced warriors for the Grand Duchy of Oriente for over seven hundred and fifty years, with Captain-Generals such as Janos and Anton Marik both attending PMI. Who you are, or more specifically, who your parents are, plays as much of a role as what you are in getting into Princefield. If you're one of the unfortunates who got in on the scholarship program, abuse from the "blue-bloods" is part and parcel of the Princefield experience. Unfortunately, since the facility favors the elite, the problem will likely never go away.

Time: 9 months

Attribute Thresholds: SOC -1

Traits: Well-Equipped, Contact (1)

Fields: FWL Basic Training

Skills: Academic/Marik Military History +1, Leadership +1, Blades +1, Navigation/Ground +3

Mandatory Subpath: Advanced Individual Training

Basic Training graduates only

Time: 33 months

Fields: Choose one of the following fields, subject to the listed restrictions:

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

Cavalry

Infantry

MechWarrior (*minimum DEX 3, RFL 4*)

Scientist (*minimum INT 3*)

Scout

Next Path: Special Training (3, part of this pass; take if character enters Basic Technician, Infantry, MechWarrior, Scientist or Scout fields)

Subpath: Special Training

Time: 2 years

Attribute Thresholds: BOD +1

Fields: Choose one of the following fields, subject to the listed restrictions:

Armored Infantry (*Infantry Field required, minimum STR 6, BOD 5*)

Doctor (*Scientist Field required, minimum DEX 4, INT 5*)

Military Scientist (*minimum INT 5*)

Special Forces (*Infantry, MechWarrior, Armored Infantry or Scout field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Special Training (3, Armored Infantry only), Covert Ops (4, Military Scientist or Special Forces fields only)

Subpath: Officer Candidate School (OCS)

Fields: Officer Training

Subpath: Field Surgeon

Attainable only by event roll from a Major Marik Academy. Affiliation Free Worlds League or Word of Blake only. Cannot

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have *Combat Paralysis*, *Transit Disorientation Syndrome* or *Disabled* traits. Characters with one level of *Lost Limb*, *Poor Vision*, or *Poor Hearing* can enter the academy if their *SOC* value is 4 or higher. Characters with more than one level of any of the three previous traits cannot attend. No seriously "questionable" events in the character's history (gamemaster's judgment).

The Free Worlds League has always been known for some of the best medical facilities in the Inner Sphere, rivaled only by the Magistracy of Canopus. The facilities and the people who run them are included in pretty much every major military unit in the League. Though there is no specific medical training facility, this Life Path covers the medical training necessary to treat injuries suffered on the battlefield. It is an optional subpath only open under specific conditions.

Time: 6 years

Attribute Minimums: DEX 4, INT 5, RFL 4, WIL 4

Attribute Thresholds: DEX +1, CHA +1

Traits: Commission (Rank 3)

Skills: Computers +3, Sensor Operations +2, pick one of the following piloting skills at +2: Aircraft, Hover, VTOL, Wheeled

Fields: Officer Training and Doctor

Next Path: Per last path followed

MAJOR LYRAN ALLIANCE ACADEMY (GENERIC)

Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing.

This is not a full Life Path and should not be taken as one. Instead, the write-up below offers the generic information common to most Lyran Alliance military academies. The entries marked "Major Lyran Alliance Academy" followed by a specific academy round out a full and unique Life Path as offered by one of the major Lyran Alliance military academies. Each academy has its own entry, along with its own requirements, skill sets, and so on. Requirements, traits and skills listed for each specific academy entry may be added to or may replace those given below.

Time: 1 year

Attribute Minimums: INT 3, WIL 3, SOC 3

Attribute Thresholds: WIL +1, SOC +1

Traits: Promotion, Well-Connected

Skills: Academic/Lyran Alliance History +2, Protocol/Lyran Alliance +2, Perception +1

Fields: Basic Training/Basic Training (Naval)

Previous Paths: Any path or event roll that would normally allow admission to a Military Academy Path.

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training skills, may take no additional military paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner, Choose one: -1 to all Basic Training skills, add 1 year to the time this path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. (Enemy (2), +1 to all Basic Training skills)
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact (2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to par-tay! [Gregarious, CHA +1, Well-Connected (2), all Basic Training skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "special training." [May take the Loki Training Subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Field skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take University Path and a major subpath before returning to this path. Reduce the time spent at the University by two years]
- 18 You graduate summa cum laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

Subpath: Special Training

AIT graduates only

Time: 2 years

Attribute Minimums: WIL 4

Attribute Thresholds: Add +1 to any one threshold of the player's choice.

Traits: Promotion, Wealth (2)

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Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), +2 to any one other skill.

Fields: Choose one of the following fields, subject to the listed restrictions:

Aerospace Technician (*Basic Technician Field required*)

Doctor (*Scientist Field required; minimum DEX 4, INT 5*)

Mech Technician (*Basic Technician Field required*)
Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine, MechWarrior or Scout fields required, may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

Events: Do not roll events for Special Training

Next Path: Tour of Duty: Lyran Alliance (4), Tour of Duty: Inner Sphere (4) or Covert Ops (4, Special Forces or Military Scientist fields only).

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6); all others receive Promotion.

Skills: Add +1 to three Basic Training skills, +2 to any other skill

Fields: Choose one of the following primary fields, subject to the listed restrictions and the availability of the path at the academy:

Aerospace Pilot (*minimum DEX 4, RFL 4*)

Aerospace Pilot Specialist (*minimum DEX 4, RFL 4, choose one skill at +5, one skill at +4, three skills at +3 and four skills at +2*)

Aircraft Pilot (*minimum DEX 4, RFL 3*)

Armored Infantry (*minimum STR 6, BOD 5*)

Basic Technician

Cavalry (*minimum RFL 3*)

Engineer (*minimum INT 4*)

Infantry (*minimum BOD 3, STR 3*)

Marine (*minimum WIL 4, may not have TDS Trait*)

MechWarrior (*minimum DEX 3, RFL 4, SOC 4*)

Politician

Scientist (*minimum INT 4*)

Scout

Ship's Crew

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Lyran Alliance (4), Tour of Duty: Inner Sphere (4), Special Training (3, part of this pass; an option if character took Basic Technician, Infantry, Armored Infantry, MechWarrior, Scientist or Scout in AIT), or Naval Training (Aerospace Pilot, Aircraft Pilot, Ship's Crew).

Subpath: Naval Training

AIT graduates only

Time: 3 years

Attribute Minimums: INT 4, DEX 4

Traits: Promotion, Wealth (2)

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +1, Sensor Operations +2, Leadership +1, +2 to any one other skill.

Fields: Choose one of the following fields, subject to the listed restrictions:

DropShip Pilot (*minimum DEX 4*)

DropShip Pilot Specialist (*minimum DEX 4, RFL 4, choose one skill at +5, one skill at +4, three skills at +3 and four skills at +2*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

WarShip Pilot (*DropShip Pilot or JumpShip Pilot fields required, minimum INT 6, may not have TDS Trait*)

Events: Do not roll events for Naval Training

Next Path: Tour of Duty: Lyran Alliance (4), Tour of Duty: Inner Sphere (4) or return to Naval Training.

Subpath: Officer Candidate School (OCS)

SOC 6+ or by event roll. The character must not have any "questionable" events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the event.

Time: 1 year

Attribute Thresholds: WIL +1, CHA +1

Traits: Commission (Rank 1)

Skills: Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

Fields: Officer Training/Naval Officer Training

Next Path: Return to last path at the same point as left for OCS or proceed directly to Tour of Duty: Social General

Subpath: Loki Training

By event roll only.

Time: 3 years

Attribute Minimums: BOD 4, RFL 5, WIL 6

Attribute Thresholds: BOD +1, WIL +1, CHA -1

Traits: Pain Resistance, Alternate identity, Well-Equipped (2), In for Life, Quirk/Loyalty to House Steiner

Skills: Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

Fields: Special Forces

Next Path: Tour of Duty: Lyran Alliance (4), Tour of Duty: Inner Sphere (4) or Covert Ops (4)

MAJOR LYRAN ALLIANCE ACADEMY/ ALARION NAVAL ACADEMY

Standard requirements, plus no Disabled, Glass Jaw, Poor Vision, Poor Hearing or TDS traits. The character must not have any seriously "questionable" events in his or her history

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(per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the event.

The Alarion Naval Academy is the newest school for LAAF personnel and has yet to graduate its first class. The Alliance's efforts to build a new WarShip fleet, and to crew the JumpShips and DropShips inherited from the Federated Commonwealth with loyal personnel, overtaxed a military education system not geared to supporting a combat navy. Additionally, with the exception of the Nagelring, the existing naval academies—on Thorin and Pandora—were judged at risk from foreign forces. These two circumstances prompted Archon Katherine to order the establishment of a new naval academy on Alarion, utilizing equipment and personnel from the older schools. Construction began in late 3058 and the first cadets began their studies in May 3060, with the first graduates expected early next year.

Attribute Minimums: INT 4, WIL 4, DEX 4

Attribute Thresholds: DEX +1, RFL +2, BOD -1, WIL +1

Traits: G-Tolerance, Promotion, Well-Equipped, Stigma/Pro-Katherine

Skills: Career/Soldier +4, Protocol/Lyran Alliance +3, Academic/Lyran Alliance History +2, Zero-G Operations +2, Perception +1

Events: Roll on either the Lyran Alliance Academy Events Table or the Naval Academy Events Table (pp. 61-62, AT2).

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Add +2 to any two Basic Training skills, Leadership +1, Survival +1, Academic/Naval History +2, Tactics/Space +2

Fields: Aerospace Pilot, Aerospace Specialist, Basic Technician, Marine, Ship's Crew

Subpath: Special Training

Attribute Thresholds: +1 to DEX, RFL or INT (player's choice)

Traits: Promotion

Skills: +2 to any one Basic Training skill, +1 to half of the character's AIT skills (rounding up), +2 to any two Technical skills

Fields: AeroSpace Technician

Subpath: Naval Training

Attribute Minimums: INT 4, DEX 4

Traits: Promotion, Wealth (2)

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +2, Sensor Operations +2, +2 to any one other skill

Fields: DropShip Pilot, DropShip Pilot Specialist, JumpShip Pilot, WarShip Pilot

MAJOR LYRAN ALLIANCE ACADEMY/ THE MELISSA STEINER MARTIAL ACADEMY OF BOLAN

The loss of the War College of Tamar to Clan Wolf reduced the Lyran output of ground forces by a quarter, a major blow

given the immense losses suffered by the military. The short-term solution was to draw troops from militia units and to accelerate the programs of the three remaining ground-force academies. However, it soon became apparent that more was needed to rebuild the armed forces, and in 3053 Archon Melissa Steiner authorized the upgrading of the Bolan militia training facility to academy status. The work was completed a year later, and the Bolan Martial Academy graduated its first line troops in mid-3055. The assassination of the Archon later that year shocked the academy staff and they petitioned the then-AFFC high command to rename the facility, a move quickly agreed to by Prince Victor.

Attribute Minimums: INT 3, WIL 4

Attribute Thresholds: WIL -2, RFL +1, INT +1, BOD +1

Traits: Promotion, Stigma/New Academy Graduate

Skills: Career/Soldier +2, Protocol/Lyran Alliance +1, Academic/Lyran Alliance History +1, Perception +1, Streetwise +1, Scrounge +1

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, +2 to any other skill, Bureaucracy/Lyran Alliance +2, Intimidation +1

Fields: Armored Infantry, Basic Technician, Cavalry, Engineer, Infantry, Scientist, Scout

Subpath: Special Training

Attribute Minimums: INT 4, WIL 4

Traits: Wealth, Well-Equipped, Contact

Skills: +1 to any two Basic Training skills, +1 to half of the character's AIT skills (rounding up), +3 to any one other skill

Fields: Doctor, Military Scientist, Special Forces, Vehicle Technician

MAJOR LYRAN ALLIANCE ACADEMY/ WAR COLLEGE OF BUENA

Established in 3020, the War College of Buena has gone from strength to strength. The Federated Commonwealth alliance led to massive investment in the academy, allowing it to expand its facilities and curriculum. Though still best known as a center for training technicians, its MechWarrior and aerospace programs have gained considerable respect. Though lacking the history and prestige of the Nagelring or Sanglamore, graduates of Buena have a reputation as practical and dedicated warriors. Though rarely rising to high command, Buena-trained troops and technicians form the backbone of the LAAF.

Attribute Minimums: BOD 4, STR 4, DEX 3, INT 4, RFL 4, EDG 4

Attribute Thresholds: BOD +1, INT +1, WIL +1, CHA -1

Traits: Good Reputation, Toughness, Promotion

Skills: Running +2, Swimming +2, Career/Soldier +3, Protocol/Lyran Alliance +2, Academic/Lyran Alliance History +2, Tactics +1

CHARACTER CREATION

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, +2 to any other skill, Leadership +2

Fields: Aerospace Pilot, Aircraft Pilot, Basic Technician, MechWarrior

Subpath: Special Training

Attribute Minimums: INT 5, WIL 4

Attribute Thresholds: +1 to DEX or INT (player's choice)

Traits: Promotion, Well-Equipped, Contact (2)

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Career/Soldier +2, Scrounge +2

Fields: AeroSpace Technician, Mech Technician

MAJOR LYRAN ALLIANCE ACADEMY/ COVENTRY MILITARY ACADEMY

Originally known simply as the Coventry Academy, the Coventry Military Academy has never been a large school, but the damage sustained in the Jade Falcons' 3058 attack on the industrial world have further degraded its abilities. Cadets and instructors fought a bitter engagement against the invaders in the grounds of the academy, deliberately destroying several buildings to prevent them falling into Clan hands before themselves being taken as bondsmen, only to be released when the Falcons withdrew.

Attribute Minimums: INT 3, WIL 4

Attribute Thresholds: BOD +1, WIL +1

Traits: Well-Equipped, Combat Sense, Well-Connected

Skills: Academic/Lyrans Alliance History +4, Academic/Clan History +2, Protocol/Lyrans Alliance +2, Perception +1

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, Rifles +1, Pistols +1, Survival +1, Tactics +1

Fields: MechWarrior

MAJOR LYRAN ALLIANCE ACADEMY/ NAGELRING

Standard requirements plus one or more of the following: Well-Connected or Contact (any appropriate LAAF or Lyrans Alliance), Title, EDG 6+. The character must not have any seriously "questionable" events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the event. Members of the SLDF may also attend the Nagelring.

The oldest and most prestigious academy in the Alliance, the Nagelring is the only Alliance training facility to graduate troops for all arms of the LAAF. Once an SLDF training facility, House Steiner inherited the facility and its instructors after Kerensky's Exodus. Over the centuries, the academy has grown to include massive exercise areas and live-fire ranges, sprawling out across the Bremen continent.

Attribute Minimums: INT 5, DEX 5, WIL 5, SOC 5

Attribute Thresholds: SOC +1, CHA +1. If SOC under 6, WIL +1

Traits: Promotion, Well-Connected/Tharkad, Wealth (2), Quirk/Honorable

Skills: Academic/Lyrans Alliance History +6, Academic/SLDF History +3, Protocol/Lyrans Alliance +6, Career/Soldier +4, Leadership +2, Interest/Winter Sports +2, Strategy +2, Tactics +2, Bureaucracy/Lyrans Alliance +1

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Add +2 to three Basic Training skills, +1 to any two other skills

Fields: Any AIT Field except Engineer

Subpath: Special Training

Attribute Minimums: WIL 6, EDG 5

Attribute Thresholds: +1 to BOD, CHA or INT (Player choice)

Traits: Promotion, Well-Equipped, Well-Connected/LAAF, and choose one of the following: Stigma/Pro-Katherine, Stigma/Pro-Victor

Skills: +2 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Career/Soldier +2, Protocol/Lyrans Alliance+2, Gambling +1

Fields: Any ST Field except WarShip Pilot

MAJOR LYRAN ALLIANCE ACADEMY/ ROYAL NEW CAPETOWN MILITARY ACADEMY

Standard requirements. The character must not have any seriously "questionable" events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the event.

Once regarded as a problem for the DME, the Royal New Capetown Military Academy has become a shining example of reform in the Lyrans state. New Capetown was home to endemic racism until Katrina Steiner's efforts to curb the influence of the planet's hate philosophy on the academy led to the creation of a widespread reform movement. After a brief civil war in the early 3030s, the reformers toppled the extremist planetary government. Pockets of racism still exist on New Capetown, but today trainees of all creeds and colors are accepted at the RNCMA.

Attribute Minimums: INT 4, WIL 4

Attribute Thresholds: BOD +1, RFL +1, DEX +1

Traits: Well-Equipped, Gregarious, Stigma/New Capetown Graduate, and choose one of the following: Stigma/Pro-Katherine, Stigma/Pro-Victor

Skills: Academic/Lyrans Alliance History +2, Protocol/Lyrans Alliance +3, Perception +2, Academic/Race Relations +3

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, Career/Soldier +2, +2 to any other skill

Fields: Aerospace Pilot Specialist, Aircraft Pilot, Armored Infantry, Cavalry, Engineer, Infantry, Marine, MechWarrior, Scientist, Scout

CHARACTER CREATION

Subpath: Special Training

Attribute Minimums: INT 4, WIL 4

Attribute Thresholds: INT +1

Traits: Promotion, Contact (2)

Skills: +2 to any two Basic Training skills, +1 to half of the character's AIT skills (rounding up)

Fields: AeroSpace Technician, Doctor, 'Mech Technician, Special Forces, Vehicle Technician

MAJOR LYRAN ALLIANCE ACADEMY/ PANDORA COLLEGE OF MILITARY SCIENCES

Standard requirements, except may not enter with Stigma/Pro-Katherine or Stigma/Pro-Victor. The character must not have any seriously "questionable" events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the event.

This Academy Path can only be taken if the character is attending prior to September 3064; the world was conquered by Clan Jade Falcon in that month.

Originally a school for DropShip pilots, the Pandora College of Military Sciences has seen major investment over the past three and a half decades, converting it from a specialist school into a fully fledged military university. Aerospace and VTOL training courses began on Pandora just before the Fourth Succession War, followed in the 3030's by courses for MechWarriors and armor crews. Courses for infantry, combat engineers and medical personnel were added in 3045, followed in 3054 by a battle armor elective for the infantry.

Attribute Minimums: BOD 4, WIL 5, DEX 4

Attribute Thresholds: BOD +2, WIL +2

Traits: Toughness, Brave

Skills: Pistol +2, Rifle +2, Survival +2, Support Weapons +1, Tracking +1

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, Tactics/Any two +2, Training +2, Administration +2, Interest/the Clans +2

Fields: Aerospace Pilot, Aerospace Pilot Specialist, Aircraft Pilot, Armored Infantry, Cavalry, Infantry, MechWarrior, Scientist, Scout

Subpath: Special Training

Attribute Minimums: INT 5, WIL 4

Attribute Thresholds: INT +1

Traits: Well-Equipped, Good Reputation, Good Vision

Skills: +1 to any two Basic Training skills, +1 to half of the character's AIT skills (rounding up), Tech/Any two +2, Engineering +4, Computers +3, Scrounge +3

Fields: AeroSpace Technician, 'Mech Technician, Vehicle Technician

Subpath: Naval Training

Age must be at least 22.

Attribute Minimums: INT 4, DEX 4

Traits: Promotion, Well-Connected/LAAF Navy

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +2, Sensor Operations +2, +2 to any one other skill

Fields: DropShip Pilot

MAJOR LYRAN ALLIANCE ACADEMY/ SANGLAMORE

Standard requirements plus one or more of the following:

Contact/Free Skye, Well-Connected/Free Skye, Well-Connected/LAAF, SOC 6+. May not have Stigma/Pro-Katherine or Stigma/Pro-Victor. The character must not have any serious/y "questionable" events in his or her history relating to Skye (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the event.

The second most prestigious academy in the Alliance, Sanglamore on Skye was one of only three academies outside the Terran Hegemony built to train SLDF troops (the others being the Nagelring and Albion on New Avalon). However, unlike the other two academies, Sanglamore suffered grievous damage during the Succession Wars, replacing much of its Star League-era equipment with less sophisticated equivalents.

Attribute Minimums: INT 5, DEX 5, WIL 5, SOC 5

Attribute Thresholds: CHA +1, WIL +1

Traits: Promotion, Well-Equipped, Well-Connected/Skye, Quirk/Honorable. May choose Well-Connected/Free Skye, but then also gains In for Life and Stigma/Free Skye.

Skills: Academic/Lyrans Alliance History +3, Academic/Skye History +3, Protocol/Lyrans Alliance +4, Career/Soldier +3, Leadership +2, Perception +1, Strategy +2, Tactics +2, Bureaucracy/Lyrans Alliance +1, Blade +2

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Add +2 to two Basic Training skills, +1 to any two other skills

Fields: Armored Infantry, Basic technician, Cavalry, Engineer, Infantry, MechWarrior, Scientist, Scout

Subpath: Special Training

Attribute Minimums: WIL 6, EDG 5

Attribute Thresholds: +1 to STR, WIL or INT (player's choice)

Traits: Promotion, Well-Connected/LAAF, Well-Connected/Skye

Skills: +2 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Career/Soldier +2, Protocol/Lyrans Alliance +2

Fields: Doctor, 'Mech Technician, Military Scientist, Special Forces, Vehicle Technician

MAJOR LYRAN ALLIANCE ACADEMY/ FLIGHT ACADEMY OF THORIN

Standard requirements, plus no Disabled, Glass Jaw, Poor Vision, Poor Hearing or TDS traits.

CHARACTER CREATION

Founded in 2832, the Thorin Flight Academy gained a reputation for producing excellent aerospace pilots and DropShip crews. However, thanks to damage sustained in the Succession Wars, the academy has never had a large enrollment and the cost of repair was prohibitively expensive. The school limped on, but even when the demand for naval crews increased in the '40s and '50s, there was never any likelihood of upgrading the Thorin facility. Instead, the LAAF chose to build a new facility at Alarion and slowly downgrade Thorin. The last class entered the academy in summer 3060 and will graduate in June 3063. At that point, the remaining equipment will relocate to Alarion, as will most of the instructors. Those choosing to retire from the LAAF have been offered employment with Christofiori Express, a Thorin-based shipping company.

Attribute Minimums: WIL 4, DEX 5, RFL 5, EDG 4

Attribute Thresholds: DEX +1, RFL +1, BOD -2

Traits: G-Tolerance, Promotion, Well-Equipped

Skills: Perception +3, Tech/Any three +2, Tactics/Space +1, Tactics/Air +1

Events: Roll on either the Lyran Alliance Academy Events Table or the Naval Academy Events Table (pp. 61-62, AT2).

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, +2 to any other skill

Fields: Aerospace Pilot, Aerospace Pilot Specialist, Aircraft Pilot, Ship's Crew

Subpath: Naval Training

Attribute Minimums: INT 4, DEX 4

Traits: Promotion, Well-Connected/LAAF Navy

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +2, Sensor Operations +2, +2 to any one other skill

Fields: DropShip Pilot, DropShip Pilot Specialist, JumpShip Pilot

MAJOR WORD OF BLAKE ACADEMY (GENERIC)

Free Worlds League and Word of Blake affiliations only. Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events in character's history, unless the character has or purchases a Contact (1) to hide the event (gamemaster's judgment).

This is not a full Life Path and should not be taken as one. Instead, the write-up below offers the generic information common to most Word of Blake military academies. The entries marked "Major Word of Blake Academy" followed by a specific academy round out a full and unique Life Path as offered by one of the major Word of Blake military academies. Each academy has its own entry, along with its own requirements, skill sets, and so on. Requirements, traits and skills listed for each specific academy entry may be added to

or may replace those given below.

Time: 2 year

Attribute Minimums: INT 4

Attribute Thresholds: WIL +1, SOC +1

Traits: Promotion, Well-Equipped

Skills: Blades +1, Academic/Teachings of Blake +1, Bureaucracy/Word of Blake +2

Previous Path: High School (2), Mercenary Brat (2), Military School (2), Preparatory School (2), Spacer Family (2), Civilian Job (4)

Next Path: Advanced Individual Training (mandatory, part of this pass)

Word of Blake Academy Events

- 2 Some are ill-suited to doing Blake's holy work, as you quickly demonstrate [-2 to all Basic Training skills, may take no additional military paths]
- 3 Our success requires harsh training, with real risk of injury and danger. You stand testament to the reality of these techniques. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 Tests are placed in our path and some cannot help but succumb. [Streetwise/Any +3, Gambling +2, Addiction (2), -1 to all the skills learned in this path]
- 5 You understand the truth in Blake's wisdom and your fervor drives you to excel. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Master has a place for all in his new universe. [Poverty, BOD -1, Lost Limb]
- 7 The worst thing about leaving home is all the alien pollens and diseases you are exposed to. [MedTech +3, Allergy, Disabled]
- 8 Not all wars are fought on the battlefield; some are fought with words and numbers. [Bureaucracy/Word of Blake +6, Enemy (2)]
- 9 Never lucky, you rely on skill and ability. [+1 to any two field skills, EDG -1, STR +1, choose one: Demotion, Introvert, Unattractive]
- 10 Strength comes from adversity. [+1 to any field skills, choose one: Combat Paralysis, Lost Limb]
- 11 Your profile makes you an ideal medic and you receive advanced training that you are expected to disseminate to the others in your unit. [First Aid +5, Training +2]
- 12 The Chaos March holdings offer you a great chance to test your abilities. [+2 to any three field skills, Brave]
- 13 You may be training as one of Blake's holy warriors, but your true expertise lies in other directions. [Natural Aptitude/Any non-combat skill, +5 to this skill]
- 14 Though not yet in the field, you receive training as a liaison officer. [Language/Any +1, Protocol/Any +2, Contact (1)]
- 15 A Precentor takes you under his wing as his protégé. [Contact (2), +1 to any three Military Field skills]
- 16 Your natural leadership shows, and the Precentors offer you advanced instruction in the art of command.

CHARACTER CREATION

[Leadership +2, may take OCS next, then return and continue this path]

- 17 Despite your youth, your skill earns you a place in the vanguard. [Proceed to Word of Blake Service, Light of Mankind Training Subpath and return to the Life Path at this point.]
- 18 The ties to the military hierarchy you established in the academy stand you in good stead. [Contact (2), Well-connected (2)]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll thrice and apply each event]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 3 years

Traits: Promotion, Well-Equipped

Skills: Academic/Teachings of Blake +1, Leadership +1

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: +1 to any one threshold of the player's choice

Skills: Leadership +2, +1 to two Basic Training skills, +1 to half of the character's AIT skills, +1 to any other skill

Traits: Promotion, Wealth

Next Path: Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4)

Subpath: Officer's Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Minimums: INT 5, WIL 4

Traits: Commission (Rank 1)

Next Path: Per last path followed

MAJOR WORD OF BLAKE ACADEMY/ SANDHURST ROYAL MILITARY COLLEGE

Serving as the premier training facility in the Inner Sphere, the Sandhurst Royal Military College has maintained that reputation since the days of the Star League. Reclaimed by ComStar in 2788, the SRMC continues to train warriors. Although the Com Guards held the training facility for many years, the Word of Blake reopened it after they claimed the Terra system during Operation Odysseus. Now, in association with the War Academy of Mars and the Military Academy of Aphros, the SRMC represents one part of the Word of Blake's training triumvirate.

Attribute Minimums: WIL 4, BOD 3

Attribute Thresholds: RFL +1, BOD +1

Traits: Enemy (1, ComStar)

Skills: Blades +1, Academic/Teachings of Blake +1

Fields: Basic Training (all skills at +1)

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Blades +1, Bureaucracy/Word of Blake +1, +1 to half of Basic Training skills (round down)

Fields: choose one of the following

Armored Infantry (*minimum STR 6, BOD 5*)

Basic Technician (*minimum DEX 3*)

Cavalry

Infantry

MechWarrior (*minimum DEX 3, RFL 4*)

Scout

Next Path: Special Training (3, part of this pass; take if character enters Armored Infantry, Basic Technician, Infantry, MechWarrior or Scout field)

Subpath: Special Training

Fields:

AeroSpace Technician (*Basic Technician Field required, minimum INT 4*)

'Mech Technician (*Basic Technician Field required, minimum INT 4*)

Special Forces (*Armored Infantry, Infantry, MechWarrior or Scout field, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Vehicle Technician (*Basic Technician Field required*)

Next Path: Covert Ops (4, Special Forces Field only)

Subpath: Officer's Candidate School (OCS)

Fields: Officer Training

MAJOR WORD OF BLAKE ACADEMY/ WAR ACADEMY OF MARS

A strategy development center during the days of the Star League Defense Forces, the War Academy of Mars now acts as the headquarters of ROM. In 3059, the War Academy opened up to deal with the large number of students denied admission to the SRMC for space reasons. Now that the War Academy has added standard Infantry and armored infantry programs, it has set itself up as an equal to Sandhurst. A friendly rivalry has since developed between the two schools.

Attribute Minimums: WIL 4, BOD 3

Attribute Thresholds: RFL +1, BOD +1

Fields: Basic Training

Mandatory Subpath: Advanced Individual Training (AIT)

Skills: Blades +1, Bureaucracy/Word of Blake +1, +1 to half of Basic Training skills (round down)

Fields: choose one of the following

Armored Infantry (*minimum STR 6, BOD 5*)

Basic Technician (*minimum DEX 3*)

CHARACTER CREATION

Cavalry
Infantry
MechWarrior (minimum DEX 3, RFL 4)
Scout

Next Path: Special Training (3, part of this pass; take if character enters Armored Infantry, Basic Technician, Infantry, MechWarrior or Scout field)

Subpath: Special Training

Fields:

AeroSpace Technician (Basic Technician Field required, minimum INT 4)
Mech Technician (Basic Technician Field required, minimum INT 4)
Special Forces (Armored Infantry, Infantry, MechWarrior or Scout field, minimum BOD 4, RFL 4, INT 3, WIL 5)
Vehicle Technician (Basic Technician Field required)

Next Path: Covert Ops (4, Special Forces Field only)

Subpath: Officer's Candidate School (OCS)

Fields: Officer Training

MAJOR WORD OF BLAKE ACADEMY/ MILITARY ACADEMY OF APHROS

Home to such programs as the Star League's Gunslinger curriculum, the MAA is situated in the only remaining city on Venus. As the planet's terraforming systems have steadily deteriorated over time, the academy has primarily focused on training suited to harsh environments. AeroSpace, DropShip, JumpShip and WarShip training programs have been established at the MAA. A side effect of the training programs and the local environment, the level of discipline at Aphros exceeds that of most military academies. With death as a daily possibility, such discipline is a necessity.

Attribute Minimums: WIL 3, RFL 3

Attribute Thresholds: DEX +1, INT +1

Skills: Computers +2, Protocol/Word of Blake +1, Sensor Operations +1

Fields: Basic Training [Naval]

Mandatory Subpath: Advanced Individual Training

Skills: Zero-G Operations +2, add +1 to any three Basic Training skills, +1 to any other skills

Fields:

AeroSpace Pilot (minimum DEX 4, RFL 3)
AeroSpace Pilot Specialist (minimum DEX 4, RFL 4, Players select eight skills from the list, applying +5 to one skill, +4 to one skill, +3 to two skills, and +2 to the remaining four)

Aircraft Pilot
Basic Technician
Ship's Crew

Next Path: Special Training (optional, part of this pass)

Subpath: Special Training

Skills: Strategy +1, Tactics/Space +1, Leadership +1

Fields:

AeroSpace Technician (Basic Technician Field required, minimum INT 4)
DropShip Pilot
DropShip Pilot Specialist (minimum RFL 4, Players select eight skills from the list, applying +5 to one skill, +4 to one skill, +3 to two skills, and +2 to the remaining four)
JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)
WarShip Pilot (DropShip Pilot or JumpShip Pilot field required, minimum INT 6, may not have TDS Trait)

Subpath: Officer's Candidate School (OCS)

Fields: Naval Officer Training

NORTHWIND MILITARY ACADEMY

Character must have been born on Northwind, or his/her lineage must be directly traced back to a family on Northwind. Characters with the Federated Suns Affiliation can be from Northwind or take a 2-point Contact Trait (Northwind Descendent); Capellan Confederation Affiliation can claim this lineage by taking a 3-point Contact Trait (Northwind Descendent). Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision.

Opening its doors in 2365, the Northwind Military Academy is one of the oldest academies in known Human Space. Primarily used to supply the regiments of the Northwind Highlanders, a rare few have gone on to other commands, usually distinguishing themselves among their peers. Cadets in the program are almost always of higher stock than other raw recruits, a result of the strict standards imposed by the Clan Elders. After their first year, cadets move on to their chosen specialty. The percentage of cadets who graduate is surprisingly high compared to academies elsewhere throughout the Inner Sphere.

Time: 1 year

Attribute Minimums: INT 4, WIL 4, SOC 3

Attribute Thresholds: RFL +1, BOD +1, WIL +1, SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/Northwind Highlanders History +3, Leadership +1, Protocol/Northwind Highlanders +2, Swimming +2, Survival +2

Fields: Basic Training

Previous Path: High School (2), Mercenary Brat (2), Military School (2), Preparatory School (2), Spacer Family (2)

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Northwind Military Academy Events

2 Insulting the Conclave probably wasn't the smartest thing you could've done ... [Enemy (2), Enemy (2), Enemy (2), character may not continue any further in this Life Path, must take Ne'er-Do-Well next]

CHARACTER CREATION

- 3 There's a reason why the academy teaches safety drills. Perhaps if you'd paid more attention you'd be somewhat healthier. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 Your time in Kearny City was, ahem, eventful. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2]
- 5 Despite centuries of tradition, the military life is not for you. [-2 to all Basic Training/Naval skills and may take no further military paths]
- 6 It's not that you *want* to cut class, but there are so many other things to see and do. [-1 to all Military Field skills, Escape Artist +1, Gambling +1, Seduction +1]
- 7 You're a sucker for a pretty face, and oh, those bonnie Northwind lasses ... [WIL -1, Dependent, Seduction +4]
- 8 It's not that you're dull-witted; it's just that everyone else goes so quickly. [Slow Learner]
- 9 They say if it doesn't hurt, you're not doing it right. Pah! [+1 to any two field skills, EDG -1, STR +1, choose one: Demotion, Introvert, Unattractive]
- 10 Your efforts to avoid the hard work of training develop your skills in unusual directions. [-1 to any two skills learned in this path, Fast Talk +1, Perception +1, Scrounge +2]
- 11 When the guys in the dorm want something, it's you they come to, and now you have a reputation to live up to. [Stigma/Fixer, Choose two: Contact (2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 The commandant regards you favorably and has sought to guide your training. [Patron, +2 to any two skills learned in this path]
- 13 The wilderness around The Castle is ideal for the escape-and-evasion exercises at which you excel. [Survival +4, Tracking +3, First Aid +2]
- 14 Others may think of you as the teacher's pet, but you know the value of training and preparedness. [+3 to any two AIT skills]
- 15 Your part-time work with the New Lanark SAR teams opens a new world of possibilities. [Good Reputation, Contact (2), Climbing +2, First Aid +2, MedTech +1]
- 16 The streets of Tara offer a host of possibilities for those with the skill and knowledge to exploit them. [Streetwise +5, Scrounge +4, Fast Talk +3, Wealth (3), Well-Connected]
- 17 Your mix of skill and charisma makes you an ideal cadet-troop leader. [Promotion, Leadership +2, Glory +1]
- 18 Your ties to one of the most powerful Elders aids your career. [Patron (3), Prominence +2]
- 19 [Choose one event listed above, or roll twice and apply both results]
- 20 [Finish this pass through the Life Path as normal, go through one Tour of Duty, then return and enter the Subpath: Royal Black Watch Company]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion

Skills: Leadership +1, +1 to any three Basic Training skills, Academic/Northwind Highlanders History +1, +1 to any one other skill

Fields: Choose one of the following, subject to the listed restrictions:

AeroSpace Pilot (*minimum DEX 4, RFL 4*)

Armored Infantry (*minimum DEX 4, RFL 3*)

Basic Technician (*minimum DEX 3*)

Cavalry

DropShip Pilot (*minimum DEX 4*)

MechWarrior (*minimum DEX 3, RFL 4*)

Events: Do not roll events for Advanced Individual Training

Next Path: Special Training (3, part of this pass; take if character took Basic Technician or DropShip Pilot fields), Tour of Duty: Inner Sphere (4), Tour of Duty: Star League (4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: +1 to any one threshold of the player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), Protocol/Northwind Highlanders +1, +1 to any one other skill

Fields: Choose one of the following, subject to the listed restrictions:

JumpShip Pilot (*DropShip Pilot Field required, minimum INT 5, cannot have TDS Trait*)

Mech Technician (*Basic Technician Field required, minimum INT 4, DEX 3*)

AeroSpace Technician (*Basic Technician Field required, minimum INT 4, DEX 3, cannot have TDS Trait*)

Vehicle Technician (*Basic Technician Field required, minimum INT 3, DEX 3*)

Next Path: Tour of Duty: Inner Sphere (4), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: CHA +1

Traits: Commission (Rank 1)

Fields: Officer Training

Next Path: Per last path followed

Subpath: Royal Black Watch Company

Entry via event roll only

Time: 2 years

Attribute Thresholds: CHA +1, DEX +1

Traits: In for Life, Contact (1, RBW Company), Good Reputation (3)

CHARACTER CREATION

Skills: Academic/Royal Black Watch History +4, Protocol/Royal Black Watch +4, Academic/Northwind Highlanders +1

Fields: MechWarrior

Next Path: Per last path followed

OUTREACH MERCENARY TRAINING COMMAND

Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision

The Outreach Mercenary Training Command (OMTC) is a relative newcomer to the list of academic institutions that offer the training needed for the martial arts. Formed by Wolf's Dragoons after they moved into their permanent headquarters in 3037, Jaime Wolf surprised many when he ordered the doors opened to anybody who could afford entrance. With some of the Inner Sphere's most impressive training facilities, graduates of the Dragoons' programs are some of the most respected and feared warriors outside of the Clans.

Time: 1 year

Attribute Minlimums: INT 3, WIL 3

Attribute Thresholds: RFL +1, BOD +1, WIL +1

Traits: Promotion, Well-Equipped

Skills: Academic/Military History +2, Leadership +1, Protocol/Affiliation +2, Swimming +2

Fields: Basic Training

Previous Path: High School (2), Mercenary Brat (2), Military School (2), Preparatory School (2), Spacer Family (2)

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Outreach Mercenary Training Command Events

- 2 You never planned for it to happen but somehow they found out and have suborned you to their agenda. [Acting +3, WIL -2, Addiction, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent)]
- 3 An ordinance explosion batters your body, but you vow not to give up. [Choose two: Poor Hearing, Poor Vision, Lost Limb (2), -1 BOD, -1 RFL]
- 4 Outreach's capital has much to offer the new arrival. Too much, in fact. [Streetwise/Harlech +3, Gambling +2, Addiction (2), -1 to all skills learned in this path]
- 5 It was a routine Trial of Position, so what happened? [Demotion, Stigma/Test Down]
- 6 You're not good in crowds and so spend a lot of time exercising alone. [Timid, Running +4]
- 7 You are overly fond of the nightlife and it takes a major emergency to make you see sense. [Streetwise +6, Seduction +3, MedTech +3, Disabled, and add a year to the time this path takes]
- 8 Mercenaries have a fairly liberal interpretation of acceptable behavior, but you still managed to go too far. [Bad Reputation (2), Demotion]
- 9 Most guys avoid a fight in Harlech's bars. You, on the other hand, revel in them. [Bad Reputation, Brawling +4]

- 10 As any commander will tell you, half the victory is in logistics and organization, and you are one of the few who takes it seriously. [Administration +3, Career/Soldier +2]
- 11 Mercenaries always want new "shiny toys," but you have developed acquiring such trinkets into a fine art. [Stigma/Fixer, choose two: Contact (2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 They say you mix with the wrong sort, but they never complain when you deliver what they want. [Bad Reputation, Contact]
- 13 The Training Command's syllabus is a framework for education, not a rigid limit on what skills may be learned. [Natural Aptitude/Any non-combat skill, +5 to this skill]
- 14 A daring victory against the odds secures your reputation in Harlech's halls. [+2 to any three Military Field skills, Good Reputation, Brave]
- 15 You find books easier to get on with than people, though most are rather simplistic. [Introvert, Fast Learner]
- 16 Your black market connections serve you well in the morass of life that is Harlech. [Streetwise +5, Scrounge +4, Fast Talk +3, Wealth (3), Well-Connected]
- 17 The Dragoons like what they see and fast track your career. Is it possible they might hire you? [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS training next and then return and continue Life Path from here]
- 18 They say it's better to be lucky than good. What if you're both? [+6 to any one field skill, Perception +4, EDG +2, Combat Sense]
- 19 [Choose one event or roll twice and apply each event]
- 20 [Choose two events or roll thrice and apply each event]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion

Skills: Leadership +1, add +1 to three Basic Training skills and +1 to any one other skill

Fields:

- Aerospace Pilot (minimum DEX 4, RFL 4)
- Aircraft Pilot (minimum DEX 4, RFL 3)
- Armored Infantry (minimum STR 6, BOD 5)
- Cavalry
- DropShip Pilot (minimum DEX 4)
- Infantry
- Marine (minimum WIL 4, may not have TDS Trait)
- MechWarrior (minimum DEX 3, RFL 4)
- Scout
- Ship's Crew

Events: Do not roll events for Advanced Individual Training

Next Path: Special Training (3, part of this pass; take if character enters DropShip Pilot, Infantry, Marine, MechWarrior, Armored Infantry or Scout fields), Tour of Duty: Inner Sphere (4), Tour of Duty: Piracy (4)

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Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

JumpShip Pilot (*DropShip Pilot Field required, minimum INT 5, may not have TDS Trait*)

Special Forces (*Infantry, Marine, MechWarrior, Armored Infantry or Scout field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Next Path: Covert Ops (4, Special Forces Field only), Tour of Duty: Inner Sphere (4), Tour of Duty: Piracy (4)

TRAINING BATTALION

Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following traits above the second lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Additionally, characters may possess "questionable" events in their past so long as the event in question is not a conviction for a serious crime (such as espionage, premeditated murder, etc. per the gamemaster's best judgment), or the character has an appropriate Contact who can cover up the event.

With the formation of training battalions, the ranks of MechWarriors were no longer limited solely to the wealthy and politically connected. Literally anyone who could prove he or she was capable could finally join the Federated Suns' elite cadre of modern-day knights. Opportunities for promotion and career advancement are often hard to come by for those hailing from a training battalion, as graduation from an academy is virtually required for anyone looking for a command position. Then again, most of these men and women want only to serve their nation or to fulfill a lifelong goal of becoming a MechWarrior.

Time: 1D6 + 3 years

Attribute Minimums: DEX 3, RFL 4, EDG 5

Attribute Thresholds: WIL +1, SOC +1

Traits: Promotion to Sergeant (Rank 6), Stigma/Second-Rate MechWarrior (whether or not true)

Skills: +2 to all skills in the Basic Technician Field, Scrounge +1, +1 to any one learned skill for every year spent in the battalion (this bonus may not be combined with itself)

Fields: Basic Training, MechWarrior

Previous Paths: Any

Next Path: Tour of Duty: Federated Suns (4)

Training Battalion Events

- 2 You blew up a friendly 'Mech in your first live-fire exercise. [Bad Reputation (2), Poverty (2), No more legitimate military paths]

- 3 Some fool shot you and your 'Mech up in his first live-fire exercise. [Addiction (2-Painkillers), Disabled (as effect of serious head wound, p. 125, *CBT:RPG*), Lost Limb (2)]
- 4 Fell in with the "wrong" crowd. [In for Life, Contact (2 Mafia Boss)]
- 5 The battalion was called to service early and your best friend was killed. [-1 to all AIT skills, +3 to any two skills, Addiction, Quirk/Vow, Quirk/Temper]
- 6 Even a military life couldn't keep you away from the pleasures of youth. [-1 to all Military Field skills, Escape Artist +1, Gambling +1, Seduction +1]
- 7 You hold the record for the most safety violations in any one year. [Bad Reputation (2)]
- 8 The sarge liked everyone... except you. [Choose: WIL -1, Introvert or Timid]
- 9 Best friends turn to bitter enemies over the smallest things. [Enemy]
- 10 It was either helping out at the local soup kitchen or extra PT to make up for all those foul-ups. [Bad Reputation and Streetwise +2 or Running +2]
- 11 You passed; that's all that matters! [+1 to any one skill]
- 12 Could've been worse; you might've spent all that time mopping the floors instead of filing in triplicate! [Administration +3, Computers +3, Bureaucracy/Federated Suns +3]
- 13 Your skill with the hydrosponder almost equals your skill in the cockpit. [+2 to any three Technician skills]
- 14 A simple temporary assignment to the supply office uncovered some of your hidden talents. [Negotiation +4, Appraisal +3, Scrounge +3, Well-Equipped]
- 15 The other cadets looked up to you. [Leadership +3, Training +3, +2 in any three skills]
- 16 Officer thinking, cadet! [Leadership +2, may take OCS next, then return and continue this path]
- 17 What are you doing here?! [Good Reputation, Contact; spend one year in this path, gaining only +2 to all Basic Training field skills (no other benefits), but may attend a Military Academy as next path, may take OCS next]
- 18 Your actions save the entire battalion from certain doom. [Good Reputation (2), Contact (3), Promotion (2), Custom Vehicle, and choose one of the following: Disabled, Lost Limb, Poor Hearing or Poor Vision, may take OCS next]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

STAGE 4 LIFE PATHS

Unless otherwise stated, these paths follow the rules for Stage 4: Real Life in the *Character Creation* section of *CBT:RPG* (p. 47).

BROTHERHOOD OF RANDIS TRAINING

The Brotherhood is open to MechWarriors of any affiliation, though characters must not have any "questionable" events or

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quirks in their past (such as sociopathic or homicidal tendencies or any other facts that would prevent the character from acting in a kind and charitable way toward his fellow man; whether or not any potentially questionable characters should be allowed into this path is at the gamemaster's discretion). After successfully completing this path, a character will be a Knight of Randis.

The Brotherhood of Randis is seemingly the sole beacon of hope and justice in the Periphery. Many MechWarriors find their way to the world, but few have the moral and mental mettle to even hope to gain admittance into the Brotherhood as a candidate, let alone be granted the title Knight of Randis.

Time: 1D6 years

Attribute Minimums: WIL 5

Traits: Quirk/Honorable, In for Life, Title (5, Knight of Randis)

Skills: Academic/Theology +8, Interest/Meditation +6, Perception +3, +3 to any two field skills

Previous Path: Any, so long as the character is trained as a MechWarrior

Next Path: Tour of Duty: Brotherhood of Randis

Brotherhood of Randis Events

- Your actions prove that not only do you lack the moral convictions to remain in the Brotherhood, but that you deserve swift and final punishment. [Lose all traits and half the skills learned in this path, Stigma/Evil, Quirk/Hunted, Bad Reputation (3) and Enemy (2 – Grand Knight Lucas Beckett)]
- That those pirates captured and tortured you does not bother you, for they will soon be shown the light, one way or another. [WIL +2, BOD -1 and choose two: Disabled (2), Lost Limb (3), Poor Hearing (3) or Poor Vision (4)]
- You get word that a close relative has passed away, leaving you the only family member to take care of her children. Now you must make a choice. [Choose either to leave the Brotherhood and gain Dependents (3) and Wealth (2) or stay with the Brotherhood and gain Quirk/Guilt]
- You cannot help but feel that Grand Knight Beckett does not deserve to lead the Brotherhood, so you continually look for a way to remove him and his "kind". [Strategy +6, Enemy (3), Quirk/Hates Clansmen]
- An accident leaves you and a small detachment of Knights floating dead in space for months until someone finally answers your distress call. [Zero-G Operations +6, Scrounge +3, TDS, Quirk/Claustrophobic, STR -1]
- An attack by a band of depraved pirates leaves you wondering if there truly is any hope. [Academic/Theology +3, Combat Paralysis]
- Every order has its own rascalion, and you made sure that was you. [-2 to all skills learned in this path and choose three: Climbing +2, Free Fall +2, Gambling +2, Interest/Any +2, Seduction +2]
- While the Periphery is known for its wild societies, you discovered some of its wild animals and their defensive mechanisms. [Allergy (2)]

- You find the perfect person for you and start a new life on Randis. [Good Reputation, Dependents (2)]
- You see more of the chapel than you do of the battlefield. [Academic/Theology +2, Interest/Any two +2]
- The Brotherhood attracts all kinds, but that just widens the number of wonderful skills you can pick up. [+2 to any three skills the character does not already possess]
- Having spent most of your time on ships traveling the length and breadth of the Periphery, you no longer feel at home on solid ground. [Zero-G Operations +4, Sensor Operations +3, G-Tolerance, Night Vision, BOD -1]
- You have been blessed with a gift. [Natural Aptitude/Any]
- You inherit the BattleMech of a fallen Brother. [Vehicle (4), Owns Vehicle]
- Even in the worst of times, you willingly take on the mantle of leadership. [Leadership +6, Strategy +4, Tactics/Any two +4]
- Any defeat of Fuchida's Fusiliers is a cause for celebration, but this one deserves illumination in the Brotherhood's sacred annals. [Good Reputation (3), Vehicle (3), Custom Vehicle (2), Wealth (2), Well-Equipped (2)]
- Having set the bar even higher than before, you are the example to whom the rest of the Brotherhood looks. [Leadership +6, Academic/Theology +4, +4 to any four other skills, Brave, Good Reputation (3), Sixth Sense, Title (+2), Enemy (2)]
- [Choose one event or roll twice and apply both]
- [Choose two events or roll three times and apply each event]

COMBAT CORRESPONDENT

Prerequisites: Any non-Clan affiliation. Any Military Field. Must not have Timid or Combat Paralysis.

Time in Path: 2 years

Threshold Modifiers: WIL +1

Traits: Stigma/Reporter, Contact (1)

Skills: Career/Journalist +2, Career/Soldier +1, Art/Writing +2, Fast Talk +1, +1 Protocol, +1 to any three Military Field skills.

Previous Paths: Any military

Next Paths: Any applicable Tour of Duty (4), Ne'er Do Well (4), Travel (4), or Civilian Job (4).

Combat Correspondent Events

- Captured by enemy troops while covering what turned out to be a shocking defeat! You escape, but you've seen way more than you bargained for! [Escape Artist +2, Interrogation +1, +2 to any combat or journalism skill, add 1D6 years to the time spent in this path, and choose two: BOD -2, Combat Paralysis, Unattractive, and Glass Jaw]
- A slip of the tongue during a live holocaust tips your position to the enemy. You survive the resulting carnage, but your career doesn't survive the court martial for gross incompetence. [Bad Reputation (2), Stigma/Incompetent, add +1 to any four military or journalism-related skills, next path must be Ne'er-Do-Well]

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- 4 Lost on your way to the front, you come under enemy fire. You survive, but one of your news crew doesn't. [First Aid +1, choose two: BOD -1, Timid, Poor Hearing, or Unattractive]
- 5 Sometimes getting the story means getting dirty. [Scrounge +1, Streetwise +1, Enemy, Bad Reputation]
- 6 Your honest and thorough reporting of the latest action on the lines sent one of your fellow soldiers into the stockade. [Enemy]
- 7 Routine action doesn't grab the headlines [Career/Journalist +1]
- 8 Your honest and thorough reporting of the latest action on the lines earned you a commendation. [Career/Journalist +1, Fast Talk +1, +1 to any other skill]
- 9 They say reporters shouldn't make the news, but when the enemy overran your position, you didn't have much choice, did you? [Good Reputation (1), +2 to any two Military Field skills, -2 to Career/Journalist]
- 10 You're a celebrity to the troops on a morale-boosting military holovid news program, and some network big shots want to meet you when you finish your tour. [Good Reputation (1), Contact (2), -1 to any three Military Field skills, may take Solaris Insider Path next]
- 11 You brave the most savage fighting you've ever seen. Not only do you live to tell about it, your story is picked up by agencies across your native land! (Good Reputation (2),

Wealth, Career/Journalist +2, add +1 to any two Military Field skills, choose either BOD -1, Lost Limb, or Addiction)
12 [Choose one event or roll twice and apply both results]

COMSTAR SERVICE

ComStar Affiliation only

Life as a ComStar Acolyte can involve assignment to research stations, HPG compounds or garrison cantonments scattered across much of known space. This presents an unparalleled opportunity to see the universe firsthand, though there are many risks.

Time: 2 years

Skills: Academic/Inner Sphere History +3, Administration +1, Interest/Any +2, Negotiation +1, Perception +1, Streetwise/Any +1

Next Path: First time through path only—ComStar Training (mandatory, part of this pass), Com Guard Training (mandatory, part of this pass); subsequent times through path—Civilian Job (4), ComStar Service (4), Deep Periphery Trader (4), Explorer Corps (4, part of this pass), Ne'er-Do-Well (4), Tour of Duty: Piracy (4), Word of Blake Service (4)

ComStar Service Events

- 2 Accused of espionage and imprisoned [Stigma/Traitor, Amnesia and add 1D6 years to this path. Lose all Rank and Commission traits]

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- 3 Almost killed when facility attacked by Word of Blake agents [Choose two: Poor Vision (3), Combat Paralysis, Poor Hearing (5), Lost limb (2), BOD -1, Slow Learner]
- 4 Offered "opportunity" to spy for foreign power [If accepted: Wealth (4), Enemy (3), In for Life. If refused, choose one: BOD -1, STR -1, DEX -1]
- 5 Run-in with the local wildlife [BOD -1, Quirk/Scared of the Wild]
- 6 You hate space travel. I mean, you *really* hate space travel [Transit Disorientation Syndrome, Allergy/Space Travel]
- 7 Culture Shock: life here is so different from home that you spend all your time in the compound [Introvert, Academics/Any +2, Technical/Any +2]
- 8 Bored by life at this backwater station, you seek out new diversions [Addiction, Streetwise/Any +2]
- 9 The local food and environment do not agree with you [Allergy (2)]
- 10 Develop contacts with the locals [Language/Any +2, Bureaucracy/Any +1, Contact]
- 11 Too much time working on the computers. [Computer +1, Poor Vision]
- 12 You clash with the facility administrator. [Negotiation +1, Enemy]
- 13 You contract Rockland Fever, but survive. [Poison Resistance]
- 14 The varied work gives you a chance to hone your abilities. [+1 to any two skills]
- 15 Thrown in at the deep end, you are forced to learn or die. [Fast Learner, +2 to any two skills]
- 16 You're posted to a major station where the workload keeps you busy. [Administration +2, Career/ComStar +3, Contact (2)]
- 17 Decorated for heroism during enemy action. [Brave, Good Reputation (2), +2 to any two skills and +2 to any three Military Field skills]
- 18 Promoted! [Administration +1, Leadership +1, Training +1, Good Reputation (2), Commission, Promotion (2), Career/ComStar +2]
- 19 You earn a reputation as the person to know. [Contact (3), Gregarious, Streetwise/Any +3, Fast Talk +2, Scrounge +2, Well Connected (2)]
- 20 [Choose one event or roll twice and apply both results]

Mandatory Subpath: ComStar Acolyte

ComStar Service required

Time: 3 years

Attribute Minimums: INT 4, DEX 4

Skills: Comms/Any +3, Administration +1, Technical/Any +1, Career/ComStar +2

Fields:

- Civilian Tech
- Politician
- Scientist (*minimum INT 6*)

Events: Do not roll an event for ComStar Acolyte

Next Path: University (3), Civilian Job (4), ComStar Service (4), Deep Periphery Trader (4), Explorer Corps (4, part of this path), Ne'er-Do-Well (4), Tour of Duty: Piracy (4)

Mandatory Subpath: Com Guard Training

ComStar Service required, cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision

Time: 5 years

Attribute Minimums: INT 4, BOD 4

Attribute Thresholds: RFL +1, BOD +1, WIL +1, SOC +1

Traits: Promotion, Well-Equipped (2), Well-Connected, Vehicle (2)

Skills: Strategy +2, Tactics/Any +2, +1 to three Basic Training skills, +2 to any three other skills, Career/ComStar +1

Fields: Basic Training, and choose one of the following fields, subject to the listed restrictions:

Aerospace Pilot (*minimum DEX 4, RFL 4*)

Aircraft Pilot (*minimum DEX 4, RFL 3*)

Armored Infantry (*minimum STR 6, BOD 5*)

Cavalry

DropShip Pilot (*minimum DEX 4*)

Infantry

JumpShip Pilot (*DropShip Pilot Field required, minimum INT 5, may not have TDS Trait*)

Marine (*minimum WIL 4, may not have TDS Trait*)

MechWarrior (*minimum DEX 3, RFL 4*)

Scientist (*minimum INT 3*)

Scout

Ship's Crew

WarShip Pilot (*DropShip Pilot or JumpShip Pilot field required, minimum INT 6, may not have TDS Trait*)

Events: Do not roll events for Com Guard Training

Next Path: Blake's Wrath Training (4, part of this pass), Tour of Duty: Federated Suns (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: Piracy (4), Tour of Duty: Xin Sheng (4)

Subpath: Blake's Wrath Training

Com Guard Training required (Armored Infantry, Marine and Mech Warrior only)

Though not as universally feared as the DEST of the Draconis Combine—due more to this organization's secretive nature than a lack of ability—the special forces branch of ComStar's ROM has the unparalleled resource of ComStar's entire communications network at its disposal. Brutal training techniques combined with almost unlimited funding makes Blake's Wrath one of the most effective forces of its kind operating in the Inner Sphere.

Time: 4 years

Attribute Minimums: INT 5, BOD 5, RFL 6

Attribute Thresholds: INT +1, RFL +1, CHA -1

Traits: Commission, Brave, Promotion, Vehicle (2), In For Life, Quirk/Loyalty to ComStar

Skills: Acting +1, Disguise +2, Perception +2,

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Streetwise/Any +3, Tactics/Any appropriate +3, +2 to half the character's Military Field skills (round up)

Fields: Special Forces, MechWarrior, Aerospace Pilot

Next Path: Covert Ops (4), Tour of Duty: Federated Suns (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: Xin Sheng (4)

Subpath: Explorer Corps

ComStar Service required (Aerospace, DropShip, Marine, JumpShip, Ship's Crew, WarShip only), cannot have TDS Trait

In 2947, Primus Adrienne Sims created the Explorer Corps to expand human knowledge of the universe, explore new worlds for colonization and provide an early warning of danger to the Inner Sphere. Little did she know the Clan invasion would be sparked by the discovery of an errant Explorer Corps vessel. Regardless, thanks to the tireless work of the Corps, strides have been made in every field of astronomy. These discoveries have provided the impetus for further exploration and adventure.

Time: 6 years

Attribute Minimums: INT 5, BOD 4, RFL 4

Attribute Thresholds: INT +1, STR -1

Skills: Academics/Any +2, Administration +1, Career/ComStar +1, Language/Any +2, Language/Any +1, Zero-G Operations +3

Fields:

DropShip Pilot (*minimum DEX 5*)

JumpShip Pilot (*DropShip Pilot Field required, minimum INT 6*)

Planetary Surveyor (*minimum INT 6*)

Scientist (*University Path required, minimum INT 7*)

Ship's Crew (*minimum RFL 6*)

Next Path: Civilian Job (4), ComStar Service (4), Deep Periphery Trader (4), Explorer Corps (4), Free Trader (4), Ne'er-Do-Well (4), Tour of Duty: Piracy (4), Travel (4)

DEATH COMMANDOS COVERT TOUR

Capellan Confederation and St. Ives affiliations only. MechWarrior-trained personnel only. No Slow Learners. Entry by event roll only. On a regular Tour of Duty: Inner Sphere from CBT:RPG, any roll of 12 may be replaced with the option to qualify for the Death Commandos.

The Death Commandos of the Capellan Confederation are among the most feared combat units in the universe. Only a fraction of a percentile of the CCAF's elite are admitted into this prestigious and grueling training program. Three years of intense instruction and combat duty with the best gear the Confederation has to offer molds graduates into killing machines.

Time: 3 years

Attribute Minimums: WIL 7, EDG 4, STR 5, BOD 6, DEX 5, RFL 6, INT 5

Attribute Thresholds: WIL +2, BOD +1, DEX +1, RFL +1

Traits: Commission (Rank 3, ignore if already a higher-ranked

officer), Bad Reputation (5), In for Life. A Death Commando has the equivalent of Vehicle (10), Well-Equipped (8) and Custom Vehicle (3) traits as long as he or she is in active service. The Well-Equipped and Vehicle traits are lost if the character leaves active duty. In addition, the character gains Quirk/Loyal to the Chancellor (2) and Quirk/Loyal to the Commandos, which may replace other Loyalty Quirks of equal value already possessed (if any).

Skills: Perception +2, Strategy +1, Tactics/Any +3, Martial Arts/Any +2; also choose to acquire or improve any one military skill at +3, two military skills at +2 and four military skills at +1, all chosen from the following fields: Basic Training, Marine, MechWarrior, Officer Training.

Next Path: Death Commandos Covert Tour (4); character is in the Commandos until done with character generation, at which time he/she may choose to be an active or inactive member.

Death Commandos Covert Tour Events

- 2 Taken alive! Will you keep your mouth shut no matter the cost, or will you break? [No skill improvement this pass, and choose one of the following: if you don't talk, WIL +1, Lost Limb, Addiction (2) and add 2D6 years to the time this path takes; if you break down and talk, WIL -2, Enemy (3), Wealth and add 1D6 years to the time this path takes]
- 3 Maybe it is getting to you a little. [Introvert, Addiction (2)]
- 4 You were supposed to make it off the JumpShip before it tried to jump. [Transit Disorientation Syndrome, Glass Jaw, -1 to all skills improved this pass]
- 5 A nuisance, really. Nothing more. [BOD -1, Quirk/Overconfident; choose one: Poor Vision, Poor Hearing, Lost Limb, Disabled, Night Blindness]
- 6 Paranoia or premonition? Been at this too long? [Quirk/Paranoid, Demotion]
- 7 You must have been very good in a previous life, but your luck may be all used up. [EDG -4]
- 8 Yes, there *is* a difference between being despised and being reviled. Did somebody say Kentares? [Stigma, Enemy (2)]
- 9 Friends come and go, but enemies accumulate. [Enemy (1), Enemy (1), Enemy (1)]
- 10 Convalescent leave forces you to miss several choice assignments. [-1 to all skills improved this pass]
- 11 All in all, just another few years of "office" work. [Any military skill +2, any two skills +1, Enemy]
- 12 Nothing like a well-rounded war! [Any six skills +1]
- 13 Out of the 'Mech and into the action. [Apply +1 to all Basic Training and Infantry field skills; choose one: Allergy, Poor Hearing or Poor Vision]
- 14 Always open for something different. [Choose a field: Armored Infantry, Cavalry, Pilot]
- 15 Sniper duty is your calling, and you enjoy your work. Your victims' friends, on the other hand ... [Scout Occupational Field, Rifles +3, Good Vision, Enemy (2)]

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- 16 Front-line heroics earn you some powerful enemies. [Tactics/Mech +2, apply +2 to all skills in MechWarrior Field, Promotion, Enemy (3)]
- 17 Paranoia or premonition? Either way, it paid off. [Sixth Sense, EDG +1, Promotion, Survival +2, Strategy +1, Tactics/Any +1]
- 18 They can rebuild you; they have the technology. All it will cost you is your soul. [Amnesia, BOD +1, STR +2, CHA -1, Exceptional Attribute/Strength, Toughness, Pain Resistance, Poison Resistance]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

DEEP PERIPHERY TRADER

Any Periphery affiliation.

While its markets may not be as vast as those of the Inner Sphere, the Deep Periphery offers a host of opportunities for those willing to risk everything on the long journey between the stars.

Time: 2 years

Attribute Minimums: CHA 4

Skills: Appraisal +3, Fast Talk +3, Negotiation +3

Previous Path: Any Civilian Path

Next Path: Civilian Job (4), Deep Periphery Trader (4), Free Trader (4), Ne'er-Do-Well (4)

Deep Periphery Trader Events

- 2 Lose your shirt! A business deal goes horribly wrong and you lose everything. [Lose all Wealth and Well-Equipped traits]
- 3 Infected! At one of your ports of call you contract a deadly disease and barely survive [BOD -1, STR -2, Poison Resistance, Unattractive]
- 4 Pirate raid [Bawling +3, Pistols +3, choose one: Glass Jaw, Lost Limb, Poverty]
- 5 A clan "customs vessel" boards your ship. [Choose two: BOD -1, Bad Reputation, Poverty, Stigma/Smuggler]
- 6 Marooned! Your vessel suffers a mechanical failure and you spend several months awaiting rescue [Poverty, Survival +2, Rifles +1, Navigation/Ground +1. Add one year to the time this path takes]
- 7 A rival undercuts your dealings. [Enemy, Poverty]
- 8 Bad year. [Poverty, Bureaucracy/Any +3]
- 9 A war breaks out on one of your ports of call and you decide to make a profit running guns. [Wealth, Contact (2), Stigma/Gun Runner, Streetwise +4]
- 10 Smuggling provides a range of opportunities. [Disguise +2, Fast Talk +2, Forgery +2]
- 11 A port in every storm, or something like that. [Seduction +3, Dependent]
- 12 Routine business. [+3 to any Merchant Field skill]
- 13 New markets. [Appraisal +3, Negotiation +3]
- 14 Good year. [Wealth (2)]
- 15 A contact offers you "favored trader" status. [Good Reputation, Wealth (4)]

- 16 Inroads! You strike a lucrative deal with Clan merchants. [Protocol/Any Clan +5, Contact (1, any Clan)]
- 17 You discover an abandoned cache of goods. [Well-Equipped (4), Wealth (4)]
- 18 You stumble upon a completely untapped market. [Appraisal +5, Negotiation +5, Wealth (5), Good Reputation]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

TOUR OF DUTY: BLACK WARRIOR

Open only to individuals fighting for the Circinus Federation. Characters possessing the Black Warrior Affiliation gain a +2 bonus to all event rolls during this path.

Unlike most other pirate bands, the Black Warriors and its associated units must maintain some level of legitimacy, a fact that often poses moral and political quandaries for the units. While they have many chances to profit, they also have many more chances to bring the wrath of a Successor State down upon their tiny nation.

Time: 2 years

Traits: Vehicle (2) for MechWarrior, Aerospace Pilot, and Cavalry fields

Skills: Add +3 to any three skills from your Military Fields, add +1 to any two other skills

Previous Path: Ne'er-Do-Well (4), Tour of Duty: Black Warrior (4), Tour of Duty: Piracy (4)

Next Path: Tour of Duty: Black Warrior (4)

Black Warrior Training Events

- 2 Captured during bandit raid and interrogated by the world's defenders. [Lose all Vehicle Traits, choose two: Combat Paralysis, Disability (1), Glass Jaw, Poor Hearing, Poor Vision, Slow Learner and may only take Ne'er-Do-Well Path next]
- 3 You sustained major injuries during a recent raid. [Lose all Vehicle Traits, choose three: Amnesia, Combat Paralysis, Disability (2), Glass Jaw, Lost Limb, Poor Hearing, Poor Vision, Slow Learner and may take no other combat paths]
- 4 You attempted mutiny and failed. [Acting +3, Cryptography +3, Alternate Identity, Enemy (2), Stigma/Traitor and may take no other paths in the Circinus Federation]
- 5 You become sympathetic with the victims of your raids. [Good Reputation, Stigma/Weak-Willed, Timid and may take no other military paths in the Circinus Federation]
- 6 You are on the losing side of a brawl with another Black Warrior. [Choose two: BOD -2, Disability, Glass Jaw, Poor Hearing, Poor Vision, Timid or Unattractiveness and may take no other combat paths in the Circinus Federation]
- 7 Your commanding officer just doesn't like you. [Bureaucracy/Black Warriors +3, Bad Reputation, Demotion, Enemy]

CHARACTER CREATION

- 8 Not much loot, but you did bring something else back from that Periphery outpost. [Allergy (2) and add 1 year to the time this path takes]
- 9 The stress of the bandit lifestyle is getting to you. [Tactics/Any +4, Sensor Operations +2, Perception +2, Addiction, Quirk/Paranoid]
- 10 You don't get your fair share of the spoils and turn informant, but someone smells a rat. [Acting +3, Enemy]
- 11 Is there honor among thieves? [Perception +2, Quirk/Paranoid, Sixth Sense]
- 12 You survive another year of hectic bandit raids. [+3 to any three skills in your Military Field, +2 to two other skills]
- 13 You like being a bandit a little too much. [Interrogation +3, Intimidation +3, Scrounge +3, Promotion, Quirk/Gung-Ho, Custom Vehicle (3)]
- 14 Lots of salvage this year. [Choose two: Vehicle (3), Owns Vehicle, Custom Vehicle (3)]
- 15 Why do you always get "point"? [+5 to any Military Field skill, add +3 to any three other military skills, Perception +3, EDG +1, Sixth Sense, Stigma/"Golden Child"]
- 16 Banditry sure is profitable. [Contact (2), Forgery +4, Gambling +4, Negotiation +4 and either Owns Vehicle or Wealth (3)]
- 17 Your actions in the field earn the respect of your partners in crime. [Leadership +5, Tactics/Any +5, Brave, Commission (1), Custom Vehicle, Good Reputation]
- 18 Your exploits make you famous, or is that infamous? [Leadership +5, Strategy +5, Tactics/Any +5, Custom Vehicle (2), Enemy (2), Wealth (3), Well-Connected]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

TOUR OF DUTY: BROTHERHOOD OF RANDIS

Brotherhood of Randis characters only

The Brotherhood, though stationed on Randis, sees action throughout the Periphery against various groups, from former Smoke Jaguar warriors to ex-military to scum-of-the-earth, all turned bandit and preying on their fellow man. The Brotherhood stands alone in their slice of the Periphery against those bandits, dealing their own justice and sometimes making the ultimate sacrifice.

Time: 2 years

Skills: Academic/Theology +4, +4 to any three skills, +2 to any two additional skills

Previous Path: Tour of Duty: Brotherhood of Randis (4)

Next Path: Tour of Duty: Brotherhood of Randis (4), Travel (4), Ne'er-Do-Well (4); once a character leaves the Brotherhood (to take part in a different Life Path, for example), that character must reduce his Edge threshold by one point and spend 1D6 years in study if he wants to return to the Brotherhood.

Events: Roll on the Brotherhood of Randis Events Table (p. 79)

TOUR OF DUTY: DRACONIS COMBINE

Draconis Combine or Clan Nova Cat affiliations only

Time: 2 years

Traits: Vehicle (2) for AeroSpace Pilot, Aircraft Pilot, Armored Infantry Cavalry, and MechWarrior-trained characters only.

Skills: +2 to any three field skills, +2 to any two other skills

Previous Path: Freeborn Sibko (2), Trueborn Sibko (2), Military Academy (3), Military Enlistment (3), Naval Academy (3), Sun Zhang MechWarrior Academy (3), University (3, AeroSpace School only), ComStar Service (4), Covert Ops (4), Solaris VII Games (4), Tour of Duty: Joint Nova Cat/Combine Exercises (4), Yakuza (4)

Next Path: Police Academy (3), Covert Ops (4, Military Scientist, Scout or Special Forces-trained characters only), Lostech Prospector (4), Ne'er-Do-Well (4), Tour of Duty: Draconis Combine (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Piracy (4)

Tour of Duty: Draconis Combine Events

- 2 The horrors of war—either in the Combine or outside— affect you badly and force you to reconsider your future. [CHA -2, lose all skill bonuses from this path, cannot take any more legitimate military paths]
- 3 To your chagrin, the enemy holds you captive for a protracted period before you escape back to the Combine. [-1 to all skills advanced this path, Escape Artist +4, Survival +4, BOD -1, WIL -1 and add 1D6 years to the time this path takes]
- 4 The way of the samurai is death, but not all are so lucky. [BOD -2; Toughness, choose two: Lost Limb, Poor Vision (2), Poor Hearing (3), Disabled, Unattractive (scarred)]
- 5 Bad luck dogs your heels. [EDG -1, Demotion, Enemy, Enemy, Enemy]
- 6 A disastrous campaign leaves your body battered and your honor in tatters. [Choose two: Enemy (2), Demotion, Poor Vision (2), Poor Hearing (3), Custom Vehicle -1]
- 7 In choosing duty over honor, you saved the day but at great personal cost. [Strategy +6, Tactics/Any +6, Bad Reputation and choose one: Disabled (2), Lost Limb (3), Poor Hearing (3) or Poor Sight (3)]
- 8 Your hot temper gets you into trouble regularly but you can handle yourself in a tight spot. [Enemy, Enemy, Bad Reputation, choose one: Martial Arts/Military +2, Brawling +2]
- 9 Your penchant for brawling results in disfavor from above but hones your skills. [Demotion, Martial Arts/Military +4]
- 10 Understanding is the key to wisdom, as your contacts with the Gaijin have shown. [Contact/Enemy, Languages/Enemy +2 and remove one Enemy (1) Trait]
- 11 Your tour is somewhat unusual ... [Choose one: Forgery +4, Interrogation +4, Whips +4]
- 12 Service on one of the new WarShips of the DCA is a unique and prestigious experience. [Zero-G Operations +2, Pistols +1, Martial Arts/Any +2]

CHARACTER CREATION

- 13 Whether against the Bears or the dishonorable Davions, your skills have been honed to a fine edge. [Tactics +2, Enemy, +2 to any two Military Field skills]
- 14 Though officially a hardship posting, your efforts to improve your lot and those of your comrades is almost legendary. [Negotiation +4, Appraisal +3, Scrounge +3, Well-Equipped]
- 15 The battles were hard but the experience has made you a better warrior, internally and in the eyes of others. [EDG +1, add +4 to any one military skill, add +2 to any three other military skills, Promotion; choose Vehicle (2) or Well-Equipped (2)]
- 16 You may not like the Yakuza, but they make good allies. [Contact (2), Forgery +4, Gambling +4, Negotiation +4 and either Owns Vehicle or Wealth (3)]
- 17 While not as corrupt as the Lyran Alliance, wealth still opens doors in the DCMS. [Good Reputation (3), Vehicle (3), Custom Vehicle (2), Wealth (2), Well-Equipped (2)]
- 18 The spirit of the Dragon is strong in you. [EDG +2, Well-Connected (4), Good Reputation (3), +4 to any four skills]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

TOUR OF DUTY: FEDERATED SUNS

Available to characters who completed training at a Federated Suns Academy or Training Facility.

Time: 2 years

Traits: Vehicle (2); if taken for a second time in a row, add Contact (2) and Stigma/Victor or Katherine Loyalist (player's choice)

Skills: Add +2 to any three Military Field skills, +1 to any three other skills

Previous Paths: Any that would allow entry into a regular Tour of Duty

Next Path: Covert Ops (4, Military Scientist, Scout or Special Forces trained characters only), Ne'er-Do-Well (4), Police Academy (3), Tour of Duty: Federated Suns or Inner Sphere (4)

Tour of Duty: Federated Suns Events

- 2 You're having strange dreams about another life you never led ... or did you?. [Amnesia, Quirk/Paranoid, gamemaster should devise a "true" history for the character]
- 3 It was a no-brainer, an assignment so simple you and your entire unit were taken prisoner. [-1 to all skills advanced this path, Escape Artist +4, Survival +4, BOD -1, WIL -1 and add 1D6 years to the time this path takes]
- 4 In the end, you took the coward's way out and watched your unit die, but you also took the hero's identity. [Acting +3, Alternate Identity, Combat Paralysis, Good Reputation (2), Quirk/Self-doubt]
- 5 You were there, and it was worse than anyone could've described. [+4 to any three Military Field skills, and choose two of the following: Addiction (2), Combat Paralysis Disabled (2), Glass Jaw, Lost Limb (3), Poor Hearing (2), Poor Vision (2) or Quirk/Phobia]
- 6 A bad bailout leaves you comatose for weeks. [Amnesia, Disabled]
- 7 Everyone else was on the take, so you had to at least take the money or become their patsy. [Player's choice: either In for Life, Stigma/On the Take and Wealth (4) or Enemy (3)]
- 8 You survived the fight that half your unit didn't walk away from, but not without some "problems." [+3 to any two Military Field skills, Interest/Astrology +4, Addiction/Astrology (must consult a seer before making any major decisions)]
- 9 Congratulations! You caught a rare disease in the Periphery and won an all-expenses paid vacation to the NAIS. [Bureaucracy/Federated Suns +4, Contact (2), Well-Equipped, Allergy (2) or Disabled (player's choice), and add 1D6 - 2 years (round up) to the time this path takes]
- 10 Here comes the bride ... [Dependent]
- 11 Caught in the middle of the growing feud within the AFFC. [Bureaucracy/Federated Suns +2, Enemy]
- 12 The proverbial cake walk. [+1 to any one Military Field skill]
- 13 Action in the Chaos March leaves you wondering about your place in life. [+2 to any four skills and player's choice: WIL -2, Brave and Quirk/Gung-Ho or WIL +2, Timid and Quirk/Pacifist]
- 14 You know what assignment to the Outback means? Party time! [-1 to all skills advanced this path, Gambling +3, Seduction +3, Streetwise +3,]
- 15 Saw action in St. Ives ... against your supposed "allies." [+3 to any two Military Field skills, Stigma/Victor or Katherine Loyalist (player's choice)]
- 16 War is hell, and the Smoke Jaguars were its minions. [+3 to any three Military Field skills, Addiction, Combat Sense, Commission (Rank 1—if not an officer) or Promotion (if already an officer)]
- 17 Those men in the suits and sunglasses say you've got "potential." [Add +3 to any three skills, Contact (2), Character may take the Marine, Officer Training or Special Forces AIT path next]
- 18 You were the right man at the right place—awarded the Silver Sunburst for gallantry under fire. [+6 to any one Military Field skill, EDG +1, Good Reputation (2), Promotion, Vehicle (4), Custom Vehicle (2), Well-Equipped, Wealth (2); choose from any Stage 3 Academy Life Path next, applying a +2 to any resulting event rolls]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

TOUR OF DUTY: FREE WORLDS LEAGUE

Free Worlds League and Word of Blake affiliations only

Time: 2 years

Traits: Vehicle (2) for AeroSpace Pilot, Aircraft Pilot, Armored Infantry Cavalry, and MechWarrior-trained characters only.

CHARACTER CREATION

Skills: +2 to any three field skills, +2 to any two other skills

Previous Path: Military Academy (3), Military Enlistment (3), Naval Academy (3), University (3, AeroSpace School only), Covert Ops (4), Solaris VII Games (4), Word of Blake Service (4)

Next Path: Police Academy (3), Covert Ops (4, Military Scientist, Scout or Special Forces-trained characters only), Lostech Prospector (4), Ne'er-Do-Well (4), Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Piracy (4)

Tour of Duty: Free Worlds League Events

- 2 You woke in a field hospital. Who are you, how did you get here, and who taught you the skills you have demonstrated? [Amnesia, Quirk/Paranoid, gamemaster should devise a "true" history for the character]
- 3 Jinxed! Judging by your recent luck, you must have been really bad in a past life. [Roll on the Events Table twice, using only 1D10, and apply both results. On a roll of 1, choose any event below 10. On a roll of 3, nothing is gained]
- 4 A bad judgment call lands you on the wrong side of one of the League's many internecine spats. [Vehicle -3, Demotion (2), Bad Reputation (2), lose all skill bonuses gained from this path]
- 5 To protect others, you take the fall for something you didn't do, but one day ... [Brave, Bad Reputation, Demotion, Glory -1, Quirk/Vow of Vengeance]
- 6 With the League such a mélange of cultures, you'd have thought he'd be more tolerant ... [Stigma, Enemy (2)]
- 7 "Better to have loved and lost than never to have loved at all." What do they know? [Quirk/Lost Love, Enemy]
- 8 Politics and warfare make for strange bedfellows. [Contact (2), Enemy]
- 9 "It was a joke, okay?" [Enemy (2), Stigma/Bounty]
- 10 Helping to forge a unified military from a collection of provincial forces exercises skills you didn't expect to use in the military. [Enemy, Protocol +1, Negotiation +1]
- 11 With the League one of the few realms not at war, things are safe but boring. [+1 to any one field skill]
- 12 There's boredom, then there's an assignment to the Quartermaster Corps. [Administration +3, Computers +3, Bureaucracy/Free Worlds League +3]
- 13 Whether a SAFE operative planted to keep an eye on a suspect officer, a refugee seeking to escape his roots, or the agent of another power, there is more to you than meets the eye. [Alternate Identity, Language/Any Appropriate +1, Protocol/Any Appropriate +2, Acting +3]
- 14 Enginehead! With the aid of your buds, you customize to your heart's content. [Choose two: Vehicle (3), Owns Vehicle, Custom Vehicle (3)]
- 15 A windfall in the Andurien lottery allows you to realize your dreams. [Vehicle (4), Owns Vehicle]
- 16 Who needs a Canopian pleasure circus when you're around to liven things up? [Gregarious, Contact (2),

Contact, +3 to any three skills earned from this path, ignore standard event roll modifier if this path is repeated; another repeat, however, incurs the standard modifier unless this event is rolled again]

- 17 Mentioned in dispatches. Your performance is exemplary and draws the attention of a patron who expedites your career. [Add +3 to any three skills, Contact (2), character may take the Marine, Officer Training or Special Forces AIT path next]
- 18 Your success in the field—be it Andurien, Gibson or Zion—brings you great glory and prestige, but also generates enemies among your colleagues and those you defeated. [Enemy, Enemy, Enemy (2), Combat Sense, Natural Aptitude (Any Military Field skill), Promotion, Well-Connected (4)]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

TOUR OF DUTY: LYRAN ALLIANCE

Available to characters who completed training at a Lyran Alliance Academy or Training Facility.

Time: 2 years

Traits: Wealth; if taken for a second consecutive time, add Stigma/Pro-Victor or Stigma/Pro-Katherine (player's choice) and one of the following: Well-Connected/LAAF or Vehicle (2) for MechWarrior, Aerospace Pilot, Aircraft Pilot, Cavalry and Armored Infantry characters only.

Skills: Add +2 to any three Military Field skills, +1 to any two other skills

Previous Paths: Any that would allow entry into a regular Tour of Duty

Next Path: Covert Ops (4, Military Scientist, Scout or Special Forces-trained characters only), Ne'er-Do-Well (4), Police Academy (3), Tour of Duty: Lyran Alliance (4), Tour of Duty: Inner Sphere (4) or Tour of Duty: Social General (4, officers only)

Tour of Duty: Lyran Alliance Events

- 2 Captured by the Clans and made a bondsman. [-2 to all skills this path, Protocol/Clan +3, Stigma/Bondsman, Scrounge +1, add 1D6 years to the time this path takes. Roll 1D6. On a result of 5 or 6, accepted as a freebirth warrior, otherwise may not take further military paths]
- 3 "An offer you can't refuse." Blackmailed into working for the enemy. [Acting +2, Alternate Identity, Cryptography +1, In for Life, choose one: Addiction, Stigma/Spy, Enemy (2)]
- 4 "Military intelligence. Hal!" An operation goes bad. [+2 to three Military Field skills, choose two: STR -1, BOD -1, Combat Paralysis, Lost Limb, Poor Hearing, Poor Vision, Unattractive]
- 5 Sole Survivor. Again. [+1 to all skills in one Military Field, Bad Reputation, choose one: EDG -1, Combat Paralysis, Glass Jaw]

CHARACTER CREATION

- 6 "The general's kid is off limits, understand?" [Attractive, Seduction +2, Demotion, Enemy, Quirk/Can't resist a challenge]
- 7 "No!" The love of your life dies or is kidnapped and you swear vengeance. [Quirk/Lost Love, Enemy]
- 8 "There's a Snake-lover in Alpha Company who needs to be taught a lesson ..." The Order of Cincinatus draws you in. [Quirk/Xenophobia, In for Life, Well-Connected (2)/LAAF]
- 9 "Who is THAT?" Whirlwind romance. [Dependent]
- 10 "All I wanna know, boy, is which side you on?" [Choose one: Stigma/Pro-Katherine, Stigma/Pro-Victor]
- 11 Garrison duty. BOR-ING! [Choose one: Gambling +2, Seduction +2, Streetwise +2]
- 12 Blood, sweat and tears, but for what? You are involved in a major campaign that makes significant gains for House Steiner, that the politicians squander. [+3 to one Military Field skill and +2 to two others, Quirk/Hate Politicians and choose one: Lost Limb (2), Glass Jaw]
- 13 Pirate hunting. [+2 to two Military Field skills, Perception +1, Streetwise +1]
- 14 "Information is ammunition." [Perception +1, Computers +2, Sensor Operations +1, Contact (2)]
- 15 Crucible. You see action against the Clans. [+3 to any three Military Field skills, choose three: Addiction, Disabled, Combat Paralysis, EDG +1, Lost Limb, Promotion, Timid]
- 16 "You're just the sort of person we're looking for." Selected for "special training." [Next path must be Loki Training or chose two: Addiction, Bad Reputation (2), Enemy (2), Lost Limb, lose all ranks, lose commission]
- 17 "We're not against the Alliance, but against the abuse of power. A loyal opposition, as it were." Inducted into Heimdall. [In for Life, Well-Connected (2)/Lyran Alliance, Contact (2)/Heimdall, Stigma/Pro-Victor]
- 18 Courage under fire. Awarded the Alliance Star for valor. [Promotion, Wealth, Good Reputation (2), EDG +1, Land Grant, Title]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

TOUR OF DUTY: NUEVA CASTILE

Castilian, Umayyad or Mercenary Affiliations only

The war in Nueva Castile has raged for more than two centuries, fueled by bitter hatred between the Castilians and Umayyads and not a little meddling by the Hanseatic League.

Time: 2 years

Attribute Minimums: BOD 5

Skills: Career/Soldier +2, Protocol/Faction +1, Tactics/Any +2

Previous Path: Any

Next Path: Tour of Duty: Nueva Castile (4), To Serve and Protect (4)

Tour of Duty: Nueva Castile Events

- 2 The enemy lures you into an ambush. [Any two Military Field skills +2, Quirk/Hate Enemy and choose two: Amnesia, Combat Paralysis, Demoted, Disabled, Lost Limb]
- 3 Accused of cowardice. [Bad Reputation, SOC -2]
- 4 Captured by the enemy and ransomed back. Eventually. [Bad Reputation, BOD -1, Escape Artist +1, Languages/Any +2. Add one year to the time this path takes]
- 5 Cat's paw. You are "persuaded" to assist an outside faction in destabilizing Nueva Castile. [Contact, In for Life, Wealth]
- 6 Blood, sweat and tears. You didn't think you would survive that battle. [+2 to all skills in one Military Field. Choose one: Combat Paralysis, Disabled (3)]
- 7 A member of your unit demands a duel to restore a slight to his honor. [BOD -1, Choose one: Blade +2, Martial Arts/Any +2, Pistol +2]
- 8 You find yourself dragged into the petty politics of the warrior-nobles. [Contact (2), Enemy]
- 9 You manage to bring back considerable battlefield salvage. [Well-Equipped]
- 10 Unholy alliance. For some reason, you find yourself working alongside one of the enemy [Contact/Enemy (1), Languages/Enemy +2 and remove any Quirk/Hate Enemy Traits]
- 11 Garrison duty. Ah, peace and quiet! [+1 to any three skills]
- 12 You are involved in dealings with the Hansa. [Contact/Hanseatic League, Negotiation +3, Protocol/Hanseatic League +3]
- 13 You are dispatched on a diplomatic mission, either to the enemy or to an outside group in search of support for your cause. [Negotiation +4, Protocol/Any +4, Streetwise +4 and add one year to the time this path takes]
- 14 The highlights of your year are the glittering social functions held in the capital. [Protocol/Faction +5, Seduction +4, Arts/Any +4]
- 15 You are ordered to raid an enemy depot, which you pull off with panache! [Career/Soldier +5, +3 to any four field skills, Promotion, Good Reputation]
- 16 Selected for special duties. [Contact (2), Next path may be either Special Training: Special Forces (3, p. 31), CBT:RPG or Covert Ops (4)]
- 17 You are assigned to the General Staff to aid in planning the campaign. [Bureaucracy/Any Military +5, Strategy +5, Choose one: Promotion (4) and Enemy (1), or Well-Connected (4) and Timid]
- 18 You lead your troops in a glorious victory over the enemy hordes. [Good Reputation, Promotion (2), Land Grant, Wealth (4) and Well-Equipped (3)]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

CHARACTER CREATION

TOUR OF DUTY: PIRACY

Any affiliation

Very few set out to be pirates. The pirate lifestyle often sneaks up on a person and blindsides them with a cudgel. For others, it reflects a lack of options. Whatever the reason, you have embraced a life of banditry and rapine. Take what you need. Watch your back. And always remember to pack an extra knife.

Time: 2 years

Attribute Minimums: None

Attribute Thresholds: BOD +1, WIL +2 (SOC now has a maximum value of 1, unless player takes alternate identity—pirates do not rate well on the social ladder)

Traits: Bad Reputation, Enemy, reset any Vehicle Trait to (0) unless character has the Owns Vehicle Trait.

Skills: Add +3 to any three Military Field skills or to any skill listed in the Scout Field, add +1 to any other two skills, including new skills if desired

Previous Path: Any

Next Path: Civilian Job (4), Ne'er-Do-Well (4), Free Trader (4), Tour of Duty: Piracy (4), Travel (4)

Events: For those coming out of Ne'er-Do-Well or Street paths, or those kicked out of any military path by events, roll events per normal rules. All others, take a -1 penalty on this first roll (on repeating this path, the penalties remain as normal, -1 for a second roll, -2 for a third, and so on).

Piracy Events

- You were warned about trusting anyone too much, even a childhood friend. You are sold out to the authorities. [Enemy (2), Poverty (2), Introvert, Quirk/Vendetta, add 1D6 years to the time this path takes]
- You'll be back. And they'll be sorry. [Combat Paralysis, Lost Limb (2), Quirk/Vendetta]
- The pirate's life has its traps. [Choose one: Addiction (2), Lost limb (2), or add +1D6 years to the time this path takes and take Escape Artist +6]
- What goes up must come down. Unfortunately, what came down was almost 5,000 tons of DropShip, and what the pieces came down on was you. [Survival +5, First Aid +3, Scrounge +3 and lose all Wealth and Vehicle traits]
- There's something to be said for being top dog. [BOD +2, Toughness, Unattractive (scarred), Lost Limb, Quirk/Unable to refuse fight, Brawling +4, Pistols +2, Blades +5]
- The weak shall inherit the earth. About ten cubic meters over their coffin. [Enemy, Enemy (2), Stigma/Bounty, Bad Reputation(3), +2 any two military skills]
- The big score! But who's holding the marker on this one? [Wealth (6), Enemy (3), Quirk/Paranoid]
- Mercy never pays. [Enemy (2), Stigma/Bounty]
- Slow year and no easy marks. [Poverty, -1 to any two skills improved this path, Scrounge +4]
- Never let it be said that you never try anything new. [Choose one: Forgery +4, Interrogation +4, Whips +4]

- Easy money. [Wealth (2), Enemy (2), Intimidation +3]
- You are one of those fortunate people who enjoy your work. [Gregarious, add +1 to all skills improved this path]
- Reputations have their ups and their downs. [Pistols +4 or Blades +4, Quickdraw +3, Enemy (2), Unattractive (dueling scar)]
- It's a lucrative business. Just be careful you don't become your own best customer. [Administration +3, Negotiation +3, Wealth (5), Well-connected (4), Addiction (1)]
- Something warned you that it was a trap. Always listen to your gut. [Sixth Sense, Escape Artist +4, Perception -4 and add a year to the time this path takes]
- Only the strong survive. [STR +1, BOD +2, WIL +1, and choose either Toughness or Pain Resistance]
- Out clean! You are handed the chance to start a new life with a full pardon. An opportunity, one way or the other. [Either take the pardon, Contact (3), Wealth (2), and continue with any Life Path you qualify for, or betray that trust and take Enemy (3), Bad Reputation (5), Stigma/Large Bounty and either Wealth (6) and Well-Equipped (6) or Vehicle (6) and Owns Vehicle]
- [Choose one event or roll twice and apply both events]
- [Choose two events or roll three times and apply each event]

TOUR OF DUTY: STAR LEAGUE DEFENSE FORCE

Any Inner Sphere or Clan Nova Cat affiliation.

Service to the Star League. It's been the dream of many a warrior ever since the original Star League's inception. Even after the Amaris Coup and resulting fall of the League, the desire remained strong. Now that the Star League has been reborn to face off against the Clans, that longing can be fulfilled. It takes a certain kind of warrior to join up, though, as its members come from all over the Inner Sphere (and not always from friendly realms). Can you handle the pressures, not only to perform your duties, but also to portray your home in the highest possible regard?

Time: 3 years

Traits: Contact, Contact, Vehicle (2)

Skills: +2 to half character's AIT Field skills, +1 to three other skills of player's choice

Previous Path: ComStar Service (4, Com Guard Training required), Covert Ops (4), Tour of Duty: Clan-Sphere Liaison (4), Tour of Duty: Federated Suns (4), Tour of Duty: Inner Sphere, Tour of Duty: Joint Nova Cat/Combine Exercises (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: "Social General" (4), Tour of Duty: Training Cadre (4), Tour of Duty: Xin Sheng (4)

Next Path: ComStar Service (4), Covert Ops (4, Special Forces or Scout-trained characters only), Lostech Prospector (4), Ne'er-Do-Well (4), Tour of Duty: Federated Suns (4), Tour of Duty: Joint Nova Cat/Combine Exercises (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: Piracy (4), Tour of Duty: Xin Sheng (4)

CHARACTER CREATION

Tour of Duty: Star League Defense Force Events

- 2 They called it a "reversal of fortune." You call it hell and have the physical and mental scars from your ejection to prove it. [Lose all Vehicle Traits, choose two: Combat Paralysis, Disability, Glass Jaw, Poor Hearing, Poor Vision, Slow Learner and may only take Ne'er-Do-Well Path next]
- 3 Your vallant stand saved others in the unit but at the cost of your own health. [WIL +2, BOD -1 and choose two: Disabled (2), Lost Limb (3), Poor Hearing (3) or Poor Vision (4)]
- 4 Though you always dreamed of being a warrior, now that you are one, you feel much safer piloting a desk. [CHA -1, Introvert, Timid, Bureaucracy +2]
- 5 The heat of battle is your natural environment, but the stresses and strains are taking their toll. [+4 to any three Military Field skills, and choose two of the following: Addiction (2), Combat Paralysis, Disabled (2), Glass Jaw, Lost Limb(3), Poor Hearing (2), Poor Vision (2) or Quirk/Phobia]
- 6 It was a hellacious crash, but at least you used the recuperation time to broaden your horizons. [Vehicle -2, Custom Vehicle -1, -1 to three Military Field skills, +1 to two non-Military Field skills]
- 7 Offending this spiteful officer was probably not a good career move... [Enemy, Negotiation -1, next two Promotions are ignored]
- 8 Boredom sets in; you cruise the streets and bars around the barracks whenever they grant you a pass. [Choose two: Addiction, Bad Reputation, Streetwise +1]
- 9 Survival training is fun, they said, but then most people don't react to the foraged berries. [Survival +5, +3 to any three Military Field skills, Allergy, Glass Jaw]
- 10 Well, at least you have plenty of time to read. [Interest/Any +1]
- 11 The new posting gives you the opportunity to "get back to nature" and study the local wildlife. [Tracking +2, Survival +2, Riding +2]
- 12 Your mission was a success, despite the "support" of the politicians who sent you. [+3 to one Military Field skill and +2 to two others, Quirk/Hate Politicians and choose one: Lost Limb (2), Glass Jaw]
- 13 Liaising with other member-state militaries is a challenging job, but one at which you excel. [Negotiation +4, Protocol/Any +4, Streetwise +4; add one year to the time this path takes]
- 14 Though a new force, the SLDF has old traditions, including maintaining the honor of its members and its units. On Dieron there are plenty of Dracs willing to call you out. [Pistols +4 or Blades +4, Quickdraw +3, Enemy (2), Unattractive (dueling scar)]
- 15 The "trophies" you secure after each battle have become a lucrative sideline. [Contact, Glory +2, Contact (2), Gregarious, Appraisal +1, Negotiation +1, Streetwise +1]
- 16 Right time, right place! [SOC +1, Glory, Leadership +2, +3 to three Military Field skills]

- 17 Mustang! An exemplary trooper, you are chosen to be an officer. [Good Reputation, Contact; spend one year in this path, gaining only a +2 to all Basic Training field skills (no other benefits), but may attend a Military Academy as next path, may take OCS next]
- 18 Whether on Huntress, Strana Mechty or in the Inner Sphere, you are tested in the crucible of war and found worthy. [Leadership +5, Strategy +5, Tactics/Any +5, Custom Vehicle (2), Enemy (2), Wealth (3), Well-Connected]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

TOUR OF DUTY: TRAINING CADRE

Available only to graduates of a Federated Suns Academy that fields a training cadre. This Tour may be taken only as the first Stage 4 path, and only immediately after a character graduates from an Academy.

Time: 2 years

Traits: Promotion, Contact

Skills: Protocol/Federated Suns +2, +1 to all Basic Training skills, +1 to half of primary field skills (round up)

Previous Paths: Any Federated Suns Military Academy with a training cadre

Events: Roll events on the Training Battalion Events Table

Next Path: Tour of Duty: Federated Suns or Inner Sphere (4)

TOUR OF DUTY: XIN SHENG

Capellan Confederation and St. Ives affiliations only.

Both the Capellan Confederation and the St. Ives Compact/Commonality have been involved in heavy fighting recently. Some warriors chose to play it safe and tried their best to stay out of the fight. Those who put their lives on the line found that the bold, not necessarily the victor, get the spoils. Of course, there's always a potential price to pay for audacity.

Time: 2 years

Traits: Vehicle (2): choose either Quirk/Confederation Elitist or Quirk/St. Ives Loyalist

Skills: Add +2 to any three Military Field skills; add +1 to any three other skills or learn one new skill at +2

Previous Paths: Any that allow entry into a regular Tour of Duty

Next Path: Covert Ops (4, Special Forces or Scout-trained characters only), Ne'er-Do-Well (4), Police Academy (3), Tour of Duty: Inner Sphere or Xin Sheng (4)

Tour of Duty: Xin Sheng Events

- 2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL -2, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent), Enemy (3) and lose all Loyalty Quirks]
- 3 Captured behind enemy lines and imprisoned. [-1 to all skills advanced or learned in this path, Escape Artist +2, BOD -1, WIL -1, add 2 years to the time this path takes]

CHARACTER CREATION

- 4 A close call wounded you in more than one way. [Addiction (2), Bad Reputation, Quirk/Bipolar or Schizophrenic]
- 5 Lucky wang ba dan! At least you have some good stories to tell. [EDG +2, Disabled; choose one: Combat Paralysis, Lost Limb (2)]
- 6 A poor showing in your first major battle, now you merely want revenge. [Demotion, Quirk/Hatred of Enemy; choose one: Lost Limb or Disabled]
- 7 Your unit was shot up badly in battle. [Perception +2, Lemon if the character has a Vehicle or Well-Equipped (-1) if the character does not]
- 8 Activated for riot duty, you became the poster boy for the anti-baby killer movement. [Add +3 to any one primary field skill, Bad Reputation (2), Enemy]
- 9 You married an indig and had a kid. [Dependent, -1 to half of the skills advanced or learned in this path]
- 10 So just how easy is it to go AWOL without getting caught? [Acting +2, Escape Artist +2, Security Systems +2, Scrounge +2, EDG -1, Demotion, -1 to all other skills advanced or learned in this path]
- 11 An exercise in frustration, or the fabled cake run? [Choose one: Academic/Any +3, Arts/Any +3 or Interest/Any +3]
- 12 A position within a training unit left you prepared for next year. [Training +4, +2 to half of your primary field skills, Leadership +2]
- 13 If you can't beat 'em ... Trapped behind enemy lines, you elude capture by stealing ID and pretending to be the enemy. [Alternate Identity, Language/Any Appropriate +1, Protocol/Any Appropriate +2, Acting +3]
- 14 You couldn't wait to see front-line action. [Brave, Tactics/Any +2, Strategy +2, any two other skills +1]
- 15 When they said "on point," they really meant it. Welcome to the vanguard on a heavy campaign. [EDG +1, add +4 to any one military skill, add +2 to any three other military skills, Promotion; choose Vehicle (2) or Well-Equipped (2)]
- 16 Trial by combat. You have "the gift." [Leadership +2, Good Reputation (2); Commission (Rank 1) or Promotion; choose either Combat Sense, Vehicle (2) or Well-Equipped (2); characters who have not taken an OCS program may immediately take the Sian University Subpath (ignoring Attribute minimums), following next paths for Tour of Duty: Xin Sheng when finished]
- 17 Mine, mine, mine, mine, and that one too. Orders did say to refit from captured enemy supplies. [Owns Vehicle, Vehicle (4), Well-Equipped (2)]
- 18 That man who just shook your hand wears the death's-head emblem. Do you really want to tell him "no?" [Any four military skills +1; character may attempt to qualify for the Death Commandos Covert Tour Path next; if unable (or unwilling) to make Death Commando, characters who have not taken an OCS program may immediately take the Sian University Subpath (ignoring Attribute minimums), following next paths for Tour of Duty: Xin Sheng when finished]

- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

WORD OF BLAKE SERVICE

Word of Blake Affiliation only

Word of Blake acolytes and Militia members tend to guard HPG stations and research facilities throughout the Free Worlds League, Capellan Confederation and large sections of the Periphery. These postings can be very educational, and also extremely dangerous.

Time: 2 years

Attribute Thresholds: INT +1

Skills: Career/Word of Blake +1, Administration +1, Computers +2, Interest/Writings of Jerome Blake +3, Language/Any +1, Negotiation +1, Academics/Any +1

Next Path: First time through only—Word of Blake training (mandatory, part of this pass), Word of Blake Militia Training (mandatory, part of this pass); subsequent times through path—Word of Blake Service, Deep Periphery Trader (4), Ne'er-Do-Well (4), Civilian Job (4), ComStar Service (4), Tour of Duty: Piracy (4)

Word of Blake Service Events

- 2 Captured and tortured by ComStar ROM agents. [Disabled (2), Unattractive, and choose one: Combat Paralysis, Lost Limb (3), Addiction (2)]
- 3 Captured by Great House intelligence agents. [Enemy (3), Amnesia]
- 4 You are caught in a horrible HPG accident. [Poor Vision (2), Poor Hearing (3)]
- 5 ROM investigates you as a possible traitor. [Stigma/Questionable Loyalty (2), Quirk/Paranoid]
- 6 You cross the wrong member of another faction. [Enemy (2), Bad Reputation (2)]
- 7 The pressures of indoctrination are simply too much. [Addiction, Introvert]
- 8 You discover something new about yourself when you go to your first assignment. [Transit Disorientation Syndrome]
- 9 You spend too much time under artificial lighting. [Night Blindness]
- 10 In order to avoid rousing ROM suspicions, you kept your head buried in technical manuals. [Technician/Any +3, Poor Vision]
- 11 Your first assignment brings terrible boredom: HPG repair duty. [Technician/Comms +2]
- 12 You meet new friends in your travels to different Word of Blake HPG compounds. [Contact]
- 13 Heavy HPG traffic kept you busy learning more about your chosen craft. [Comms/HPG +5]
- 14 Chosen by your Word of Blake faction for a special mission, you are given extra monetary support and equipped well. [Wealth (2), Vehicle (2)]
- 15 You spend considerable time with your friends from the Militia. [Pistols +3, Rifles +2, Contact]

CHARACTER CREATION

- 16 You caught the attention of high-ranking faction member. [Promotion (4), Well-Connected (2), Protocol/Word of Blake +3]
- 17 You are chosen for special "torture training." [Pain Resistance, Interrogation +2, First Aid +2, BOD +1]
- 18 Naturally gifted, you absorb everything they can give and more. [Fast Learner, +3 to all skills gained from this path]
- 19 Your diligent efforts have caught the attention of a ranking Word of Blake official. [Commission, Promotion (6), Contact (2), Good Reputation (2), Wealth (4)]
- 20 [Choose one event or roll twice and apply both results]

Mandatory Subpath: Word of Blake Training

Word of Blake Service required.

Time: 3 years

Attribute Minimums: INT 4, DEX 4

Skills: Comms/HPG +3, Administration +1, Technical/Any +1, Career/Word of Blake +1, Computers +2

Fields:

Civilian Tech
 Politician
 Scientist (*minimum INT 6*)

Events: Do not roll events for Word of Blake Acolyte

Next Path: University (3), Civilian Job (4), Deep Periphery Trader (4), Ne'er-Do-Well (4), Tour of Duty: Piracy (4), Word of Blake Service (4)

Mandatory Subpath: Word of Blake Militia Training

Word of Blake Service required, cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision

Time: 5 years

Attribute Minimums: INT 4, BOD 4

Attribute Thresholds: RFL +1, BOD +1, WIL +1, SOC +1

Traits: Promotion, Well-Equipped (2), Well-Connected, Vehicle (2)

Skills: Strategy +2, Tactics/Any +2, +1 to three Basic Training skills, +2 to any three other skills, Career/Word of Blake +1

Fields: Basic Training, and choose one of the following fields, subject to the listed restrictions:

Aerospace Pilot (*minimum DEX 4, RFL 4*)
 Aircraft Pilot (*minimum DEX 4, RFL 3*)
 Armored Infantry (*minimum STR 6, BOD 5*)
 Cavalry
 DropShip Pilot (*minimum DEX 4*)
 Infantry
 JumpShip Pilot (DropShip Pilot, *minimum INT 5, may not have TDS Trait*)
 Marine (*minimum WIL 4, may not have TDS Trait*)
 MechWarrior (*minimum DEX 3, RFL 4*)
 Scientist (*minimum INT 3*)

Scout

Ship's Crew

WarShip Pilot (*DropShip Pilot or JumpShip Pilot, minimum INT 6, may not have TDS Trait*)

Events: Do not roll events for Word of Blake Militia Training

Next Path: Light of Mankind Training (3, part of this pass), Tour of Duty: Federated Suns (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: Piracy (4), Tour of Duty: Xin Sheng (4)

Subpath: Light of Mankind Training

Word of Blake Militia Training required (Armored Infantry, Marine and MechWarrior fields only)

When the ComStar schism occurred in 3052, 70 percent of ROM's operatives fled to join the forming Word of Blake, which gave them a corps of seasoned personnel that ComStar's ROM has yet to match. As the Word of Blake reorganized ROM, its special forces branch received special attention. In reference to words spoken by Conrad Toyama about the ComStar logo, the branch was renamed the Light of Mankind. Staffed by veterans known for their fanaticism among an organization of fanatics, the Light of Mankind may prove to be one of the most brutal and dangerous special forces units ever to exist.

Time: 4 years

Attribute Minimums: WIL 5, BOD 5, RFL 6

Attribute Thresholds: WIL +1, RFL +1, CHA -1

Traits: Poison Resistance, Promotion, Quirk/Loyalty to ROM (2), Commission, Vehicle (2)

Skills: Interrogation +2, Intimidation +2, Perception +2, Tactics/Any appropriate +3, +2 to half the character's Military Field skills (round up)

Fields: Special Forces, MechWarrior

Next Path: Covert Ops (4), Tour of Duty: Federated Suns (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4), Tour of Duty: Piracy (4), Tour of Duty: Xin Sheng (4)

ADDITIONAL OCCUPATIONAL FIELDS

The following is an additional Occupational Field and follows all of the standard rules for OCCs (see p. 53, CBT:RPG).

FWL Basic Training

Career/Soldier
 First Aid
 Martial Arts/Military
 Pistols
 Protocol/FWL
 Rifles

CHARACTER CREATION



POINT-BASED CHARACTER CREATION SYSTEM

The Life Path system in *CBT:RPG* creates fully rounded characters with life histories and skills, but the process is long and complex, and its random elements—particularly regarding career progression—are not to everyone's tastes. The point-based character system described below is an alternative to that system, allowing players more immediate control over their character's creation, albeit at the expense of a ready-made background.

OVERVIEW

Creating a character is a four-step process: Concept, Choose an Affiliation, Character Points and Finishing Touches.

CONCEPT

The concept stage of the points-based rules works the same as in the standard rules: players may (or may not) decide upon the kind of character they would like to play, be it specific (a cynical Snow Raven aerjock seeking glory and adventure on that Clan's new holdings) or general (a MechWarrior). The point-based system works well with character concepts, allowing the player to tailor almost every aspect of the character to meet his or her specific desires.

CHOOSE AN AFFILIATION

Affiliation in the point-based system differs little from the Life Path-based version. Both simply indicate where the character comes from and denote any cultural biases. Affiliation grants and imposes some advantages and disadvantages, and shapes some choices (notably on the character's starting languages), but otherwise imposes no restrictions on the character. Any Skill Points, Attribute or Attribute threshold modifications and traits gained from an affiliation apply as soon as the character is created and before any other Character Points are spent.

Clan Warriors

Clan characters may choose to take the Elemental Phenotype, Fighter Pilot Phenotype or MechWarrior Phenotype. If they do so, they are considered Trueborn but must also take the Slow Learner Trait. All Clan warriors—Freeborn or Trueborn—gain the Quirk/Clan Honor Trait.

CHARACTER POINTS

Step three, Character Points (CPs), is the major digression between the points-based system and the Life Path system of *CBT:RPG*. The player spends these points to buy Attributes, skills and traits. The initial points available depends on the type of character (old characters get more) and any additional experience. This difference is handled through Base CPs and Aging CPs (see *Using Character Points*, below).

CHARACTER CREATION

FINISHING TOUCHES

The final stage of character creation is to determine the specifics of any vehicles or personal equipment purchased during character creation. Rank and titles should also be finalized. Players are encouraged to add the details that bring the character to life, such as personality, description and history, though this is not compulsory and players may add such details once play has begun.

A NOTE ON LIFE PATHS

Where reference is made in *CBT:RPG* to "during a Life Path," the reference applies to any point of character creation when the player may spend Character Points on his character, other than the Finishing Touches stage. References to "after a Life Path" apply to modifications made at the Finishing Touches stage.

USING CHARACTER POINTS

Character Points (CPs) are the core of the point-based character generation system, each character starting with a number (usually 100, though that may vary depending on specific circumstances) to develop the character. This initial fixed sum is the character's Base Character Points. This number varies depending on the age, experience and nature of the character. Adult characters can also take advantage of Aging to gain additional Character Points. Child and Teen player characters are subject to the Very Young and Young aging effects as outlined on p. 60 of *CBT:RPG*.

Aging Character Points

Adult PCs are, by default, 21 years old. For each additional year of age added to the character, the character gains bonus Character Points to purchase Attributes, skills and traits. This bonus may be modified by the character's existing traits. Most player characters gain 4 Character Points per year of aging, but those with the Slow Learner Trait gain only 2 Character Points per year. Characters with the Fast Learner Trait gain 5 Character Points per year. Characters may choose any age from 21 to 100 for their characters, though aging effects (see p. 60, *CBT:RPG*) apply to characters over 30 years of age and cause major problems for those over 70.

Attributes

Every character has a set of nine Attribute scores, the details of which appear on pages 55-56 of *CBT:RPG*. Each of the Attributes has a threshold and a maximum, depending on the character's phenotype. The default threshold value for each Attribute is 6 (though this may be modified by affiliation; see below), and raising the Attribute to that level costs 1 Character Point per level (so a 1-point raise costs 1 Character Point and a 5-point raise costs 5 Character Points). Increasing an Attribute value above the practical limit costs 2 Character Points per point. For example, raising an Attribute to 8 costs 10 Character Points: 6 Character Points for Attribute levels up to 6 plus 2 Character Points each for levels 7 and 8.

Characters may not increase their Attributes above the maximums for their phenotype (see p. 56, *CBT:RPG*) unless that Attribute has the Exceptional Attribute Trait.

Attributes govern the improvement of skills during character creation (see below) and game play (see p. 211, *CBT:RPG*). The Attribute Table (see p. 55, *CBT:RPG*) gives an indication of the relative value of the Attributes. The minimum value for each Attribute is 1, though 3+ is suggested, particularly given the prerequisites of several Occupational Fields.

Note: Some affiliations modify Attribute thresholds or have Attribute minimums. In the latter case, the character must have *at least* the indicated value in the appropriate Attribute at the end of the character generation process. Modifications to Attribute thresholds govern the point at which the double cost applies to purchase of that Attribute.

A +1 Attribute modifier increases the Attribute threshold to 7, so the cost per level from 1-7 is 1 Character Point. Only at 8 does the cost increase to 2 Character Points. Conversely, a -1 modifier reduces the threshold to 5, requiring the expenditure of 2 Character Points to increase the Attribute from 5 to 6.

Traits

The traits listed on p. 57-58 of *CBT:RPG* represent notable abilities (or flaws) possessed by the character. Additional positive and negative traits are found in this book on p. 99. Positive traits may be purchased at the indicated

Character Point cost. If no cost is indicated, the trait cannot be purchased; it is either tied to an affiliation or else does not apply to the point-based system. Where a variable point cost is indicated, the player may choose the cost and strength of the trait. For example, a player can choose to purchase an Alternate Identity (2 CPs) Fast Learner (3 CPs) and Good Vision (1 CP) for a total cost of 6 Character Points.

If a player chooses a negative trait

BASE CHARACTER POINTS

Character	Base CPs	Notes
Child PC	50	Around 10 years old. May not use Aging.
Teen PC	75	Around 16 years old. May not use Aging.
Adult PC	100	Around 21 years old.
Green NPC	90	May not use Aging. See NPC rules, p. 205, <i>CBT:RPG</i> .
Regular NPC	120	May not use Aging. See NPC rules, p. 205, <i>CBT:RPG</i> .
Veteran NPC	150	May not use Aging. See NPC rules, p. 205, <i>CBT:RPG</i> .
Elite NPC	200	May not use Aging. See NPC rules, p. 205, <i>CBT:RPG</i> .

CHARACTER CREATION

for his character, the Character Point pool for that character increases by a number of CPs equal to the value of the trait. Again, where a variable point cost is indicated, the player is free to choose the value of CPs regained. However, only the two highest negative traits give their full Character Point rebate. Any others give the character only half their indicated CPs (rounded down after adding them up). For example, a player chooses Combat Paralysis (4 CPs), Enemy at Level 3 (3 CPs), Slow Learner (3 CPs) and Night Blindness (1 CP). This adds up to 11 CPs of flaws, but the character only regains 9 CPs (only the two highest traits provide a full rebate, with one of the 3 CP traits and the 1 CP trait halved).

Some traits stand in opposition to each other and the purchase of one negates the effects of the other. For example, a character with the Slow Learner negative trait purchases the Fast Learner positive trait. As these traits are opposing, he does not get them both; instead, one cancels out the other and neither appears on the character sheet.

OPPOSING TRAITS

Animal Empathy	Animal Antipathy
Attractive	Unattractive
Brave	Timid
Combat Sense	Combat Paralysis
Fast Learner	Slow Learner
Good Hearing	Poor Hearing
Good Reputation	Bad Reputation
Good Vision	Poor Vision
Gregarious	Introvert
High Endurance	Low Endurance
Night Vision	Night Blindness
Proud Heritage	Shameful Heritage
Thick-skinned	Thin-skinned
Toughness	Glass Jaw
Wealth	Poverty

FREEBIE TRAITS

Traits gained from a character's affiliation are freebies, neither costing them Character Points nor providing a Character Point rebate. They may, however, still be negated by purchasing opposing traits. In a number of cases, these freebie traits have prerequisites that must be met if the character is to gain the benefit of the trait.

TRAIT MODIFICATIONS

Some affiliations modify the cost of traits, either up or down. Examples include reduced costs for purchasing Pain Resistance and Combat Sense for characters with the Draconis Combine Affiliation, or increased rebates such as for Timid and Combat Paralysis for Lyran Alliance characters.

Restricted Traits

Some traits have limitations on their purchase or maximum values. They are:

Rank: The value of a character's Rank Trait may not exceed that character's SOC Attribute.

Title: The value of a Title Trait may not be higher than 8. If the character has the Clan Affiliation, he or she must be Trueborn to purchase a Title (Bloodname).

Vehicle: The value of a Vehicle trait cannot exceed the character's EDG Attribute

SKILLS

Skills determine what a character can and cannot do effectively. A character with a particular skill has a modifier (which may be 0) when using that skill in an action. If he does not have a skill required for an action, he must use the Untrained Skill Use rules found on p. 16-17 of *CBT:RPG*. Characters start with a number of free CPs to spend on specific skills (see *Freebie Points* below), but purchasing additional skills and bonuses costs a variable number of CPs per level. Buying a skill at its default (+0) value costs 1 CP. Every +1 increase beyond that costs 2 times the new CP value. The maximum bonus a skill can grant is +10.

For example, increasing a skill from 0 to 1 costs 2 CP (1 x 2), while increasing from 2 to 3 costs 6 CP (3 x 2). As such, high values are difficult to obtain with starting characters.

Where a skill has subskills (such as Technician, Piloting, Gunnery, and so forth) as indicated in its text or by an asterisk (*) in the skill list, each subskill given to a character must be purchased separately (and counts as a distinct skill). In most cases, the range of subskills is predefined (such as Gunnery/Aero, Gunnery/Space, Piloting/'Mech, Piloting/Tracked, and so forth), whereas others (notably Career

CHARACTER POINT COSTS

Bonus	Normal Skill (Culm.)	Difficult Skill (Culm.)
+0	1 (1)	1*
+1	2 (3)	4 (4)
+2	4 (7)	8 (12)
+3	6 (13)	12 (24)
+4	8 (21)	16 (40)
+5	10 (31)	20 (60)
+6	12 (43)	24 (84)
+7	14 (57)	28 (112)
+8	16 (73)	32 (144)
+9	18 (91)	36 (180)
+10	20 (111)	40 (220)

*May only be acquired via an Occupational Field

CHARACTER CREATION

and Language skills, but also the regional variations of Streetwise) are open-ended, subject to the gamemaster's approval.

DIFFICULT SKILLS

Some skills are flagged as difficult. These cost 2 times the normal cost to increase (i.e. 4 times the value of the new level) and cannot be purchased at the default (+0) value save through a Skill Package (see *Occupational Fields (Skill Packages)*, below).

FREEBIE POINTS

All characters start with several skill levels in languages. Before purchasing any other skills, a character must spend 3 CPs in his or her Primary and Secondary languages (either 1 at +1 or 3 at +0). Characters also have 3 CPs to spend on English.

For example, a character from the Draconis Combine might spend 1 CP to purchase Japanese, Swedish and Arabic each at +0, then spend his 3 dedicated points to acquire English at +1. He could also allocate all 6 CPs to English, which would give him a +1 bonus and 3 CPs toward raising the bonus to +2 (which costs 4 CPs).

Characters also start with 2 CPs for use with Perception, granting them at least +0, and 1 CP toward any purchased increases.

Each affiliation also grants a number of CPs for use with specific skills. These are spent at the start of character creation, before the expenditure of any other CPs, and any points unspent are carried forward to the main purchasing of skills. These points need not be used during the main character creation process; an opportunity for spending "remainders" takes place in the Finishing Touches step (see below).

OCCUPATIONAL FIELDS (SKILL PACKAGES)

CBT:RPG and other products list a number of Occupational Fields, grouping several skills linked to a particular profession. Players may choose to purchase Occupational Fields rather than individual skills, sacrificing choice for bonus points. Each Occupational Field costs 2 CPs per skill it contains, but each skill purchased in part of the field increases as if 3 CPs were spent on it. Each Occupational Field may only be purchased once—additional improvements in the listed skills must be done by spending specific CPs. Any unused CPs from the Occupational Field (for example, if a character already had a skill at +0, the 3 CPs would increase it to +1 with 1 CP left over) carry forward in the same manner as freebie points.

Many Occupational Fields have prerequisites. These may be general (for example, all Military Fields require the character to have at least Rank 1) or specific (a prior Occupational Field, a specific trait or particular Attribute level). Only characters with a Clan affiliation may take a Clan

Occupational Field. The Occupational Fields from *CBT:RPG*, *AeroTech 2* and the *MechWarrior's Guide to the Clans* are listed here for convenience, including their CP cost and prerequisites.

Limits

No skill bonus may exceed +10, nor may it exceed the highest Link Attribute or 2 times the value of the lowest Link Attribute.

A character with DEX 5, RFL 3 may not increase his skill bonus for Blade (which uses DEX + RFL) beyond 5, the highest of the Attributes. Were his DEX 6, he could have a Blade skill bonus of +6, as this is not more than 2 times the lowest Link Attribute (RFL 3). However, even were his DEX 7 or higher, he could not increase his Blade skill bonus beyond +6, as that would exceed 2 times his lowest link Attribute.

FINISHING TOUCHES

The Finishing Touches step concludes character creation and allows the player to add touches that bring the character to life.

Skill Point Remainders

Characters may be unable or unwilling to spend all of their CPs during the main part of character creation. This is particularly the case where Freebie or Occupational Field CPs apply to a skill—a character's affiliation (or an Occupational Field) might grant him +2 CPs for a skill, enough to purchase it at +0 but not at +1 unless he spends additional CPs. If he chooses not to do so, these "remainder" CPs are collected at the Finishing Touches step (together with any other unspent CPs) and may be used to purchase skills/skill bonuses or traits (but not Attributes) in the Finishing Touches step. The costs of doing so are per the main CP-spending stage, save where modifiers apply to "after the Life Path" (as with some Lyrn Alliance traits).

Characters may acquire negative traits (and thus bonus CPs) at this point, but only if they have at least 1 CP carried forward from the main stage of character creation, either as a remainder freebie point or an unspent CP.

OTHER ITEMS

The remaining items of the Finishing Touches step (such as BattleMech/Vehicle/Fighter assignment, Equipment purchases, etc.) are as given on pages 60–61 of *CBT:RPG*.

CHARACTER CREATION

OCCUPATIONAL FIELDS MILITARY FIELDS

Prerequisite: All Military Fields require the character to have at least Rank 1 and the following Attribute minimums—INT 3, WIL 3

Aerospace Fighter Pilot (18 CPs)

Prerequisite: Basic Training, DEX 4, RFL 4

Gunnery/Ballistic/Aero
Gunnery/Laser/Aero
Gunnery/Missile/Aero
Navigation/Air
Navigation/Space
Piloting/Aero
Sensors Operations
Tactics/Space
Zero-G Operations

Aerospace Pilot Specialist (16 CPs)

Prerequisite: Basic Training (Naval), DEX 4, RFL 4

Note: Choose 8 skills from the list

Bombing
Gunnery/Ballistic/Aero
Gunnery/Laser/Aero
Gunnery/Missile/Aero
Navigation/Air
Navigation/Space
Perception
Piloting/Aero
Sensor Operations
Tactics/Air
Tactics/Air Support
Tactics/Space

Aircraft Pilot (16 CPs)

Prerequisite: Basic Training, DEX 4, RFL 3

Bombing
Gunnery/Ballistic/Aero
Gunnery/Laser/Aero
Gunnery/Missile/Aero
Navigation/Air
Piloting/choose one*
Sensors Operations
Tactics/Air
* Aircraft, VTOL

Armored Infantry (14 CPs)

Prerequisite: Non-Clan affiliation, Infantry, STR 6, BOD 5

Demolitions
Gunnery/Ballistic/Humanoid
Gunnery/Laser/Humanoid
Gunnery/Missile/Humanoid
Martial Art/Battlesuit
Piloting/Battlesuit
Sensors Operations

Basic Technician (14 CPs)

Prerequisite: Basic Training

Gunsmith
Technician/Ballistics
Technician/Comms
Technician/Electronics
Technician/Lasers
Technician/Mechanics
Technician/Missile

Basic Training (10 CPs)

Career/Soldier
First Aid
Navigation/Ground
Rifles
Martial Art/Military

Basic Training (Naval) (10 CPs)

Prerequisite: Cannot suffer Transit Disorientation Syndrome, INT 4, RFL 3

Career/Pilot or Ship's Crew
First Aid
Navigation/Space
Shotguns
Zero-G Operations

Cavalry (14 CPs)

Prerequisite: Basic Training, DEX 3

Artillery
Gunnery/Ballistic/Conv.
Gunnery/Laser/Conv.
Gunnery/Missile/Conv.
Piloting/choose one*
Sensors Operations
Technician/Mechanics
*Hover, Naval, Sub, Tracked, Wheeled

Clan Elemental (14 CPs)

Prerequisite: Clan Affiliation, Elemental Phenotype, BOD 5, DEX 3, RFL 3, WIL 4, SOC 6

Gunnery/Ballistic/Humanoid
Gunnery/Laser/Humanoid
Gunnery/Missile/Humanoid
Martial Art/Battlesuit
Piloting/Battlesuit
Sensors Operations
Tactics/Infantry

Clan Fighter Pilot (14 CPs)

Prerequisite: Clan Affiliation, Fighter Pilot Phenotype, DEX 5, RFL 5, WIL 4, SOC 6

Gunnery/Ballistic/Aero
Gunnery/Laser/Aero
Gunnery/Missile/Aero
Navigation/Space
Piloting/Aero
Sensors Operations
Tactics/Space

Clan MechWarrior (14 CPs)

Prerequisite: Clan Affiliation, MechWarrior Phenotype, BOD 4, DEX 3, RFL 4, WIL 5, SOC 6

Gunnery/Ballistic/Humanoid
Gunnery/Laser/Humanoid
Gunnery/Missile/Humanoid
Leadership
Piloting/'Mech
Sensors Operations
Tactics/'Mech

Clan ProtoMech Pilot (14 CPs)

Prerequisite: Clan Affiliation, Enhanced Imaging, Fighter Pilot Phenotype, Stigma/ProtoMech Pilot

Gunnery/Ballistic/Proto
Gunnery/Missile/Proto
Gunnery/Laser/Proto
Navigation/Ground
Piloting/Proto
Sensor Operations
Tactics/Proto

FWL Basic Training (12 CPs)

Career/Soldier
First Aid
Martial Arts/Military

Pistols
Protocol/FWL
Rifles

Infantry (12 CPs)

Prerequisite: Basic Training

Artillery
Climbing
Comms/Conv.
Jump Pack
Support Weapons
Tactics/Infantry

Marine (12 CPs)

Prerequisite: Basic Training, cannot suffer Transit Disorientation Syndrome

Demolitions
Gunnery/Laser/Space
Jump Pack
Security Systems
Shotguns
Zero-G Operations

MechWarrior (12 CPs)

Prerequisite: Basic Training, DEX 4, RFL 4

Gunnery/Ballistic/Humanoid
Gunnery/Laser/Humanoid
Gunnery/Missile/Humanoid
Piloting/'Mech
Sensors Operations
Tactics/'Mech

'Mech Technician (8 CPs)

Prerequisite: Basic Technician, INT 4

Technician/Fusion
Technician/Jet
Technician/Myomer
Technician/Support

Military Scientist (12 CPs)

Prerequisite: Basic Training, INT 5

Academic/Military History
Career/Military Scientist
Computer
Cryptography
Strategy
Tactics/Any

Naval Officer Training (12 CPs)

Prerequisite: Basic Training (Naval), Commission, cannot suffer Transit Disorientation Syndrome, INT 5, WIL 4, SOC 3

Administration
Career/Pilot or Ship's Crew
Leadership
Tactics/Any
Training
Zero-G Operations

Officer Training (12 CPs)

Prerequisite: Basic Training, Commission, SOC 3

Administration
Bureaucracy/Affiliation
Leadership
Pistols
Tactics/Any
Training

CHARACTER CREATION

Ship's Crew (16 CPs)

Prerequisite: Cannot suffer Transit Disorientation Syndrome, RFL 3
Career/Ship's Crew
Gunnery/Ballistic/Space
Gunnery/Laser/Space
Gunnery/Missile/Space
Technician/Ballistics
Technician/Lasers
Technician/Missile
Zero-G Operations

Special Forces (14 CPs)

Prerequisite: Infantry, BOD 4, RFL 4, WIL 5
Blade
Demolitions
Free Fall
Stealth
Submachine Guns
Survival
Tracking

WarShip Pilot (8 CPs)

Prerequisite: JumpShip Pilot or DropShip Pilot, cannot suffer Transit Disorientation Syndrome, DEX 4, INT 6
Bureaucracy/Affiliation
Leadership
Strategy
Tactics/Space

CIVILIAN FIELDS

AeroSpace Technician (14 CPs)

Prerequisite: Basic Technician or Civilian Tech, INT 4
Technician/Aeronautics
Technician/Fusion
Technician/Interplanetary
Technician/Jet
Technician/Jump Drive
Technician/Support
Zero-G Operations

Civilian Aircraft Pilot (10 CPs)

Prerequisite: DEX 3, RFL 3
Career/Pilot
Comms/Conv.
Navigation/Air
Piloting/choose one*
Sensors Operations
*Aircraft, VTOL

Civilian Tech (8 CPs)

Prerequisite: DEX 3, INT 3
Career/Technician
Technician/Comms
Technician/Electronics
Technician/Mechanics

Detective (16 CPs)

Prerequisite: INT 4. Characters with the Police Officer Occupational Field may ignore the INT requirement
Career/Detective
Computer
Cryptography
Fast-Talk
Interrogation
Perception
Scrounge
Security Systems

Doctor (12 CPs)

Prerequisite: Scientist, DEX 4, INT 5, WIL 3
Administration
Bureaucracy/Any
Career/Doctor
First Aid
MedTech
Surgery

DropShip Pilot (14 CPs)

Prerequisite: Cannot suffer Transit Disorientation Syndrome, DEX 4, INT 3, WIL 3, SOC 3
Career/Pilot
Comms/Conv.
Navigation/Space
Piloting/Acro
Piloting/Spheroid
Sensors Operations
Zero-G Operations

DropShip Pilot Specialist (16 CPs)

Prerequisite: Basic Training (Naval), cannot suffer Transit Disorientation Syndrome, DEX 4, RFL 4, INT 4, WIL 3, SOC 3
Note: Choose 8 skills from the list
Career/Pilot
Comms/Conv
Computers
Navigation/Air
Navigation/Space
Perception
Piloting/Aero
Piloting/Spheroid
Sensor Operations
Strategy
Tactics/Space
Zero-G Operations

Engineer (12 CPs)

Prerequisite: Civilian Tech or Basic Technician, INT 4
Appraisal
Computer
Engineering
Perception
Technician/Fusion
Technician/Support

HPG Tech (8 CPs)

Prerequisite: ComStar, Word of Blake or Clan affiliation, Civilian Tech or Basic Technician, INT 3
Administration
Comms/Conv.
Comms/HPG
Cryptography

JumpShip Pilot (8 CPs)

Prerequisite: DropShip Pilot, cannot suffer Transit Disorientation Syndrome, INT 5
Administration
Computer
Navigation/Jump Drive
Technician/Jump Drive

Merchant (12 CPs)

Prerequisite: CHA 3, WIL 3
Administration
Appraisal
Bureaucracy/Any
Career/Merchant
Negotiation
Scrounge

Planetary Surveyor (12 CPs)

Prerequisite: Scientist, INT 6
Appraisal
Demolitions
Navigation/Ground
Piloting/choose one*
Survival
Tracking
*Hover, Naval, Sub, Wheeled

Police Officer (16 CPs)

Prerequisite: WIL 3
Academic/Law
Career/Police Officer
First Aid
Intimidation
Martial Art/Military
Pistols
Shotguns
Streetwise/Any

Police Tactical Officer (14 CPs)

Prerequisite: Police Officer, RFL 3
Climbing
Demolitions
Rifles
Running
Submachine Guns
Support Weapons
Tactics/Infantry

Politician (14 CPs)

Prerequisite: CHA 4
Acting
Bureaucracy/Any
Career/Politician
Fast-Talk
Leadership
Negotiation
Protocol/Any

Scientist (14 CPs)

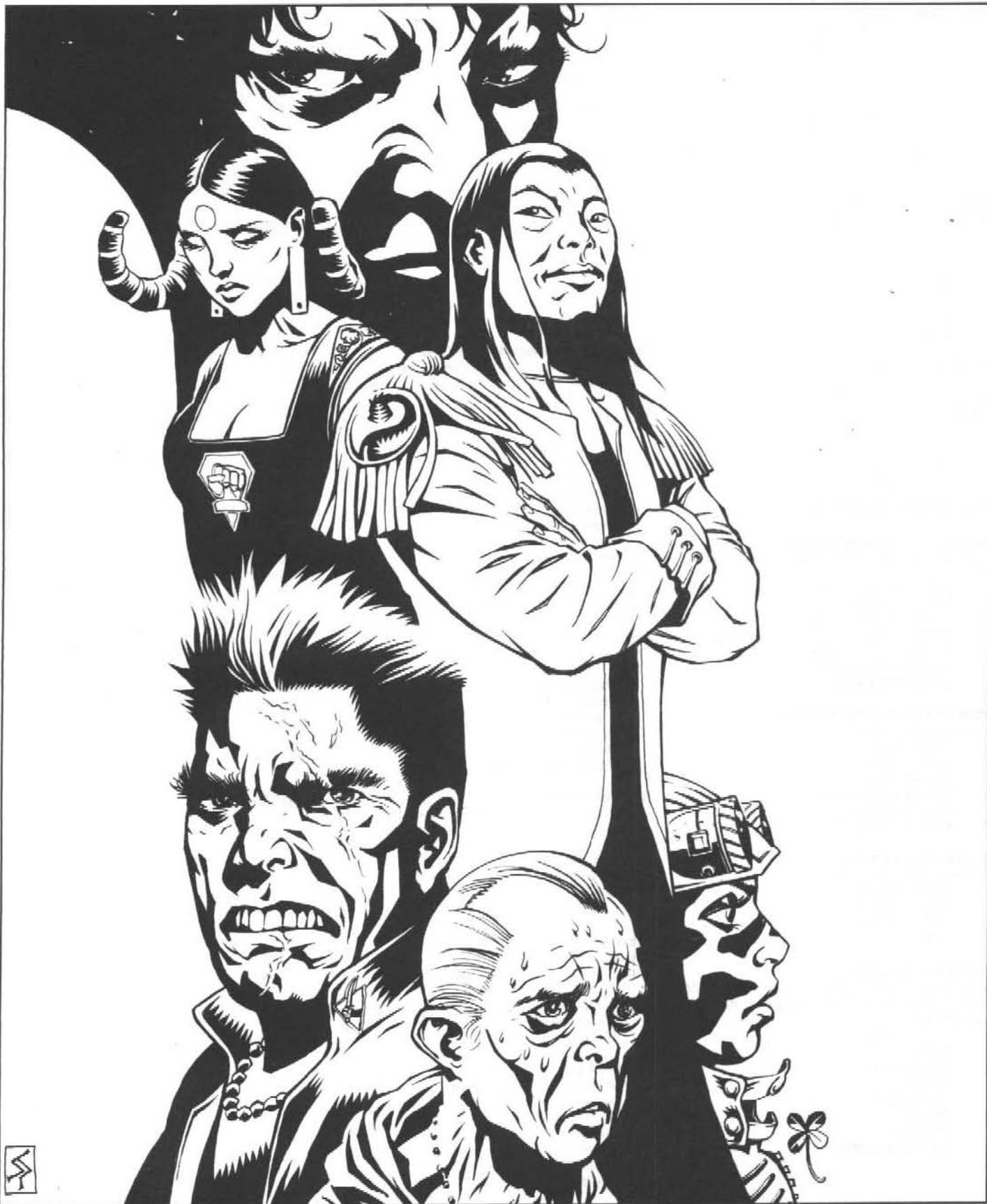
Prerequisite: INT 4
Career/Scientist
Computer
Perception
Academic/Any
Training

Scout (14 CPs)

Prerequisite: INT 3, WIL 3
Comms/Conv.
Disguise
Scrounge
Security Systems
Stealth
Streetwise/Any
Tracking

Vehicle Technician (10 CPs)

Prerequisite: Basic Technician or Civilian Tech, INT 3
Technician/Fusion
Technician/ICE
Technician/Rotor
Technician/Support



TRAITS

The following section contains a selection of new traits and expanded rules for existing traits. Unless otherwise stated, these traits follow the rules in *CBT:RPG* (p. 78). Note that some of the newer traits are closely enough related to existing traits established in previous rulebooks that they may be exchanged at the end of character generation, to give the character more flavor. When making such trait swaps, however, the switch must be between traits of the same point value.

ALERTNESS (NEW)

Cost: 2

Characters with the Alertness Trait are naturally aware of their surroundings and are not easily surprised. Like the Sixth Sense Trait (see *CBT:RPG*, p. 86), the Alertness Trait works in conjunction with the Perception Skill. Characters with the Alertness Trait modify their target number for Perception Skill Checks by -3.

Unlike the Sixth Sense Trait, the Alertness Trait only works against active threats within range of the character's senses, such as an assassin sneaking up on the character. The Alertness Trait provides no modifiers for Perception Skill Checks against passive threats, like the poisoned drink the assassin may have left behind. The Alertness Trait also provides no modifiers for Perception Skill Checks against threats beyond the range of the character's senses, such as the approach of an enemy force on the character's camp from miles away. Gamemasters must use their discretion in determining whether the Alertness Trait applies to Perception Skill Checks in cases where it is not clear whether a threat is active or within range of the character's senses.

The Alertness Trait is incompatible with the Poor Hearing, Poor Vision, and Night Blindness traits. Characters with these traits cannot possess the Alertness Trait.

ALTERNATE IDENTITY (EXPANDED)

The Alternate Identity Trait is more than an alter ego the character acts out from time to time. Unlike simpler, temporary identities, which may be developed and discarded during routine game play by successful Disguise, Acting, and Forgery Action Checks, the Alternate Identity Trait covers a lot more. Often the product of the character's involvement with secretive government or criminal organizations, the Alternate Identity is, in effect, a carefully constructed—though still artificial—life, devised to thwart even the most intrusive background checks. Characters with an Alternate Identity possess bank accounts, medical records, legal documents, personal mementos, and perhaps even a home and family that are all traceable to the assumed persona even when one looks back decades.

Switching between the two identities is no mean feat, and involves the Disguise and Acting skills if the different personas are set apart by appearance and personality. However, as the character with this trait must often maintain his or her

assumed role for long periods, the switch becomes almost second nature, and the "real" identity may even get lost along the way. Characters with the Alternate Identity Trait do *not* need to make any Action Checks when switching between their true identities and the alternate covered by this trait, but other, temporary identities assumed during game play will require such checks.

Attempting to pierce an Alternate Identity is a much more daunting task, often involving digging through decades of records to uncover enough fraudulent entries and false leads to expose the deception. Only those entities that deal with sensitive or extremely expensive equipment and personnel (such as military and high-level government organizations) make such extensive checks with any regularity; a normal employment background check will generally accept an Alternate Identity at face value. Such an in-depth investigation is time-consuming, taking weeks or even months, but may be covered by a special Opposed Action Check between the investigating character and the bearer of the assumed identity (the subject). The investigator must roll first, using an appropriate skill (such as Computers, Interrogation, or Career/Detective), with the subject's combined WIL and INT as a target number. The subject then makes an Attribute Check against his own WIL and INT, adding to the result whatever bonus the subject has in the same skill the investigator used. The Alternate Identity is compromised only if the investigator's Net Margin of Success is greater than 5 points. If the investigator fails the roll while the subject succeeds by any margin, the veil of secrecy holds. If both characters fail, or the investigator does not succeed by a wide enough margin, the investigation is inconclusive and may even tip off the subject to the effort.

New Alternate Identity Traits may be obtained during game play only after extensive preparation, involving a combination of Forgery, Acting, Computers, and perhaps even a few appropriate Career skills to gain access to the medical, legal, or criminal records that will need to be changed. A character attempting to establish a new Alternate Identity must assume the intended role for a full month, during which time he must perform daily Disguise and Acting Action Checks with no Margins of Failure greater than 3 points. Only after a full month, and the successful use of all Action Checks appropriate to establishing false legal, medical, and financial documentation, can the character be said to possess a new Alternate Identity. Penalties to these checks may be assigned at the gamemaster's discretion, based on how divergent the real and false identities are in appearance, personality and history. Bonuses to all of these checks may be made equal to half the point value of any Well-Connected, Contact, or In for Life traits the character already possesses, reflecting support from individuals or organizations that may benefit from such efforts.

Characters with the Alternate Identity Trait must also take into account all of their other traits not directly tied to their

TRAITS

physical condition. Traits of a social nature—such as Enemies, Contacts, Well-Connected, Heritage, Prominence, Good or Bad Reputation, and the like—must be assigned to one identity or another and marked on the character's sheet. Additional ones earned throughout the campaign must also be assigned to the affected identity, so that holding one identity does not necessarily impart all of the same effects of these traits to both. Players of characters with the Alternate Identity Trait should designate which of the character's other traits belong to which identity on their character sheets, after the gamemaster's review. On the trait list provided at the end of this section, traits that must be assigned to a given identity (real or alternate) are shown in *italics*.

ANIMAL ANTIPATHY (NEW)

Value: 1

Characters with this trait—the opposite of Animal Empathy—seem to draw out the worst in all creatures, great and small. Whether or not a character's attitudes toward them are likewise, animals will react more negatively toward his (or her) presence than they normally would. When making Attack/Refuge Checks for animals confronted by a character with this trait, double the effects of the creature's Shy or Aggressive traits (if any), and assume any creature with neither trait to have the Aggressive Trait at its normal level of effect. Furthermore, any creature with the Aggressive Trait, if provoked into action against the character, will behave as if it had the Blood Rage Trait as long as the character is present. If a character with this trait inspires a violent reaction from the animal in question, the character with this trait will be a first target of attack.

Animal Antipathy also applies a +2 penalty to all Action Checks involving animals, such as use of the Animal Handling and Riding skills.

ANIMAL EMPATHY (NEW)

Cost: 1

Characters with the Animal Empathy Trait have an affinity with animals. Creatures encountering a character with this trait will react with less hostility and fear than normal for their species, reflected by halving the effects of the creature's Shy or Aggressive traits during any Attack/Refuge Checks. In the absence of either trait, the creature is assumed to have the Shy Trait. Should animals attack a party including a character with this trait, the character will be left alone unless he harms the creature.

In addition to the above, a bonus of -2 applies to all Action Checks involving animals, such as use of the Animal Handling or Riding skills.

CLUMSY (NEW)

Value: 2

Characters cursed with this trait suffer from a lack of manual dexterity and coordination out of proportion to their actual DEX score. This trait assigns a +1 penalty to all Action Checks involving the DEX Attribute, and any unmodified Action

Check result of 3 or 2 counts as a fumbled action for these rolls. On actions not involving DEX, these rules do not apply. The Clumsy Trait also has no effect on advancement for DEX-related skills.

DARK SECRET (NEW)

Value: 15

The character with a Dark Secret Trait has committed some past deed that he would rather did not come to light. The level of this trait indicates the severity of the act, ranging from a relatively minor infraction (like lying about one's age or political views to get into an organization) to a grossly immoral crime (such as the cold-blooded murder of a partner who stood in his way). The level of this trait also describes the potential damage the character might suffer should his enemies—or even friends—discover and reveal this secret.

Enemies would like nothing better than to uncover the character's Dark Secret, so that they may expose it or use it for blackmail. Among other possible effects of such a revelation, such as prison time or abandonment by close friends and allies, the unveiling of a Dark Secret reduces the character's SOC score by twice the trait's point value, to a minimum of 1. Furthermore, the revealed secret automatically translates to a Bad Reputation Trait of equal level.

FIT (NEW)

Cost: 3

Characters with the Fit Trait take care of their bodies by eating well, exercising regularly, and getting proper rest. The Fit Trait confers a +2 modifier to the TN of any Skill Roll using a skill with the Body, Reflex, or Strength Link Attributes.

The Fit Trait is incompatible with the Addiction, Disabled, Glass Jaw, Unattractive, and Unhealthy traits. Characters with these traits cannot possess the Fit Trait.

HIGH ENDURANCE (NEW)

Cost: 1

A character with this trait is naturally able to maintain physical exertion longer than the norm for average characters of the same BOD. In game terms, the character suffers only half the normal Fatigue effects for strenuous actions, combat damage, sprinting, or any other action that results in the accumulation of Fatigue Points. When attempting to recover from fatigue per the standard rules, characters with High Endurance recover an extra 2 points of Fatigue per round.

IMPATIENT

Value: 1

The opposite of Patience, characters with this negative trait hate to wait and cannot bear investing too much time in anything. A penalty of +1 applies to Skill or Attribute Checks for any tasks performed by an impatient character that require a significant amount of time and focus. Additionally, bonuses for Careful Aim or Extra Time have a maximum of -2, not -3,

as the impatient character cannot focus for as long as others may while lining up a shot or working on his action.

LOW ENDURANCE (NEW)

Value: 1

The opposite of High Endurance, this trait reflects a lack of stamina out of proportion to a character's BOD Attribute. In game terms, the character suffers twice as much Fatigue for strenuous actions, combat damage, sprinting, or other actions that accumulate Fatigue. When attempting to recover from Fatigue per the standard rules, characters with Low Endurance recover 2 fewer points of Fatigue per round (minimum of 1). This trait may be used in exchange for a one-level Disability Trait.

MADNESS (NEW)

Value: 1-4

This multiple-level trait means the character is prone to erratic behavior, determined at random by the gamemaster. Exchangeable with a Quirk, Disabled, or Combat Paralysis trait of equivalent level, the Madness Trait reflects a significant instability in the character's own mind that may surface during times of stress or other inconvenient moments. Like most similar traits, the nature of the madness afflicting the character should be decided after careful discussion between the gamemaster and the player, and further based on the character's Life Paths. More daring players may allow the gamemaster to randomly determine the nature of the madness, from the types described below.

In game play, the Madness Trait sets in whenever the character fails a WIL Check during stressful moments (such as combat), as determined by the gamemaster. The frequency and penalty of the check is determined by the value of the Madness Trait and the roll's Margin of Success (MoS), while the level and Margin of Failure (MoF) help determine the duration of any bouts of madness that set in after the roll fails. Checks for 1-point Madness Traits are made at no penalty, while 2, 3- and 4-point Madness Traits assign a +2, +4, and +6 penalty, respectively. If the roll succeeds, madness does not set in and the character behaves normally until the next check is required. To determine when the next check will be needed, divide the roll's Margin of Success by the Madness level. For a 1-point Madness Trait, the result is the number of hours in which the character maintains self-control. Characters afflicted with 2-point madness hold out for that number of minutes, while characters cursed with 3-point madness will need to check again in that number of rounds. Characters with 4-point madness will need to make a check every round to maintain control. No check is needed, however, if the stressful conditions that provoked the bout are removed before the time elapses.



If a Madness Check fails, the character immediately begins to suffer the effects of his particular madness type, outlined below. The duration of these bouts is equal to the Margin of Failure on the WIL Check, plus twice the level of the trait, in combat rounds. After that, if stressful conditions are still present around the character, the player must make another WIL Check to see if the bout continues or if the character may act normally once again. If diagnosed by a character with a MedTech Skill bonus of +3, or any skill related to psychology or psychiatry at +2, medication to control the Madness Trait may be prescribed. Such medications are not foolproof, and will provide a bonus to the character's WIL Checks based on half the afflicted character's WIL.

Berserker

Bad in combat, worse outside of it, a character with Madness/Berserker flies into an uncontrolled rage directed at anyone and anything around him. Unable to distinguish friend from foe in this state, the berserker will charge at the most recent attacker, or the nearest person or thing that he might remotely consider threatening—even if the “offender” is on the same side. Though the berserker can use any weapons on hand, the goal is to close in enough to use melee attacks on the hapless target. For the duration of this Madness Trait, the character receives a +2 bonus on Initiative rolls and a -2 bonus to any melee attack skills, but suffers a +1 penalty for all other Action Checks. The character also receives the benefits of Toughness and Pain Resistance traits, even if he does not have them. Other characters may try to “talk down” a berserk character before the bout of madness would normally pass, but doing so requires the berserker to make a successful WIL Check by the rules above, with an additional +4 penalty.

Catatonia

A bout of Madness/Catatonia renders the character helpless as all mental processes simply shut down for the duration. The afflicted character can perform no actions at all for the duration of the bout, and any attack Action Checks made against this character use a base TN of 1. During this time, the character may perceive events happening nearby, but only if they happen right before his frozen eyes. Recalling anything that happened during a period of catatonia requires a successful check against the character's WIL and INT, at a +4 penalty. If the roll fails, the character's mind was too far gone to register the events that transpired.

Schizophrenia

One (or more) completely different personalities surface during a bout of Madness/Schizophrenia. To add depth, a number of alternate character sheets may be generated in advance to define these alternate personalities. These alter egos may be generated by the player or the gamemaster, complete with everything short of possessions and bearing the same Attributes as the “dominant” character. They can only be used during bouts of this madness. When the character suc-

cumbs to his or her Madness Trait, these alternate personas will surface at random. During the madness bout, the traits and skills of the alternate personality replace those of the character's “dominant” persona, though his Attributes remain the same. This will no doubt cause some confusion, as some of the alter egos may resent the “dominant” personality or other members of the character's party.

Confusion

A character afflicted with Madness/Confusion becomes suddenly disoriented and unable to fully grasp all that happens around him. The effect in game play is a +3 penalty to all Action Checks until the confusion passes.

Paranoia

A character in the throes of a Madness/Paranoia fit trusts nothing and no one, and believes the entire universe is out to get him. Characters succumbing to this form of madness suffer all the effects of the Combat Paralysis Trait (even during non-combat actions), and all actions performed by the character receive a penalty equal to twice the point value of this Madness Trait. The character will also believe nothing told to him, even if the truth is blatantly obvious, and may regard even a close friend as an enemy out for blood.

Hysteria

Characters with this form of madness are gripped with extreme feelings of terror, sadness, joy or anger. These feelings emerge at random every 1D6 -2 rounds (minimum of 1), after which a new extreme feeling takes over, for the duration of each bout. The effect in game play depends on the emotion that surfaces. Intense terror mimics all the effects of Paranoia, while extreme joy or sadness work just like Confusion. Characters gripped with hysterical rage mimic the effects of Berserk until the next emotion takes over. While many often mistaken this form of madness for schizophrenia, the character maintains all his skills, traits and Attributes during bouts of hysteria.

Flashbacks

A character suffering from Madness/Flashbacks thinks he is at a point in his past and acts out events from that moment, for the duration of the bout. He may perceive friends and foes alike as important people from that past moment, regardless of who they really are or what they look like. The event in question is usually somewhat similar to the current event (so a combat situation might flash the character's mind back to a particularly traumatic battle), but can be almost anything at the gamemaster's discretion. During a flashback, however, the character's skills, traits and Attributes remain unchanged. Attempting to act against or on anything happening “in the present” during a flashback incurs a +2 penalty to the Action Check if it does not closely match the events in the character's traumatic memory.

TRAITS

Regressed

Not to be confused with Flashback, this Madness Trait mimics the effect of the character "going back" to a much younger age. During this type of madness bout, all of the character's skill bonuses are reduced by twice the level of this trait, and any skill reduced below a bonus of 0 is treated as an Untrained Skill. Though regressed to a younger age, the character may freely act on events happening in the present. However, the character's thought processes will be those of his younger self.

PATIENCE (NEW)

Cost: 1

Characters with this trait have exceptional patience. Able to concentrate and meticulously careful, these characters are better than average at performing acts that require a great deal of time and focus. This trait exhibits itself as a -1 TN bonus to all skills or Attribute Checks made for all actions that require significant amounts of time and attention. In addition, bonuses for Careful Aim or Extra Time have a maximum of -4, not -3, as the patient character can benefit from taking even more time lining up a shot or working on his action.

PROPERTY (NEW)

Cost: 1-5

Though most of the rich and powerful in the Inner Sphere are from the nobility, not all characters without noble blood are landless peasants. While not as imposing as a noble's estate, a character may own some land or other significant properties such as a large building or several high-rises in a major city. The number of points spent on this trait reflects the amount of property held by the character in accordance with the table below.

As with the Land Grant Trait for characters closer to the nobility, the number of points in this trait may not exceed the character's SOC level (or the maximum level of this trait). Whatever the nature of the property, the character is responsible for its upkeep, and may earn some extra cash yearly per the standard rules for *Maintaining a Landhold* (p. 205). However, unlike the Land Grant Trait, the character receives no modifiers based on Social Status.

PROUD HERITAGE (NEW)

Cost: 1-2

The reverse of the Stigma Trait and similar to Good Reputation, the Proud Heritage Trait reflects fame inherited from the character's family, rather than any deeds done by the character. The level of a Proud Heritage Trait determines how widely the character's family name may be known, with a 1-point Proud Heritage Trait applying to a single Successor State or throughout the Clans, and a 2-point Heritage applying

AVERAGE PROPERTY SIZE

Property Level	Average Land Area	Average Annual Personal Income	Example Landhold
1	2 sq. km	20,000 C-bills	Small farm
2	4 sq. km	40,000 C-bills	Medium-sized farm
3	6 sq. km	60,000 C-bills	Large agriplex
4	8 sq. km	80,000 C-bills	Major industriplex
5	10 sq. km	100,000 C-bills	Town-sized factory

to more than one state. Proud Heritage is a double-edged sword, opening doors for the character based on his family background, but also evoking higher expectations and jealousy from those around him.

While the Proud Heritage Trait can provide a bonus -1 modifier in situations or checks involving the character's SOC and/or CHA Attributes, playing on the family name can sometimes backfire, resulting in an equivalent penalty instead. This effect is especially pronounced when dealing with enemies or those who are jealous of the character's family. Characters with Proud Heritage may also receive a free Enemy or Contact trait equivalent to the level of this trait, at the game master's option.

Trueborn Clan warriors from particularly prestigious gene-parents may purchase the Proud Heritage Trait, but such is not normally available to freeborns or members of the lower castes, who must pay 1 point extra for each level of this trait. Among Clan characters, Proud Heritage adds 2 points to the Glory Trait, in addition to all other effects.

SHAMEFUL HERITAGE (NEW)

Value: 1-2

A specialized form of the Stigma Trait and the opposite of Proud Heritage, the Shameful Heritage Trait reflects a level of infamy resulting from heinous deeds or notoriety earned by the character's family, rather than any deeds done by the character. The level of a Shameful Heritage Trait, like that of Proud Heritage, determines how widely the character's tainted family name is known. Though the effects of a Shameful Heritage are generally negative, closing doors for the character based on the sins of his family, the trait may open doors in other areas, particularly in the presence of the few individuals who feel sympathetic toward the character's criminal forebears.

The Shameful Heritage Trait applies a penalty of +1 to the TN of all situations or checks involving the character's SOC and/or CHA Attributes, except when the character is among those who sympathize with his dishonored relations. These modifiers are especially pronounced when dealing with those who feel strongly one way or another about the character's family. As with Proud Heritage, characters with the Shameful Heritage Trait may also receive an automatic Enemy at the gamemaster's option.

Freeborn Clan warriors, members of the lower castes, or trueborn Clan warriors from failing bloodlines may purchase

the Shameful Heritage Trait as easily as any other character. Clan characters also suffer a loss of 2 points from their Glory Trait for having Shameful Heritage.

TECH EMPATHY (NEW)

Cost: 3

Characters with this trait, the opposite of Gremlins (see p. 11, LT), have a knack for technological gadgets that help them grasp the concepts of their operation faster than others. In game play, Tech Empathy confers the same effect as the Fast Learner Trait to Engineering, Gunsmith, and all Technician Subskills. In addition, characters receive a bonus of -1 to any TNs for using equipment with a Tech rating higher than A.

THICK-SKINNED (NEW)

Cost: 1

Characters with this trait are especially resistant to the effects of high and low temperatures. Not quite the same as Pain Resistance (as the character may still suffer the effects of Wounds per normal rules), this trait allows characters to reduce by half all damage roll results normally inflicted by extreme cold or heat, such as found in the cockpit of an overheating BattleMech. Characters with this trait can also handle arctic and desert environments better than others, reducing by half all penalties that may be levied due to the inhospitable conditions. This trait does not protect against fire damage or heat-based weaponry, which actually cause harm to human tissue.

Thick-skinned characters also receive a bonus of -1 to all Action Check TNs based on desert or arctic conditions.

THIN-SKINNED (NEW)

Value: 1

The opposite of the Thick-Skinned Trait, characters with this trait are more susceptible than average to the effects of very high or very low temperatures. Thin-skinned characters double the heat damage roll result when exposed to extreme temperatures, and double all penalties from environmental conditions when performing actions in arctic or desert conditions. These characters also suffer a +1 penalty to all Action Check TNs based on such environments.

UNHEALTHY

Value: 3

Characters with the Unhealthy Trait suffer physically from the effects of a sedentary lifestyle, age, addiction, infection, pollution, an incurable genetic disease or other unhealthy influences. The Unhealthy Trait confers a -2 modifier to the TN of any Skill Roll using a skill with the Body, Reflex, or Strength Link Attributes.

The Unhealthy Trait is incompatible with the Attractive and Toughness traits or the Exceptional Attribute Trait for the Body, Reflex, or Strength Attributes. Characters with these traits cannot possess the Unhealthy Trait.

UNLUCKY (NEW)

Value: 2/4/6/8/10

This devastating trait is the reverse of a player-character's EDG Attribute. The character with this trait is cursed by such bad karma that performing even the most mundane tasks can go horribly awry without warning. The gamemaster uses the Unlucky Trait as an EDG Trait directed against the player character, forcing a reroll or modifying the result of an Action Check by burning one or more points. The amount of this "anti-EDG" is equal to half the value of this trait, and regenerates every session. Gamemasters must be careful not to abuse this trait, especially when the character's roll may mean the difference between life and death. Players who opt to buy this trait at the end of character generation should also be aware that, while Unlucky regenerates its full value every game session, their own EDG may not follow the same rate of regeneration, putting them in a bad situation indeed.

TRAITS

MASTER TRAIT TABLE

POSITIVE TRAITS	COST	NEGATIVE TRAITS	VALUE
Alert	2	Addiction	-(1-2)
<i>Alternate ID</i>	2	Allergy	-1
Ambidextrous	2	Amnesia	-3
Animal Empathy	1	Animal Antipathy	-1
Attractive	1	<i>Bad Reputation</i>	-(1-5)
Brave	1	Clumsy	-2
Combat Sense	4	Combat Paralysis	-4
<i>Commission**</i>	3	Dark Secret	-(1-5)
Contact	1-3	<i>Demotion</i>	++
Custom Vehicle*	1-6	<i>Dependents</i>	-(1-2)
El Neural Implant	2	Disabled	-(1-3)
Exceptional Attribute	2	Enemy	-(1-3)
Fast Learner	3	Glass Jaw	-3
Fit	3	Gremlins	-3
G-Tolerance	1	Impatient	-1
<i>Glory</i>	<i>0-10</i>	<i>In for Life</i>	-3
Good Hearing	1	Introvert	-1
Good Reputation	1-5	Lemon*	-2
Good Vision	1	Lost Limb	-(1/3/5)
Gregarious	1	Low Endurance	-1
High Endurance	1	Madness	-(1-4)
<i>Land Grant +</i>	<i>5-10</i>	Night Blindness	-1
Natural Aptitude	1-2	Poor Hearing	-(1-5)
Night Vision	1	Poor Vision	-(2/4/6)
Owns Vehicle*	4	Poorly Equipped	-1
Pain Resistance	3	Poverty	-1
Patience	1	Quirk	-(1-2)
<i>Patron</i>	<i>2/4/6/8/10</i>	Shameful Heritage	-(1-2)
<i>Property</i>	<i>1-5</i>	Slow Learner	-3
Proud Heritage	1-2	Stigma	-(1-2)
Phenotype (Elemental)	—	Thin-Skinned	-1
Phenotype (Fighter Pilot)	—	Timid	-1
Phenotype (MechWarrior)	—	Transit Disorientation	-1
Poison Resistance	1	<i>Unattractive</i>	-1
<i>Prominence</i>	<i>0-10</i>	Unhealthy	-3
<i>Promotion</i>	<i>++</i>	<i>Unlucky</i>	<i>-(2/4/6/8/10)</i>
Rank	1-10		
Sixth Sense	4		
Special Item	1-4		
Tech Empathy	3		
Thick-Skinned	1		
Title	5-10		
Toughness	3		
Vehicle	1-10		
Wealth	1-10		
<i>Well-Connected</i>	<i>2/4/6</i>		
Well-Equipped	2/4/6/8		

Boldface Traits may only be acquired during character generation.

Italicized Traits must be assigned to an Identity if the character has any Alternate Identity Traits.

*May only be taken with the Vehicle Trait.

**May only be taken with the Rank Trait. (++)Promotion/Demotion Traits indicate increases and decreases in Rank during the Life Path process.)

+May only be taken with the Title Trait.



SKILLS

The following section contains a selection of new skills. Unless otherwise stated, these skills follow the rules in *CBT:RPG* (p. 95).

BOXING

This is a specialized form of fist fighting that uses dodging movements, jabs and roundhouse style punches in order to defeat another person by ultimately knocking them out. Though Boxing is not like Gung Fu or Karate, it is as effective when properly used by one trained to box, and is easier to learn than Martial Arts. For each skill bonus point in Boxing, the character may choose to learn one of the following maneuvers. See also Special Maneuvers, p. 114, *CBT:RPG*. (RFL/BOD)

Jab Punch (Attack): A character must have a +2 Skill Bonus or better in Boxing to use this maneuver. When making a jab shot at a specific location, the target number receives a -3 Modifier.

Roundhouse Punch (Attack): A character must have at least a +2 Skill Bonus or better in Boxing to use this maneuver. It costs 1 Fatigue and adds 2D6 damage; the opposing character must make a Knockdown Test with a +5 TN modifier if the punch is successful. If the opponent fails the roll, he or she falls down and is stunned for number of rounds by which the opponent missed the roll.

Boxing Dodge (Defense): Otherwise known as a bob-and-weave, this maneuver allows a character to dodge blows directed at him. An opponent's TN to hit the character is increased by 2 when the opponent throws a punch or kick. A TN modifier of 4 is added to an opponent's to-hit number when the opponent uses a special maneuver like Neck Jab (attack) or an aimed punch at the head.

COMPUTERS

This skill has been revised as a cascading skill that lets a character choose to specialize in various areas of the computer field. For the purpose of roleplaying, the Computer Skill has been broken down into three areas of specialization: Computer/Operations, Computer/Programming and Computer/Hacking. Each skill gives the character a working knowledge and a chance to become an expert in the specialization they choose. (INT/WIL)

Computer/Operations

This skill gives a character the ability to operate computers by utilizing the operating system and associated software. When attempting a complex task, such as searching a large database or loading a new program for the computer, the character must make an Action Check. The gamemaster assigns a difficulty modifier appropriate to the complexity of the task, the time available to complete it and the hardware and software the character is using. A character must have

Computer/Operations in order to have either the Computer/Programming or Computer/Hacker skills. (INT/WIL)

Computer/Programming

As with computer operations, a character can learn to become a programmer—someone who can write a program that enhances a computer's ability or functionality. A programmer can design, write and modify new or existing computer programs. A character can work with mainframe operating systems and personal computer devices equally well. A character must have Computer/Operations to gain this skill. (INT/WIL)

Computer/Hacker

A character must have Computer/Programming to gain this skill. Computer/Hacker allows a player to hack into computer systems by making a Computer/Hacker Skill Check. Anyone with this skill is knowledgeable about computer security systems. The rules for applying Computer/Security (the opposite of Computer/Hacker) work the same way as for hacking. If a system operator (sysop) is online when a character attempts to hack into a system, an Opposed Action Check is made using the character's Computer/Hacker Skill against the sysop's Computer/Hacker Skill. If the sysop doesn't have that skill, he or she can use Computer/Programming in its place, though at a -2 penalty to the die roll (-4 if no security programs are available to assist the sysop). If the sysop wins, the would-be hacker is forced offline and any further attempts on the same system receive a -2 modifier to the roll.

If the hacking character wins, he or she breaks into the system but the sysop is aware of the intrusion. If the hacker's Margin of Success exceeds the sysop's MoS by 3 or more, the intrusion goes unnoticed. Otherwise, the sysop is aware of the breach and may shut down the system in 1D6 turns.

Even a successful attempt to hack can leave traces behind. If the hacker is successful and the sysop is not aware or was not online at the time, the hacker must make a Skill Check for every round he or she is in the system to keep his presence hidden. The success or failure of the hack is ultimately up to the gamemaster.

Once inside a system, a hacking character can act freely, though complex tasks may require Action Checks (bad failures and fumbles may alert a sysop at the gamemaster's discretion). If a system is being shut down, a hacking character can make one Computer/Operations Check per round in an attempt to extract data. These attempts suffer a +1 modifier to reflect the pressure the hacker is under, in addition to all other applicable modifiers. Gamemasters should note that only the most sensitive data is continually monitored by live sysops. (INT/WIL)

SKILLS

COOKING

Cooking is a necessary skill for any character to be able to eat more than MREs. This skill allows a character to plan, prepare and cook meals to feed as many people as necessary. A character with this skill at +2 or higher is considered a quality chef. (INT/WIL)

CHIC

This skill makes a character well versed in the latest fashions and trends moving through most social circles. A character with the Chic Skill can tell you what is happening in the social strata that drive the latest raves and fashions. The character can blend into these social settings and become part of the "in-crowd." If a character has Fast Talk, he or she can add +2 to the TN for the Skill Check when attempting to penetrate a clique in a social setting. (CHA/SOC)

DECEPTION

This specialized skill requires a strong WIL Attribute. Deception is the act of deliberately deceiving someone through fraud, manipulation, hoaxing, chicanery and outright lying. A character with this skill can fool, trick and cheat people. A character with a high skill bonus in Deception may even be able to pass truth tests administered by technological or chemical means when the character makes a successful Skill Check. (INT/WIL)

ELECTRONIC COUNTER-MEASURES

This skill is used to block sensors or electronic surveillance measures, especially those on vehicles and BattleMechs that are used to locate, identify and attack. A character with this skill knows how sensors function and how to block them. Electronic Counter-Measures allows a character to block, jam and disrupt sensor systems by using electronic jamming devices of the character's own design or those already manufactured for that purpose. In addition, a character can use non-conventional means such as heat devices to blank out IR sensors or special netting designed to block electronic signals. (INT/WIL)

FORWARD OBSERVER

Artillery has been split into two separate skills. The Artillery Skill now covers the aiming and firing of the actual artillery weapons, while the Forward Observer Skill covers the plotting and designation of targets. A character with this skill can call in artillery fire, air strikes or even orbital bombardment and direct that fire through special grid coordinates with a successful Action Check (modified by factors such as range, terrain and the like). Characters with this skill may also direct corrections to called-in fire once they observe one or more strikes. Forward observers are likewise trained to use TAG (Target Acquisition Gear) in conjunction with directing guided munitions such as semi-guided LRMs and Arrow IV missiles (characters with the Support Weapons Skill are similarly trained). (INT/EDG)

HUNTING/TRACKING

Hunting/Tracking enables a character to locate and track down prey, whether mammal or humanoid, in a wilderness setting. A character with this skill knows how to look for signs and tracks that indicate the type of creature they are hunting. This cascading skill has two subskills: Hunting/Tracking—Mammals and Hunting/Tracking—Humanoids. (INT/WIL)

Hunting/Tracking—Mammals

A character with this subskill can identify certain types of mammals through the tracks they leave, their droppings and signs left on trees and bushes as certain mammals mark their territory. With a successful Skill Check, a character can tell how long it has been since their target has passed through the area, and eventually can track the prey.

Hunting/Tracking—Humanoids

Like their fellow mammals, humans leave signs and tracks that can be read by a trained eye. A character with this subskill can identify and track humans in the wilderness. With a successful Skill Check, a character can locate, identify and track human prey even if the human in question is trying to hide his or her trail. If the prey has the Stealth/Wilderness Skill, then hunter and target both make Opposed Action Checks, with the higher Margin of Success determining who wins the contest.

INVESTIGATION

This skill is required for all crime investigators. A character with Investigation is familiar with various investigative techniques, as well as knowing where to start searching for clues and how to identify and interpret clues through gut feeling (intuition) or experience. Investigation relies on the character finding facts where most people fail to look, recognizing leads, and identifying key elements in solving the problem they are investigating. Investigation differs from Perception in that the Investigation Skill provides characters with a procedure for identifying clues and patterns, while Perception is simply a measure of how well a character notices details without specifically looking for them. This skill should not replace thinking on the part of the players, and the gamemaster should keep that in mind when putting out leads and clues to follow. (WIL/INT)

LINGUISTICS

A character with this skill can quickly identify and understand an unknown language. If talking to an individual speaking an unknown language, a character with this skill can attempt to discern that person's basic intentions and meanings with a successful Skill Check. If the character is able to study a selection of written text or a recorded sample, the character may attempt to translate that into any language he already knows. The base time period for this translation is one hour per page of written material or per minute of recorded speech. For every additional hour that the character



spends on the translation, he gains a -1 bonus to the TN. At the gamemaster's discretion, the character making the translation may not realize whether or not he succeeded. Gamemasters should set TNs based on whether the character has seen/translated the language (or one similar) before and the complexity of the selection being translated. Spoken words should generally be more difficult to translate (+2 to +6 TN modifier) because of the speed at which the words are said and the presence of accents and varying dialects.

A character must know at least three different languages before he can take the Linguistics Skill. (INT/WIL)

MARTIAL ARTS

The Martial Arts subskills have been expanded to represent more forms of martial arts and to show what forms are favored in each realm, including their militaries, Special Forces and civilian sectors. This is not to say that a character from the Marlan Hegemony cannot use a form of martial arts predominantly taught in the Draconis Combine; instead, the expanded skills give the flavor of each realm. The new subskills also represent a greater degree of the many styles and types of martial arts available. For example, Gung Fu is also known as Kung Fu, and many styles of this martial art are now represented.

The intent of this expansion is not only to give players more choices for their characters, but also to allow the martial arts to retain some of their traditional mysticism. As part of

this effort, special attacks, such as the Flying Kick maneuver or the Finger of Death strike, are listed as separate subskills. For each skill bonus point in a chosen form of martial arts, the character may choose to learn one of these special maneuvers. See also Special Maneuvers, p. 114, CBT:RPG.

For clarity, we use the term "you" when referring to your character and "your opponent" when referring to the other character in the melee.

House Specific Martial Arts: Listed below are the forms of Martial Arts Skill specific to a particular Great House or realm. These forms are standardized and their roots are found in each of the realms that have been part of their histories. Some have been adopted from other realms to enhance the fighting prowess of a nation's military or Special Forces. Each military in every realm teaches its people Military Martial Arts, and so that skill will not be addressed here. For information on Military Martial Arts or those already listed, see pages 102-103, CBT:RPG.

House Liao

Gung Fu/Crane is the standard Martial Arts Skill taught in the civilian sector

Warrior Houses: Below are the styles preferred by each Warrior House of the Capellan Confederation as the House Master directs.

- House Imarra: Gung Fu/Praying Mantis
- House Kamata: Gung Fu/Leopard

SKILLS

House Hiritsu: Gung Fu/Crane
House Lu Sann: Gung Fu/Tiger
House Dai Da Chi: Gung Fu/Dragon
House Fujita: Gung Fu/Snake
House Ma-Tsu Kai: Gung Fu/Crane
House Ijori: Gung Fu/Praying Mantis
Death Commandos: Gung Fu/Wing Chun

Draconis Combine

Aikido, Karate and Brawling are the standard martial arts taught in the civilian sector. The DCMS trains its personnel in kenjutsu, while D.E.S.T. commandos & Nekakami (Spirit Cats) are taught ninjitsu.

Federated Suns

Karate, Aikido and Brawling are all standard forms taught in the civilian sector. Boxing has a big following on many worlds, and like the betting for 'Mech battles on Solaris 7, it can bring big money for the right person. The Special Forces personnel known as the Stealthy Foxes and Rabid Foxes are trained in ninjitsu.

Lyran Alliance

Karate, Aikido and Brawling are all standard forms taught in the civilian sector. Boxing has a big following on all Lyran worlds and can make the right person wealthy beyond their dreams. Loki operatives are proficient in tae kwon do.

Free Worlds League

Karate, Aikido and Brawling are all standard forms taught in the civilian sector. Most Leaguers also love to watch a good boxing match, so much so that each capital world has its own champion. These planetary champs fight each other for the overall Free Worlds League title. As with the Lyran Special Forces, the League's S.A.F.E. personnel are taught tae kwon do.

Periphery

Brawling and Boxing are the standard forms of civilian fighting. Most Periphery militaries teach either hand-to-hand fighting (Military Martial Arts) or Aikido. Special Forces throughout the Periphery are trained in tae kwon do.

Clans

Karate, Aikido and Brawling are standard forms of fighting. Elementals are taught the Tae Kwon Do Skill for its powerful strikes and kicks, as well as battlesuit combat maneuvers.

Martial Arts Subskills: Unless otherwise stated, these subskills follow the rules in *CBT:RPG* (p. 95).

Kashima Shinryu (Kenjutsu)

The sword style known as Kashima Shinryu (divine school of Kashima) developed during Japan's turbulent medieval period. Records of sword study associated with the Kashima shrines, go as far back as the fourteenth century; legend takes them back to the eighth century. It is said that the

Kashima teachings are the core of Budo. The Kashima Shinryu style dates from the early sixteenth century, and originated with Matsumoto Bizen-no-kami and Kunii Kagetsugu ("Genpachiro").

Through the years, Kashima Shinryu has been taught to all those seeking the way of the sword. Kashima Shinryu teaches "no-thought sword", the tenets of which are reflected in the following aphorism:

In sword, no sword—sword becomes one with the body
In body, no body—body becomes one with the Kami (divine spirit)

Like a firefly circling, shining with natural brilliance
No hesitation, no deception, no thought, no barrier...

Kenjutsu is a weapon style that teaches the student to master the katana, in an intense and lifelong process. A character must have +4 or higher in any Martial Arts Skill to begin studying kenjutsu. This skill allows you to use the katana with deadly precision and accuracy. Every 4 skill bonus levels allow the character to cause more damage. At 0-4, your character does normal damage with the katana; at 5-8 you inflict a Serious Wound with every cut. A character who reaches 9-12 in Kenjutsu can inflict Critical Wounds with every swing of his or her sword. The player can choose the type of damage done if he does not want to make it fatal. If the player chooses to stun or knock out an opponent, use the rules for knockout and subduing. At Level 13 or higher, the character can cause Deadly Wounds with the katana and is considered a master. In addition to the severity of wounds inflicted with levels 9-12, a master of kenjutsu can kill an opponent instantly by striking the opponent's head from the body upon making a successful Skill Check and applying all modifiers. (BOD/WIL)

Gung Fu/Crane

Also known as kung fu, this form of martial arts has been revised as a cascading skill with seven subskills to represent the many styles of Gung Fu. The form of Gung Fu listed in *CBT:RPG* is actually the Gung Fu/Crane Skill. The second style descended from Shaolin/Gung Fu, the Crane maneuvers trace their ancestry back to Dr. Hua T'o, a physician during the Han dynasty. Dr. Hua developed a series of exercises for improving health by imitating animal motions, the crane in addition to others.

According to legend, an old man was observing a fight between an ape and a crane. He marveled at the bird's ability to dodge the ape and still make contact with its own blows. The old man meditated on this conflict every day, and one day when some bandits jumped him, he gave them a thrashing by using crane-like moves and strikes. Thus a new fighting style was born. (RFL/WIL)

Crane Dodge (Defense): This maneuver uses the character's ability to jump or dance out of the way of an incoming kick or punch using speed. Your opponent's TN to hit you is increased by 3, but your character cannot inflict any damage this round.

SKILLS

Crane Wing Sweep (Attack): This attack uses your arms or legs to impede your opponent and send him or her sprawling. Your TN to hit your opponent is increased by 2, but if you are successful, your opponent is knocked prone in addition to taking normal damage.

Weapon Style: A character must have a +2 Skill Bonus or better in Gung Fu/Crane to use this maneuver, which allows you to engage in any of your known Martial Art moves with weapons in which you are skilled. Use the lower of your Weapon Skill bonus or the Martial Arts Skill bonus for that maneuver to resolve the attack.

Gung Fu/Praying Mantis

Praying Mantis Gung Fu (T'ang L'ang Ch'uan) is a newer style by martial arts standards, having developed in northern China during the latter part of the Ming dynasty. It is generally accepted that the founder of T'ang L'ang Ch'uan was the boxer Wang Lang, who developed the method of combat around 1600 C.E. Disappointed with his level of ability, he by chance came upon a praying mantis in battle with a much larger cicada. The mantis overcame the adversary, and Wang decided to study the victorious insect's movements back at the temple. He then systematized these with his prior knowledge, integrated the erratic footwork of the monkey style and thereby created the basic praying mantis style. (RFL/WIL)

The Praying Mantis Subskill focuses on special kicks, grappling and bone-breaking techniques. A character must have a +2 Skill Bonus or better in Praying Mantis to use the special maneuvers listed.

Tan Tui Kick "Detecting Legs" (Attack): This maneuver is used to manipulate your opponent into a position where you can unleash a favorable kick strike. The kicks are low and fast, each delivered with snap and rarely above the knees. With a successful attack you can knock down a target and inflict 2D6 Fatigue.

T'ai Chi Punch (Attack): When you use this maneuver, you deliver all strikes with concentrated internal power to your opponent's torso, using a penetrating strike rather than sub-surface impact. These attacks can be used to break bones like the ribs, or to break joints in conjunction with the Mantis Hook. After you make a successful Action Check, this attack will cause a Serious Wound to your opponent. However, the nature of this attack inflicts 2 Fatigue on you.

To break an opponent's joint with this maneuver, such as the wrist, elbow or shoulder, you must make a successful Action Check using the Mantis Hook (grapple) to hold your opponent. A +2 modifier is added to the TN when attempting an elbow break, +4 for a shoulder break. The standard TN applies to a wrist break, the easiest attack to make. Then, using leverage and the internal power of a strike, you break the joint in question against your hold.

Mantis Hook (Defense): With this maneuver, the hand is curved to resemble a mantis' talon and used for blocking and parrying. As an advanced user of this style, you can lock on to your opponent as a prelude to striking or leading techniques,

but the hand position does not allow for maintaining a strong grip. The Mantis Hook allows you a "free ride" into a strike as the opponent withdraws, or you can release the opponent abruptly and send him off-balance. A character must have a +4 Skill Bonus in Gung Fu/Praying Mantis to use this maneuver.

Gung Fu/Tiger

Having played an integral part in Chinese history and mythology, it is no surprise that the tiger was chosen as a model for a fighting art. The tiger exhibits ferocity, wisdom and tenacity, virtues from which the style arose based on tenacity and power. One of the original Gung Fu styles, its roots lie in Burma and the ancient art of bandasilat. The tiger style encompasses all aspects of armed and unarmed combat, meeting force with force. Counterattacks in this style can maim or kill. (RFL/WIL)

Gung Fu/Tiger focuses on closed-hand strikes, a special Tiger Claw attack and low kicking maneuvers. A character must have a +2 Skill Bonus or better in Gung Fu/Tiger to use the special maneuvers listed. The deliberate movements of this style are detrimental to a user on wet surfaces, and so a character fighting on a slick or wet surface receives a +4 modifier to his or her TN.

Tiger Strikes (Attack): This maneuver delivers such a fast and devastating punch that those hit by it are said to feel their life force leap out of them. This sensation comes from the target's air being forced out of his lungs when he is hit anywhere in the upper body. This attack can break bones if a character takes the necessary time to focus his or her strike. After making a successful Action Check, this attack will cause Serious Wounds to your opponent, but you take +2 Fatigue.

Tiger Bares Its Claws (Attack): This attack showcases the true power of the Tiger style. When you strike an opponent with this maneuver all your fingertips hit first, and then your clawed hand grabs so that the area between the tips of the fingers and the first knuckles breaks the target. Ch'i projection allows you to tear flesh or shatter bones by putting massive amounts of energy into five small areas that can cause Critical Wounds with a successful strike. This maneuver requires you to expend 6 Fatigue because of the amount of energy required for the strike. A character must have a +4 Skill Bonus in Gung Fu/Tiger to use this maneuver.

Tiger at Twilight (Defense): This defensive maneuver allows the character to block or dodge an attack while engaged in hand-to-hand combat. The character must first declare what he or she is doing before taking action. If you choose to block, you must make a successful Skill Check at a +4 modifier to the TN. Upon a successful block, you may make one attack against your opponent at a +2 modifier to the TN. If your opponent's roll is successful, the attack is blocked and the opponent takes no damage. If you choose to dodge, your opponent's TN to hit you is increased by 5. You cannot attack while dodging.

Gung Fu/Dragon

Long before Saint George encountered his legendary beast, the dragon played an influential and beneficial role in Chinese culture. Symbolic guardian to the gods, the dragon was the source of true wisdom. This latter feature most likely resulted from observation of the mythical beast's living reptilian counterparts, which appear to be in a near-constant state of motionless contemplation. The history of this fighting style can be traced back to a Shaolin nun named Wu Mui, who created the style by using moves of deception and melding with an opponent. The dragon style uses stretching and twisting movements to set up an opponent for defeat.

A character must have a +2 Skill Bonus or better to employ the special maneuvers listed below. (RFL/WIL)

Swaying Dodge (Defense): When using this maneuver, the character evades an attack primarily by rotation of the torso. Your opponent's TN to hit you is increased by 4, but you may only make one strike from this maneuver (see Dragon's Tail Sweep, below).

Dragon's Claw (Attack): This is a two-pronged attack exactly like the one described in the Gung Fu/Tiger style. All your fingertips strike first, then the clawed hand grabs so that the area between the tips of the fingers and the first knuckles break the target. Ch'i projection allows you to tear flesh or shatter bones by putting massive amounts of energy into five small areas that can cause Critical Wounds with a successful strike. This maneuver requires you to expend 6 Fatigue because of the amount of energy required. A character must have a +4 Skill Bonus in Gung Fu/Dragon to use this maneuver.

Dragon's Tail Sweep (Attack): The dragon style regularly employs low sweeping techniques, but these are meant to be used on an adversary at or near his full strength. Your TN to hit your opponent is increased by 3. On a successful roll, your opponent is knocked prone and takes normal damage. The Dragon's Tail Sweep is the only attack that can be used in conjunction with the Swaying Dodge maneuver.

Gung Fu/Snake

In the Shaolin Gung Fu system, the snake's position between other styles (Crane, Tiger, Mantis and Dragon) illustrates its intermediary nature. It is distinguished from the other styles by the introduction of circular movement in its parries and attacks, a motion that characterizes the transition to a higher style. The circles can be compared to the dynamic of yang and yin in Taoism. Circular attacks (viewed as yin) are countered by direct attacks (yang). Similarly, circular attacks counter straight techniques. Snakes are predators that have intrigued humankind for a long time. The snake's diversity is also reflected in the style itself, which emphasizes hitting the weak points along the Ch'i meridians.

Characters who practice this form of martial art must have a +1 Skill Bonus or better to use any of the special maneuvers listed below. (RFL/WIL)

Viper's Tongue Strike (Attack): This attack is used to intimidate an opponent by striking arteries and veins using two fingers as the focus of the assault. This attack causes grazing wounds on a successful Skill Check. For every three successful strikes, the damage is increased to the next level until it reaches Critical Wound, at which point the opponent must make an immediate Knockout Test or black out (see p. 116, CBT:RPG). A character must have a +3 Skill Bonus in Gung Fu/Snake to use this special maneuver.

Cobra's Assault (Attack): This maneuver is less about intimidation and more about power. The cobra strike is aimed at nerves and pressure points. After you make a successful Skill Check, an opponent must make a Stun Check. If that roll fails, your opponent is stunned (see p. 116, CBT:RPG).

Python's Grip (Defense): This maneuver is used to grapple and immobilize an opponent. When you make a successful Skill Check against a TN of half your opponent's RFL, the opponent is locked in a grip that will hold him until he can make a STR Check against your character's STR to break the hold. Failure to break free will strengthen your character's hold. Each time your opponent attempts to break free, the TN is increased by 2.

You can use this maneuver to slowly squeeze an opponent until the opponent either breaks the hold, must make a Knockout Test (see p. 116, CBT:RPG), or blacks out from lack of oxygen. A character must have a +2 Skill Bonus in Gung Fu/Snake to use this maneuver.

Gung Fu/Leopard

Leopard Gung Fu, the fastest of the tiger fighting styles, is a soft style of martial arts based on developing speed and strength. Leopard was developed by Mot, a gifted choy lay fut practitioner. Though it uses the chain and whip on occasion, its main focus is the fist. The fist is made in such a way that it can jab, rake or crush any surface without alteration, striking soft and weak points of the anatomy. The sides of the upper torso are frequent targets.

The leopard style requires the practitioner to have fast reflexes. A character must have a +3 Skill Bonus in Gung Fu/Leopard to use the special maneuvers listed below. (RFL/WIL)

Leopard at Dawn (Defense): This defensive maneuver allows the character to block or dodge an attack while engaged in hand-to-hand combat. The player must first declare what the character is doing before taking action. If you choose to block, you must make a successful Skill Check at a +4 TN modifier against your opponent. Upon a successful block, you may make one attack against your opponent in response. Your roll for this attack is at +2 to the TN. If your opponent makes a successful roll, your attack is blocked and your opponent takes no damage. If you choose to dodge, then the opponent's TN to hit you is increased by 5. You cannot attack while dodging.

Leopard Bares Its Claws (Attack): This attack is similar to that used in the dragon and tiger styles. When you strike an

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opponent with this maneuver, all your fingertips hit first. Then the claw grabs so that the area between the tips of the fingers and the first knuckles break the target. Ch'i projection will allow you to tear flesh or shatter bones by putting massive amounts of energy into five small areas. The attack differs from its dragon and tiger versions by only causing Serious Wounds with a successful strike, at a lesser cost of 4 Fatigue. This attack requires less energy and more speed to execute well.

Leopard Pounces on Its Prey (Attack): This attack allows you to jump a number of meters equal to your skill bonus from a standing position. With a successful Skill Check at a +4 TN modifier, you jump and kick an opponent, requiring them to make a Knockdown Test. In addition, an opponent who was not in melee combat at the beginning of the round must make a Stun Check. Failure means that your opponent is stunned for a number of rounds equal to the distance that you leaped to reach him. A stunned opponent cannot make any attacks.

Gung Fu/Wing Chun

This style was developed by a Shaolin nun, Ng Mui, a senior practitioner of Gung Fu. She was interested in combining the best techniques from all the traditional Gung Fu styles into a simple, master style. The techniques of Wing Chun include numerous elements from the snake, crane, dragon and tiger fighting styles, the first two for attack and the latter two for defense. Wing Chun means "Beautiful Springtime." Its three forms are *Siu Nim Dao* ("little imagination"), *Chung Kiu* ("seeking bridges") and *Blu Gee* ("thrusting fingers"). When mastered, a process that takes years, Wing Chun is one of the most devastating forms of martial arts. Novices often mistake the small number of moves in the style for ineffectiveness, but seasoned martial artists appreciate the streamlined and highly simplified combat techniques.

To reflect levels of mastery, a character can choose one special maneuver for every 2 Skill Bonus points he or she has in Wing Chun. At a +10 Skill Bonus, a character can employ all forms of Wing Chun. (RFL/WIL)

Little Imagination (Attack): This maneuver delivers a flurry of powerful punches that are devastating to the human body. For every three skill bonus points a character has in Wing Chun, he or she gets an extra attack for a maximum of three in one round. After making a successful Action Check, this attack will cause a Minor Wound to your opponent. For subsequent attacks in the same round, and upon a successful Skill Check, the damage level is raised by one up to a Critical Wound. The attacking character takes 3 Fatigue per strike.

Thrusting Fingers (Attack): This maneuver attacks the opponent's vital locations using two fingers as the focus of the assault. On a successful Skill Check, it causes grazing wounds. For every three successful strikes, the damage is increased to the next level until it reaches Critical Wound, at which point the opponent must make an immediate Knockout Test or black out (see p. 116, *CBT:RPG*).

Hands That Stick (Defense): This maneuver is used for blocking, parrying and redirecting incoming attacks. An advanced user of this style can learn to lock on to the opponent in order to employ sticking hand techniques that take advantage of the physics of swinging objects. Very little force is generated, but the defending character can nonetheless easily stop an opponent's kick by intercepting it above the knees, nearer to its point of origin. When you use this maneuver, your opponent's TN to hit you is increased by 3, but your character cannot inflict any damage this round.

Wings of Dancing (Defense): This defensive maneuver allows the character to block or dodge an attack while engaged in hand-to-hand combat. The player must first declare what the character is doing before taking action. If you choose to block, you must make a successful Skill Check at a +4 TN modifier against your opponent. Upon a successful block, you may make one attack against your opponent in response. Your roll for this attack is at +2 to the TN. If your opponent makes a successful roll, your attack is blocked and your opponent takes no damage. If you choose to dodge, then the opponent's TN to hit you is increased by 5. You cannot attack while dodging.

Weapon Style (Attack): This maneuver allows you to use any of your known Martial Art maneuvers with weapons in whose use you are skilled. Use the lower of your Weapon Skill Bonus or the Martial Arts Skill Bonus for that maneuver to resolve the attack.

Ninjitsu (Bujinkan)

Budo Taijutsu, translated as "warrior skill with the body," forms the basis for all understanding in the fighting arts of bujinkan. By concentrating on developing natural responsive actions with the body during initial ninja training, one can use these physical lessons as models for psychological and tactical training in advanced studies. Budo Taijutsu is made up of methods for striking and grappling in unarmed fighting, rolling and breakfalls, leaping and climbing, conditioning the body and maintaining health, as well as special ways of walking and running.

The more popular martial arts have attempted to mold the student's ways of reacting to fit a stylized set of predetermined movements. Essentially, they are adding to the personality of the student. Togakure Ryu Ninjitsu, which is used by the Nekakami, works in the opposite manner. Taking all the movements, it strips away the awkward and unnatural motions that have accumulated from other styles over the years. The taijutsu system relies on the body's natural strength, resilience, and speed of response and movement. It teaches understanding of the principles, construction and efficient employment of body dynamics. The ninja does not need to imitate an animal, nor distort or deform the body's structure to use taijutsu. Bujinkan also incorporates modern and traditional weapons, merging high-tech equipment smoothly with the ancient fighting arts and making the Nekakami the most deadly of all martial artists.

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So specialized is bujinkan that it takes years to advance and a lifetime to master. Those of the Nekakami are born into their station. They begin training as soon as they are old enough to understand their purpose in life. Bujinkan (Ninjitsu) is taught outside the Draconis Combine as well; the Special Forces of the Federated Suns teaches this form of martial arts to its operators. The Rabid Foxes of MI6 are the most advanced practitioners aside from the Nekakami.

In order to qualify for this skill, your character must meet the following minimum requirements for learning and mastering it: STR 5, DEX 5, RFL 6, INT 5 and WIL 5. Once a character qualifies to learn Bujinkan (Ninjitsu), he or she gains a new special maneuver per every three skill bonus points. The list below describes the various special maneuvers that characters can learn as they advance. (RFL/WIL)

Karma Punch (Attack): Ninjitsu trains the warrior in all forms of striking with the hand, from an open-palm strike to a knife-edge attack. The ninja can hurt with his hands no matter what attack he uses. When a ninja focuses his Karma and strikes with a punch, the damage is deadly. This attack causes grazing wounds on a successful Skill Check. For every two successful strikes, the damage is increased to the next level until it reaches Critical Wound, at point which the opponent must make an immediate Knockout Test or black out (see p. 116, *CBT:RPG*). Karma Punch costs 2 Fatigue per punch.

Snap Kick (Attack): The feet of a trained ninja warrior are more dangerous than his hands. A ninja can be standing with his weight on both feet less than twelve inches from you and kick you on the side of your head. When a ninja uses a snap kick, he focuses his Karma to drive through his target with such speed and power that the opponent has no idea what hit him. With a successful Skill Check at a +4 TN modifier, this maneuver causes a Minor Wound and requires the opponent to make a Knockdown Test. In addition, if the opponent was not in melee combat at the beginning of the round, he must make a Stun Check. Failure means that the opponent is stunned for the same number of rounds as the distance you leaped at him. A stunned opponent cannot attack. Snap Kick costs 2 Fatigue per kick.

Restraint (Defense): This special maneuver subdues an opponent without causing damage. It is purely defensive, and a ninja will use it if killing is not required. When a character makes a successful Skill Check, the opponent must make an immediate Knockout Test with a modifier equal to the skill bonus of the ninja added to the result of the ninja's Skill Check (see p. 120, *CBT:RPG*). If the opponent's roll succeeds, he takes a Minor Wound.

Charge (Attack): A trained ninja can close on a target with such speed that he surprises the opponent. When you charge an opponent, you move as if you were sprinting (see p. 111, *CBT:RPG*). Once you reach your opponent, you may attack him by making an Action Check at a +4 TN modifier. Charging costs 1 Fatigue per round in which you charge.

Grapple (Defense): This maneuver is used to seize and hold an opponent through sheer strength and throw him or her

a number of meters equal to the opponent's STR Attribute. When you make a successful Action Check against a TN of half your opponent's RFL, the opponent is locked in a grip that will hold until he or she makes a successful STR Check against your STR to break the hold. Your opponent's failure to break free allows you to throw him, causing damage per Falling (see p. 120, *CBT:RPG*). Grappling costs 1 Fatigue.

Touch of Death (Attack): This attack is the most powerful a ninja can make. Preparing for this strike requires total concentration, and so you cannot make any attacks prior to this one. When you hit your opponent, you touch a vital part of the opponent's body with such force that the body part ruptures on the cellular level, causing immediate damage to that location. A head hit inflicts a Deadly Wound, a torso strike a Serious Wound, and other parts of the body a Minor Wound. The Touch of Death is an aimed attack that your character has been concentrating on for a round. The character may subtract his or her skill bonus from the TN modifier for the attack. Touch of Death costs 10 Fatigue and can only be performed once a day because it drains so much from the character.

Weapons (Attack): This maneuver allows you to use any of your known Martial Art maneuvers with weapons in whose use you are skilled. Use the lower of your Weapon Skill Bonus or the Martial Arts Skill Bonus for that maneuver to resolve the attack.

MEDITATION

Characters with the Meditation Skill can use the power of their minds to enhance the performance of their bodies for short periods of time.

To use the Meditation Skill, a character must remain undisturbed in a quiet location free of distractions for at least five minutes (60 combat turns). In game terms, the character must meditate for a minimum of 20 minutes minus the character's skill bonus in the Meditation Skill, with a minimum of five minutes (for example, a character with a Skill Bonus of 5 must meditate for at least 15 minutes). During this time, the character will perform an exercise, chant, prayer or other action to gain the benefits of the Meditation Skill. At the end of the meditation period, the character makes a Meditation Skill Check against a TN of 18 (modified by any distractions or interruptions that might prevent a character from completing the meditation, as determined by the gamemaster on a case-by-case basis). If the roll is successful, the character gains the benefits of the Meditation Skill. If the roll is not successful, the character gains no benefits. A character can attempt only one Meditation Skill Check every hour.

Following a successful Skill Check, a character temporarily gains the benefits of one of the following traits: Alertness, Awareness, Brave, Concentration, Endurance, Pain Resistance, Sixth Sense or Toughness. A character can benefit from only one trait for each successful Meditation Skill Check, but can choose a different trait each time a successful Meditation Check is made. The character gains the benefits of that trait for one hour (720 combat turns). (WIL/BOD)

SKILLS

POISONS AND ANTIDOTES

A special skill, Poisons and Antidotes can be a powerful ability for a character to have. This skill gives a character knowledge and understanding of most common poisons and known antidotes. A character can design, develop and manufacture his or her own poison as well as the antidote for it. Additionally, the character can apply the skill to identifying unknown poisons and work to discover an antidote. For every 2 skill bonus points a character has in Poisons and Antidotes, apply a +1 to the character's TN for identifying and classifying a new poison.

For complete details on the production and use of poisons and antidotes, see Poisons and Antidotes (pp. 114-117, LT).

PUGILISM

A character with the Pugilism Skill can reduce the effects of physical blows (whether taken in melee combat, because of falls, and so on). In melee combat, a character with Pugilism may expend a simple action to attempt to "roll with" the effects of a blow. That character rolls against a base TN of 10, modified by half the Wound Value of the blow being struck, rounded up (for example, a Grazing or Minor Wound would add +1 to the TN, while a Fatal Wound would add +16). If the character successfully makes the Skill Check, he sustains only half the usual damage (rounded up). Furthermore, the Wound Type is reduced by two levels (a Deadly Wound would be reduced to a Serious Wound, and so on).

When rolling to reduce the effects of a fall, add the number of levels fallen to the TN. Pugilism will not stop any type of attack that has armor-piercing effects. (BOD/RFL)

PICK POCKET

This skill is used by less-than-savory characters looking to earn a C-bill the easy way: by stealing it. Picking pockets is an ancient craft dating back to the days of knights and kings, easily accomplished by simply reaching into the back pocket of a hapless target's pants. A more sophisticated technique is the bump-and-grab, where the pickpocket intentionally bumps into the intended victim and lifts their wallet or valuables during that brief contact. The skill requires a steady hand and quick reaction time. (DEX/RFL)

READ LIPS

Characters with the Read Lips Skill can rely on their eyes to understand conversations and do not need to overhear them. A character must obviously understand the language being spoken to use Read Lips. Gamemasters should modify Skill Check rolls based on the difficulty of the attempt. For example, it is easier for a character with the Read Lips Skill to understand an NPC who is speaking while facing them than two NPCs whispering in each other's ears from ten feet away. (INT/EDG)



RECONNAISSANCE

This specialized skill is taught by all militaries of the Inner Sphere, including the Clans, for gathering information while in the field. Reconnaissance involves an examination of surrounding territory, or of an enemy's position, for the sole purpose of obtaining intelligence needed to direct military operations against an enemy or for a preparatory expedition. Characters trained in this skill can create maps of regions they have scouted, describing in detail the positions and strengths of enemy formations, fortifications and other manmade features. Gamemasters should set TNs based on how far away the characters are from the features or objects being observed, whether or not the characters are working with existing maps and how detailed those maps are. The better the Margin of Success, the more accurate the map is. (INT/EDG)

SECURITY SYSTEMS

The Security Systems Skill has been revised into a cascading skill so that a character can have specific knowledge concerning mechanical and/or electronic security systems such as locks, alarms, remote cameras, motion sensors and so on. Characters must make Security Systems Skill Checks when attempting to defeat security systems of which they have knowledge.

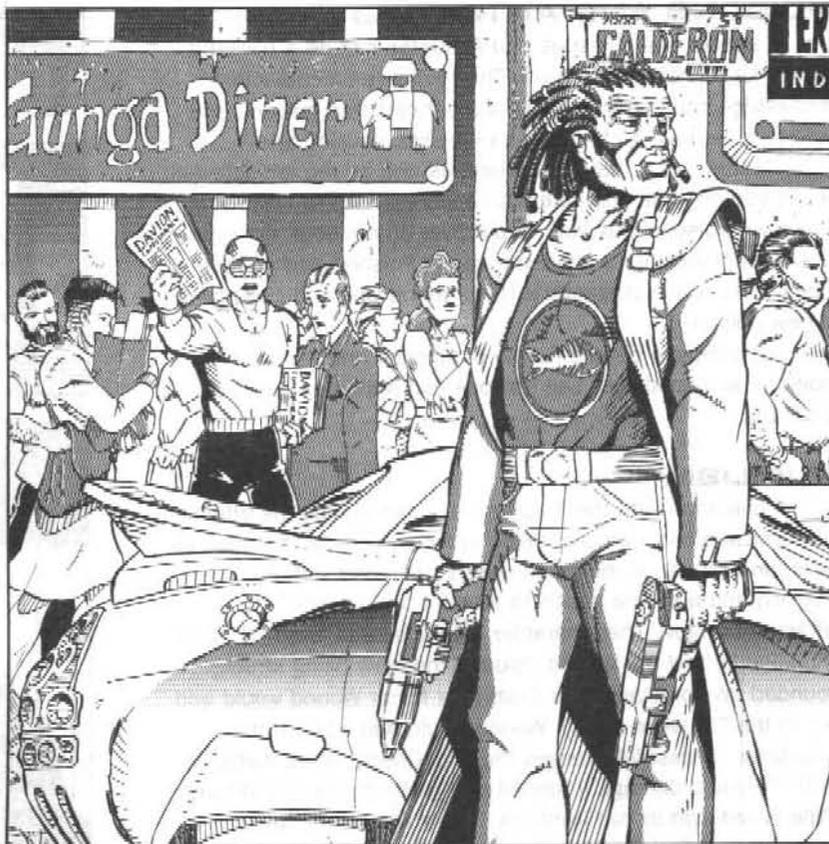
When a character puts a new security system into place, his or her Security System Skill Bonus is added to any interloper's target number to defeat the system.

Security Systems/Mechanical

A character with this subskill has detailed knowledge of the function and operations of mechanical security devices. For example, the character can tell the type of lock being used on a safe or security door. For attempts to defeat locks with Security Systems/Mechanical Skill Checks, the gamemaster should first assign difficulty ratings to all locks. A lock's rating is used to modify the target number of any characters attempting to defeat the lock. Simple or archaic locks should be easy (-2), while advanced locks should have higher positive ratings. (DEX/INT)

Security Systems/Electronic

A character with this skill has detailed working knowledge of most electronic security systems in current use. A character can defeat a security system with the proper tools (as explained below) and with a successful Skill Check. Additionally, a character can identify new security systems he or she is not familiar with by studying said system. Gamemasters should set the length of time a character needs to study the new system in order to find a way to defeat it. With sufficient study and a successful Skill Check, a character



can find a way to defeat a system that he or she has not encountered before.

Defeating electronic locks and security systems may require special equipment. Such equipment can be found in electronic security bypass kits (Equipment, p. 129, *CBT:RPG*), or obtained through the use of the Scrounge or Streetwise skills. Attempting to open a complicated electronic lock or defeat an advanced security system with no equipment at all is futile; the character might as well destroy the door he is attempting to get past. Failure in defeating an advanced security system automatically activates any defensive measures the security system may have and also sounds the alarm. (DEX/INT)

SURVEILLANCE

A character uses the Surveillance Skill to observe and maintain contact with a person through visual observation or via mechanical or electronic means. This skill reflects a quality of alertness and/or training in noticing important information from observing the target. Surveillance can be done through a powerful telescope for visual observation, or through a recording device that can be used to bug a room or wiretap a phone. With the proper equipment, a character with Surveillance can spot and identify when Electronic Counter-Measures are being used against him. A successful Skill Check allows the character to identify the source of the ECM and act accordingly.

CREATURES

What in Blake's name does creature actually mean? Can't you say just "animal"?

Creatures are the ones that don't fit in the "animal" category anymore. All those strange, dangerous, exotic and sometimes uncanny beasts you may encounter in the vast expanse of the BattleTech universe. What might European adventurers have perceived when they first encountered a rhinoceros or a pride of lions in darkest Africa? The first colonists on other worlds than Earth had similar experiences. Out there in the vastness of space they stumbled across life, nothing of human intelligence, but vastly different from native Terran species. Most of those creatures were harmless, but the dangerous ones left the strongest impression on human memory, and so the term creature became a synonym for all unknown and potentially dangerous species humankind encountered in the depths of space.

Extraterrestrial beasts weren't the only novelties for the citizens of the newly created planetary realms. Few colonized planets had living conditions similar to Earth, so terraforming measures were applied. These included the resettlement of Terran flora and fauna. Through genetic engineering, scientists modified some animals according to their new home's environments. Other species developed new abilities and strange mutations under foreign suns.

Times changed, centuries passed, and to a contemporary inhabitant of the Inner Sphere a raxx is as familiar as an elephant is to you and I—but he remains a creature. Uncounted other alien species roam the planets of the BattleTech universe, many still waiting to be discovered.

HOW TO USE THIS SECTION

This section consists of two major parts: General Concepts and Rules and Creatures of the Galaxy. The first part contains everything a gamemaster needs to bring a creature into play. What are its characteristics? How are they classified? What can the creature do? What can't it do? Creatures of the Galaxy describes selected species in detail. A chart showing the statistics of common Terran animals in comparison will give you a better idea of the strengths and weaknesses of extraterrestrial beasts.

Creatures make an exciting addition to any campaign, whether as a random encounter in a jungle on some newly discovered world, or as a guard animal at a secret weapons development research center buried in the depths of the mountains on a House capital planet, or any other scenario the gamemaster can dream up. The requirements of research facilities and experimentation (legal and illegal) make creature smuggling a growth industry, and so a gamemaster can place almost any creature anywhere in the BattleTech universe. You don't have to join the Explorer Corps to run into a new species. It just might be running down the streets of Solaris City.

After the gamemaster chooses a creature to incorporate into his adventure or campaign, he should review its abilities and outline how the creature might use them in various encounters. Keep in mind that unlike characters, creatures are born with their abilities and use them in the most efficient and deadly fashion necessary, especially in a life-or-death struggle. Next, the gamemaster should craft a "plan of attack" against the creature, then review the combat rules for creatures as they differ from standard character combat. After that, it's time to sit back and see how the characters react.

GENERAL CONCEPTS AND RULES

The following section provides rules for how to run creatures in your campaigns. From physical descriptions to Attributes to combat, all the rules you need are included.

CHARACTERISTICS

Like player characters and NPCs, creatures are defined by their statistics, which consist of Attributes, skills and traits. Differences exist, however, in the way these statistics work for creatures. The definitions of Attributes, skills and traits, as they apply to creatures, appear below. Creature statistics also contain combat-specific information, like the creature's damage index, its armor value, and its movement ratings on the ground, and if appropriate, in water, air or subterranean environments. A new addition for combat statistics is size, which is explained in the combat rules on p. 126.

Aside from its statistics, every creature is characterized by certain factors. What is its home planet? Is it a predator or not? Did it develop naturally or was it a product of genetic engineering? What is its size and weight? How does it move? Obviously none of this information is necessary in combat, but it does help gamemasters flesh out the creature and provide a background that works with the campaign at hand.

The following categories appear in the creature descriptions.

Name

The creature's common name and its scientific name in Latin are listed.

Homeworld

This category lists the world primarily inhabited by the creature and/or represents the place of its descent.

Environment

This classification describes the creature's preferred habitat. Extreme changes in environment often severely affect or even kill the creature. An ice hellion can live in the icy wastes on Strana Mechty as well as on the glaciers of Hector, but putting him in the Babylonian desert gives "breaking a sweat" a whole new meaning.

CREATURES



CREATURES

Type

Exploring new worlds shocked many zoologists; not only did they find alien creatures out there, but some well-known Terran creatures developed striking peculiarities under foreign suns. Scientists responded by trying to play god while developing completely new species designed for the unique living conditions on newly colonized planets. The category Type states whether the species is native, mutated or genetically altered.

A sub-category of Type is the rare carnivorous plant, noted as such in parentheses after Type in the creature statistics. Specific rules for carnivorous plants are found on p. 129.

Body Shape

How many legs does this beast have, if any? Body Shape answers this and other questions about what a creature looks like, and shows which Hit Location Table to use (provided the optional Hit Location Rules are in effect).

Coloring

This category describes the species' usual color and appearance.

Length/Wingspan

Length typically lists the length of a creature's head and body along the spine. For creatures with massive tails, like a crocodile or other reptiles, this category includes the tail length. Winged creatures are listed by wingspan, with sizes in centimeters.

Height/Diameter

Height lists up to shoulder size for bipeds and quadrupeds, or the diameter of legless snake-like creatures. Height is given in centimeters.

Weight

The weight of the creature is given in kilograms.

ATTRIBUTES

Creatures, unlike characters, have only seven Attributes:

Strength, Body, Dexterity, Reflexes, Intelligence, Willpower and Edge.

These describe the creature's physical and mental capabilities, as well as its portion of sheer luck; Charisma and Social Attributes simply aren't applicable to creatures. However, though the names are the same, creature Attributes differ from those of characters and also use different maximums. As a whole, the Attribute scale is fully compatible to that of characters, with the important exclusion of Intelligence.

Also unlike characters, creatures may possess certain

Attributes at a value of 0. If an Attribute has a value of 0, the creature cannot perform Action Checks that refer to this Attribute and automatically loses corresponding Opposed Attribute Checks. For any creature, the Dexterity, Reflexes and Willpower Attributes must be assigned a value of at least 1.

Attribute Checks are performed as stated on p. 15 of *CBT:RPG*; all standard rules apply. Some creatures will have excessive Attribute values, but remember that a 2 on an Action Check is always a fumble. Additionally, at the gamemaster's discretion a creature's Attributes can serve as a target number for various Action Checks a character may perform.

Creature skills are not derived from Attributes, and so Attributes are irrelevant when considering skills. No TN modifiers apply for untrained skill use. Additionally, creatures do not have any Exceptional Attributes.

Strength (STR)

Strength represents a creature's raw muscular strength and power. Strength is mostly derived from the creature's body mass, but not always. Some creatures have a Strength Attribute that far exceeds their size proportionally. To determine the Strength Attribute of a creature, use the Expanded Strength Table below. Simply find the weight of the creature in kilograms and estimate the strength based on the table.

Strength values for creatures are not limited, except by plain logic. For example, there are no DropShip-sized creatures with STR 1,000 (at least, not as far as we know). A doubled STR is equivalent to three times the creature's body mass, so that STR 304 implies a monstrous beast with a weight of 33 tons.

Unlike a character's Strength, creature STR doesn't add to melee combat damage. Because some creatures possess extremely high Strength values when compared to humans, the creature rules use a different method for determining melee damage inflicted by creatures (see p. 128).

EXPANDED STRENGTH TABLE

STR	kg	STR	kg	STR	kg	STR	kg	STR	kg
0	< 0.1	10	150	20	450	40	1,350	80	4,000
1	3	11	175	22	525	44	1,600	88	4,200
2	10	12	200	24	600	48	1,800	96	5,400
3	20	13	225	26	675	52	2,000	104	6,000
4	30	14	250	28	750	56	2,250	112	6,750
5	50	15	275	30	825	60	2,500	120	7,500
6	65	16	300	32	900	64	2,750	128	8,250
7	75	17	335	34	1,000	68	3,000	136	9,000
8	100	18	375	36	1,100	72	3,300	144	10,000
9	125	19	410	38	1,225	76	3,650	152	11,000

Body (BOD)

A creature's Body Attribute represents its stamina, physical toughness and mostly sheer mass and size. Some small creatures can also have relatively high Body values if they are especially tough. Like Strength, within reason, there is no maximum for a creature's Body value. Body also determines how much damage a creature can sustain before it is killed.

Creatures with Body 0 are mostly tiny or very weak (such as insects). If successfully hit by any attack that normally inflicts at least Fatigue, they are instantly killed regardless of the type of attack.

Dexterity (DEX)

Dexterity shows the creature's motor control and ability to manipulate objects. Because of the lack of suitable limbs, most creatures have inferior DEX compared to humans. However, some species are quite capable of performing painstaking tasks, so as with Strength and Body, there are no maximums within reason. Most creatures have a Dexterity Attribute of 2 to 3.

Reflexes (RFL)

Reflexes represent a creature's physical agility and quickness. Contrary to Dexterity, Reflexes call for whole-body movement and coordination, so naturally most creatures have higher Reflexes than Dexterity. Reflexes also have no maximum, in order to allow for the capability of some creatures to outperform the quickest MechWarrior or genetically enhanced Clan warrior.

The Reflexes value is added to the 2D10 roll when determining initiative in combat, per the combat rules on p. 110, *CBT:RPG*.

Intelligence (INT)

The creature Intelligence Attribute is markedly different from a character's Intelligence. It does not use the same scale and so is not directly comparable to the human Attribute. Instead, it represents an instinctive cunning and perception that demonstrates how smart the creature is—for an animal. Some creatures will have higher Intelligence than characters, but that doesn't mean they are smarter than a human. Creature intelligence in general is on a lower scale than that used for characters.

The maximum limit for Intelligence is 8, which represents a relatively highly developed primate, though such a creature still is not capable of speech and other human characteristics. Intelligence may also be rated 0, which would represent an extremely primitive species like an amoeba or a worm.

Intelligence can be used in every situation to determine the creature's reaction in circumstances where it is difficult to predict. Does it spot a trap? Can it figure out that the lever opens a door? Does it finally understand that the long stick hurts?

Willpower (WIL)

Willpower is a measure of determination, mental strength and courage. For creatures, Willpower also represents instinctive behavior that drives them in every situation and thus is a measure of the creature's aggressiveness.

Willpower is important in combat, where it counts toward the amount of damage and Fatigue a creature can sustain, according to the *CBT:RPG* combat rules. Willpower is also used when making Attack/Refuge Checks (see p. 127) to determine if a creature will attack.

Like a character's Willpower, a creature's is limited to a maximum of 8.

Edge (EDG)

Edge represents a creature's luck and karma. Like characters, creatures may push their luck in certain situations, but they remain just creatures, and so Edge is limited to a maximum value of 4.

SKILLS

A character's skills describe his active capabilities: what he has learned and what he can do. Creature skills work in much the same way. There are certain abilities every creature masters instinctively or learns during its life, such as searching for prey or moving through its environment. Of course, the range of skills is narrower for creatures than for humans. Generally speaking, a creature's skills are physically based.

Creature skills are not divided into standard and difficult, like character skills, and there are no subskills. The only notable exception is AniMelee, which works similar to the character Martial Arts or Brawling skill because it makes use of Special Maneuvers, as described on p. 114 of *CBT:RPG*.

Action Checks for creatures work exactly the same as Action Checks for characters. All relevant modifiers from p. 17 of *CBT:RPG*, as well as p. 154, may apply to the target number. Creatures may make Untrained Skill Use Checks—as described on p. 16 of *CBT:RPG*—for any creature skills, but not for any other skills. No Attribute modifiers for untrained skill use apply to creatures. Every skill is considered a standard skill (use 3D10).

Below is a listing of all skills permitted for creatures. Most of them have the same name as the skills from *CBT:RPG*, but as with Attributes, the definition may differ.

Acrobatics

Moving quickly with great agility requires the Acrobatics Skill. Acrobatics is used for tasks like balancing on a narrow wall or jumping through tree-tops.

Acrobatics is also used if the creature is evading an attack in combat. An Acrobatics Skill Bonus +1 modifier applies to the to-hit target number for the creature, as described on p. 111 of *CBT:RPG*. An Acrobatics Check also applies if the creature tries to reduce damage from a fall. A successful Acrobatics Check will reduce the wound level by one.

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AniMelee

AniMelee is the primary creature combat skill. Most creatures engage with their natural weapons in close combat, so AniMelee is similar to Martial Arts, Brawling or Blades. Some special maneuvers are an exception to this because they use AniMelee for ranged attacks.

Predators are not the only creatures that can have a high AniMelee Skill. Herbivores accustomed to defending themselves from predators or fighting rivals can also have a highly developed AniMelee Skill. On the other hand, some dangerous creatures without natural enemies may lack combat practice and therefore have a relatively low AniMelee Skill.

AniMelee has no need for subskills; it simply describes general creature combat that differs from animal to animal. A wolf will naturally bite, while a falcon attacks with its talons, but in game combat terms they all have the same general effect. Some creatures use special maneuvers with AniMelee, according to the rules for special maneuvers on p. 114 of *CBT:RPG*. Unlike for characters, the value of the AniMelee Skill Bonus has no effect on the number and type of special maneuvers a creature may use. Instead, the special maneuvers a creature can perform are listed with the AniMelee Skill in the creature statistics. The various maneuvers are briefly described below.

For combat where AniMelee Checks are required, see p. 128. Any creature that lacks the AniMelee Skill may make an Untrained AniMelee Skill Check.

Bite Grip: The creature bites an opponent in a vulnerable part (preferably throat or belly) and holds on while thrashing, thereby inflicting horrible tearing wounds.

Such an attack incurs a modifier of +3 to represent the difficulty of discovering a vulnerable part. If the attack is successful, roll an Opposed Action Check using the attacker's

STR against the target's BOD. If the check fails, the attack counts as a standard attack. If it succeeds, the creature manages to hold on, inflicting its base damage plus an additional 1D6. The creature continues to hold on until the target is out of action or until the creature is shaken off. To determine this, the target and the attacker make the same Opposed Action Check every turn. If the creature is successful, it holds on and inflicts the listed damage again. If the target is successful, it does not take damage and the attacker falls to the ground, unable to attack again until the next turn.

Constrict: This special AniMelee maneuver is used by snakes like the Terran boa constrictor or the Arcadian steel viper. If the Constrict attack is successful, the victim must make a STR Check against the snake's STR plus the MoS of the Constrict attack. If this roll fails, the victim's body is surrounded by the snake, doing the listed damage each turn until the victim is dead or breaks free. Breaking free requires a Complex Action and a successful STR Check against double the STR Attribute of the snake as a target number.

Poison: Certain creatures produce a natural poison to intoxicate their enemies or prey. The poison can be delivered in different ways, such as spraying, spitting or injecting via fangs, stingers or the like. Usually such poison is built up slowly over time and stored in bladders or special organs. This makes it quickly accessible when needed, but limits the number of poison attacks.

All rules for poisons from p. 114, *LT*, apply unless otherwise noted. Unlike attacks with a poisoned blade, which inflict wound damage in addition to the venom, poison attacks by very small creatures—for example, a scorpion stinger's stich—typically inflict no wound on much larger targets. Such a creature's methods of applying poison are nonetheless effective.

If a poison attack is successful and the rolled hit location does not have a higher level of melee armor than the AP of the attack, the target must make a BOD/EDG Check to resist the poison. The check receives a TN modifier equal to the wound value inflicted by the attack. If the check fails, apply

POISON STAT BLOCK

The poison statistics of any venomous creature appear in the following format:

TYPE, RANGE [BASE DAMAGE; EFFECT; DURATION; VECTOR; SPEED; DOSES; SPECIAL]

TYPE: This refers to the means by which the creature delivers its poison (bite, spray, touch and so on).

RANGE: If the poison can be projected, its range appears here.

BASE DAMAGE: This number is the poison attack's base damage.

EFFECT: The effect of a poison is Incapacitating, Subduing or Lethal, all of which refer to how the poison affects its target (for more information, see p. 115, *LT*).

DURATION: This statistic only appears if the poison is Incapacitating, and shows how long the victim remains incapacitated.

VECTOR: This statistic describes how the poison reaches the target: Contact, Ingested, Inhaled or Injected. Most creatures use injected and contact poisons. Ingested poisons are rare among creature poison types.

SPEED: This shows how quickly the poison takes effect after the target is exposed.

DOSES: This is the number of doses available for poison attacks.

SPECIAL: The two types of special characteristics for poison are Continuous Effect and Detection Difficulty (for more information, see p. 115, *LT*). Not all creature poisons have special characteristics.

CREATURES

the poison's effects. Every poison attack by the creature uses up one dose of poison, whether or not it successfully poisons the target. If no dose number is stated, the creature's stock is endless for game purposes.

A venomous creature has a poison statistic block just under its damage value that lists the poison's effects.

Ram: Ramming an opponent is a favorite attack for massive creatures that lack talons or fangs and depend on horns or similar appendages for self-defense.

A creature may ram every character or object in its Sprinting range, but requires at least 6 meters of free terrain before striking the target. Resolve the attack with an AniMelee Check. The character being rammed may not make a Melee Combat Check, but may attempt to evade the assault. If the creature succeeds, it inflicts standard damage, as well as a number of damage dice equal to its STR divided by the character's STR (rounded down). Additionally, the character is automatically knocked down. Should the ramming attack fail, the creature begins the next turn one meter behind the target's position. The ramming creature suffers 1 point of Fatigue after a successful attack and 1D6 points if the attack failed.

Spray: A creature with Spray may attack over a distance by spitting or spraying an acidic, evil-smelling or toxic substance at its opponent. In the latter case, the spray attack is combined with the Poison Special Maneuver (Poison Spray). The poison's effect is described in the poison stat block.

Resolve spraying as a ranged attack, where all standard modifiers apply using AniMelee as the appropriate skill. The ranges of the spray attack are listed in the creature's statistics. Spraying spreads the substances, so the rules for Splash Damage apply (see p. 119, CBT:RPG).

Stun: The creature can produce paralyzing effects to stun its target. A Stun attack is treated exactly like a Stunstick attack (see p. 135, CBT:RPG), with the specific damage code for each creature listed in its statistics. Stun is normally a ranged attack, and all standard modifiers for ranged attacks apply using AniMelee as the appropriate skill.

Sudden Strike: A sudden strike is similar to ramming, but performed with more quickness and agility, relying not on brute mass but on natural weapons. Birds of prey or leaping predators typically use this maneuver.

A sudden strike brings a creature into melee combat with its opponent, even if the opponent does not engage it, up to its maximum jump or flight range. The character may only try to evade such an attack. If the strike attack fails, the character is in melee combat with the creature in the next turn. If the creature succeeds, it inflicts damage as normal and the attacked character must make a Knockdown Check. In the next turn, both are engaged in melee combat.

Regardless of whether or not the attack was successful, the striking creature suffers 1 point of Fatigue.

Climbing

This skill allows a creature to climb trees and other objects and move through difficult, steep terrain such as rocky cliffs. The Climbing Check should be modified by the difficulty of the terrain and miscellaneous modifiers for Action Checks. Additionally, the gamemaster should use his discretion when determining what types of obstacles a creature may climb over. A flat wall is no problem for a gecko, but is impossible for a cat.

In most cases a failed Climbing Check results in a fall (see p. 120, CBT:RPG).

Perception

Perception governs how aware a creature is of its surroundings and how well it interprets that information. Because creatures possess highly developed senses, this value is generally higher than it is for humans. Perception Checks can be used in a many ways, such as sensing the presence of another being.

Stealth

This skill allows a creature to move quietly and unseen, such as a predator sneaking up on its prey. When using the Stealth Skill to approach another character or creature, make an opposed Stealth/Perception Skill Check.

Swimming

This skill determines how well a creature can swim. Swimming Checks should be made if the creature performs difficult or dangerous actions while in water, like swimming through a wild river. Failed Swimming Checks may result in damage sustained through the water, at the gamemaster's discretion. A creature without the Swimming Skill will always try to hold its nose, mouth or other breathing intakes above the surface and therefore cannot or will not dive. If the water is deep enough, the creature eventually drowns.

Tracking

Following any type of trail requires the Tracking Skill. Creatures normally use their sense of smell to track, and so the target number for the Tracking Skill should be modified by the appropriate trait bonus, terrain and weather conditions.

A creature may not try to cover its trail like a character, and so no Opposed Tracking Skill Check is required if the characters are in pursuit. Instead, the gamemaster may use an Opposed Stealth/Tracking Skill Check.

TRAITS

Traits are special abilities and characteristics that can't be represented by Attributes or skills. A character's traits mostly define his or her story, behavior, look and mentality. Creature traits do much the same thing, though on a lesser scale than with characters. Because every creature of the same species possesses the same traits, they are not individually distinct in the same way that people are.

CREATURES

Creature traits are not tagged as positive or negative, as these classifications are only relevant for purchasing traits during character creation. However, some traits have different levels, and so higher numbers in parentheses indicate a higher level of the trait. The meaning of the levels can be found in the trait's description. Physical traits represent a creature's physiognomy.

The following paragraphs describe all creature traits and their unique rules.

Aggressive

Aggressive creatures are more likely to engage characters or other creatures in combat whether or not provoked, and continue fighting even when severely wounded. The Aggressive Trait is often paired with the Blood Rage Trait.

Add a +2 TN modifier per level of aggressiveness when rolling the creature's Attack/Refuge Check (see p. 127).

Bloodsucker

Creatures with this trait draw blood from their victims. Though the inflicted wounds might be of no importance, the loss of blood can become life-threatening. Every time a target is sucked on by a number of creatures equal to his BOD Attribute divided by the attacker's BOD, his Wound Value and Fatigue each increase by 1 point.

Blood Rage

Predatory creatures are not usually overly aggressive, but some species can become extremely dangerous in combat. When hunting or smelling blood, extremely aggressive creatures often work themselves into a frenzy and attack everything around them, even their own pack mates.

Every time the creature's Wound Value is raised by 4 points or more, or if the creature inflicts more than 20 points of damage in a single turn of combat, make a WIL Check. If the check fails, the creature immediately enters blood rage, which lasts 1D10 turns beginning at the start of the following turn. The enraged creature will attack its current opponent or the nearest standing creature. However, it will attack creatures of other species (such as humans) first, rather than other creatures of the same species. While in blood rage, the creature may ignore all effects of wounds, such as target-number modifiers, the Stunned effect and Knockout Checks.

The blood rage does not stop until the creature is killed or the period of rage ends. At the end of the turn in which the rage ceases, all wounds immediately take full effect. Additionally, the creature suffers a number of Fatigue points equal to the duration of the blood rage in turns.

A creature in a blood rage cannot prolong its frenzy in any way. Once the creature's blood rage has ended, it can begin a new blood rage cycle per the rules above.

Camouflage

Some species possess natural camouflage that make it hard to detect them when they are not in motion (the ghost bear is a perfect example). The effect is identical to Camo Sneak Suits (see p. 55, LT), but the effects range from Camo +1 to +4.

Some creatures may possess adaptive camouflage, but most have fixed camouflage that is effective in their preferred terrain, but may make them more obvious in other environments (A ghost bear will stand out prominently on a dark basalt lava field, for example). In such circumstances, a character can receive a modifier ranging from +1 to +4 to the target number for a Perception Check, and the creature will gain no benefit from its Camouflage Trait.

Cold-Blooded

The body temperature of cold-blooded species is equal to the environmental temperature, which is usually above 30° C, as coldness affects the creature's metabolism and agility. At about 20° C, the typical room temperature preferred by humans, lower the creature's RFL Attribute and all movement rates by 1/3 (round up) and the Aggressive Trait by one level. If the species isn't aggressive it becomes shy (see the Shy Trait, below). At about 10° C, lower the creature's RFL Attribute and all movement rates by 2/3 (round up) and its aggressiveness by two levels. At zero or below, the creature is practically immobile. A higher temperature won't affect the creature's statistics, because they already reflect a fully active animal.

Domesticated

Over the centuries, humans domesticated wild species to breed them for use as food, for work, the hunt or simply as friendly companions. Creatures with the Domesticated Trait are mostly found living with humans.

Characters with the Animal Handling Skill command domesticated creatures on a successful Skill Check. They may also attempt to train a creature with the Domesticated Trait in one of the training types listed on the Training Table below, using the method described on p. 96 of CBT:RPG. If the training is successful over an appropriate period, apply skills and traits in addition to the ones the creature already possesses. To remain within the borders of logic, think of what

TRAINING TABLE

Training Type	Skills	Traits	Example
Guard	AniMelee +3, Perception +3	Aggressive	Dog
Search/Tracker	Perception +4, Tracking +3	—	Dog
Show Animal	Acrobatics +4	—	Monkey
Hunter	AniMelee +3, Tracking +3	—	Dog
Pack Animal	—	Shy	Mule
Mount	Acrobatics +2	Shy	Horse

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SENSES EXAMPLES TABLE

Level	TN	Vision	Hearing	Smell	Night Vision	TN	Example
Good (3)	-5	—	—	Dog/Wolf	—	—	—
Good (2)	-3	Bird of Prey	Dog/Wolf	—	Night Vision (2)	—	Bat
Good	-1	—	—	—	Night Vision	1/2†	Cat
Standard	+0	Human	Human	Human	Standard	—	Human
Bad	+1	—	—	—	Night Blindness	2*	—
Bad (2)	+3	Dog/Wolf	—	—	Night Blindness (2)	*	—
Bad (3)	*	Mole	Snake	—	—	—	—

*No Perception Check possible. †Round down.

kind of training is reasonable for which creature. Elephants usually don't serve as guard animals, for example.

Attack/Refuge Checks are not necessary for domesticated creatures, unless the gamemaster decides otherwise (for example, if the characters approach an object that is protected by a guard dog).

Good/Bad Vision/Hearing/Smell

Creatures' senses often differ considerably from those of humans. In comparison to the human standard, a Good sense in a creature would be slightly superior, while a Good (2) sense would almost equal special technical equipment (for example, Night Vision Goggles). A Good (3) sense is excellent and even surpasses the capabilities of technical equipment.

Likewise, a Bad sense is inferior to a standard human's, while a Bad (2) sense is only slightly developed. A Bad (3) sense means the sense is not developed at all.

Night Vision/Night Blindness

The creature with one or the other of these traits has superior or poor night vision, to the point that all target number modifiers for darkness are reduced by half (round down) for night vision or doubled for night blindness. If characters with the same traits (see p. 84, *CBT:RPG*) are involved, the gamemaster should give creatures a slight advantage in comparison.

Night Vision (2) implies the species has special senses for orientation in low light, such as a bat's sonic organ. For these creatures, no target number modifier applies even in complete darkness. A creature with Night Blindness (2) cannot perform sight-based Perception Checks in darkness.

Overspecialized

A species with this trait is highly specialized with an uncommon habitat or food—such as the panda—which makes it difficult to transport or breed in captivity. Apply a +3 TN modifier for Animal Handling Checks regarding the care of an overspecialized creature.

Pack Hunter

Some creatures, like wolves, hunt in organized groups (packs) led by the strongest, so-called alpha, animal. Packs are considered units with a WIL +2, AniMelee +2 bonus for every individual in the pack. If the alpha animal is killed, the pack suffers WIL -1 and INT -1 modifiers for the remaining fight and must make an Attack/Refuge Check as described on p. 127.

Poisonous

Certain creatures can produce and secrete a natural poison for self-defense. The poison can be delivered in different ways, such as excreting via glands or injecting with poisonous spines. Any contact or engagement with these creatures can get very dangerous.

A poisonous creature has a Poison Stat Block listed after the name of the poison. The rules for poisons (p. 114, *LT*) apply unless otherwise noted.

For every turn of melee combat, the opponent engaging the poisonous creature makes a RFL/EDG Check. If the check fails, the opponent rolls on the Hit Location Table. If the rolled location does not have a higher level of melee armor than the AP of the poisonous creature, the opponent takes damage from the creature's toxin as listed in the creature's statistics, in addition to any other damage received during the current turn.

Quirk/Any

The species with this trait has a special taste for or horror of something that player characters can use to train or bait it, or to chase it away. See the creature's description for details.

A Creature Quirk works in much the same way as a Character Quirk (see p. 85, *CBT:RPG*). At Level 1, the creature may make a WIL Check to overcome the quirk (if the check is successful) at the cost of 1 point of Fatigue. At Level 2, no check can force the quirk aside. The quirk's level may also be used as a TN modifier for Attack/Refuge or Animal Handling skill checks.

Showy Coloring

Some creatures have showy coloring that makes it easier to detect them, even in their usual habitat (between -1 and -4 modifier to the TN for sight-based Perception Checks). Characters should be aware, however, that this trait may be the deterrent of small but dangerous or venomous species.

CREATURES

Shy

This trait implies that the species respects, avoids or fears humans and will be much less likely than creatures without this trait to engage them in combat. The Shy Trait is opposite to the Aggressive Trait. Add a -2 TN modifier per level of shyness when rolling the creature's Attack/Refuge-Check (see p. 127).

Susceptible

If the creature is removed from its homeworld or even its natural environment, it may not survive for long because of a high susceptibility to alien diseases. If the creature's description contains no specific instructions, successful medical treatment skill checks must be made for each day of transport or each week of captivity.

Tamed

If a wild animal becomes used to humans at a very young age (for example, a wolf pup) and is successfully trained over an appropriate period, the creature gains the Tamed Trait. Lower its WIL Attribute by 1 to reflect that it has lost something of its wild behavior.

Animal Handling Skill Checks for tamed creatures gain a TN modifier equal to the creature's lowered WIL Attribute—for example, +3 for a tamed lion. Characters with the Animal Handling Skill can command tamed creatures on a successful Skill Check. They may also attempt to train a creature with the Tamed Trait in one of the training types listed on the Training Table (see p. 123), but this is a difficult task (roll 3D6 and use the worst two results).

Animal Handling Skill Checks resulting in a fumble require an Attack/Refuge Check to determine if the tamed creature attacks its master.

Terror

Terror marks creatures of gruesome, nightmarish appearance (and often behavior as well). Regardless of whether tales the creature's frightening aspect are invented or true, the creature will strike pure terror into the hearts of those who encounter it.

Because of the creature's terrifying appearance, every character (or another creature) must make a Willpower Check modified by the difference between the creature's WIL and the character's. For example, if the character's WIL is 7 and the creature's is 6, the target number would receive a -1 modifier. The Brave and Timid traits of characters also apply in such a situation.

If the check is successful, the characters or other creature may act normal. On a failed check, they are shocked and paralyzed. The characters roll Initiative as though they have Combat Paralysis (see p. 79, *CBT:RPG*). Characters who already have Combat Paralysis roll 4D10, using the worst two results. In addition, they may perform no actions except to defend themselves from melee attacks or evade ranged attacks. In both cases the TNs are modified by +2. The MoF determines the number of combat turns that this effect lasts.

Toxic Immunity

Some creatures developed (or were given by bio-engineers) the ability to resist poisons and toxins, so that they could survive under difficult conditions or act as natural rivals to other poisonous species.

Should a creature with toxic immunity come in contact with biological poisons (everything that can be categorized as poisonous), the following effects apply: Lethal poisons become Subduing, Subduing Poisons become Incapacitating, and Incapacitating Poisons have no effect on the creature. The poison's damage is reduced by 1D6 and its speed raised by one level (from 1 turn to 1 minute), according to the tables on p. 116, *LT*.

A few rare species live in environments where no one would suspect living organisms exist. These creatures have developed immunity to all natural poisons or toxins in their ecological niche. Such creatures have Toxic Immunity (2), which enables them to ignore all poison effects.

Zapper

The creature can produce powerful discharges with its electric organs, either to defend itself or to stun prey—for example, the Terran electric eel (*Electrophorus electricus*) can produce a discharge of over 500 volts at about one ampere, enough to kill a human.

Because of its physical characteristics, a discharge inflicts energy-weapon damage and the number of discharges in a short period is limited. In a conductible fluid, a discharge may hit the nearest standing target over a distance listed in the creature's statistics; no modifiers for ranged combat apply.

MOVEMENT

All standard rules for movement as described on p. 110 of *CBT:RPG* apply, unless stated otherwise.

CREATURE MOVEMENT

The movement of creatures cannot be calculated by a formula, since the movement statistics of creatures depend not only on the creature's RFL and STR Attributes, but also to a high degree on the beast's body shape and size. For example a snake and a cat-like creature with the same Attribute scores would have highly different movement characteristics. Therefore, each type of creature has a unique movement characteristic.

Walking

Use the rules for walking on p. 111, *CBT:RPG*.

Running

Use the rules for running on p. 111, *CBT:RPG*.

Sprinting

Use the rules for sprinting on p.111, *CBT:RPG*.

Because creatures do not have the Running Skill, the number of consecutive turns a creature can maintain a sprinting speed is equal to its Sprinting characteristic. Every

CREATURES

Sprint action also inflicts 1 Fatigue on the sprinting creature (see p. 115, *CBT:RPG*). Some creatures can attack from a sprint using the Sudden Strike AniMelee maneuver.

Evading

Because creatures are not sentient enough to recognize the threat of ranged weapons, they cannot choose the Evading action.

Jumping

Jumping is a Simple Action and allows the creature to jump a distance as wide as its Jumping characteristic in meters or half as high.

Water

The Water movement characteristic shows the distance a creature can cover in the water by spending a Walking (the first figure) or Running action (the second figure).

Diving

The Diving movement characteristic is equal to the number of turns a creature can dive, using the Water movement characteristic for locomotion. Creatures without a Diving movement characteristic cannot dive.

Air

The Air movement characteristic is equal to the flying creature's movement speed while in the air. Flying is an Incidental Action and a flying creature suffers a +1 TN modifier to attacks while airborne.

Burrowing

The Burrowing movement characteristic is the length of underground tunnel that a creature can burrow through per turn. Different creatures use different means of subterranean travel: a Terran mole uses his paws to dig through soft earth, while a burrock's secretion dissolves solid rock.

ENCUMBRANCE

Under certain circumstances, gamemasters and players may find it useful to know if a predator can drag away its prey or if a beast of burden can carry that load.

If a total load ranges between $2/3$ and $4/3$ (round up) of the creature's individual body mass, the creature is regarded as encumbered and will suffer all restrictions described under Encumbrance (see p. 133, *CBT:RPG*). If the total load ranges from $4/3$ (round up) to twice the body mass, the creature is very encumbered. Small to very large creatures may not carry a load that exceeds twice their body mass. Apply a +1 TN modifier to Animal Handling Skill Checks for encumbered creatures and a +3 modifier for very encumbered creatures.

CREATURES IN COMBAT

In the BattleTech universe, fights are inevitable. Whenever the characters face some pretty dangerous-looking creatures,

the situation will frequently turn critical. If the creature doesn't attack, the characters likely will if they feel menaced.

To resolve combat situations that involve creatures, the following rules apply. Because of the evident differences between animals and humans—in addition to size and fighting technique—some rules concerning creatures differ from the standard rules for combat found on p. 109 of *CBT:RPG*. All standard combat rules concerning characters apply unless otherwise stated.

Along with Body Shape (see p. 119), creatures have another new combat statistic: Size. Where Body Shape shows which Hit Location Table to use (when the optional Hit Location Rules are in effect), Size is critical for resolving damage.

SIZE TABLE

Size Description	Size Level	Ranged TN Modifier	Example
Monstrous	+3	-6	Whale
Very Large	+2	-4	Elephant
Large	+1	-2	Bear
Medium	+0	+0	Human
Small	-1	+2	Large Dog
Very Small	-2	+4	Dog
Extremely Small	-3	+6	Cat
Tiny	-4	+8	Mouse

SIZE

Size differences between creatures and humans can't be accounted for by raising or lowering the BOD Attribute. The damage code wouldn't work as well as in character combat. For that reason, we use several levels of Size to help determine how tough a creature is, as well as how the same amount of damage will cause different combat effects on various-sized creatures. In addition, the Size Table shows which TN modifier to apply for ranged attacks against the creature (as listed in the Ranged Combat Modifiers Table, p. 112, *CBT:RPG*).

Before resolving damage, check the Size Level of the target listed in its statistics, or estimate it according to the Size Table. Then determine the Damage Factor, including all usual effects, and consult the Extended Wound Table for the resulting Wound Value and Wound Type.

For medium-sized targets, the results are the same as those determined for characters by the Wound Table on p. 114, *CBT:RPG*. Wound types are raised or lowered by the amount of levels by which the target's size differs from Medium.

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EXTENDED WOUND TABLE

DF	Wound		Creature's Size							Monstrous
	Value	Tiny	Ext. Small	Very Small	Small	Medium	Large	Very Large		
0	0	Serious	Minor	Grazing	Fatigue only	Fatigue only	No effect	No effect	No effect	
5*	1/2	Critical	Serious	Minor	Grazing	—	—	—	—	
10	1	Deadly	Critical	Serious	Minor	Grazing	Fatigue only	No effect	No effect	
15	2	Fatal	Deadly	Critical	Serious	Minor	Grazing	Fatigue only	No effect	
20	4	Fatal	Fatal	Deadly	Critical	Serious	Minor	Grazing	Fatigue only	
30	8	Fatal	Fatal	Fatal	Deadly	Critical	Serious	Minor	Grazing	
40	16	Fatal	Fatal	Fatal	Fatal	Deadly	Critical	Serious	Minor	
60	32	Fatal	Fatal	Fatal	Fatal	Fatal	Deadly	Critical	Serious	
80	64	Fatal	Fatal	Fatal	Fatal	Fatal	Fatal	Deadly	Critical	
120	128	Fatal	Fatal	Fatal	Fatal	Fatal	Fatal	Fatal	Deadly	

*This result only applies to Small or even smaller creatures.

Andy's character Juan Rodriguez, a big-game hunter, messes with a lion amid the savanna on Ateus. Armed with his machete, he enters melee combat with the beast. Juan is tough and scores a hit against the lion with a MoS of 8! His STR value is 8 and Andy rolls an additional 2D6 for his machete (which counts as a sword), for another 4 points of damage. Comparing this to the Extended Wound Table, Andy has a complete DF of 20, inflicting a Minor Wound only because the lion is Large. (If Juan had hit a godan in the jungles of Kittery, the same stroke would have inflicted a Critical Wound, because godans are Small creatures.)

In the next combat turn, the lion strikes back, with a MoS of 3 and 10 points of natural weapon damage (creatures do not add STR toward their melee combat damage; see p. 128). The lion's attack inflicts a Grazing Wound, so Juan has nothing to laugh about.

ATTACK/REFUGE CHECKS

Though the gamemaster is free to use creatures like NPCs and act out their behavior, the unpredictable outcome of an encounter between a character and a creature is usually determined by the Attack/Refuge Check.

Strong willpower is needed to suppress instinctive fear and remain calm in the face of most creatures. Therefore, the player must make a WIL Check to simulate his character's mental condition and its effect on the creature. (No matter how good a character's poker face, a wild creature will smell his fear.) Modify the Attribute Check according to any Brave or Timid trait the character may possess and add the creature's Size (for example, TN +1 for meeting a grizzly bear, if the character is aware of the threat). A group of three or more characters gains a TN -2 modifier and the check is made by the nearest standing individual.

The gamemaster then rolls an Attribute Check based on the creature's WIL—which represents the species' basic aggressiveness and endurance—with the player's MoS added

to the TN (or his MoF subtracted). Add any appropriate modifiers from the Attack/Refuge Check Modifiers Table below.

On a low MoS, the creature stays lurking. On an average to high success, the creature engages the characters with increasing ferocity. On a low failure, the creature will hold its ground, while a high MoF will make it take refuge or run.

The Attack/Refuge Check is repeated if the creature is wounded, if its Fatigue exceeds its WIL, or—if the player characters' next actions considerably change the situation—at discretion of the gamemaster. Packs are regarded as units, and so must make only one Attack/Refuge Check (with the usual WIL +2 bonus) to determine their joint behavior. If the pack leader is killed, the pack must make a new Attack/Refuge Check.

ATTACK/REFUGE CHECK MODIFIERS TABLE

Condition	TN Modifiers
Aggressive	-2 per trait level
Shy	+2 per trait level
Creatures hungry	maximum -3
Creatures full	+2
Defending prey	-1
Defending the young	see species' description
Fatigue > WIL	-1 per point of Fatigue > WIL
Provoking action*	maximum -3
Intimidating action*	+2
Appeasing action*	+1

*By one of the players

CREATURES

Two Jade Falcon warriors hunting in the jungles of Huntress suddenly stumble upon a smoke jaguar. The gamemaster decides that an Attack/Refuge Check is appropriate, and one of the Falcons has to make a WIL Check. The WIL of the first warrior, a veteran Elemental, is 8, while the WIL of the second, a newly made MechWarrior, is 6. As the MechWarrior was breaking trail with his machete, the gamemaster decides that he must make the first Attack/Refuge Check because he stands next to the hissing jaguar. The TN is $15 - 6 (WIL) + 1$ (the smoke jaguar is Large), for a final Target Number of 10. No -2 modifier is applied as a group bonus because there are only two warriors. The MechWarrior's player rolls a 10, barely making the check.

The gamemaster rolls a WIL Check for the smoke jaguar, which has WIL 5. The TN is $15 - 5 (WIL) + 0$ (because the Falcon player's MoS was 0) - 2 (the smoke jaguar has the Aggressive Trait) - 1 (the gamemaster decides, that the Falcon warrior's upraised arm holding a bladed weapon looks quite provocative to the smoke jaguar), for a final Target Number of 7. The roll result is 7, so the gamemaster decides that the smoke jaguar stays lurking around but can't decide if it should drive away the invaders in its territory or leave them alone. Depending on the actions of the player characters (for example, drawing a weapon or running away), the gamemaster can decide to make another Attack/Refuge Check.

INITIATIVE

Initiative is rolled as stated on p. 110, *CBT:RPG*. Roll 2D10 for every creature and add its RFL Attribute value. The 2D10 roll is open-ended.

RANGED AND MELEE COMBAT

Ranged and melee combat against creatures are resolved as on pp. 111-112, *CBT:RPG*. All the standard rules apply, except for determining damage inflicted by creatures. Rules for determining creature damage are explained below.

DAMAGE

The damage code of a creature looks like that for weapons and works the same way, reflecting the fact that creatures use their natural weapons—horns, claws, fangs and so on—in close combat. For weapon characteristics, see p. 117 of *CBT:RPG* and apply those rules. Creature damage codes always inflict Melee (M) damage, unless stated otherwise. The Damage Factor is derived from the net MoS and the damage dice, but the creature's STR is not added.

Unless otherwise stated, the creature may perform only Melee Combat Attacks (in addition to AniMelee Special Maneuvers) and its damage code is only relevant in melee combat. Characters inflict damage against creatures per the standard rules of combat (see pp. 111-126, *CBT:RPG*), taking into account the creature's Size.

Like characters, creatures suffer from the Fatigue and Wound Effects described on pages 115-117 of *CBT:RPG*. Healing rules are usually not necessary for creatures, but if the players want to save a creature's life, they may use the healing rules on p. 123, *CBT:RPG*. The treating doctor should have the First Aid/MedTech and Surgery skills when treating a creature, in addition to Animal Handling or a relevant Academics Skill like Zoology. If the doctor lacks knowledge of Animal Handling or another relevant skill, apply a +4 modifier for every Wound Treatment Check.

ARMOR

Many creatures possess natural armor, such as chitin plates, thick fur, a layer of fat, scales and so on. This means they also have an Armor Value, which works exactly the same way as in the armor rules on p. 115 of *CBT:RPG*. In the creature's statistics, natural armor is always displayed in the same format as equipment armor [M/B/E/X]. Unless stated otherwise, the armor provides full coverage to the creature.

Creature armor degradation works the same way as for standard armor, and a creature's armor may be destroyed.

BODY SHAPE AND HIT LOCATIONS FOR CREATURES (OPTIONAL RULES)

Depending on the body shape of the creature, the standard Hit Location rules found on pp. 122-123 of *CBT:RPG* may need to be modified with the following rules. The Body hit location on the tables below is analogous to the chest.

Of course, some creatures are simply so alien that they defy categorization. In such cases, use your best judgment. As a rule of thumb, if a creature has more than four pairs of extremities—for example, an alien plant that is more fauna than flora—it should be considered snake-like for purposes of game play.

Humanoid

Human-shaped creatures like primates use the same Hit Location Table as characters, and the same Hit Location Effects apply (see p. 122, *CBT:RPG*).

Four-Legged

This is the most common body shape, covering all land animals that move on four equal-sized legs. A four-legged creature can move with reduced speed even if one of its legs is incapacitated (reduce its Walking by 1/3, rounded down).

Six-, Eight-Legged

All the same rules apply as for a four-Legged creature, but it can move at the same reduced speed with at least three functional legs.

Two-Legged

Some creatures walk on two legs, like humans, but their body shape is significantly different. Typically one pair of

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this damage is reduced by the character's MoS. All additional effects (such as poisoning) are applied once more.

If the check fails, add the MoF to the eventual damage inflicted when the character escapes. You may repeat the check, but each attempt inflicts a point of Fatigue. A fumble results in the nearest helping character becoming trapped, or the loss of precious equipment, at the discretion of the gamemaster.

CREATURE CREATION

Though *Creatures of the Galaxy* contains more than forty creatures, it is a sure bet that the first time a gamemaster runs a campaign, he will want to take the rules in the previous section and create some truly amazing creatures that will haunt his player characters' nightmares for months to come.

With that in mind, the following section provides guidelines for creating your own alien fauna. Though the rules for their use in the game are explicit, the sheer size of the universe and the almost infinite possibilities for creatures means that there are no hard and fast rules for creature creation. Instead, gamemasters can use the following general rules that will allow them to free their imaginations and create any creature that comes to mind.

OVERALL CONCEPT AND CHARACTERISTICS

Before you begin writing down a creature's game statistics, think about the creature's characteristics. What does it look like? Where does it live? What does it eat? Is it important to the inhabitants of its homeworld? A little background never hurts, and it serves as the skeleton of creature creation. The following specific details need to be addressed in the creature creation process; they are not in any order, and gamemasters are encouraged to create their creatures in any way that they feel most comfortable.

- What environment does the creature occupy? Examples include jungles, deserts, acidic oceans, human settlements and even the cold vacuum of space. Though the creature's environment does not necessarily have a direct impact on game play, it will affect other areas of the creature that will influence game play; not to mention that it makes for great roleplaying flavor.

- What type of creature is it? Is it native to its world, genetically altered or mutated? In the case of the latter two types, the gamemaster can take the standard statistics presented in the *Creatures of the Galaxy* section and modify them to represent a mutation or genetic enhancement.

- What body shape does it have? The body shape will be important when describing your new monstrous alien creature to your player characters. If the optional *Body Shape and Hit Locations for Creatures* rules (p. 130) are in effect, body shape will have a direct effect on game play. Remember that though we have provided some specific shapes for those rules, you as the gamemaster are not limited to those shapes.

Need a plant-like creature or one that resembles a hydrogen dirigible? Then by all means create it and use your judgment when applying the optional *Body Shape and Hit Locations for Creatures* rules.

- What is the creature's coloring? This detail can be fun for the roleplaying experience, and will also have a direct effect on game play.

- What is the creature's general length, height and weight? These will directly affect the creature's physical Attributes (STR and BOD). Consult the *Strength Table* (p. XX) to find the appropriate mass of the creature. However, remember that the table is simply a guideline; you can adapt those values to create the creature you desire.

- Finally and obviously, the creature needs a cool name; you may need a Latin dictionary for this part.

Gabe wishes to run an adventure in Solaris City that will contain some horror for the player characters, so he includes a scene in which the characters are confronted with a mysterious alien beast in an abandoned industrial complex in Kobe.

First, since he wants it in an abandoned industrial complex, he decides that the creature's environment will be the slums of Solaris City and the riverbed of the Solaris River; or any abandoned city areas near water.

*Second, he needs to determine the creature type. As the world of Solaris has been extensively documented in multiple *BattleTech* sourcebooks and novels, with no mention of such a creature, Gabe decides that it cannot be native. Instead, he decides the beast escaped from the lab of a Combine scientist who toyed a bit with Nature, so the creature type is "Introduced, genetically altered."*

*Now he needs to decide what body shape it has. This is where Gabe can let his imagination run wild! However, since he already knows its environment—abandoned city areas near water—he has a place to start. He decides it has four legs and a pair of tentacles, so it would have a *Six-Legged* body shape if the *Body Shape and Hit Locations for Creatures* rules are being used.*

With the body shape determined, he decides that its color is a gleaming black, slippery-looking skin.

*Next, he determines the creature's gross measurements. Gabe decides it is the size of a large human and so gets a height of 100cm, a length of 230cm and a weight of 200kg. According to the *Strength Table*, this weight conveys a STR Attribute of 12.*

Finally, Gabe decides to name the creature "Toorima," an appropriately Japanese name. The creature's initial write-up will look like the sample creature sheet below.

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CREATURE DAMAGE TABLE

Type of Attack	AP • Damage Dice
Fangs	1 • 1D6
Claws	2 • 1D6
Fangs and claws	2 • 2D6
Horns	1 • 1D6
Talons	2 • 1D6
Hooves	1 • 1D6

For every size above Medium, add at least +1D6 damage dice

CREATURES OF THE GALAXY

The following creatures represent a small fraction of the vast variety of alien fauna that exists in the BattleTech universe. Many of these creatures have been revised for use with *CBT:RPG*. The statistics and abilities provided here supersede any previously published information.

The sizes and weights given for each creature are typical of an adult member of the species. Larger (10-30 percent) and smaller (60-75 percent for both gender and age differences) individuals are possible. To randomly determine the size of a creature, use the Random Creature Size Table, p. below

Additionally, the statistics in each description represent a typical specimen; individuals may vary. The Attributes of an individual creature may be 50 percent higher than those of an average specimen. A smaller individual of the species will always have Attributes of at least half the average unless it is sick and/or injured. However, even in the largest and smallest specimens, the Edge, Willpower, skills and traits remain the same.

COMMON ANIMALS

The Common Animals Table contains a selection of well-known animals that were put here as a reference guide. Variations of these creatures are found in nearly every human settlement in known space. Be it the Space Cat, who is a beloved companion for a lot of JumpShip crews, or the Lyran Shepherd, a proud Tharkadian dog race, all of them evolved out of their ancestors on Terra.

Length (Lg.) and Height (Ht) are in cm, weight (Wt) is in kg.

The attributes are abbreviated in the following way on the table: Strength (S), Body (B), Dexterity (D), Reflexes (R), Intelligence (I), Willpower (W), and Edge (E).

The traits are abbreviated in the following way on the table: Hearing (H), Night Vision (N), Vision (V), Smell (S), AniMelee (A), Perception (P), Stealth (ST) and Tracking (T)



RANDOM CREATURE SIZE TABLE

2D10 Dice Roll	Size (percent larger or smaller)
2-4	-50
5-7	-20
8-11	—
12-14	+10 (+1 randomly assigned to one of the following: STR, BOD, DEX or RFL)
15-18	+20 (+2 randomly assigned to one of the following: STR, BOD, DEX or RFL; apply to one or two Attributes)
19-20	+50 (+5 randomly assigned to one of the following: STR, BOD, DEX or RFL; apply to one or more Attributes)

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COMMON ANIMALS TABLE

Type	Lg./Ht./Wt	ATTRIBUTES		SENSES			Size	Armor	Damage	Move	MOVEMENT TYPES		
		S/B/D/R/I/W/E	H/N/V/S/A/P/ST/T	H/N/V/S/A/P/ST/T	H/N/V/S/A/P/ST/T	Sprint					Jump	Water	Diving
DOMESTIC**													
Cat	50*/25/9	2/2/2/8/6/4/7	+2/+1/0/+2/+4/+5/+3/-	-3	1/0/0/0	1-1D6	4/9/30	5	3	-/-	-	-	
Dog	100/50/25	3/4/2/6/5/4/3	+3/+1/-2/+2/+4/+5/+4/+2	-1	1/0/0/0	1-1D6	8/20/70	16	2	2/4	-	-	
Donkey	170/125/250	14/13/1/4/4/3/2	+2/-1/+2/-/+4/-/-	+1	1/0/0/0	1-1D6	8/20/40	12	4	2/3	-	-	
Horse	220/170/500	21/20/1/4/4/3/2	+2/-1/+2/-/+4/-/-	+1	1/0/0/0	1-1D6	20/40/85	12	5	2/3	-	-	
Camel	345/230/650	25/23/1/4/4/3/2	+2/-1/+2/-/+5/-/-	+1	-	1-1D6	8/20/40	5	2	-/-	-	-	
MAMMALS													
Brown Rat	26/12/0.4	1/1/3/7/5/4/2	+2/-1/+2/+1/+4/-/-	-4	-	1-1D6/2	4/9/18	3	1	4/-	-	-	
Wolf	120/60/60	4/5/2/6/6/5/2	+2/+1/-2/+3/+5/+5/+3/+4	-1	1/0/0/0	1-2D6	8/18/62	20	3	2/4	-	-	
Leopard	150/85/60	6/5/2/7/5/5/2	+2/+1/-/+2/+5/+5/+5/-	0	1/0/0/0	1-3D6	8/20/80	2	10	-/-	-	-	
Lion	190/95/200	12/12/2/5/5/5/2	+2/+1/0/+2/+6/+5/+3/+2	+1	1/0/0/0	1-4D6	8/20/80	3	7	2/4	-	-	
Siberian Tiger	280/100/250	14/13/2/6/5/5/2	+2/+1/0/+2/+5/+5/+3/-	+1	1/0/0/0	1-5D6	8/20/70	4	6	4/8	-	-	
Grizzly Bear	350/150/400	18/20/3/5/6/7/2	0/-1/-2/+2/+3/+3/-/-	+1	1/0/0/0	1-5D6	4/12/35	2	2	2/4	-	-	
Polar Bear	300/150/650	25/28/3/5/6/6/2	0/-1/-2/+2/+3/+3/-/-	+1	2/0/1/1	1-5D6	6/14/40	2	3	4/8	60	-	
Indian Rhino	420/200/2,000	52/50/1/3/4/7/2	0/-1/-2/+2/+3/+1/-/-	+2	2/0/0/1	1-5D6	6/25/62	4	-	4/-	12	-	
Afr. Elephant	750/400/6,000	104/110/3/5/7/4/4	+2/+1/-2/+2/-/+5/+2/-	+2	-	1-4D6	6/25/55	4	-	4/-	-	-	
INSECTS													
Widowmaker	1/0.3/0.01	0/0/5/7/1/2/1	-/-1/-2/-1/+3/+5/-	-5	-	0-1†	0.5/2/-	-	1	-/-	-	-	
Tarantula	9/2/0.05	0/0/5/6/1/2/1	-/-1/-2/-1/+3/+5/-	-5	-	0-1D6/3	0.2/1/-	-	0.2	-/-	-	-	
REPTILES													
Cobra	200/10/5	2/1/1/9/3/6/1	-3/-1/-2/+2/+4/+4/-/-	-2	-	1-1D6/2†	4/8/-	-	-	-/-	-	-	
Anaconda	900/25/220	10/10/1/6/2/5/1	-3/-1/-2/+3/+4/+4/-/-	+1	-	0-2D6††	3/6/-	-	-	4/8	60	-	
FISH													
White Shark	1000/100/3,500	74/60/1/6/3/6/1	+2/-1/0/+2/+3/+8/-/-	+2	2/1/0/1	2-8D6	-	-	-	5/35	inf.	-	
BIRDS													
Peregrine	110/48/0.9	1/1/1/3/2/5/3	0/-1/+2/0/+3/+6/-/-	-2	-	1-1D6	0.5/-/-	-	-	-	-	70	
Golden Eagle	250/95/4.5	3/1/2/5/2/7/3	0/-1/+2/0/+3/+6/-/-	-2	-	1-1D6	0.5/-/-	-	-	-	-	200	

Body: Length is normally head and body without tail, or wingspan (winged creatures)

*Length including a massive tail (i.e. reptiles); height is up to shoulder or maximum diameter (snakelike, fishlike).

**Domesticated Trait is standard

†Poisonous

††Constricting

CREATURES

EXTRATERRESTRIAL BEASTS

The following is a sampling of the alien fauna found in the BattleTech universe.

Blood Limpet (*salirius hirudo Proserpinis*)

Blood limpets are bloodsucking quasi-reptiles. When they sense body heat, these creatures rise above the muck of their swamp and run with amazing speed on their six legs toward the prey. Blood limpets often attack in masses, not together like a pack or swarm, but simply out of opportunity for prey. Needless to say, they gave the early colonists on Proserpina endless nightmares.

Homeworld: Proserpina, Proserpina Prefecture, Draconis

Combine

Environment: Swampy, tropical regions

Type: Native

Body Shape: Six-legged

Coloring: Gray-greenish skin-shells with orange stripes

Length: 100 cm (with tail)

Height: 24 cm

Weight: 8 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
1	2	2	10	1	1	1

Traits: Bloodsucker, Night Vision (2), Showy Coloring

Skills: AniMelee +4, Perception +4, Stealth +6

Size: Extremely Small (-3)

Armor: Hard shells [1/0/0/0]

Attack: 1·1D6 (bite)

Movement: Ground 12/30/40; Water 3/10; Diving 600

Blood Spirit (*Spiritus Sanguinis Albionis*)

The predecessors of this flying reptile species were named Albion vampire bats, and they endangered valuable introduced livestock by causing infected wounds and transmitting diseases. Scientists of Clan Burrock intended to reduce their numbers by releasing genetically altered examples, solving the paradox of spreading a negative trait by making it gender-specific. Altered "bats" were bigger, especially their sonic organ, making them more attractive for mating, so that in a short time they dominated the genetic pool; female offspring produced white color pigments, which made them easy prey at night.

Unfortunately, the natural sonar had other uses than orientation and sending high-frequency calls. It also paralyzed the nerves of victims around the creature's bite. The genetically enhanced creatures became flying stunners well able to defend themselves. Though a single creature is no real danger, they usually live in colonies ranging from 20-120 individuals, which can easily knock out an Elemental. The Burrock scientists nicknamed this new pest "blood spirit," inspired by its eerie flight and their own long-standing hatred

for the Clan of the same name. The Spirits have so far concealed whatever reaction they may have to this unofficial "totem" and open insult.

Homeworld: Albion, the Kerensky Cluster, Clan space

Environment: Subtropical regions, airborne

Type: Native, genetically altered

Body Shape: Winged

Coloring: Dark olive (male) or white (female) skin

Wing span: 90 cm

Height: 20 cm

Weight: 0.15 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
1	1	2	8	4	4	2

Traits: Bloodsucker, Bad Vision, Good Hearing (2), Good Smell (2), Night Vision (2)

Skills: AniMelee +3 (Stun), Perception +4, Stealth +5

Size: Extremely Small (-3)

Armor: —

Attack: 0·1D6 (bite)

Stun 0·2D6, E, Range 2/3/4/5

Movement: Ground 0.2/—/—; Air 40

Branth (*Draco Animalis Lopecis*)

When humans first discovered the world of Lopez, they met the branth: an astonishing creature that resembled the mighty dragon of Terran fairy tales and myths. Instead of flaming breath, a branth can spit a poisonous substance for a distance of up to 12 meters, to which most humans have allergic reactions on contact. These "living dragons" can be tamed and trained to carry one or two riders into the air; some are even trained as show animals, performing spectacular flights or acting as dragons in various holoivid productions like Fafnir's Tales.

Unfortunately, branths cannot survive on other planets because of their high susceptibility to alien diseases. Contact is additionally restricted to special trained keepers, because a branth remains a dangerous creature by dint of sheer size and strength. A branth no longer willing to trust its human keepers can pose a lethal threat.

Dedicated to protecting the branths and their vulnerable environment are the BranthKeepers, a conservationist organization financed by donations and the fees earned by show animals. Highly reputable in Andurien, they are nevertheless closely watched by the authorities, who believe they are a front for illegal political organizations.

Homeworld: Lopez, Duchy of Andurien, Free Worlds League

Environment: Subtropical regions, airborne

Type: Native

Body Shape: Winged

Coloring: Olive-brownish skin

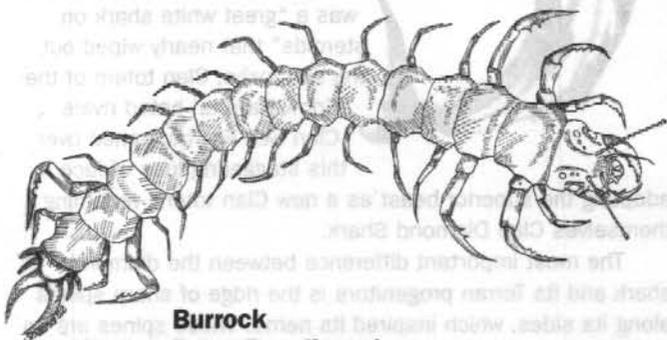
Wing span: 2,400 cm

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Height: 600 cm
Weight: 720 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
27	18	2	7	6	2	4

Traits: Good Hearing, Good Vision (2), Shy (2), Susceptible
Skills: Acrobatics +4, AniMelee +2 (Poison Spray), Perception +5
Size: Large (+1)
Armor: Thick hide [3/2/1/2], except wings: [1/0/0/0]
Attack: 1·7D6 (bite, claws)
Poison Spray, 5/8/10/12 [2D6; Incapacitating: 1D6 turns; Contact; 1 turn, 12 doses]
Movement: Ground 5/15/—; Air 120



Burrock
(*Fodere Petra Paradisops*)

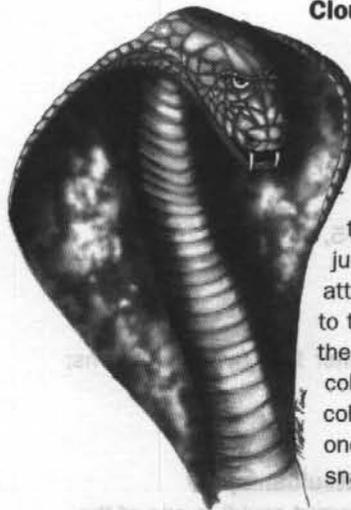
The burrock, a subterranean burrowing species, is the largest native life form on the planet Eden. Using a highly acidic mucous, this creature can dig through earth just like Terran moles do, and can even tunnel through solid rock. The burrock tends to avoid contact with humans, and so encounters with this strange species are rare. Though not aggressive, the burrock can defend itself quite well by spraying its mucous at opponents. The acidic secretion can cause dangerous wounds and can even corrode armor.

Homeworld: Eden, Pentagon Worlds, Clan space
Environment: Subterranean
Type: Native
Body Shape: Snake-like
Coloring: Various shades of gray/brown, white/yellow underbelly
Length: 300 cm
Height: 25 cm
Weight: 110 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
6	8	1	3	1	6	1

Traits: Bad Vision (2), Good Hearing (2), Good Smell, Night Vision (2), Shy
Skills: AniMelee +2 (Spray)
Size: Medium (+0)
Armor: Scaled hide [2/2/1/1]

Attack: 2·2D6 (mandibles)
Spray 6·3D6, 2/4/5/6
Movement: Ground 6/10/15; Burrowing 0.2/0.05 (earth/dense rock)



Cloud Cobra
(*Naja Nebula Arcadianica*)

The cloud cobra is a descendant of the Terran cobra, genetically altered by the first Arcadian colonists to help them limit native wildlife in their world's misty equatorial jungles. The colonists also attempted to introduce the cobra to the temperate grasslands, but the native steel viper decimated the cobras' nests within months of the cobras' release. The cloud cobra is one of the most deadly poison snakes known to humankind.

Homeworld: Arcadia, Pentagon Worlds, Clan space
Environment: Subtropical jungles, moderate climate
Type: Introduced, genetically altered
Body Shape: Snake-like
Coloring: Turquoise-green with blue belly
Length: 250 cm
Diameter: 10 cm
Weight: 20 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	2	1	11	3	6	2

Traits: Bad Hearing (3), Camouflage, Cold-Blooded, Good Smell (3)
Skills: AniMelee +5 (Poison), Perception +3, Swimming +3
Size: Very Small (-2)
Armor: —
Attack: 1·1D6 (bite)
Bite [8D6; Lethal; Injected; 1 minute; 4 doses; Continuous effect]
Movement: Ground 6/10/—; Water 2/3
Note: Antidote common in Clan space, uncommon in the Inner Sphere.

Coyote
(*Canis Latrans Tamaronis*)

Released on Tamaron and all other Clan worlds inhabited by Clan Coyote, this adaptable canine is slightly larger and more intelligent than his terrestrial progenitors. Coyotes sometimes form "hunting partnerships" with other predators.
Homeworld: Tamaron, the Kerensky Cluster, Clan space



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Environment: Moderate climate, plains
Type: Introduced, perhaps genetically altered
Body Shape: Four-legged
Coloring: Grayish-brown to yellowish-gray fur
Length: 80 cm
Height: 50 cm
Weight: 20 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	3	2	6	7	4	3

Traits: Bad Vision (2), Good Hearing (2), Good Smell (3), Night Vision, Pack Hunter (4-12), Shy

Skills: AniMelee +4, Perception +5, Stealth +4

Size: Very Small (-2)

Armor: Furred hide [1/0/0/0]

Attack: 1·1D6 (bite)

Movement: Ground 8/20/90; Water 1/2; Sprinting 3 turns; Jumping 2 meters

Denkaika (Cephalopodus Electricus Matsuidanis)

The denkaika (electrically charged squid) is one of the strange creatures that lives in the clammy oceans of Matsuida. Its eight-armed body shape resembles Terran squids, but instead of having suckers on its tentacles, it immobilizes prey with strong electric discharges from one of its two longer and thinner limbs. The electric organs are located in the denkaika's body.

Sometimes a specimen gets caught in fishing nets and pulled aboard trawlers, where the crews have to clear the nets knowing that the denkaika's shocks can cause respiratory paralysis or even cardiac failure. Killing the squid is no real help, as they are known to emit discharges up to twelve hours after death.

To support the important Matsuida fishing industry, Combine authorities grant remission of sentences for prisoners who volunteer for this dangerous job, preferably to outworlders they want to get rid of anyway.

Homeworld: Matsuida, District of Galedon, Draconis Combine

Environment: Salt water

Type: Native

Body Shape: Squidlike

Coloring: Turquoise hide

Length: 450 cm

Diameter: 120 cm

Weight: 25 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
3	5	6	3	3	5	1

Traits: Night Vision (2), Zapper

Skills: AniMelee +3, Perception +4, Swimming +8

Size: Small (-1)

Armor: —

Attack: 1·1D6 (beak),
 0·1D6 (constrict)
 0·8D6 (discharge); E; Range 5 meters; 2 charges
Movement: Ground 2/—/—; Water 3/15; Diving infinite



Diamond Shark (Carcharodon Megalodon Strana Mechtis)

Driven by his Clan's long-standing feud with Clan Sea Fox, Khan Howell of the Snow Ravens ordered his scientists to create a deadly maritime predator and then released it in the oceans of Strana Mechty. The result was a "great white shark on steroids" that nearly wiped out the sea foxes, Clan totem of the Snow Ravens' hated rivals. Clan Sea Fox triumphed over this staggering loss of face by

adopting the superior beast as a new Clan totem, renaming themselves Clan Diamond Shark.

The most important difference between the diamond shark and its Terran progenitors is the ridge of sharp spines along its sides, which inspired its name. These spines are an unexpected side effect of genetic material from sawfish, which enabled the shark to adapt to freshwater environments. The diamond shark uses its spines to slice its prey in its first attack, waiting to attack again until the prey is weakened by loss of blood.

Homeworld: Strana Mechty, the Kerensky Cluster, Clan space

Environment: Freshwater oceans

Type: Introduced, genetically altered

Body Shape: Fishlike

Coloring: Gray, diamond-like shimmering hide

Length: 1,200 cm

Diam: 120 cm

Weight: 4,000 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
80	64	1	6	3	8	1

Traits: Blood Rage, Good Hearing (2), Good Smell (2), Night Vision, Terror

Skills: AniMelee +5, Perception +8

Size: Large (+1)

Armor: Hard spines [4/2/1/2]

Attack: 2·9D6 (bite)

Movement: Water 5/35; Diving infinite

Eden Beaver (Castor Fiber Paradisops)

The Eden beaver can be found in and around the rivers that run through the planet Eden's forest regions. Living in pairs, the beavers usually consume insects and fish as well as

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plants. The Eden beaver shapes the rivers' flow to his liking, making dams out of trees cut down by his massive teeth. Clever and evasive, he avoids open conflict, but dominates his surroundings nevertheless. Even Eden's human inhabitants respect the beaver's territory—not out of fear, but because there is no point in living too near an animal that cuts down everything it doesn't like (such as your home), floods your crops and is intelligent enough to ignore your carefully placed trap (trapping your dog in it instead).

Homeworld: Eden, Pentagon Worlds, Clan space
Environment: Floodplains, woody river basins
Type: Native
Body Shape: Four-legged
Coloring: Golden-brown fur, black scaled tail
Length: 190 cm
Height: 80 cm
Weight: 95 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
5	5	3	3	7	5	4

Traits: Good Hearing, Good Smell (2), Night Vision, Shy
Skills: AniMelee +1, Perception +5
Size: Medium (+0)
Armor: —
Attack: Damage: 1·2D6
Movement: Ground 4/6/8; Water 14/27; Sprinting 2 turns; Jumping 1 meter, Diving 150

Fire Mandrill (Mandrillus Ignis Edenopis)



The fire mandrill was released on Eden when the SLDF exiles under General Kerensky reached the Pentagon Worlds. It lives in the upper reaches of Eden's jungles, where it forms family packs that defend their claimed territory fanatically, but the mandrill usually stays away from human settlements. No one knows why some packs of these aggressive hunters band together to form larger groups. The fire mandrill

is fanatically loyal to its pack and is especially dangerous when protecting pack young.

Homeworld: Eden, Pentagon Worlds, Clan space
Environment: Equatorial jungles
Type: Introduced, genetically altered
Body Shape: Humanoid
Coloring: Red fur, blue muzzle and yellow beard
Length: 100 cm

Height: 95 cm
Weight: 35 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
6	4	4	7	6	5	3

Traits: Aggressive, Good Smell (2), Pack Hunter (15–50), Showy Coloring
Skills: Acrobatics +5, AniMelee +5, Climbing +7, Perception +4
Size: Small (-1)
Armor: Furred hide [1/0/0/0]
Attacks: 2·2D6 (bite)
Movement: Ground 8/20/70; Water 1/2; Sprinting 5 turns; Jumping 6 meters
Note: -5 to all Attack-Refuge Checks if defending infant mandrills.

Ghost Bear (Ursus Lamina Strana Mechtis)



The ghost bear is the largest carnivorous animal native to Strana Mechty, with a shoulder height of 230 centimeters. Standing upright on their hind legs, ghost bears tower at an impressive height of more than five meters. They hunt by hiding under the arctic snow and waiting for prey to pass by. Then the ghost bear rises, leaps toward his prey and slays it. A ghost bear can remain hidden for several days; its body enters a form of hibernation,

while the bear remains aware of its surroundings and can react within seconds to the presence of potential prey or threats. Ghost bears form lifelong partnerships, staying with each other and even maintaining contact with their descendants, a rarity among wild beasts.

Ceremonial coats made of ghost bear leg and paw fur are a privilege of Clan Ghost Bear's warrior leaders, all of whom have either undergone the Clawing ritual—killing a ghost bear single-handedly armed only with primitive spears—or are Bloodnamed warriors whose predecessors did so. To perform the Clawing in their new Inner Sphere holdings, Clan Ghost Bear has tried to introduce its totem beast on Aishain and other suitable worlds within the Ghost Bear Dominion, with varying degrees of success. The introduction of the ghost bear to Inner Sphere planets has attracted the interest of a few big-game hunters and rich collectors.

Homeworld: Strana Mechty, the Kerensky Cluster, Clan space.
Environment: Ice plains
Type: Native (introduced in the Dominion)
Body Shape: Four-legged
Coloring: White fur
Length: 400 cm

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Height: 230 cm
Weight: 1,000 kg

STR **BOD** **DEX** **RFL** **INT** **WIL** **EDG**
34 36 3 6 6 6 2

Traits: Bad Vision (2), Camouflage (3), Good Smell (3), Terror
Skills: AniMelee +4, Perception +5, Stealth +2, Tracking +1
Size: Large (+1)
Armor: Furred hide/layer of fat (M/B/E/X): 2/1/0/1
Attacks: 1·6D6 (bite, claws)
Movement: Ground 7/12/48; Water 3/5; Sprinting 2 turns, Jumping 5 meters

Godan (*Lacertosaurus Caninus Kitterleii*)

After conquering Kittery in 3005, local AFFS commanders made the mistake of patrolling the dense jungles in daylight and lost many well-armed soldiers—not to the guerrilla force known as the Kittery Tong, but to vicious native predators. Better acquainted with the planetary fauna, tong members passed through the jungles at night, knowing that the reptilian carnivore known as the godan hunts primarily by sight and hides at dusk when night blindness becomes a handicap.

The godan is a dog-sized, lizard-like predator that hunts in packs of up to 20 creatures. The leader is the eldest female, recognizable by her darker green hide. Godans become extremely aggressive when hungry or wounded, in which case they might stop tracking their prey and tear a male pack mate apart. Though generally slower than humans, they pass easily through underbrush and can usually run an intruding human to ground.

Homeworld: Kittery, Capellan March, Federated Suns

Environment: Dense, tropical jungles

Type: Native

Body Shape: Four-legged with tail

Coloring: Light green hide, males: orange crest

Length: 120 cm

Height: 50 cm

Weight: 35 kg

STR **BOD** **DEX** **RFL** **INT** **WIL** **EDG**
4 4 2 5 3 6 1

Traits: Bad Hearing, Blood Rage, Cold-Blooded, Good Smell (2), Good Vision, Night Blindness, Pack Hunter (7–20)

Skills: AniMelee +3 (Bite Grip), Perception +4

Size: Small (–1)

Armor: —

Attack: 2·1D6 (bite)

Movement: Ground 6/15/45; Sprinting 1 turn, Jumping 1 meter

Note: Attack/Refuge Check modifiers are doubled if the creature is hungry.

Goliath Scorpion (*Pandinus Giga Babylonica*)

The goliath scorpion is perhaps the most dangerous native species of Babylon. It is especially feared for its suicidal determination when defending its nests against any threat. Hundreds of colonists fell prey to goliath scorpions until the settlers learned to identify the scorpion's nests in the dry deserts of Babylon and stay away from them. The goliath scorpion's poison is also a strong mind-altering hallucinogen, leaving the few who survive its sting mentally damaged in most cases.



Homeworld: Babylon, Pentagon Worlds, Clan space

Environment: Desert regions

Type: Native

Body Shape: Six-legged

Coloring: Dark green exoskeleton

Length: 25 cm

Height: 7 cm

Weight: 0.25 kg

STR **BOD** **DEX** **RFL** **INT** **WIL** **EDG**
0 1 1 8 1 3 1

Traits: Aggressive, Bad Vision (2), Bad Hearing (3), Blood Rage, Good Smell (2)

Skills: AniMelee +6 (Poison), Climbing +4, Perception +2, Stealth +3

Size: Extremely Small (–3)

Armor: —

Attack: 0·1D6 (shears), 0·1 (stinger)

Stinger [6D6; Lethal; Injected; 1 turn, 3 doses]

Movement: Ground 2/4/—

Hell's Horse (*Equus Carnivorus Circae*)



This genetically altered horse was released on Circe after a failed experiment by a soldier, before the horses could be killed by Clan scientists. Hell's horses are wild, untamable, carnivorous nightmares that were chosen as a Clan totem for their fury and aggression. They are especially adapted to the thin air of Niles, a mountainous region on Circe, where they dwell in the tundras

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and caves of the surrounding highlands. Hell's horses usually roam in herds of 5–15 animals, led by the strongest of the females.

Homeworld: Circe, Pentagon Worlds, Clan space
Environment: Mountain/highland regions
Type: Introduced, genetically altered, gone wild
Body Shape: Four-legged
Coloring: Dark brown fur, yellowish-red tail and mane
Length: 210 cm
Height: 150 cm
Weight: 500 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
21	22	1	4	5	5	2

Traits: Aggressive, Bad Vision, Good Hearing (2), Good Smell (2)
Skills: AniMelee +5, Perception +5, Stealth +1
Size: Large (+1)
Armor: Furred hide [1/0/0/0]
Attack: 1·3D6 (bite, hooves)
Movement: Ground 20/40/98; Water 2/3; Sprinting 12 turns; Jumping 6 meters
Note: Riding a hell's horse requires a successful Very Difficult Skill Check each turn simply to remain on the beast's back. If the rider has either the Riding or the Acrobatics skill, he makes a Difficult Skill Check and adds half of his skill bonus (round up) to the roll result. It is impossible to tame a hell's horse.



Ice Hellion (Diabolus Glacialis Hectorii)

The ice hellion is a cunning pack predator, roaming the snowy mountains of the planet Hector and using its superior speed and complex attack patterns to bring down its prey. The ice hellion will attack almost every other being

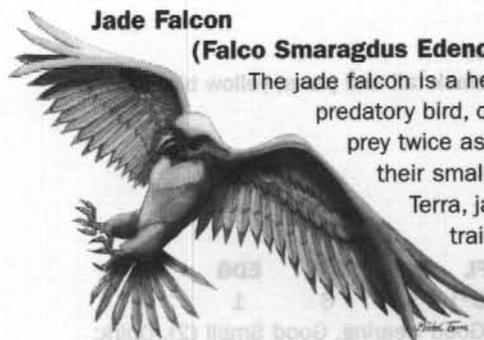
that crosses the pack's path. Its blinding-white fur serves the ice hellion well as camouflage and thermal insulation in the creature's harsh natural environment. With its hardened beak-like mouth, the hellion can tear large hunks of flesh from its victims.

Homeworld: Hector, the Kerensky Cluster, Clan space
Environment: Snowy mountains
Type: Native
Body Shape: Four-legged
Coloring: Brilliant white fur

Length: 85 cm
Height: 40 cm
Weight: 20 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
4	3	2	7	4	5	2

Traits: Aggressive (2), Bad Vision, Camouflage (2), Good Hearing (2), Good Smell, Pack Hunter (13-40)
Skills: AniMelee +4, Climbing +3, Perception +3, Stealth +5
Size: Very Small (-2)
Armor: Scaled hide with fur [2/1/0/0]
Attack: 2·1D6 (bite, claws)
Movement: Ground 10/20/70; Sprinting 20 turns; Jumping 5 meters



Jade Falcon (Falco Smaragdus Edenopsis)

The jade falcon is a heavily modified Terran predatory bird, capable of engaging prey twice as large as itself. Like their smaller counterparts on Terra, jade falcons can be trained and used for falconing—not nearly as easily, however, to which quite a few epitaphs stand

testimony. The jade falcon was originally engineered by SLDF scientists to help keep Eden's population of poisonous aerial predators low, and so it has extra resistance to poisons.

Homeworld: Eden, Pentagon Worlds, Clan space
Environment: Moderate climate
Type: Introduced, genetically altered
Body Shape: Winged
Coloring: Jade-green feathers, golden-yellow beak and eyes
Wingspan: 140 cm
Height: 70 cm
Weight: 1.7 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	1	2	6	2	7	3

Traits: Good Sight (2), Toxic Immunity, Showy Coloring
Skills: AniMelee +5, Perception +6
Size: Extremely Small (-3)
Armor: Feathers [1/0/0/0]
Attack: 2·1D6 (beak, talons)
Movement: Ground 0.5/—/—; Air 80

Lesallian Mallsloth (Bradipodidae Lesallia)

The huge mallsloth lives in and around the mammoth trees that grow in the jungles of Lesalles. Reaching an average height of 150 meters, these trees are also the home of the mallsloth's favorite food: nests full of native flame ants.

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Mailsloth meat is considered a delicacy by many gourmets in the Inner Sphere. Because of the relatively few remaining specimens—mailsloths live mostly alone and reproduce very, very slowly—the planetary government of Lesalles issues a handful of hunting permits each year.

Though the creature usually lives up to its slow and dull-sounding name, mailsloths are no easy prey. Their scaly hide is surprisingly resistant to damage, even from attacks by modern weapons. In addition to that, the beasts get an adrenaline boost when agitated, enabling them to flee with unexpected agility and quickness.

Homeworld: Lesalles, Sarna Commonality, Capellan Confederation

Environment: Jungles

Type: Native

Body Shape: Four-legged

Coloring: Red scales, black tail and paws, yellow blot around the eyes

Length: 300 cm

Height: 160 cm

Weight: 525 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
20	24	2	1 (6*)	5	6	1

Traits: Bad Vision (2), Good Hearing, Good Smell (2), Quirk: Lesallian Flame Ants, Showy Coloring

Skills: AniMelee +0, Climbing +4, Perception +1, Swimming +0

Size: Large (+1)

Armor: Thick, scaled hide [4/5/2/4]

Attack: 1·2D6 (climbing claws)

Movement: Ground 1/2/—; Water 1/2 (Ground 6/18/50; Jumping 2 meters*)

Note: *When agitated, the Lesallian mailsloth's reflexes and speed are raised for 10 turns, after which the creature is exhausted and rests almost immobile for at least one hour.

'Mech Marten (Mustelidae Machinam Martis)

Not unlike rats, the 'Mech marten is an example of a wild creature adapting to human civilization. Probably descended hundreds of years ago from a marten-like species on an newly explored planet, these creatures are found today in nearly every larger city and spaceport.

If these omnivores lived alone, looking for warm places to breed and feeding on trash and varmints, nobody would care. 'Mech martens however, are—as their name implies—not always that easily satisfied. Like their namesakes on earth, who developed an appetite for various car parts, they love to gnaw on electric circuits, myomer strings and other technological knick-knacks with their sharp, elongated incisors. Microscopic hairs on their footpads allow them to climb even the smoothest, steepest surface and their agile body fits in cracks as small as six centimeters in diameter.

Homeworld: Nearly all inhabited worlds

Environment: Spaceports, major cities

Type: Evolved from a marten-like species

Body Shape: Four-legged

Coloring: Nearly every color from white to pitch-black

Length: 50 cm

Height: 15 cm

Weight: 1.5 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
1	1	3	7	5	5	3

Traits: Good Vision, Good Smell (2), Night Vision, Shy

Skills: Acrobatics +4, AniMelee +2 (Bite Grip), Climbing +5, Perception +2

Size: Extremely Small (-3)

Armor: Furred hide [1/0/0/0]

Attack: 1·1D6 (bite)

Movement: Ground 5/10/40; Sprinting 3 turns; Jumping 2 meters

Mongoose (Herpestes Shadowil)

The mongoose is a sinuous predator native to the planet Shadow. It earned the respect of Shadow's colonists and endeared itself to them by stalking and killing the planet's large and dangerous venom worms. Mongoose in the more civilized areas of Shadow today live in an almost symbiotic relationship with humankind, roaming the outskirts of the cities and keeping them clear of venom worms, rats and other vermin.



Homeworld: Shadow, the Kerensky Cluster, Clan space

Environment: Subtropical regions

Type: Native

Body Shape: Four-legged

Coloring: Light-brown fur with black paws and underbelly

Length: 70 cm

Height: 10 cm

Weight: 2 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
1	2	3	9	6	5	4

Traits: Good Vision, Good Hearing, Good Smell (2)

Skills: Acrobatics +6, AniMelee +6 (Bite Grip), Climbing +4, Perception +4, Stealth +3

Size: Extremely Small (-3)

Armor: Fur [1/0/0/0]

Attack: 1·1D6 (bite)

Movement: Ground 5/12/45; Water 2/3; Sprinting 5 turns; Jumping 3 meters

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Moonwolf

(Lupus Lunaris Tharkadis)

The Tharkan moonwolf was named after the conspicuous, crescent-shaped blaze at the right side of its head. These clever, shy creatures tend to avoid human observers, and therefore scientific guesses about their behavior and range remain unconfirmed. Their paw marks can easily be confused with the tracks of introduced Terran wolves, and their special ability to fool the most advanced military night vision gear makes them even harder to track.

Tharkan herbivores evolved infrared senses that enabled them to see the body heat of stalking predators at night. Their natural enemies adapted, most by shifting their hunting activity to daylight or becoming scavengers. Some, like the moonwolf's predecessors, developed the ability to lower their body's surface temperature to avoid detection.

A stylized moonwolf, typically a wolf head beside a crescent moon, is the unofficial insignia of several special-forces units of the Lyran Intelligence Corps.

Homeworld: Tharkad, Donegal Province, Lyran Alliance

Environment: Arctic tundra, coniferous forests

Type: Native

Body Shape: Four-legged

Coloring: Light gray-brown fur

Length: 95 cm

Height: 50 cm

Weight: 30 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
4	4	2	6	7	4	3

Traits: Bad Vision, Camouflage (IR +5), Good Hearing (3),

Good Smell (2), Night Vision, Shy (2)

Skills: AniMelee +2, Perception +6, Stealth +5, Tracking +3

Size: Small (-1)

Armor: Furred hide [1/0/0/0]

Attack: 1·1D6 (bite)

Movement: Ground 8/20/70; Water 0.5/1; Sprinting 5 turns; Jumping 3.5 meters

Note: The camouflage effect on night vision gear is equal to IR

sneak; strms (see Lr, p. 50).

Nessie

(Cymatosaurus Lacklandii)

The nessie (or, as the local fisherman call it, "the wee monster") is a common sight off the coast from the fishing port of Aberdeen. With a long neck and tail making up a streamlined body that can be propelled through the water by four large flippers at astonishing speeds, the nessie certainly resembles the sea monsters of Terran myth. Thankfully their temperament is somewhat more clement. Only the larger bulls have been known to interfere with fishing fleets, and then only during breeding season.

While locals maintain that the species was transplanted from Terra when Northwind was first colonized, the creatures

originated on Lackland, a world close to the Federated Suns' Periphery border. As to why they were transplanted and who did it or when, nobody knows. Regardless, the nessie is a welcome attraction in the Falkirk Sea on Northwind, though the tourist industry is currently suffering because space travelers prefer to avoid the dangerous journey through the Chaos March.

Because the species on Northwind descends from only a single pair of nessies, it developed an increasing susceptibility to disease. When in 3058 an illness decimated the nessie population by 30 percent, the Department of Tourist Affairs offered a handsome reward for new specimens imported from Lackland—and a smaller sum for information about the fate of the last expedition.

Homeworld: Lackland, Crucis March, Federated Suns

Type: Native (introduced on Northwind, Chaos March)

Body Shape: Four-legged with massive tail

Coloring: Blue-gray scales

Length: 1,000 cm

Diameter: 300 cm

Weight: 6,800 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
90	100	1	9	3	6	4

Traits: Cold-Blooded

Skills: AniMelee +2 (Ram), Perception +2, Swimming +3

Size: Very Large (+2)

Armor: Thick scales [2/0/0/1]

Attack: 2·3D6 (bite)

Movement: Swimming 8/40; Diving 100

Nolan

(Horror Verus Engadineii)

For millennia, humans believed in the existence of demons and devils. For hundreds of years after the advent of modern science they lost this belief, having proved that such creatures belonged to the realm of myth. Then humans landed on Engadine, and suddenly nobody was so sure anymore ...

Towering a huge three meters, the bipedal nolan certainly qualifies for the role of living nightmare. With four arms ending in giant claws and a mouth full of poison-dripping fangs, its appearance alone makes even seasoned hunters freeze in terror. In addition, the nolan's almost impenetrable thick hide is constantly adapting to its surroundings, completing the image of a supernatural beast. Unlike the demons of myth, however, nolan's seldom hunt alone.

Engadine is covered in large forests, traversed by mountain ranges and rivers. Every winter, the planet's ruler organizes an event called "the Rooting," which combines sport with necessity in a massive nolan hunt through the wilderness. The hunt decimates the nolan's and thereby assures the safety of residents and their homes. Most hunting parties consist of determined locals and bold off-world nobles. The Lord President of Engadine often relies on mercenaries to support him and his staff in the hunt.

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Homeworld: Engadine, Melissa Theater, Lyran Alliance

Environment: Forests, moderate climate

Type: Native

Body Shape: Humanoid (four arms)

Coloring: Adaptive camouflage

Length: —

Height: 300 cm

Weight: 185 kg

STR BOD DEX RFL INT WIL EDG
11 9 3 7 7 1

Traits: Bad Smell, Camouflage (Camo +2), Night Blindness, Pack Hunter (3–5), Terror

Skills: AniMelee +4 (Poison), Climbing +3, Perception +2, Stealth +2

Size: Large (+1)

Armor: Thick hide [3/2/0/2]

Attack: 2 • 2D6 (bite),
1 • 3D6 (claws)

Bite [4D6; Lethal; Injected; 1 minute, 4 doses]

Movement: Ground 10/18/52; Water 4/8; Diving 10; Sprinting 10 turns; Jumping 5 meters

Note: Antidote is only available on Engadine.

If the optional Hit Location Rules for Creatures are in effect, modify the Hit Location Table/Humanoid as follows: 14 R. Forearm, 15 R. Hind Arm, 8 L. Forearm, 7 L. Hind Arm.



Nova Cat (Pantera Nova Dagdanis)

The nova cat, totem of the Clan of the visionaries, is a native feline predator on Dagda. It resembles the Terran lion, but is smaller and skinnier. One of many predators on a planet dominated by predatory species, the nova cat has developed unique defensive measures to discourage attacks, especially those of the sphinx raptor, its fiercest opponent. When threatened, the cat's barbed and poisonous mane stands on end. The poison, stored in glands by the hair roots, causes intense pain through skin contact. The same mane gave the cat its name: when the mane is erect, the cat's head looks like a star gone nova.

After Clan Nova Cat was Abjured and forced to leave Clan space following the Great Refusal on Strana Mechty, Nova Cat scientists took a small population of nova cats to their new home on the Combine world of Irece. The nova cats quickly adapted to their new environment.

Homeworld: Dagda, Pentagon Worlds, Clan space

Environment: Grasslands

Type: Native

Body Shape: Four-legged

Coloring: Black fur

Length: 150 cm

Height: 80 cm

Weight: 80 kg

STR BOD DEX RFL INT WIL EDG
7 7 2 10 6 8 4

Traits: Camouflage, Good Hearing (2), Night Vision, Poisonous
Skills: Acrobatics +4, AniMelee +6 (Sudden Strike), Climbing +4, Perception +5, Stealth +5

Size: Medium (+0)

Armor: Fur [1/0/0/0]

Attack: 1 • 2D6 (bite)

Mane [4D6; Incapacitating: 1D6 hours; Contact; 1 turn]

Movement: Ground 8/20/80; Water 1/2; Sprinting 3 turns; Jumping 8 turns

Odessian Raxx (Serpens Raxx Odessaidea)

Intelligent, docile and as strong as a pair of oxen, these massive, six-legged reptiles replaced the sometimes mean-spirited camel in desert regions on countless worlds. An Odessian raxx may go without food or water for two weeks, double the endurance of camels, and its horned feet are more suitable for rough paths or asphalt streets.

Despite their usually gentle nature, raxxen are fiercely protective of their young and chase anything that threatens them, including strangers entering their nesting grounds. Official regulations and insurance clauses require that the horns of domesticated raxxen be cut off, reducing by one level the AP of attacks by a domesticated raxx.

Homeworld: Odessa, District of Donegal, Lyran Alliance

Environment: Desert regions

Type: Native, bred

Body Shape: Six-legged, massive tail

Coloring: Varies depending on the breed

Length: 640 cm

Height: 190 cm

Weight: 2,400 kg

STR BOD DEX RFL INT WIL EDG
58 60 1 3 5 3 2

Traits: Bad Hearing, Domesticated, Good Smell (2), Good Vision, Shy

Skills: Perception +3

Size: Large (+1)

Armor: Thick hide [2/1/0/1]

Attack: 1 • 5D6 (horns)

Movement: Ground 6/18/48; Sprinting 6 turns

Note: Attack/Refuge Checks receive a –6 modifier when raxxen are protecting their young.

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Randall's Rose (Nepenthes Randallii Argyleis)

Residing in the subtropical swamps of Argyle is the giant carnivorous plant known as Randall's rose. Its roots and leaves extend more than six meters from a central trunk with several small branches full of rose-like, delightful-smelling flowers. The bottoms of those tough leaves are impregnated with a strong adhesive substance for up to half their length. If something gets glued to it, the leaf will excrete more glue along with a Subduing poison to prevent the victim's escape attempts; the plant often catches small predators trying to rob it of its prey.

Shoots of Randall's rose are exported to many worlds, where they are used as gag gifts. Commercially sold shoots are usually 40 to 50 cm long; after new leaves come in, the plants are excellent for capturing neckties or perhaps the beard of a careless owner. However, if left to grow unchecked, they can easily become a genuine menace.

Homeworld: Argyle, Crucis March, Federated Suns

Environment: Subtropical swamps

Type: Native

Body Shape: Plant

Coloring: Olive-green leaves, rose-like flowers

Diameter: 1,200 cm

Height: 230 cm

Weight: 165 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
0	12	0	0	0	0	0

Traits: Poisonous

Skills: —

Size: Medium (+0)

Armor: Tough leaves [1/0/0/0]

Attack: 0·2D6

Leaves [3D6; Subduing; Contact; 1 minute]

Movement: —

Rock Gila (Gila Petra Antallii)

The rock gila is a carnivorous, dog-sized lizard native to the desert planet Antallos in the Periphery, between the Outworlds Alliance and the Draconis Combine. The gila is excellently adapted to Antallos' arid atmosphere. Many gilas extend their hunting grounds to the scattered cities and other human settlements, where they mostly prey on rats and other vermin weaker than they are. Their choice of prey makes them quite popular among Antallos' human population.

Gilas are quite aggressive and dangerous, but they can be trained to hunt rats or to bite opponents. Some traders in Port Krin even sell rock gilas to visitors as pets.

Homeworld: Antallos, Spinward Outer Rim, Periphery

Environment: Deserts, Oases, Urban Settlements

Type: Native

Body Shape: Four-legged

Coloring: Sand-brown chitinous skin with thorns, solid-black eyes

Length: 80 cm

Height: 35 cm

Weight: 24 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
3	3	2	8	4	5	2

Traits: Bad Vision, Good Smell (2), Night Vision, Tamed

Skills: AniMelee +2, Perception +5

Size: Very Small (-2)

Armor: Chitinous skin [2/1/0/0]

Attack: 1·1D6 (bite)

Movement: Ground 4/10/40; Sprinting 3 turns

Note: Wild gilgas have WIL 3 and the Aggressive Trait.

Sea Fox (Vulpes Maritimus Strana Mechtis)

The sea fox was once the most dangerous maritime predator living in Strana Mechty's freshwater oceans, until Snow Raven Khan Howell released the genetically altered diamond shark in 2984 to extinguish the sea fox. Today only one or two colonies of less than 50 sea foxes survive in remote bays too shallow for the diamond shark. Rumor has it that Clan Diamond Shark's scientist caste holds some sea foxes in captivity, allegedly on the Clan homeworlds and even in the Inner Sphere, for purposes unknown.

The amphibious sea fox gives birth to its cubs on land, but lives and hunts in Strana Mechty's oceans. Before attacking, a sea fox stretches its muscles and arches its back, supposedly to activate energy reserves. The sea fox appears to honor its prey by bellowing and then deeply bowing before striking, as though in respect for its kill.

Homeworld: Strana Mechty, the Kerensky Cluster, Clan space

Environment: Freshwater oceans

Type: Native (nearly eradicated)

Body Shape: Four-legged

Coloring: Red-brownish oily fur, white underbelly

Length: 120 cm

Height: 45 cm

Weight: 40 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
4	4	2	5	4	5	2

Traits: Bad Vision (1), Bad Hearing (1), Good Smell (3)

Skills: AniMelee +3 (Bite Grip), Perception +3, Swimming +8

Size: Small (-1)

Armor: Furred hide [1/0/0/1]

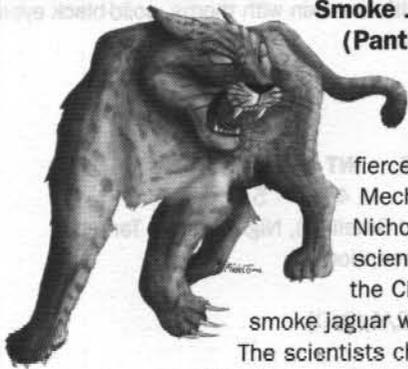
Attack: 1·1D6 (bite)

Movement: Ground 4/8/30; Water 15/30; Diving 450;

Sprinting 5 turns; Jumping 2 meters



Smoke Jaguar (Panthera Fuma Strana Mechtis)



The smoke jaguar is one of the fiercest animals on Strana Mechty. Released by Nicholas Kerensky's scientists into the jungles of the Clan capital world, the smoke jaguar was created in a lab. The scientists chose to design a feline predator capable of becoming the dominant species of its hemisphere. The smoke jaguar is heavier and stronger than its Terran predecessor and far more aggressive. A jaguar's eyes are milky white with no visible pupil (though the pupil is there), giving it a ghost-like appearance. Smoke jaguars often kill for sheer satisfaction, even if they don't need food. The jaguar seems to have developed an unnatural taste for blood; individual beasts have been observed licking the warm blood of freshly slain victims and leaving the rest of the corpse untouched.

After the recent SLDF assault on Huntress, the homeworld of Clan Smoke Jaguar, all signs of that Clan's warrior caste have been destroyed except for their proudest symbol, the mighty cat from which the decimated Clan took its name. Prince Victor Steiner-Davion considered extinguishing a whole species to be barbaric, and so smoke jaguars still prowl through the jungles of Huntress. Some members of the Inner Sphere garrison in the planetary capital of Lutera developed superstitious feelings about entering the surrounding jungles after a few patrols were found slain; rumor has it that the spirits of fallen Smoke Jaguar warriors manifest themselves in the beasts, waiting to take revenge.

Homeworld: Strana Mechty, the Kerensky Cluster, Clan space

Environment: Subtropical jungles

Type: Introduced, genetically altered

Body Shape: Four-legged

Coloring: Gray fur with black rings and spots

Length: 170 cm

Height: 85 cm

Weight: 120 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
9	8	2	8	5	5	2

Traits: Aggressive, Blood Rage, Camouflage, Good Hearing (2), Good Smell (2), Night Vision, Quirk/Taste for Blood

Skills: Acrobatics +3, AniMelee +7 (Sudden Strike), Climbing +3, Perception +5, Stealth +4, Swimming +2

Size: Medium (+0)

Armor: Furred hide [1/0/0/0]

Attack: 1·3D6 (bite, claws)

Movement: Ground 8/20/80, Water 2/3; Sprinting 2 turns; Jumping 10 meters

Snow Raven (Corvus Nixus Strana Mechtis)



The snow raven is a large snow-white bird and one of the few non-predator Clan totems. A scavenger extraordinaire, its ability to survive even in the hostile environment of Strana Mechty's southern tundras and taigas sets it apart. By living together with larger predators in harmony, feeding on what the other creatures leave behind, it manages to survive. The snow raven is respected by the Clans because it does not waste anything, which fits well with the Clans' waste-not-want-not mentality.

Homeworld: Strana Mechty, the Kerensky Cluster, Clan space

Environment: Tundras

Type: Native

Body Shape: Winged

Coloring: Snow-white feathers

Wingspan: 200 cm

Height: 75 cm

Weight: 2.5 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	1	2	4	3	6	3

Traits: Good Vision (1), Toxic Immunity

Skills: Perception +4

Size: Extremely Small (-3)

Armor: —

Attack: 1·1D6 (beak)

Movement: Ground 0.5/—/—; Air 50

Space Cat (Felis Silvestris Astralis)

Space cats are the only pets common on JumpShips; they are effectively immune to space sickness and useful for preventing the spread of pests. While the domestic cat is strong and muscular for its size (9 kg, STR 2), her spacefaring cousins living in microgravity are much more slender.

Kittens get small magnets glued to their paws—later those magnets are implanted permanently—and in a short time can shame the best Canopian zero-G artists with their acrobatic movements, easily reorienting in flight by rotating their tails. They are trained to return to their life-support boxes when alert signals are given. Like their seafaring predecessors, space cats turn up at the third and last signal, which is traditionally named "cat's whistle."

Homeworld: None (universally common)

Environment: Space vessels

Type: Evolved from domestic Terran cats

Body Shape: Four-legged

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Coloring: Varies depending on the breed

Length: 45 cm

Height: 25 cm

Weight: 5 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
1	2	2	8	5	5	7

Traits: Domesticated, Good Hearing (2), Good Smell (2), Night Vision

Skills: Acrobatics +6, AniMelee +4, Climbing +4, Perception +5, Stealth +3

Size: Extremely Small (-3)

Armor: Furred hide [1/0/0/0]

Attack: 1·1D6 (bite, paws)

Movement: Ground 2/6/20; Sprinting 3 turns; Jumping 1 meter

Note: Extraordinary EDG (special rule), because cats proverbially have nine lives.

Sphinx Raptor (Raptor Sphinx Dagdanis)

The sphinx raptor is one of the most brutal predators in Clan space and a natural enemy of the nova cat. It kills everything it encounters, thus limiting its own survival. Nicholas Kerensky considered the sphinx raptor as a Clan totem animal, but though he admired its lethality, he regarded the species as a poor role model, too much of a single-minded killer for its own good.



Homeworld: Dagda, Pentagon Worlds, Clan space

Environment: Grasslands

Type: Native

Body Shape: Four-legged

Coloring: Blackish patches of long fur on leathery, brown hide

Length: 100 cm

Height: 80 cm

Weight: 75 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
7	8	2	7	3	6	1

Traits: Bad Hearing, Bad Vision, Blood Rage, Good Smell (2), Pack Hunter (6-18), Terror

Skills: AniMelee +6, Climbing +1, Perception +4

Size: Medium (+0)

Armor: Furred, leathery hide [3/1/0/1]

Attack: 1·3D6 (bite)

Movement: Ground 8/18/83; Water 3/5; Sprinting 2 turns; Jumping 3 meters

Star Adder (Bitis Astralis Strana Mechtis)

The star adder is a genetically altered snake introduced into the northern plains of Strana Mechty to help control the crana, a rodent-sized insect known as a vector for disease. The snake's shimmering black scales, peppered with white spots, might be reason enough to call it the star adder, but the real source of its name is its nightly rearing and swaying in response to almost constant stellar displays that resemble Terra's aurora borealis in Strana Mechty's northern hemisphere.



The star adder is a highly aggressive snake, attacking everything that enters its territory that looks like prey or a threat.

Homeworld: Strana Mechty, the Kerensky Cluster, Clan space

Environment: Steppes

Type: Introduced, genetically altered

Body Shape: Snakelike

Coloring: Black with small white spots

Length: 150 cm

Diameter: 10 cm

Weight: 10 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	2	1	9	3	5	2

Traits: Aggressive (2), Bad Hearing (3), Cold-blooded, Good Smell (3)

Skills: AniMelee +4, Perception +3, Swimming +3

Size: Extremely Small (-3)

Armor: —

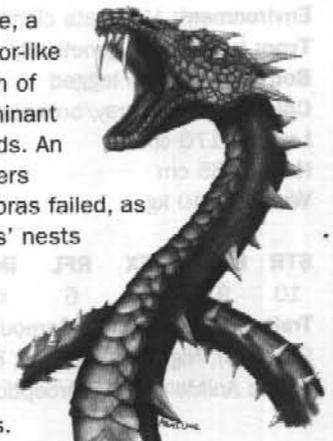
Attack: 1·1D6 (bite)

Movement: Ground 7/14/—; Water 2/3

Steel Viper (Bitis adamas arcadianica)

The steel viper is one of the most dangerous creatures in Clan space, a large and venomous boa-constrictor-like snake with an average body length of more than 6 meters. It is the dominant predator of the Arcadian grasslands. An attempt to decimate the steel vipers using genetically altered cloud cobras failed, as the vipers extinguished the cobras' nests within months.

Two pairs of eyes give this creature a superior field of vision, while large thorns protruding from its scales lend additional protection against other predators.



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Homeworld: Arcadia, Pentagon Worlds, Clan space
Environment: Grasslands
Type: Native
Body Shape: Snakelike
Coloring: Blue scales with dark-green edges and thorns
Length: 650 cm
Diameter: 20 cm
Weight: 200 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
12	10	1	7	3	6	2

Traits: Aggressive, Bad Hearing (3), Cold-Blooded, Good Smell (3)

Skills: AniMelee +5 (Constrict, Poison), Perception +2, Swimming +3

Size: Large (+1)

Armor: Thick scales [1/0/0/1]

Attack: 1·1D6 (bite), 0·6D6 (Constrict)

Bite [5D6; Subduing; Injected; 1 minute; 3 doses; Continuous effect]

Movement: Ground 4/7/—; Water 4/6

Note: Antidote common in Clan space, unknown in the Inner Sphere.

Strana Mechty Wolf (Canis Lupus Strana Mechtis)



Nicholas Kerensky considered the Strana Mechty wolf the epitome of the warrior spirit. A descendant of the terrestrial wolves of North America, the Strana Mechty wolf weighs much more and is nearly twice as large. The Strana Mechty wolf is a cunning and stealthy pack hunter that lives in extremely socialized groups of about a dozen adults. Wolf packs roam the northern and southern continents of Strana Mechty, where they sometimes work in union with coyotes to hunt down their prey.

Homeworld: Strana Mechty, the Kerensky Cluster, Clan space

Environment: Moderate climate

Type: Introduced, genetically altered

Body Shape: Four-legged

Coloring: Black/gray/brownish fur

Length: 170 cm

Height: 85 cm

Weight: 140 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
10	9	2	6	6	5	2

Traits: Bad Vision (2), Camouflage, Good Hearing (2), Good Smell (3), Night Vision, Pack Hunter (5-15)

Skills: AniMelee +5, Perception +5, Stealth +2, Tracking +5

Size: Medium (+0)

Armor: Furred hide [1/0/0/0]

Attack: 1·3D6 (bite)

Movement: Ground 9/20/75; Water 0.5/1; Sprinting 4 turns; Jumping 4 meters

Sunset Chimp (Pan Soloccasus Thessaloikaia)

The sunset chimp is native to the jungles and woodlands on Thessalonika in the Draconis Combine, a resource-poor world with an abundance of life forms. The chimps are covered with smooth feathers and are known for their intelligence, though they are not as intelligent as some Terran primates. Sunset chimps hunt smaller animals in large packs, surrounding their prey and forcing it to the ground, where they intimidate it with a chorus of shrill shrieks and horrible grimaces until they get what they want. The chimps seldom attack, but when they do, they do it in force.

In recent years, sunset chimps have become popular pets for wealthy children, as they never learn aggressiveness when raised alone and in captivity.

Homeworld: Thessalonika, Predlitz Prefecture, Draconis Combine

Environment: Equatorial jungles and subtropical woodland

Type: Native

Body Shape: Humanoid

Coloring: Soft, pale feathers (young specimens are pitch black, slowly paling during their first year)

Length: 75 cm

Height: 60 cm

Weight: 18 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	3	4	8	5	3	4

Traits: Good Vision (1), Good Hearing (2), Tamed (Show Animal)

Skills: Acrobatics +6, AniMelee +2, Climbing +8, Perception +4

Size: Very Small (-2)

Armor: —

Attack: 2·1D6 (bite)

Movement: Ground 7/20/60; Water 1/2; Sprinting 3 turns; Jumping 5 meters

Note: Wild, untamed chimps have WIL 4 and Pack Hunter (20-40)

Surat (Simia Vespertills Glorlell)

The surat is a small bat-like creature native to the Clan world of Glory. Body and face resemble a primate, as does the long grappling tail with which it can easily attach itself to objects. Surats are mostly friendly creatures and feed on fruits, insects and whatever they can find; lower-caste Clansmen sometimes keep them as pets. However, their

CREATURES

overwhelming cuteness combined with their appetite for and ability to open human food storage cases has turned their name into an epithet throughout Clan space.

Homeworld: Glory, the Kerensky Cluster, Clan space

Environment: Tropical regions, airborne

Type: Native

Body Shape: Winged

Coloring: Dark fur and wings with white and red facial stripes

Wing span: 35 cm

Height: 17 cm

Weight: 0.12 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
1	1	3	6	5	2	4

Traits: Domesticated, Good Hearing (2), Good Smell (2), Night Vision

Skills: AniMelee +0, Perception +4, Stealth +4

Size: Extremely Small (-3)

Armor: —

Attack: 0·1D6 (bite)

Movement: Ground 0.4/—/—; Air 30

Syramon Thunderbird

(Ales Tonitrus Syramonis Orientis)

The Syramon thunderbird was named after geologist Rodrigo Syramon, a member of the first group of settlers on Oriente, who discovered these impressive ground-dwelling ratites in the warmer grasslands of the planet.

The thunderbird typically lives in small groups, with an equal of females and males. Because of its size and shape, it cannot fly, and so it relies on terrifying talons to defend itself. These natural weapons, combined with its skill in combat and high ground speed, make the thunderbird a formidable enemy even for predators. Once scientists discovered that the giant bird could be tamed, it became popular in the security business. The preferred procedure is to release a pack of thunderbirds into the fenced outer perimeter of a facility after closing time. The birds will jump at any intruder not in company of a guard they know, driving him out or hunting him down.

Homeworld: Oriente, Duchy of Oriente, Free Worlds League

Environment: Temperate und subtropical plains

Type: Native

Body Shape: Two-legged

Coloring: Brown feathers, black beak and legs

Length: 165 cm

Height: 250 cm

Weight: 180 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
23	15	2	4	3	6	3

Traits: Aggressive, Bad Smell (2), Good Sight (1), Pack Hunter (4-8), Tamed (Guard Animal)

Skills: AniMelee +6 (Sudden Strike), Perception +3

Size: Large (+1)

Armor: Feathers [0/1/0/0]

Attack: 1·3D6 (talons)

Movement: Ground 10/20/75; Sprinting 2 turns; Jumping 5 meters

Note: Wild specimens have WIL 7.

T-Rex II

(Megalosaurus Tyrannus Rex Paradiseus)

T-Rex II is neither the largest species of "tyrant lizards" found during human exploration of space, nor the deadliest predator on the world of Hunter's Paradise. It resembles its namesake, the popular Terran dinosaur Tyrannosaurus rex, and for this reason is a highly prized trophy.

During the golden age of the Star League, Hunter's Paradise was a favorite attraction for wealthy thrill-seekers. The planet was abandoned when the Star League collapsed, and only recently rediscovered and reopened by the Rim Collection. The only greater challenge than big-game hunting on this dangerous planet may be to sign on as bodyguard and bring your rich twits back alive.

Homeworld: Hunter's Paradise, Anti-Spinward Outer Rim, Periphery

Environment: Light forests, moderate to subtropical climate

Type: Native

Body Shape: Two-legged, balancing tail

Coloring: Green, bumpy skin

Length: 1,250 cm

Height: 400 cm

Weight: 7,000 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
115	100	1	4	3	5	1

Traits: Good Hearing (2), Good Sight, Good Smell (2), Terror

Skills: AniMelee +2, Perception +6

Size: Very Large (+2)

Armor: Thick hide [1/0/0/0]

Attack: 3·10D6 (bite)

Movement: Ground 3/13/25

Tabiranth

(Fells Caballus Jardinalis)

Tabiranths, often affectionately referred to as "tabis," are large feline creatures originally native to the Marik world of Jardine. Their keen senses have made them highly prized hunting mounts, and tabiranths were an important export item for centuries.

One of the only such cases in the history of the Inner Sphere, the location of the tabiranth's homeworld is no longer known. During the hellish First and Second Succession Wars, when so many lives and so much data and technology were lost, the location of Jardine on ComStar's maps disappeared. As no one has come forth claiming to have visited or to be from Jardine in centuries, it is assumed that the world was

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summarily wiped out in a nuclear assault. Regardless, at least one legacy of Jardine survives on numerous other worlds through out the Inner Sphere.

Homeworld: Jardine, Free Worlds League
Environment: Subtropical jungle
Type: Native, bred
Body Shape: Four-legged
Coloring: Varies depending on the breed
Length: 260 cm
Height: 130 cm
Weight: 250 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
14	13	2	5	5	3	2

Traits: Domesticated, Good Hearing, Good Smell (3), Night Vision
Skills: AniMelee +4, Perception +6, Stealth +3
Size: Large (+1)
Armor: Furred hide [1/0/0/0]
Attack: 1·4D6 (bite, paws)
Movement: Ground 20/40/85; Sprinting 15 turns; Jumping 5 meters

Toorima (Project X-233234898 a/13)

The toorima is the result of a Combine research team's experiment gone bad. In 3048, the ISF ordered a secret team of biologists operating out of Kobe, Solaris City, to begin research on a new biological weapon that could liquidate enemy frogmen. The scientists decided to adapt an existing life form for this task. They took the vodnik, a maritime mammal from Dnepropetrovsk, and began experimenting with it.

The project, which got the codename Toorima ("phantom killer" in Japanese), stalled for years. Then, in 3060, the ISF "acquired" several ex-Smoke Jaguar scientists rumored to be bio-engineers, who began work on the project. In record time, several breakthroughs were made, but at a horrible cost. Some of the creatures escaped from their containment labs and demolished the facility, killing most of the team members. After that, they disappeared into the Kobe harbor.

The toorima can stand up on hind its legs, resembling a humanoid, but usually it runs on all fours. From its back emerges a pair of slimy tentacles that it uses to grab victims, which it then rips apart with razor-sharp teeth.

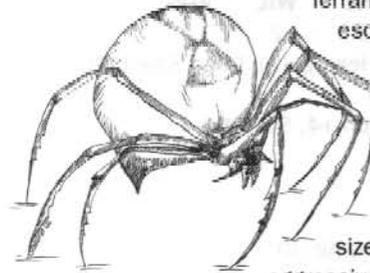
Homeworld: Solaris VII, Freedom Theater, Lyran Alliance
Environment: Abandoned city areas near the waterfront
Type: Genetically altered, introduced
Body Shape: Six-legged
Coloring: Gleaming, slippery black skin
Length: 230 cm
Height: 100 cm
Weight: 200 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
12	8	3	6	4	6	2

Traits: Night Vision, Quirk/Fear of Open Fire, Terror
Skills: AniMelee +4, Perception +2, Stealth +2, Acrobatics +1
Size: Large (+1)
Armor: Thick hide [2/1/0/1]
Attack: 1·3D6 (bite, tentacles)
Movement: Ground 6/12/22; Water 8/16; Diving 15; Sprinting 5 turns; Jumping 5 meters

Widomaker (Latrodectus Mactans Edenopis)

During the beginning of the Exodus Civil War, several Terran widomaker spiders escaped into the nearby jungle from a science outpost that was raided by rebel commandos. The spiders' descendants prospered and quickly grew to three times the usual size for their kind. Their aggressiveness and the strength of their poison increased at the same rate, and so the widomaker is highly dangerous to humans visiting the jungles of Eden.



Homeworld: Eden, Pentagon Worlds, Clan space
Environment: Subtropical regions
Type: Introduced, mutated
Body Shape: Eight-legged
Coloring: Black with a red hour-glass shape on the back
Length: 3 cm
Height: 1 cm
Weight: 0.01 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
0	0	6	7	1	2	1

Traits: Aggressive, Bad Hearing (3), Bad Vision (2), Good Smell (2)
Skills: AniMelee +3 (Poison), Climbing +8, Perception +2
Size: Tiny (-4)
Armor: —
Attack: 0·1 (bite)
 Bite [6D6; Lethal; Injected; 1 minute, 2 doses]
Movement: Ground 1/3/—; Jumping 1 meter
Note: Antidote common in Clan space, rare in the Inner Sphere.

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Wolverine (Gulo Gulo)

Wolverines are extremely aggressive and strong for their size, bringing down prey that is five times bigger and driving away much larger predators from their kills. They spray their food caches with scent gland secretions to discourage other animals from raiding them. The Clans tried to extinguish the totem of the Not-named Clan after its Trial of Annihilation, but failed.

Homeworld: Terra

Environment: Moderate climate

Type: Native

Body Shape: Four-legged

Coloring: Blackish-brown fur with a light brown band

Length: 105 cm

Height: 45 cm

Weight: 35 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
5	4	2	6	5	7	2

Traits: Aggressive (2), Bad Vision (2), Good Hearing (2), Good Smell (2), Night Vision

Skills: AniMelee +6, Climbing +4, Perception +3, Swimming +1

Size: Small (-1)

Armor: Furred hide [1/0/0/0]

Attack: 1·2D6 (bite)

Movement: Ground 4/8/30; Water 2/3; Sprinting 4 turns; Jumping 3 meters



COMBAT

In addition to the rules for personal combat in *CBT:RPG* and the vehicular combat rules found in *S7*, the following rules can be used to increase the realism of combat. Unless otherwise specified, assume these rules apply to characters and battle armor as well as BattleMechs, ProtoMechs and vehicles.

NEW TERRAIN TYPES

Bowing to the stipulations of the Ares Conventions, combat in the *BattleTech* universe tends to be held away from civilization or other developed areas. This means that warriors often find themselves fighting in and around some very interesting terrain. Some of the more exotic areas include jungles, old growth woods, magma fields, desert and frozen tundra. The various target numbers and movement costs, along with which units can and cannot enter what type of terrain, are found on the Expanded Movement Cost and Terrain Table, p. 154.

JUNGLE

Though by no means clear, temperate-zone forests tend to be a relatively clean environment to traverse. Undergrowth tends to be minimal, trees are usually separate from each other, and the relative density of growth is not too high. Jungles are almost always the opposite. Undergrowth is extensive; trees are usually huge and closely packed, often with tangles of vines growing amid them. Sometimes the lush flora is so densely packed that combatants cannot see more than a dozen or so meters away. Some of the oldest jungles even form multiple levels of canopy, shielding the lower layers from some, if not most, of the sunlight. Combat in such crowded, dank, hot and humid terrain is frustrating at best.

Jungle terrain has three classifications: Light, Heavy and Ultra-Heavy. Line of sight and clearing terrain for jungle works exactly like those rules for woods of the same density.

MAGMA

Though it appears solid, the ground around an active volcano is not always strong enough or cool enough to fight on. In some instances, liquid rock, or magma, can be flowing inches beneath the surface.

Whenever a unit (except a hovercraft or VTOL) enters a section of magma crust, roll 1D6. On a result of 6, the crust breaks. BattleMechs fall into the liquid magma, while other units are immediately destroyed. Player characters get a DEX Check to see if they can get out of the magma or get clear of a sinking vehicle before they are killed.

A BattleMech that starts a turn in magma, or moves through magma during a turn, takes 1D6 damage to every exposed location, with each location getting its own roll. Normally, the only exposed locations on a BattleMech are the legs; however, all locations are considered exposed and are damaged if the 'Mech falls into the magma. BattleMechs that

begin and end their movement in liquid magma take this damage twice. Additionally, BattleMechs generate 10 Heat Points every two turns that they are moving over solid magma (7 points the first turn, 3 points the second), and 10 points for every turn they are in liquid magma. Should a BattleMech move out of an area of solid magma, it only gains 2 points of Heat; moving out of liquid magma raises the heat of a BattleMech by 5 points.

ULTRA-HEAVY WOODS

When forest growth is so dense that it approaches levels not seen on Terra since pre-industrial times, it earns the designation Ultra-Heavy. Only infantry units and player characters on foot can pass through Ultra-Heavy Woods, though if cleared, the area is considered Heavy Woods and can be traversed as such.

Ultra-Heavy Woods rise upwards of 18 meters in height, and a single section is enough to block line of sight. A +3 TN modifier protects targets in Ultra-Heavy Woods, though MechWarriors who eject into Ultra-Heavy Woods suffer from an additional +4 TN modifier to their ejection roll.

TUNDRA

Tundra consists of a layer of black, mucky snow over permafrost. The hardy grasses and lichens that grow profusely on tundra give it the appearance of a grassy glade, but can make this terrain slippery and treacherous as well. The Tundra modifiers listed in the expanded table may also be used for movement in moorlands, bogs and quicksand.

SAND

Sandy terrain simulates the deep, shifting sands common to deserts and beaches throughout known space. Maintaining steady footing on sand is difficult, so any Piloting Skill Roll or DEX Checks made in such terrain receive a +1 TN modifier.

The Expanded Movement Cost and Terrain Table lists two movement costs for sand. The first cost applies to all units except wheeled vehicles, characters on foot and infantry; the second applies to wheeled vehicles, characters on foot and infantry units. Jump infantry, battle armor with jump capability or characters with a Jump Pack can avoid the increased movement cost by using their Jump movement, and wheeled vehicles can be modified to move in sand at their normal rates.

TERRAIN CONDITIONS

Terrain conditions represent changes to a given terrain caused by weather, specific geologic conditions or human intervention.

Modifiers and unit prohibitions imposed by terrain conditions are added to modifiers and unit prohibitions imposed by the underlying terrain. For example, a Heavy Woods area that is also muddy would slow a character down by a factor of 4 (3 for Heavy Woods +1 for Mud). Shots directed into or through



such an area would take a TN Modifier of 2 (the standard TN modifier for Heavy Woods), and any Piloting Skill Rolls or DEX Checks made in the area would take a +1 TN modifier (the standard modifier for Mud conditions). Additionally, ground and naval units could not enter the terrain.

If no underlying terrain is specified for a particular area, assume the underlying terrain is Clear.

Road/Bridge, Rubble and Swamp represent terrain conditions. Rules for these conditions appear in *BMR* (for Road/Bridge and Rubble, see pp. 12-13; for Swamp, see p. 85). The following entries describe rules for new terrain conditions.

DEEP SNOW

Deep Snow rules apply to areas covered with loose snow that is more than a meter deep. Lesser accumulations of snow have no measurable effect on battlefield units. Deep Snow imposes a +1 movement cost per hex and a +1 TN modifier to all Piloting Skill Rolls or DEX Checks.

Unless the underlying terrain is specified in the scenario rules, the gamemaster may treat hard-packed snow as Ice or Clear terrain. Deep Snow has no effect on VTOLs and hovercraft.

GEYSER

On some planets, geologic activity creates geysers and mud spouts that can erupt without warning. Often, the only clues to a geyser's presence are small holes or cracks in the ground, easily overlooked by troops in combat. When a geyser erupts, it spews steam and water into the air, obscuring line of sight and making movement through the terrain more difficult.

Before beginning the game, geysers can be placed on the map in set locations. If a gamemaster is overseeing play, he can secretly select the geyser sites and conceal their locations from the players. In any case, a geyser has no effect on the underlying terrain until it erupts.

To reflect the unpredictable nature of geysers, the gamemaster or players determine geyser activity by rolling 1D6 for each geyser on the map during the End Phase of each turn. On a result of 1, the geyser erupts, creating the effect listed on the Expanded Movement Cost and Terrain Table. Treat the erupting geyser as Heavy Woods for the purpose of determining line of sight into or through the terrain.

To determine how many turns a geyser eruption lasts, roll 1D6. By keeping the duration secret from the players, a gamemaster can prevent the players from predicting when the effects will end.

Geyser rules can also be used to simulate the effects of small magma eruptions on volcanic planets. In such cases, any unit that enters or stands in a hex where a magma eruption occurs suffers the same effects as if it had fallen into liquid magma (see *Magma*, p. 151). After the eruption, treat the terrain as Liquid Magma for the remainder of the game.

ICE

Standard rules for Ice appear on pages 83-84, *BMR*. To increase the challenge of fighting on ice, use the following optional rule modification. Under this option, add a +4 modifier to any Piloting Skill Rolls or DEX Checks made on ice, and units and characters must spend extra Movement Points when moving across Ice hexes or risk falling.

MUD

Slick, sticky mud can make any terrain dangerous. The optional Mud rules in this section apply only to mud less than a meter deep; for deeper mud, use standard *BattleTech* rules for Swamp terrain.

Under the optional Mud rules, any unit moving into or through a Mud hex incurs a +1 movement cost per hex. Additionally, any Piloting Skill Roll or DEX Check made in a Mud hex receives a +1 TN modifier. Mud has no effect on VTOLs and hovercraft.

RAPIDS

Swiftly moving currents make traversing water even more difficult and dangerous than usual. To reflect this, Rapids impose a +1 movement cost per hex and a +2 modifier to all Piloting Skill Rolls or DEX Attribute Checks.

WEATHER CONDITIONS

Weather conditions include weather and other environmental conditions such as light and smoke. Weather conditions may prevail across the entire playing area or only in certain hexes.

Night is an example of a weather condition covered in the *CBT:RPG* rules (see pp. 16-17, *CBT:RPG*). The Expanded Movement Cost and Terrain Table, p. 154, lists changes to the standard rules for some of these conditions; otherwise, standard rules apply. The following entries provide optional rules for new weather conditions.

BLIZZARD

Heavy snowfall combined with high winds creates blizzard conditions, which make accurate targeting extremely difficult. To reflect this, blizzard conditions impose a +2 TN modifier to ballistic weapons attacks and a +1 TN modifier to all other weapon attacks. Additionally, all Piloting Skill Rolls or DEX Checks receive a +1 modifier.

Blizzard conditions also affect rolls on the Missile Hit Table in the same way as high winds (see *Winds*). Hovercraft are subject to skidding in all types of terrain during a blizzard.

BLOWING SAND

Under windy conditions, airborne sand or dust can obscure vision and make accurate weapons fire difficult. Additionally, sand and dust particles diffuse energy-weapons fire and render these weapons ineffective. To reflect these effects, apply a +1 TN modifier to any to-hit test for ballistic weapons and a +2 TN modifier to all other Weapons Tests.

DUSK/DAWN

In the half-light of dusk and dawn, units receive a +1 TN modifier. Searchlights do not offset this penalty.

EARTHQUAKE

Many planets in the *BattleTech* universe are subject to frequent earthquakes that can hinder the mobility of characters and cause targeting difficulties for everybody.

When using the optional earthquake rules, assign a strength value to the tremor, ranging from +1 (mild) to +5 (severe). Apply this value as a TN modifier to any Weapons Tests made during the same turn as the tremor. Additionally, players must make a Piloting Skill Roll or DEX Check for each standing character or 'Mech they control at the start of each Movement Phase during the tremor. Apply a TN modifier equal to the strength of the tremor. If the roll fails, the character falls down and must get up; 'Mechs fall and take damage per standard rules. If the roll result is 2, a fissure may open up beneath that 'Mech. Make a second roll and check the Basements Table (see p. 52, *BMR*) to determine if a fissure opens and the depth of the fissure. A 'Mech will fall into the fissure the same way it would fall into a basement, characters fall six meters for every level of "basement" rolled on the Basements Table. Treat the fissure as a permanent map feature for the remainder of the scenario.

For four-legged 'Mechs, the Piloting modifier equals half the strength value of the tremor, rounded up (their extra legs provide improved stability). The standard -2 modifier for four-legged 'Mechs applies as well (see pp. 82-83, *BMR*).

FOG

Thick fog greatly reduces visibility on the battlefield and forces units to move carefully to avoid hitting each other. Therefore, fog cuts movement rates by 1/3 (round down) per turn and applies a +1 TN modifier to weapons fire.

HEAVY SNOWFALL

Normally, falling snow has little effect on combat. Heavy snowfall, however, imposes a +1 TN modifier to all weapons fire and a +1 modifier to all Piloting Skill Rolls or DEX Checks. When combined with high winds, heavy snowfall creates blizzard conditions (see *Blizzard* for applicable rules).

RAINFALL

Rain obscures vision, so apply a +1 TN modifier to all weapons fire made in rainfall. Additionally, heavy rainfall makes the ground wet and slippery and imposes a +1 modifier to all Piloting Skill Rolls or DEX Checks.

WINDS

Windy conditions reduce the effectiveness of ballistic weapons and the accuracy of missile attacks. Moderate winds impose a +1 TN modifier on ballistic weapons fire. High winds impose a +2 TN modifier, as well as a +2 TN modifier to all Piloting Skill Rolls or DEX Checks. When rolling on the Missile Hits Table, subtract 2 from the die roll for attacks in moderate winds and subtract 4 for attacks in heavy winds. On a modified result of less than 2, the missile attack misses the target.

Hovercraft operating in high winds are subject to skidding in all terrain (see *Skidding*, pp. 22-23, *BMR*).

COMBAT

EXPANDED MOVEMENT COST AND TERRAIN TABLE

Base Terrain	Movement† Cost	TN Modifier	DEX/Piloting Modifier	Prohibited Units
Clear	1	0	0	Naval
Jungle, Light	3	+1	+1	Ground, Naval
Jungle, Heavy	4	+2	+2	Ground, Naval
Jungle, Ultra-Heavy	5	+3*	+3	BattleMech, Ground, Naval
Magma, Crust	1*	0	+1*	Wheeled, Infantry, Naval
Magma, Liquid	2*	0	+4*	All except VTOL and BattleMech
Paved	1	0	0	Naval
Tundra	1	0	+1	Naval
Rough	2	0	0	Wheeled, Naval
Sand	1/2*	0	+1	Naval
Water, Depth 0	1	0	0	Naval
Water, Depth 1	2	0	0	Infantry, Ground
Water, Depth 2	4	0	0	Infantry, Ground
Water, Depth 3+	4	0	0	Infantry, Ground
Woods, Light	2	+1	0	Wheeled, Hover, Naval
Woods, Heavy	3	+2	0	Ground, Naval
Woods, Ultra-Heavy	4	+3*	0	BattleMech, Ground, Naval

Terrain Condition	Movement† Cost	TN Modifier	DEX/Piloting Modifier	Prohibited Units
Deep Snow	+1	0	+1	Wheeled
Geyser	+1*	+2*	+1*	Wheeled, Infantry*
Ice	+1*	0	+4	
Mud	+1	0	+1	
Rapids	+1	0	+2	
Road/Bridge	1	0	0	
Rubble	+1	0	0	Wheeled
Swamp	+1*	0	0	

Weather Conditions	Movement† Cost	TN Modifier	DEX/Piloting Modifier
Blizzard	0	+2 ballistic weapons +1 all other weapons	+1*
Blowing Sand	0	+1 ballistic weapons +2 all other weapons	0
Dusk	0	+1	0
Earthquake	0	*	*
Fog	+2	+1 energy weapons	-
Night	0	+2	0
Rainfall, Light	0	+1	0
Rainfall, Heavy	0	+1	+1
Smoke	0	+2	0
Snowfall	0	+1	+1
Winds, Moderate	0	+1 ballistic weapons*	0*
Winds, High	0	+2 ballistic weapons*	+2*

*See rules in this section

†For player characters, all movement modifiers are applied as a negative number, in meters, to their Walk movement rate; Run and Sprint are recalculated normally. For example, a player character with a Walk of 10 meters who is passing through terrain that the gamemaster deems Ultra-Heavy Woods (+4) in Deep Snow (+1) would have a Walk of 5 meters for the duration of the time he traverses that terrain.

BATTLE ARMOR CONSTRUCTION

The following system makes it possible for players to construct unique battle armor using any legal mix of speed, armor and weapons they desire. These designs can then be pitted against other custom and standard battle armor.

In order to design battle armor, a player will need a piece of scratch paper and a pencil or pen. During construction, you must keep track of two primary factors: kilograms and slots. Each battle armor design has a limited amount of these two things available, and so these factors will govern how much and what kind of equipment you can mount in your battle armor.

These rules can also be used to create battle armor for the *BattleTech* board game. Unless otherwise stated, all the rules for constructing battle armor for *CBT:RPG* also apply to constructing battle armor for *BattleTech*. Where appropriate, the rules in this section, especially for equipment, will provide specific and distinct variations for *CBT:RPG* and *BattleTech*.

DESIGN THE CHASSIS

This stage creates the battle armor's basic framework, or chassis. To start the construction process, the player must make certain choices about his battle armor. These will determine what kind of battle armor it is, and they will restrict the designer's access to certain equipment. The choices to be made are the battle armor's technology base, its chassis type (whether a humanoid design or a four-legged (quad) design) and its weight class.

DETERMINE TECHNOLOGY BASE

Battle armor can be constructed using one of two available technology bases, Inner Sphere or Clan. Battle armor constructed using Clan technology tends to be more powerful than its Inner Sphere counterparts.

Based on the chosen technology, the player must be sure to use the appropriate Weapons and Equipment Table for his battle armor. Inner Sphere battle armor may only use Inner Sphere equipment, while Clan battle armor may only use Clan equipment.

David decides to create the basic Clan Elemental battle armor using these rules. It is a Clan design, and so he must use the Clan Weapons and Equipment Table.

CHOOSE CHASSIS TYPE

Two types of chassis, quad or humanoid, are available. Sensors, communications and life support systems are included, along with the weight of the average trooper. In exceptional circumstances the suit is adjustable to accommodate other personnel (see the Battle Armor rules, pp. 142-143, *CBT:RPG*). Each type of chassis has its own advantages and drawbacks, as described below.

Anti-BattleMech Attacks: Quad chassis may not perform Anti-BattleMech attacks.

BattleTech: Quad chassis may not perform Leg or Swarm attacks. Additionally, quad chassis cannot travel with an OmniMech using the Mechanized Battle Armor rules.

Clan: Clan units benefit from the installation of HarJel emergency repair systems in their battle armor (see p. 58, *LT*). This does not require additional weight or weapon slots.

Exoskeleton/Power Armor (Light): PA(L) units may not be designed with a quad chassis.

Quad Chassis Ranged Attack Modifier: Quad chassis designs have a lower target profile that gives them a bonus against ranged attacks as shown on the Quad Chassis Ranged Attack Modifiers Table

QUAD CHASSIS RANGED ATTACK MODIFIERS TABLE

Chassis	Ranged Attack Modifiers
Light	+3 TN for ranged attacks made against the unit
Medium	+2 TN for ranged attacks made against the unit
Heavy	+1 TN for ranged attacks made against the unit
Assault	None

CHOOSE WEIGHT CLASS

Battle armor falls into five weight classes: Exoskeleton/Power Armor (Light), Light Battle Armor, Medium Battle Armor, Heavy Battle Armor and Assault Battle Armor. Clan chassis are heavier than their Inner Sphere counterparts because of the advanced HarJel and medical systems as well as the requirement to accommodate the genetically modified Clan Elementals.

Choose one of the weight classes from the Weight Class Table. This choice will determine the maximum weight of the battle armor, the base weight of the chassis, and the total amount of weapons that can be mounted on that chassis, as well as slot restrictions in specific parts of the battle armor (Right Arm (RA), Left Arm (LA) and Body).

Anti-BattleMech Attacks: Heavy and Assault class suits may not perform Anti-BattleMech attacks.

BattleTech: Battle armor has no equivalent of an endo-steel internal structure. Heavy and Assault class suits may not perform Leg or Swarm attacks. Additionally, Assault class suits cannot travel with an OmniMech using the Mechanized Battle Armor rules.

BATTLE ARMOR CONSTRUCTION



BATTLE ARMOR CONSTRUCTION

WEIGHT CLASS TABLE

Weight Class	Total BA Weight (kg)	Clan Chassis Weight (kg)	Inner Sphere Chassis Weight (kg)	Weapon Slots RA/LA/Body (Quad)
PA(L) / Exoskeleton	0 - 400	130	80	2/2/2 (—)
Light	401 - 750	150	100	2/2/4 (5)
Medium	751 - 1000	250	175	3/3/4 (7)
Heavy	1001 - 1500	400	300	3/3/6 (9)
Assault	1501 - 2000	700	550	4/4/6 (11)

MOTIVE SYSTEMS

All battle armor includes basic motive systems as an integral part of the chassis. Whether battle armor receives a modifier that reduces the user's movement is based

Clan Elemental battle armor uses a medium humanoid chassis. This weighs in at 250kg.

ADD OTHER EQUIPMENT

After the battle armor's framework has been designed, the player must choose and add the remaining elements of the battle armor. These include a variety of options for motive systems, armor, weapons and other equipment.

The additional elements need not be added in any particular order, because the design process often involves a bit of give-and-take as the battle armor nears completion. For example, some players always assign armor first, while others wait to see how many kilograms are left after adding weapons.

on the armor's weight class (see the Weight Class Base Movement Modifier Tables, below). Additional movement modifiers, which are cumulative with those found on the table, may be added through the inclusion of specific weapons and equipment (see *Equipment*, p. 166).

The table below shows the base movement modifiers for any given weight class (also dependent on the technology base), with the Walking modifier multiplied by 2 and 3 to arrive at the Running and Sprinting modifiers, respectively. When additional modifiers are added to reflect the inclusion of specific equipment, total all the modifiers to get the final Walking modifier and then multiply by 2 and 3 respectively to generate the final Running and Sprinting modifiers.

Quad units use the vehicle movement rules (see p. 119, L7).

INNER SPHERE WEIGHT CLASS BASE MOVEMENT MODIFIER TABLE

Weight Class	Walking Modifier	Running Modifier	Sprinting Modifier	Quad Chassis
PA(L) / Exoskeleton	—	—	—	—
Light	—	—	—	75 m/turn
Medium	-1	-2	-3	60 m/turn
Heavy	-3	-6	-9	45 m/turn
Assault	1/2 rate*	1/2 rate*	1/2 rate*	30 m/turn

*Regardless of any equipment mounted on Assault class battle armor, Walking, Running and Sprinting movements are divided in half (round down).

CLAN WEIGHT CLASS BASE MOVEMENT MODIFIER TABLE

Weight Class	Walking Modifier	Running Modifier	Sprinting Modifier	Quad Chassis
PA(L) / Exoskeleton	—	—	—	—
Light	—	—	—	75 m/turn
Medium	—	—	—	60 m/turn
Heavy	-2	-4	-6	45 m/turn
Assault	1/2 rate*	1/2 rate*	1/2 rate*	30 m/turn

*Regardless of any equipment mounted on Assault class battle armor, Walking, Running and Sprinting movements are divided in half (round down).

BATTLE ARMOR CONSTRUCTION

WEIGHT CLASS MP TABLE

Weight Class	Minimum Ground MP	Max Ground MP	Weight Per additional MP (Kg)
	Humanoid/Quad	Humanoid/Quad	
PA(L)/Exoskeleton	1 / —	3 / —	25
Light	1 / 2	3 / 5	30
Medium	1 / 2	3 / 5	40
Heavy	1 / 2	2 / 4	80
Assault	1 / 2	2 / 4	160

(see p. 150, *CBT:RPG*). The weight of the jump pack depends on the weight class of the battle armor, as shown on the Jump Pack Weight Table. Quad chassis cannot mount a jump pack.

BattleTech

The weight of the jump jets depends on the weight class of the battle armor and

the Jumping MP desired, as shown on the Jump Jet Weight Table. Additionally, as shown on the table, each weight class has a maximum Jump MP allowance. Some equipment can enable the battle armor to exceed this limit; for details, see *Equipment*, p. 166.

Each jump jet gives the battle armor one Jumping MP, so a battle armor suit with three jump jets would have a Jumping MP of 3.

BattleTech

Each battle armor weight class provides a number of "free" ground MPs. This base number of MPs can be increased through the allocation of additional kilograms, up to the maximum number of MPs allowed per weight class. The Weight Class MP Table below shows the minimum (free) and maximum MPs allowed per weight class, along with the kilograms required to increase the MP of a battle armor suit by 1.

Clan Elemental battle armor is a medium-weight chassis and suffers no movement modifiers. For BattleTech, the medium weight class provides 1 MP of ground movement. No additional MP is desired, so the running total remains 250kg.

DETERMINE JUMP CAPABILITY

Humanoid battle armor may be equipped with an integral jump pack, which functions exactly like a standard jump pack

DETERMINE VTOL CAPABILITY

Humanoid battle armor may be equipped with a special integral jump pack that gives it limited VTOL (Vertical Take-Off and Landing) and flight capabilities similar to a helicopter. This piece of equipment functions much like a standard jump pack (see p. 150, *CBT:RPG*), but with some important exceptions (see VTOLs, p. 183). The weight of the VTOL jump pack depends on the weight class of the battle armor, as shown on the VTOL Weight Table. Heavy and Assault class battle armor cannot mount VTOL-capable packs.

Jump Capability: VTOL capability cannot be combined with jump capability.

Quads: Quad chassis cannot mount VTOL-capable packs.

Technology Base: Only Clan battle armor may mount VTOL-capable packs.

Underwater Maneuvering Capability: VTOL capability cannot be combined with underwater maneuvering capability.

BattleTech

The weight of the VTOLs depends on the weight class of the battle armor and the VTOL MP desired, as shown on the VTOL MP Weight Table. Additionally, as shown on the table,

JUMP PACK WEIGHT TABLE

Weight Class	Jump Pack Weight (kg)
PA(L)/Exoskeleton	75
Light	75
Medium	150
Heavy	250
Assault	500

JUMP JET WEIGHT TABLE

Weight Class	Max Jump MP	Weight Per Jump MP (kg)
PA(L)/Exoskeleton	3	25
Light	3	25
Medium	3	50
Heavy	2	125
Assault	2	250

VTOL WEIGHT TABLE

Weight Class	VTOL Weight (kg)
PA(L)/Exoskeleton	210
Light	240
Medium	300
Heavy	—
Assault	—

BATTLE ARMOR CONSTRUCTION

each weight class has a maximum VTOL MP allowance. Each VTOL gives the battle armor 1 VTOL Movement Point, so that a battle armor with five VTOL-capable packs would have a VTOL MP of 5.

VTOL MP WEIGHT TABLE

Weight Class	Max VTOL MP	Weight Per VTOL MP (kg)
PA(L)/Exoskeleton	7	30
Light	6	40
Medium	5	60
Heavy	—	—
Assault	—	—

DETERMINE UNDERWATER MANEUVERING CAPABILITY

Humanoid battle armor may be equipped with Underwater Maneuvering Units (UMUs) that allow the unit to move and act normally while submerged (see *LT*, p. 118). The weight of the UMU depends on the weight class of the battle armor, as shown on the Underwater Maneuvering Units Weight Table.

Anti-BattleMech Attacks: Units mounting UMUs may not perform Anti-BattleMech attacks.

Jump Capability: Underwater maneuvering capability cannot be combined with jump capability.

Technology Base: Only Clan battle armor may mount UMUs.

VTOL: Underwater Maneuvering capability cannot be combined with VTOL capability.

UNDERWATER MANEUVERING UNITS WEIGHT TABLE

Weight Class	UMU Weight (kg)
PA(L)/Exoskeleton	225
Light	225
Medium	340
Heavy	480
Assault	500

BattleTech

The weight of the UMUs depends on the weight class of the battle armor and the UMU MP desired, as shown on the Underwater Maneuvering MP Weight Table. Additionally, as shown on the table, each weight class has a maximum UMU MP allowance. Each UMU gives the battle armor 1 UMU Movement Point, so a battle armor suit with three UMUs would

have a UMU MP of 3. See p. 183 of the *Equipment* section for specific rules concerning Underwater Maneuvering Units.

Leg Attacks: Units mounting UMUs cannot perform Leg attacks unless the target is standing in Depth 1 or deeper water.

Swarm Attacks: Units mounting UMUs cannot perform Swarm attacks.

UNDERWATER MANEUVERING MP WEIGHT TABLE

Weight Class	Max UMU MP	Weight Per UMU MP (kg)
PA(L)/Exoskeleton	5	45
Light	5	45
Medium	4	85
Heavy	3	160
Assault	2	250

David gives his Clan Elemental battle armor jump capability. He must devote 150kg to the Jump Pack for that capability, giving him a running total of 400kg. For BattleTech, giving the standard Elemental its 3 MP would cost the same 150kg (50 kg per jump jet).

ADD ARMOR

Armor helps protect the battle armor and the warrior inside it from damage. Armor protection can be added to the battle armor chassis using a variety of different armor types.

To determine the Armor Value of a given battle armor type, use the following rules. First, the weight class limits the amount of armor protection that may be mounted, as seen on the Maximum Armor Table. Once you know the maximum amount of armor points for a given weight class, determine what type of armor you will use by looking on the Armor Type Table (for a complete description of each armor type and the rules that govern each one, see the *Equipment* section beginning on p. 166). All armor must be of the same type and is allocated in single points, each of which weighs a specific amount as shown on the Armor Type Table. The player can choose any amount of armor up to the maximum the chosen weight class can mount and the kilograms available.

Once the number of armor points is determined, cross-reference that number on the Armor Value Table to find the final Armor Value. Battle armor always provides full coverage.

BATTLE ARMOR CONSTRUCTION

MAXIMUM ARMOR TABLE

Weight Class	Max Armor Points
PA(L)/Exoskeleton	2
Light	6
Medium	10
Heavy	14
Assault	18

BattleTech

The previously determined armor points translate directly to the *BattleTech* Armor Value. Simply add one additional armor point, representing the trooper inside, to that number. The additional point does not cost any additional weight.

A medium-weight battle armor suit has a maximum armor points allowance of 10. David chooses standard armor and assigns the maximum 10 points. Because standard Clan armor weighs 25kg per point, David must devote a total of 250kg for the armor, giving him a running total of 650kg. Cross-referencing the 10 armor points on the Armor Value Table provides an Armor Value of 9/8/8/8. For BattleTech, the Armor Value would be 11, once the additional point for the warrior inside is added.

ADD MANIPULATORS, WEAPONS, AMMUNITION AND OTHER EQUIPMENT

The player completes the design process by selecting the type of manipulators the unit is equipped with and adding weapons and equipment up to the limit of the weight class and available weapon slots limitations. Select the equipment that the new battle armor will carry from the appropriate technology base table, either Inner Sphere or Clan.

ARMOR VALUE TABLE

Armor Points	Clan Armor Value	IS Armor Value
	M/B/E/X	M/B/E/X
1	4/4/5/4	4/4/5/4
2	5/5/6/5	4/5/6/5
3	6/5/6/5	5/5/6/5
4	7/6/6/6	6/6/6/5
5	7/7/6/6	7/7/6/6
6	8/7/6/6	8/7/6/6
7	8/7/7/7	8/7/6/6
8	9/7/7/7	9/7/7/7
9	9/8/7/7	9/8/7/7
10	9/8/8/8	9/8/8/7
11	9/9/8/8	9/8/8/8
12	10/9/8/8	9/9/8/8
13	10/9/9/8	10/9/8/8
14	10/9/9/8	10/9/9/8
15	10/9/9/9	10/9/9/9
16	10/10/9/9	10/10/9/9
17	10/10/9/9	10/10/9/9
18	10/10/9/9	10/10/9/9

ADD MANIPULATORS

All designs based on a humanoid chassis can mount a manipulator (hand, claw and so on) on each arm. A variety of these are available, ranging from simple armored gloves to powerful claws. Manipulators take up no weapon slots, but many do reduce the weight available to mount weapons and equipment. Some options require both arms to be outfitted with matching manipulators; such requirements are noted on the Manipulator Table.

For a complete description of each type of manipulator and the rules that govern each, see the *Equipment* section beginning on p. 166. Quad chassis cannot mount any type of manipulators.

ARMOR TYPE TABLE

Armor Type	Weapon Slots Used	Clan Weight per Point (kg)	Inner Sphere Weight per Point (kg)
Standard	0	25	50
Advanced	5	—	40
Prototype	4	—	100
Basic Stealth	3	30	55
Prototype Stealth	4	—	100
Standard Stealth	4	35	60
Improved Stealth	5	35	60
Fire Resistant	5	30	—
Mimetic	7	—	50

BATTLE ARMOR CONSTRUCTION

MANIPULATOR TABLE

Manipulator Type	Mass (kg) per Manipulator	Mounted in pairs
Armored Glove	0	No
Basic Manipulator	0	No
Basic Manipulator (Mine Clearance)	15	Yes
Battle Claw	15	No
Battle Claw (Magnets)	35	Yes
Battle Claw (Vibro-Claws)	50	No
Heavy Battle Claw	20	No
Heavy Battle Claw (Vibro-Claws)	60	No
Salvage Arm	30	No
Cargo Lifter	30/0.5 tons	Yes
Industrial Drill	30	No

David assigns a Battle Claw on the left arm for 15 kg; the running total is now 665kg.

Operational Constraints

Depending on the chassis type and the selected manipulator options, the design may be capable of performing Anti-BattleMech attacks (see p. 58, S7).

Battle armor may not perform Anti-BattleMech attacks if:

- It is a quad chassis battle armor unit.
- It is an Assault or Heavy weight class battle armor unit.
- It is equipped with Underwater Maneuvering Units.

Any battle armor that is not disqualified by the above criteria must be equipped with one of the following to perform Anti-BattleMech attacks:

- PA(L) or Light chassis with 2 Armored Gloves
- 2 Basic Manipulators
- 1 Heavy Battle Claw or 1 Battle Claw

Additionally, any battle armor meeting the above criteria can travel aboard an OmniMech, or aboard another unit if the correct equipment is included in the design (see *Equipment* section p. 166). Heavy battle armor suits can also mount and ride another unit. Riders in battle armor must make Piloting/Battlesuit rolls against whatever TN the gamemaster considers appropriate when the carrying unit jumps, falls, skids or receives heavy damage. Failure requires a Free Fall Check (p. 100, *CBT:RPG*).

BattleTech: The above criteria must be met to perform a Swarm attack, and to perform a Leg attack with the following exception: Humanoid battle armor equipped with Underwater Maneuvering Units may perform Leg attacks against a target standing in Depth 1 or deeper water, regardless of chassis size. Finally, battle armor that meets the above criteria, or Heavy battle armor, may ride an OmniMech using the Mechanized Battle Armor rules. Some equipment can allow a unit to operate in the same way with a vehicle (see *Equipment*, p. 166).

ADD WEAPONS

The weapons systems employed by battle armor are not identical to those employed by BattleMechs. They are modified versions of Infantry weapons with added shielding, stabilization, cooling and targeting systems. These weapons cannot be mounted on 'Mechs or vehicles without additional modifications to allow them to interact with the systems mounted on those units. Such modifications would raise the weight of the weapon to match that of the existing 'Mech/vehicle versions (where there is a corresponding system).

The support and sample anti-personnel weapon presented here are for reference only. For complete rules for these weapons (and other equipment), see *CBT:RPG* and *LT*.

Only certain locations on a suit of battle armor can mount weapons and equipment.

BattleTech: Only weapons mounted in the arms can be used in Swarm attacks, and missiles can never be used in Swarm or Leg attacks.

Weapons Slot and Location Restrictions

The amount of space in each body location is strictly limited by the available weapons slots. While armor weapons slots can be assigned anywhere, weapons and equipment may not be split between body locations. In addition to this restriction, there are limits on the number of weapons that may be mounted on battle armor.

Humanoid Chassis:

- A single anti-BattleMech weapon and a single anti-personnel weapon, or two anti-personnel weapons in each arm
- Two anti-BattleMech weapons and two anti-personnel weapons in the body

Quad Chassis:

- Up to 4 anti-BattleMech and anti-personnel weapons in the body

Missile Launchers

Battle armor mounts missile weapons as groups of launch tubes. The weights of missile launchers vary significantly as these are modified infantry weapons, not the systems used on BattleMechs and ProtoMechs.

Inner Sphere battle armor equipped with body-mounted missile launchers also lacks the mobility required to perform Anti-BattleMech attacks unless a detachable missile pack is employed. The Free Worlds League Longinus, for example, has to detach its SRM 2 launcher before it can jump or perform Swarm or Leg attacks. Detachable missile packs do not prevent battle armor from operating as mechanized battle armor, provided all other criteria are met.

Missile launchers can be mounted as detachable missile packs on the body of a battle armor suit. This allows the trooper to discard the weapon and gain improved mobility. A detachable launcher weighs 10kg more than a standard system but takes up no additional slots.

BATTLE ARMOR CONSTRUCTION

Jump Pack: The Inner Sphere has yet to develop the technology to the same level as the Clans, and as a result any Inner Sphere battle armor mounting a missile launcher cannot utilize its jump pack (if it mounts one) until the missile pack is detached.

CBT:RPG: Any humanoid chassis that mounts one or more missile launchers (SRM, Advanced SRM, MRM, LRM, Rocket Launcher or NARC) receives a -1 Movement Modifier. This modifier is applied even if the design only includes the launcher in some configurations using modular weapon mounts.

BattleTech: Inner Sphere battle armor with a missile pack (i.e. not an arm-mounted launcher, but a missile pack in addition to any arm-mounted weapon) cannot use Jumping movement or perform a Swarm or Leg attack until the launcher is detached.

Ammunition

Missile weapons (SRM, Advanced SRM, MRM and LRM) can be mounted as one-shot (OS) or multi-shot launchers. One-shot launchers have a single missile salvo integral to them, but standard launchers must have a supply of ammunition included in the same location as the launcher. This ammunition supply cannot be shared between launchers. A weapons slot can hold up to 4 rounds of missile ammunition, so a unit carrying 6 rounds for an SRM 2 launcher would have to set aside 2 weapons slots in the same location as the launcher for the ammunition.

All other weapons include ammunition and/or power packs in their weight. Additional ammunition can be carried and will weigh the amount listed on the appropriate Weapons Tables and occupy one weapons slot. Unlike Mechs, vehicles or ProtoMechs, the power for energy weapons is not taken from the main power system used by battle armor to run internal systems and for movement.

BattleTech: These ammunition limits, with the exception of the missile launchers, have no effect in *BattleTech*.

MODULAR WEAPON MOUNTS

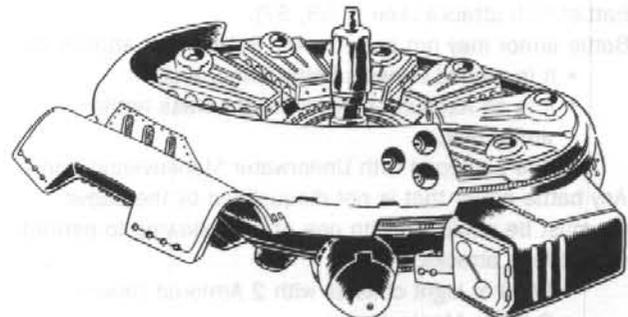
Some battle armor designs do not carry all their weapons in fixed weapons mounts. Instead, they can be reconfigured between battles, allowing them to be quickly customized for a variety of roles.

There are four kinds of modular weapons mount: Modular, Anti-Personnel, Squad Support and Modular Turret Mounts. Any mass remaining after the design is finalized can be used to mount weapons, with the remaining weapons slots in the location of the weapons mount also dictating the size of weapon that may be placed in that specific location. No additional benefits are gained for "under-loading" a suit. See the *Equipment* section, starting on p. 166, for more details on the different kinds of modular weapons mounts.

Humanoid Chassis: Humanoid suits can have four modular weapons mounts, one in each arm and two in the body.

Quad Chassis: Quad chassis can only carry a single modular turret with a number of configurable weapons slots dictated by the type of turret selected.

Standard Inner Sphere battle armor has a single modular weapons mount on the right arm, so the suit can mount a single anti-BattleMech weapon that takes up to 2 weapons slots and/or masses 200kg (the remaining weight once the design process is completed). The standard suit can be outfitted with a Support Laser (1 weapons slot and 200kg with 1 weapons slot unused), a Heavy Flamer (1 weapons slot and 150kg with 1 weapons slot and 50 kg unused), a Support MG (with 1 weapons slot and 100 kg unused), a one-shot SRM 2 (all weapons slots used but 125kg unused), a single-tube SRM launcher and 4 rounds of ammunition (all weapons slots used, 100kg unused) or two anti-personnel weapons. Though only one of these options is a missile weapon, the suit receives a -1 Movement Modifier in all configurations.



The maximum capacity of the turret is selected at design time for non-fixed weapons. A turret can be designated as configurable (much like a modular weapons mount), but to do so requires 1 weapons slot and 10 kg of mass in the turret itself. Because these requirements are combined with the regular 1 weapon slot for the turret, whether or not it is configurable, each Modular Turret Mount takes up at least 2 weapons slots (as shown on the Modular Turret Mount Table). The turret does not give any additional weapons slots, but the number of slots shown on the table are considered integral to the Modular Turret Mount.

Quad Chassis: Only quad chassis can carry a single Modular Turret Mount

Equipment and Weapons: Only weapons may be mounted in a Modular Turret Mount and their combined mass cannot exceed the battle armor design's maximum weight. Unlike a standard Modular Weapon Mount, the turret can carry multiple weapons.

CBT:RPG: A turret gives the weapons situated there a nearly 360-degree arc of fire (it cannot fire directly to the rear).

BATTLE ARMOR CONSTRUCTION

MODULAR TURRET MOUNT TABLE

Turret Mass (kg) (Configurable)	Total Weapons Slots Used	Weapons Slots in Turret (Configurable)
40 (N/A)	2	1 (N/A)
50 (60)	3	2 (1)
60 (70)	4	3 (2)
70 (80)	5	4 (3)
80 (90)	6	5 (4)
90 (100)	7	6 (5)
100 (110)	8	7 (6)
110 (120)	9	8 (7)
120 (130)	10	9 (8)
130 (140)	11	10 (9)

BattleTech: A Modular Turret Mount has no impact in *BattleTech*, as infantry do not have firing arcs.

Clan Elemental battle armor can mount a support laser, support MG or heavy flamer on the right arm. A modular weapons mount (10kg) is thus required on the Right Arm location and an anti-personnel weapon (5kg) is fitted to the Left Arm location. The weight remaining at the end of design time gives the maximum weight of the weapon that can be mounted on the modular weapons mount. The detachable SRM 2 is 70kg for the launcher (increased to 80kg as it is detachable) and 40kg for 4 SRM missiles. All of this weighs 135kg, added to the 665kg already used up for a running total of 800kg.

FINALIZE DESIGN

With modular weapons mounts in place, the player now determines the weapons slots and mass remaining. The player uses these to install weapons in the configurations desired.

No other equipment is mounted on Clan Elemental battle armor, so the final total is 800kg, which gives 200kg remaining that can be used to mount a weapon on the Right Arm Modular Weapons Mount.

The normal load-out for Clan Elemental battle armor is a Support Laser, Support MG or Heavy Flamer, in addition to the detachable SRM 2 and anti-personnel weapon. There is nothing to prevent the suit from carrying a Semi-portable Support Pulse Laser, as this weapon fits within the remaining mass and space, but a Support or Heavy Support Pulse Laser cannot be mounted on the Clan Elemental suit.

FINAL DETAILS

All battle armor suits have the following statistics: Equipment Rating, Attribute Modifiers, Melee AP and Target Size Modifier. The follow section provides details on how to determine each of these for every battle armor design created.

Equipment Rating

All battle armor designs are assigned an Equipment Rating that includes Tech Level, Availability and Legality (see p. 129, *CBT:RPG*). Though some existing designs vary from these values, all new designs should adhere to them. At the gamemaster's discretion, values might be tweaked for an appropriate reason; for example, a new suit that has only entered service may have a lower Availability.

Availability and Legality for Clan battle armor in the Inner Sphere will be higher than for Inner Sphere models. The Availability Value will be F (Unique) and Legality will also be F (Highly Restricted). Such equipment will cost quite a bit and spares will be in short supply or non-existent.

Tech Level

Inner Sphere: E (Advanced Technology)
Clan: F (Hyper-advanced Technology)

Availability

Inner Sphere: E (Very Rare)
Clan: D (Rare)

Legality

Inner Sphere: E or F if equipment unique to a specific Inner Sphere power is used (Restricted or Highly Restricted).

Clan: E or F if the design/equipment is specific to a Clan (Restricted or Highly Restricted).

The Clan Elemental is constructed with Clan Technology (F), is reasonably common within the Clans, and possession of Clan Elemental battle armor is restricted to members of the Warrior Caste (E). This gives a final Equipment Rating of F/C/E.

Attribute Modifiers

The myomer musculature of a battle armor suit offsets the suit's weight. However, the suit's bulk restricts a wearer's movements somewhat, and the claw-like hands reduce manual dexterity. The resulting Attribute modifiers are applied to a character's DEX and RFL while the character is wearing the suit. They also apply to the result of any Action Check related to those Attributes. If a single Action Check involves both Attributes, both modifiers are applied to the die roll result. These Attribute modifiers do not apply to Piloting/Battlesuit Checks, Martial Arts/Battlesuit Checks, or checks made when using any weapon or other equipment mounted directly on the suit.

Specific Attribute modifiers are determined by the battle armor chassis and any additional modifiers for equipment mounted on the armor (see the *Base Chassis, Manipulators* and *Equipment Modifiers* tables, p. 164). These modifiers are cumulative, with the following exceptions:

- Manipulator modifiers are not cumulative. Where two different types of manipulator are installed, the Attribute modifiers used depend on which manipulator is being employed. In situations where an Attribute is not used in connection with a specific manipulator, use the highest

BATTLE ARMOR CONSTRUCTION

BASE CHASSIS (CLAN) MODIFIERS TABLE

Chassis	Target Size Modifier (Quad)	Melee AP (Quad)	STR Modifier (Quad)	RFL Modifier (Quad)
Exoskeleton	0 (0)	0 (N/A)	+1 (N/A)	0 (N/A)
Light	0 (0)	0 (1)	+2 (+1)	-1 (0)
Medium	-1 (0)	1 (1)	+4 (+3)	-1 (0)
Heavy	-2 (-1)	1 (2)	+4 (+3)	-3 (-2)
Assault	-2 (-2)	2 + 2D6 (2)	+5 (+4)	-4 (-2)

BASE CHASSIS (INNER SPHERE) MODIFIERS TABLE

Chassis	Target Size Modifier (Quad)	Melee AP (Quad)	STR Modifier (Quad)	RFL Modifier (Quad)
Exoskeleton	0 (0)	0 (N/A)	+0 (N/A)	0 (N/A)
Light	0 (0)	0 (1)	+2 (+1)	-1 (0)
Medium	-1 (0)	1 (1)	+3 (+2)	-1 (0)
Heavy	-2 (-1)	1 (2)	+3 (+3)	-3 (-2)
Assault	-2 (-2)	2+2D6 (2)	+4 (+3)	-4 (-2)

MANIPULATORS (CLAN) MODIFIERS TABLE

Manipulators	Movement Modifier	Target Size Modifier	Melee AP Modifier	STR Modifier	DEX Modifier	RFL Modifier	Notes
Armored Glove	—	—	—	—	—	—	Can use normal infantry weapons
Basic Manipulator	—	—	+1	—	-1	—	
Battle Claw	—	—	+1	—	-1	—	Includes Battle Claw w/Magnets
Heavy Battle Claw	—	—	+1	+1	-2	—	
Salvage Arm	—	—	—	+1	-1	—	
Industrial Drill	—	—	—	+1	-5	—	+4 Melee TN
Cargo Lifter	-2	—	—	+5	-4	-2	No Run/Evade or Sprint
Claws and Magnets	—	—	+1	—	-1	—	In addition to Claw modifiers
No Manipulators	—	—	—	—	-4	—	

MANIPULATORS (INNER SPHERE) MODIFIERS TABLE

Equipment	Movement Modifier	Target Size Modifier	Melee AP Modifier	STR Modifier	DEX Modifier	RFL Modifier	Notes
Armored Glove	—	—	—	—	—	—	Can use normal infantry weapons
Basic Manipulator	—	—	+1	—	-1	—	
Battle Claw	—	—	+1	—	-2	—	Includes Battle Claw w/Magnets
Heavy Battle Claw	—	—	+1	+1	-3	—	
Salvage Arm	—	—	—	+1	-1	—	
Industrial Drill	—	—	—	+1	-5	—	+4 Melee TN
Cargo Lifter	-2	—	—	+5	-4	-2	No Run/Evade or Sprint
Claws and Magnets	—	—	+1	—	—	—	In addition to Claw Modifiers
No Manipulators	—	—	—	—	-4	—	

*Applied when design may mount any number of missile launchers. Always applied, even when missiles not mounted on modular weapons mounts.

†Humanoid suits add a +2 Movement Modifier for each Ground MP over 1. Ground speed for quad chassis is from the Inner Sphere and Clan Weight Class Base Movement Modifier Tables (see p. 157).

§On humanoid chassis the Dispenser may be dropped (detached) to lose the RFL modifier. Quad chassis receive no Attribute penalties or bonuses when using a Mine or Sensor Dispenser system.

BATTLE ARMOR CONSTRUCTION

EQUIPMENT MODIFIERS TABLE

Equipment	Movement Modifier	Target Size Modifier	Melee AP Modifier	STR Modifier	DEX Modifier	RFL Modifier	Notes
Ground	+Var	—	—	—	—	—	†See below
Jump Pack	—	—	—	—	—	—	Jump capable
VTOL	—	-1	—	—	—	—	
UMU	-1	—	—	—	-1	-1	Underwater capable
Humanoid w/Missile	-1	—	—	—	—	—	*See below
Detachable Missile (C)	+1	—	—	—	—	+1	Modifiers applied when detached
Detachable Missile (IS)	+1	—	—	—	—	—	Modifier applies when detached
Partial Wing	—	—	—	—	—	—	Jump capable (Special)
Space Adaptation	-1	-1	—	—	—	—	
Basic Stealth Armor	—	—	—	—	—	—	ECM:6, IR:6
Stealth Armor	—	—	—	—	—	—	ECM:6, IR:6
Prototype Stealth Armor	—	-1	—	—	—	-1	ECM:6, IR:6
Improved Stealth Armor	—	-1	—	—	—	—	ECM:6, IR:6
Mimetic Armor	—	—	—	—	+1	+1	ECM: 6, IR:6, Camo: 4
Camo System	—	—	—	—	—	—	Camo: 4
Mine Dispenser	-1	—	—	—	—	-1	§See below
Magnetic Clamps	—	—	—	—	-1	—	Extended Mechanized BA
Sensor Dispenser	-1	—	—	—	—	-1	§See below
Improved Sensors	—	—	—	—	—	—	Portable Radar Sensor
Active Probe	—	—	—	—	—	—	Portable Radar and Heat Sensors
ECM	—	—	—	—	—	—	ECM: 6 (15 meter radius)

*Applied when design may mount any number of missile launchers. Always applied, even when missiles not mounted on modular weapons mounts.

†Humanoid suits add a +2 Movement Modifier for each Ground MP over 1. Ground speed for quad chassis is from the Inner Sphere and Clan Weight Class Base Movement Modifier Tables (see p. 157).

§On humanoid chassis the Dispenser may be dropped (detached) to lose the RFL modifier. Quad chassis receive no Attribute penalties or bonuses when using a Mine or Sensor Dispenser system.

STR modifier and the lowest DEX modifier. Melee attacks are always made with a specific manipulator, indicating the appropriate AP value.

- ECM, IR and Camo modifiers are not cumulative. Use the Attribute with the highest value.
- DEX and REF modifiers can never be greater than 0; that is, a battle armor suit can never improve the DEX or REF of the wearer above their natural level.
- Quad chassis never apply Movement Modifiers.

Melee AP

Melee AP represents the suit's armor penetration value in melee combat, based on its size and the configuration of its manipulators. A particular design's Melee AP is the cumulative value of its Melee AP modifiers, as determined by the various manipulators and equipment mounted on the design (see the *Manipulators and Equipment Modifiers* tables, p. 164).

Target Size Modifier

The Target Size Modifier is a target number modifier applied to checks made by opponents attacking a MechWarrior

wearing battle armor. Larger battle armor suits are easier to hit than smaller ones. A particular design's Target Size Modifier is the cumulative value of its base chassis weight and other modifiers, as determined by the various manipulators and equipment mounted on the design (see the *Manipulators and Equipment Modifiers* tables, p. 164).

Clan Elemental battle armor is a Clan medium-weight, humanoid chassis. This gives it the following values:

Attribute Modifiers: STR +4, RFL -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: Full, Jump Capable

However, some of the equipment mounted on the Elemental modifies those values as shown:

Battle Claw: DEX -1

Detachable Missile Pack (Clan): Movement -1 until detached, RFL +1 when detached.

Applying the above modifiers gives the final values below:

BATTLE ARMOR CONSTRUCTION

Attribute Modifiers: STR +4, DEX -1, RFL -1 until SRM detached
 Melee AP: 2
 Target Size Modifier: -1
 Movement Modifier: -1/-2/-3 until SRM detached, Jump Capable

ELECTIVE MODIFICATIONS

Once the final construction process has been finished, battle armor may have its capabilities tweaked to give it better performance in a given area. Such specialization is not without cost, however—to improve one aspect of a design, some other element must be sacrificed.

Armor, Attribute Modifiers, Melee AP and Movement Modifiers can all be upgraded, but at the cost of a downgrade to another value. For each item downgraded, the design is “credited” a point that can be used to upgrade another item. A maximum limit of three (3) elective modifications are allowed per design.

BattleTech: Such modifications have no impact on battle armor performance in *BattleTech*.

Armor

Battle armor has four separate armor values, presented as Melee (M), Ballistic (B), Energy (E) and Explosive (X). One point can be removed or added to any of these. It is not possible to change any of these values by more than 1 point, however, or to increase them above 10.

Attribute Modifiers

The Attribute (STR, DEX and RFL) modifiers for the battle armor design can also be changed. Unlike armor, there is no limit to the modifiers that can be applied. Each -1 modifier taken against an Attribute will give a 1-point “credit” that can be used to improve another area. Conversely, points can be spent to add +1 to an Attribute.

Melee AP

The Melee AP Value can be raised or lowered by 1 point only. Any such modifier taken against Melee AP gives a 1-point “credit” that can be used to improve another area. Conversely, 1 point of “credit” from elsewhere can be used to improve the Melee AP Value. Melee AP cannot be reduced to less than 0.

Movement Modifiers

The third modification type is only allowed for humanoid designs; quads cannot be modified in this way. For each -1

modifier taken to the Walk movement value, the design is given a “credit” of 1 point that can be used to improve another area. Conversely, a +1 modifier can be applied at the cost of 1 point.

The Run/Evade and Sprint modifiers are recalculated from the final Walk modifier. The Run modifier is twice the Walk modifier and the Sprint Modifier is three times the Walk modifier.

Assault: Assault class battle armor cannot have its movement modified.

EQUIPMENT

This section describes and provides rules for all known weapons and equipment currently in use by Inner Sphere and Clan forces.

The terms trooper, battle armor or suit are used in reference to a single person operating a suit of power armor, while the use of the term unit refers to a group of identical battle armor-equipped individuals operating together as a Squad of 4 or a Point of 5. All equipment appears in alphabetical order.

ACTIVE PROBE

The active probe is a complex sensor array, far more sophisticated and powerful than the standard system installed on battle armor.

CBT:RPG: The active probe functions as a combined portable radar sensor and portable heat sensor (p. 107, LT).

BattleTech: This equipment operates in the same manner as the active probe described on p. 130, *BMR*. The Clan version has a greater range than its Inner Sphere counterpart.

ARMOR

The armor used in the construction of battle armor is a triumph of research and development in sophisticated zero-G manufacturing processes. Here the Clans have a significant

CLASSIC BATTLETECH RPG TO BATTLETECH WEAPON EQUIVALENCY TABLE

CBT:RPG Weapon	Corresponding BattleTech Weapon
Semi-Portable Machine Gun	Light Machine Gun
Support Machine Gun	Machine Gun
Semi-Portable Autocannon	Heavy Machine Gun
Heavy Flamer	Flamer
Heavy Support Laser	Medium Laser
Support Laser	Small Laser
Ultra Heavy Support Laser	Heavy Medium Laser
Semi-Portable Heavy Laser	Heavy Small Laser
ER Heavy Support Laser	ER Medium Laser
ER Support Laser	ER Small Laser
ER Semi-Portable Support Laser	ER Micro Laser
Heavy Support Pulse Laser	Medium Pulse Laser
Support Pulse Laser	Small Pulse Laser
Semi-Portable Support Pulse Laser	Micro Pulse Laser

BATTLE ARMOR CONSTRUCTION

CLAN WEAPONS (SUPPORT) AND EQUIPMENT TABLE

Type	AP •	Type	Range in Meters	Shots (Wt.)	Weapon	
	Damage		S/M/L/E		Slots	Weight
Semi-Portable Machine Gun	5•4D6	B	40/95/225/500	50 (5 kg)	1	75 kg
Support Machine Gun	5•5D6	B	45/100/250/625	50 (5 kg)	1	100 kg
Semi-Portable Autocannon	6•3D6	B	25/75/200/550	50 (5 kg)	1	150 kg
Heavy Flamer	2•7D6	E	8/20/35/70	10 (5 kg)	1	150 kg
Support Laser	6•8D6	E	100/325/760/1,500	30 (5 kg)	1	200 kg
Ultra Heavy Support Laser	7•14D6	E	150/500/950/1,900	20 (5 kg)	4	1000 kg
Semi-Portable Heavy Laser	6•10D6	E	100/325/760/1,500	20 (5 kg)	3	500 kg
ER Heavy Support Laser	6•12D6	E	200/750/1,400/2,500	20 (5 kg)	3	800 kg
ER Support Laser	6•10D6	E	125/450/900/1,700	20 (5 kg)	2	350 kg
ER Semi-Portable Support Laser	5•8D6	E	100/350/775/1,575	30 (5 kg)	1	150 kg
Heavy Support Pulse Laser	6•7D6	E	175/675/1,200/2,200	12/Burst (5 kg)	3	800 kg
Support Pulse Laser	5•5D6	E	100/325/760/1,500	14/Burst (5 kg)	1	400 kg
Semi-Portable Support Pulse Laser	5•4D6	E	70/250/600/1,300	17/Burst (5 kg)	1	160 kg
Support Particle Cannon	5•14D6	E	85/295/750/1,600	14 (5 kg)	2	240 kg
Light Recoilless Rifle	(C)	O	50/180/375/600	20 (20 kg)	2	175 kg
Medium Recoilless Rifle	(D)	O	60/200/390/640	20 (40 kg)	2	250 kg
Heavy Recoilless Rifle	(E)	O	70/225/450/700	20 (80 kg)	3	325 kg
SRM Launcher	6•7D6	B	60/225/425/740	1 (10 kg)	1	35 kg
SRM 2 Launcher	6•7D6*	B	60/225/425/740	1 (20 kg)	2	70 kg
SRM 3 Launcher	6•7D6*	B	60/225/425/740	1 (30 kg)	2	105 kg
SRM 4 Launcher	6•7D6*	B	60/225/425/740	1 (40 kg)	2	140 kg
SRM 5 Launcher	6•7D6*	B	60/225/425/740	1 (50 kg)	3	175 kg
SRM 6 Launcher	6•7D6*	B	60/225/425/740	1 (60 kg)	3	210 kg
Single-Shot SRM Launcher	6•7D6*	B	60/225/425/740	—	2	20 kg†
Single-Shot SRM 2 Launcher	6•7D6*	B	60/225/425/740	—	2	40 kg†
Single-Shot SRM 3 Launcher	6•7D6*	B	60/225/425/740	—	2	60 kg†
Single-Shot SRM 4 Launcher	6•7D6*	B	60/225/425/740	—	3	80 kg†
Single-Shot SRM 5 Launcher	6•7D6*	B	60/225/425/740	—	3	100 kg†
Single-Shot SRM 6 Launcher	6•7D6*	B	60/225/425/740	—	4	120 kg†
Advanced SRM Launcher**	6•7D6	B	60/225/425/740	1 (10 kg)	2	60 kg†
Advanced SRM 2 Launcher**	6•7D6*	B	60/225/425/740	1 (20 kg)	2	90 kg†
Advanced SRM 3 Launcher**	6•7D6*	B	60/225/425/740	1 (30 kg)	3	120 kg†
Advanced SRM 4 Launcher**	6•7D6*	B	60/225/425/740	1 (40 kg)	3	150 kg†
Advanced SRM 5 Launcher**	6•7D6*	B	60/225/425/740	1 (50 kg)	4	180 kg†
Advanced SRM 6 Launcher**	6•7D6*	B	60/225/425/740	1 (60 kg)	4	210 kg†
Single-Shot Advanced SRM Launcher**	6•7D6	B	60/225/425/740	—	3	45 kg†
Single-Shot Advanced SRM 2 Launcher**	6•7D6*	B	60/225/425/740	—	3	75 kg†
Single-Shot Advanced SRM 3 Launcher**	6•7D6*	B	60/225/425/740	—	4	105 kg†
Single-Shot Advanced SRM 4 Launcher**	6•7D6*	B	60/225/425/740	—	4	135 kg†
Single-Shot Advanced SRM 5 Launcher**	6•7D6*	B	60/225/425/740	—	5	165 kg†
Single-Shot Advanced SRM 6 Launcher**	6•7D6*	B	60/225/425/740	—	5	195 kg†
LRM Launcher	5•5D6	B	75/400/1,000/2,100	3 (25 kg)	2	35 kg†
LRM 2 Launcher	5•5D6*	B	75/400/1,000/2,100	3 (50 kg)	2	70 kg†
LRM 3 Launcher	5•5D6*	B	75/400/1,000/2,100	3 (75 kg)	3	105 kg†
LRM 4 Launcher	5•5D6*	B	75/400/1,000/2,100	3 (100 kg)	3	140 kg†
LRM 5 Launcher	5•5D6*	B	75/400/1,000/2,100	3 (125 kg)	4	175 kg†
Single-Shot LRM Launcher	5•5D6	B	75/400/1,000/2,100	—	2	25 kg†
Single-Shot LRM 2 Launcher	5•5D6*	B	75/400/1,000/2,100	—	2	50 kg†

BATTLE ARMOR CONSTRUCTION

CLAN WEAPONS (SUPPORT) AND EQUIPMENT TABLE (CONT.)

Type	AP • Damage	Type	Range in Meters		Shots (Wt.)	Weapon	
			S/M/L/E			Slots	Weight
Single-Shot LRM 3 Launcher	5•5D6*	B	75/400/1,000/2,100		—	3	75 kg†
Single-Shot LRM 4 Launcher	5•5D6*	B	75/400/1,000/2,100		—	3	100 kg†
Single-Shot LRM 5 Launcher	5•5D6*	B	75/400/1,000/2,100		—	3	125 kg†

Type	Weapon Slots	Weight
Modular Weapon Mount	1	10 kg
Anti-Personnel Weapon Mount	1	5 kg
Modular Equipment Adapter	2	10/30 kg§
Turret	**	**
Bomb Rack	2	100 kg
Remote Sensor Dispenser	1	40 kg
Squad Support Weapon	1	**
ECM Suite	1	75 kg
Active Probe	2	150 kg
Improved Sensors	1	45 kg
Heat Sensor	1	20 kg
Cutting Torch	1	5 kg
Extended Life Support	1	25 kg
Fuel Tank	1	50 kg
Jump Booster	2	125 kg
Laser Microphone	1	5 kg
Parafoil	1	35 kg
Power Pack	1	25 kg
Searchlight	1	5 kg
Shotgun Microphone	1	5 kg
Space Operations Adaptation	1	100 kg

*Represents a single missile; see p. 178 in *Equipment*.

†Detachable missile packs add an additional 10kg to the weight of any missile system.

§The weight of this equipment is 10 kg; it can mount up to 30 kg of equipment.

**See special rules for this equipment.

advantage over the Inner Sphere. Extremely sophisticated stealth systems have also been integrated into armor now being produced in the Inner Sphere and Clan space. Some types of armor are only available to certain groups, a restriction noted in the description of each type.

Advanced (Inner Sphere only)

Developed by the Free Worlds League in an attempt to copy Clan technology, it is still heavier and more bulky than the material used by the Clans.

Weapons Slots: The player must allocate 5 weapons slots to the armor, in any location.

Basic Stealth

While the Clans may have developed modern battle armor, it was "those sneaky barbarians" of the Inner Sphere who first

fielded units with stealth technology, such as the Kage. The stealth systems built into the armor make it heavier and bulkier.

Weapons Slots: The player must allocate 3 weapons slots to the armor, in any location..

MechWarrior: The suit has Stealth Modifiers of ECM: +6 and IR: +6

BattleTech: Attacks against a unit with basic stealth technology receive To-Hit Modifiers of +1 at Medium Range and +2 at Long Range. The unit cannot be found by active probes when hidden.

Fire Resistance (Clan only)

Clan Fire Mandrill developed armor with enhanced fire resistance for their incendiary Salamander battle armor. Units

BATTLE ARMOR CONSTRUCTION

INNER SPHERE WEAPONS (SUPPORT) AND EQUIPMENT TABLE

Type	AP •		Range in Meters		Shots (Wt.)	Weapon	
	Damage	Type	S/M/L/E			Slots	Weight
Support Machine Gun	5•5D6	B	45/100/250/625		50 (5 kg)	1	100 kg
Heavy Flamer	2•7D6	E	8/20/35/70		10 (5 kg)	1	150 kg
Heavy Support Laser	7•12D6	E	150/500/900/1,900		30 (15 kg)	3	500 kg
Support Laser	6•8D6	E	100/325/760/1,500		30 (5 kg)	1	200 kg
ER Heavy Support Laser	6•10D6	E	175/625/1,200/2,250		20 (5 kg)	3	800 kg
ER Support Laser	6•8D6	E	110/400/800/1,650		20 (5kg)	2	350 kg
Heavy Support Pulse Laser	6•5D6	E	120/425/850/1,750		12/Burst (5 kg)	3	800 kg
Support Pulse Laser	5•5D6	E	85/310/725/1,500		14/Burst (5 kg)	1	400 kg
Support Particle Cannon	5•14D6	E	75/275/650/1,400		15 (5 kg)	2	250 kg
Magshot Gauss Rifle	6•7D6	B	70/280/600/1,250		20 (10 kg)	3	175 kg
Grand Mauler Gauss Cannon	6•6D6	B	45/120/375/1,000		5 (5 kg)	2	125 kg
Tsunami Heavy Gauss Rifle	6•6D6	B	45/135/400/1,070		5 (5 kg)	2	125 kg
Light Recoilless Rifle	(C)	O	50/180/375/600		20 (20 kg)	2	175 kg
Medium Recoilless Rifle	(D)	O	60/200/390/640		20 (40 kg)	2	250 kg
Heavy Recoilless Rifle	(E)	O	70/225/450/700		20 (80 kg)	3	325 kg
SRM Launcher	6•7D6	B	60/225/425/740		1 (10 kg)	1	60 kg
SRM 2 Launcher	6•7D6*	B	60/225/425/740		1 (20 kg)	2	120 kg
SRM 3 Launcher	6•7D6*	B	60/225/425/740		1 (30 kg)	2	180 kg
SRM 4 Launcher	6•7D6*	B	60/225/425/740		1 (40 kg)	2	240 kg
SRM 5 Launcher	6•7D6*	B	60/225/425/740		1 (50 kg)	3	300 kg
SRM 6 Launcher	6•7D6*	B	60/225/425/740		1 (60 kg)	3	360 kg
Single-Shot SRM Launcher	6•7D6*	B	60/225/425/740		—	2	50 kg†
Single-Shot SRM 2 Launcher	6•7D6*	B	60/225/425/740		—	2	75 kg†
Single-Shot SRM 3 Launcher	6•7D6*	B	60/225/425/740		—	2	125 kg†
Single-Shot SRM 4 Launcher	6•7D6*	B	60/225/425/740		—	3	150 kg†
Single-Shot SRM 5 Launcher	6•7D6*	B	60/225/425/740		—	3	175 kg†
Single-Shot SRM 6 Launcher	6•7D6*	B	60/225/425/740		—	4	200 kg†
MRM Launcher**	5•8D6	B	65/300/1,100/1,500		1 (5 kg)	1	60 kg†
MRM 2 Launcher**	5•8D6*	B	65/300/1,100/1,500		1 (10 kg)	2	120 kg†
MRM 3 Launcher**	5•8D6*	B	65/300/1,100/1,500		1 (15 kg)	2	180 kg†
MRM 4 Launcher**	5•8D6*	B	65/300/1,100/1,500		1 (20 kg)	3	240 kg†
MRM 5 Launcher**	5•8D6*	B	65/300/1,100/1,500		1 (25 kg)	3	300 kg†
Single-Shot MRM Launcher**	5•8D6	B	65/300/1,100/1,500		—	2	50 kg†
Single-Shot MRM 2 Launcher**	5•8D6*	B	65/300/1,100/1,500		—	2	100 kg†
Single-Shot MRM 3 Launcher**	5•8D6*	B	65/300/1,100/1,500		—	3	150 kg†
Single-Shot MRM 4 Launcher**	5•8D6*	B	65/300/1,100/1,500		—	3	200 kg†
Single-Shot MRM 5 Launcher**	5•8D6*	B	65/300/1,100/1,500		—	4	250 kg†
Corean Farshot LRM Launcher	5•5D6	B	75/400/1,000/2,100		3 (25 kg)	2	60 kg†
Corean Farshot LRM 2 Launcher	5•5D6*	B	75/400/1,000/2,100		3 (50 kg)	2	120 kg†
Corean Farshot LRM 3 Launcher	5•5D6*	B	75/400/1,000/2,100		3 (75 kg)	3	180 kg†
Corean Farshot LRM 4 Launcher	5•5D6*	B	75/400/1,000/2,100		3 (100 kg)	3	240 kg†
Corean Farshot LRM 5 Launcher	5•5D6*	B	75/400/1,000/2,100		3 (125 kg)	4	300 kg†
Single-Shot Corean Farshot LRM Launcher	5•5D6	B	75/400/1,000/2,100		—	3	40 kg†
Single-Shot Corean Farshot LRM 2 Launcher	5•5D6*	B	75/400/1,000/2,100		—	3	80 kg†
Single-Shot Corean Farshot LRM 3 Launcher	5•5D6*	B	75/400/1,000/2,100		—	4	120kg†
Single-Shot Corean Farshot LRM 4 Launcher	5•5D6*	B	75/400/1,000/2,100		—	5	160 kg†
Single Shot Corean Farshot LRM 5 Launcher	5•5D6*	B	75/400/1,000/2,100		—	5	200 kg†
LAW Launcher	6•5D6	B	55/200/335/560		—	2	25 kg†
LAW 2 Launcher	6•5D6*	B	55/200/335/560		—	2	50 kg†
LAW 3 Launcher	6•5D6*	B	55/200/335/560		—	3	75 kg†

BATTLE ARMOR CONSTRUCTION

INNER SPHERE WEAPONS (SUPPORT) AND EQUIPMENT TABLE (CONT.)

Type	AP • Damage	Type	Range in Meters		Shots (Wt.)	Weapon	
			S/M/L/E			Slots	Weight
LAW 4 Launcher	6•5D6*	B	55/200/335/560		—	3	100 kg†
LAW 5 Launcher	6•5D6*	B	55/200/335/560		—	4	125 kg†
NARC	**	B	60/225/425/740		2 (20)	1	150 kg†
Heavy Mortar	(E)	O	100/180/400/900		20 (80 kg)	2	400 kg
Light Mortar	(D)	O	40/100/250/565		20 (40 kg)	2	300 kg
Heavy Grenade Launcher	(C)	O	20/60/150/250		20 (5 kg)	1	100 kg
Automatic Grenade Launcher	(B)	O	20/45/110/180		20 (5 kg)	1	75 kg
Light TAG	—	S	150/500/950/1,9500		60 (5 kg)	1	35 kg

Type	Weapon Slots	Weight
Modular Weapon Mount	1	10 kg
Anti-Personnel Weapon Mount	1	5 kg
Modular Equipment Adapter	2	10/30 kg§
Turret	**	**
Mine Dispenser	2	50 kg
Popup Mine	1	200 kg
Remote Sensor Dispenser	1	40 kg
Squad Support Weapon	1	**
ECM Suite	1	100 kg
Active Probe	2	250 kg
Improved Sensors	1	65 kg
Heat Sensor	1	20 kg
Camo System	2	200 kg
Cutting Torch	1	5 kg
Extended Life Support	1	25 kg
Fuel Tank	1	50 kg
Jump Booster	2	125 kg
Laser Microphone	1	5 kg
Magnetic Clamps	2	30 kg
Parafoil	1	35 kg
Partial Wing	1	200 kg
Power Pack	1	25 kg
Searchlight	1	5 kg
Shotgun Microphone	1	5 kg

*Represents a single missile; see p. 178 in *Equipment*.

†Detachable missile packs add an additional 10kg to the weight of any missile system.

§The weight of this equipment is 10 kg; it can mount up to 30 kg of equipment.

**See special rules for this equipment.

outfitted with this remarkable material can stand up to the full fury of a 'Mech flamer or inferno round. This type of armor is currently only available to the Clans.

Weapons Slots: The player must allocate 5 weapons slots to the armor, in any location.

CBT:RPG: Fire Resistance Armor has a Value of 10 against fire and fire-based attacks in place of the usual (E) energy value.

BattleTech: Flamer and inferno attacks do no damage to the unit; fire likewise has no effect.

Improved Stealth

The Free Worlds League required the assistance of the Word of Blake to develop the most advanced stealth technology seen in battle armor. First deployed on the Achilleus suit, only the extreme cost has prevented this armor from becoming the standard for all armored infantry.

BATTLE ARMOR CONSTRUCTION

Weapons Slots: The player must allocate 5 weapons slots to the armor, in any location.

CBT:RPG: The suit has Stealth Modifiers of ECM: +6 and IR: +6. The bulkiness of the armor also gives the suit a -1 Target Size Modifier.

BattleTech: All to-hit rolls against the unit receive a modifier of +1 at Short Range, +2 at Medium Range and +3 at Long Range. Active probes cannot detect the unit when hidden.

Mimetic

Mimetic armor was under development by ComStar on Terra when the world fell to the Word of Blake, and the Blakists were quick to follow through with this invaluable program. A network of sensors controls an array of pigments imbedded in the composite that makes up the armor, causing the armor's color and pattern to shift to match the surrounding environment. This camouflage is most effective when the suit is motionless, as the computer system has difficulty matching the surroundings when the battle armor moves at full speed. The armor is also outfitted with impressive ECM and IR baffling capability.

Weapons Slots: Must allocate 7 weapons slots to the armor, in any location.

CBT:RPG: The suit receives ECM: +6, IR: +6 and Camo: +4 stealth modifiers, +1 DEX and +1 REF modifiers.

BattleTech: The to-hit modifier for attacks against the unit is based on how far the battle armor moves in a turn, as shown on the Mimetic Movement Table.

MIMETIC MOVEMENT TABLE

Hexes Moved	Attacker Movement Modifier
0	+3
1	+2
2	+1
3+	0

Prototype (Inner Sphere only)

Used by the Inner Sphere powers at the start of their battle armor development program, this armor is significantly bulkier and heavier than the standard armor used in mass-produced designs.

Weapons Slots: The player must allocate 4 weapons slots to the armor, in any location.

Prototype Stealth (Inner Sphere only)

The Inner Sphere's early attempts at constructing power armor resulted in some less efficient designs. The Prototype Stealth armor has the same operational characteristics of the Basic Stealth suit, but weighs more.

Weapons Slots: The player must allocate 4 weapons slots to the armor, in any location.

CBT:RPG: The suit has Stealth Modifiers of ECM: +6 and IR: +6. Additionally, it suffers for its bulkiness with Target Size: -1 and RFL: -1.

BattleTech: Attacks against a unit with Basic Stealth receive to-hit modifiers of +1 at Medium Range and +2 at Long Range. The unit cannot be found by active probes when hidden.

Standard

The standard armor produced throughout the Inner Sphere is a triumph of materials technology, overshadowed only by the achievements of the Clans. Clan battlesuit armor is half the weight of the Inner Sphere product, but costs more to produce.

Standard Stealth

A more sophisticated stealth system than the Basic Stealth technology, Standard Stealth is also heavier and more bulky.

Weapons Slots: The player must allocate 4 weapons slots to the armor, in any location.

CBT:RPG: The suit has Stealth Modifiers of ECM: +6 and IR: +6.

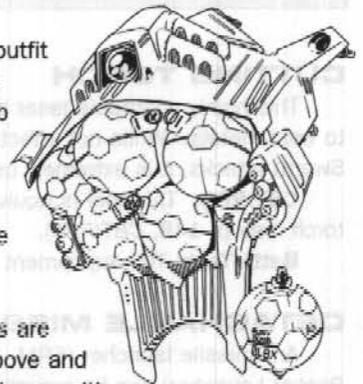
BattleTech: Attacks against a unit with Standard Stealth receive a to-hit modifier of +1 at Short Range, +1 at Medium Range and +2 at Long Range. A unit equipped with this armor cannot be detected by active probes when hidden.

BOMB RACK

The Clans were quick to outfit their new VTOL-capable battle armor Sylph suits with a bomb rack to rain destruction on their enemies. Only units capable of VTOL movement may employ bomb racks. More than one bomb rack can be mounted.

CBT:RPG: These weapons are dropped onto a target from above and inflict damage per a satchel charge with a full blast radius. If the Attack Check fails, the bomb scatters (p.120, CBT:RPG).

BattleTech: A bomb rack may be used once during a battle. It has no range and may only be used if the unit's current altitude is at least 1 level higher than the hex it occupies (so that the target hex is always the hex the unit occupies). The base to-hit number for the attack is the Gunnery Skill of the unit, and the only modifier that applies is the standard Attacker Movement modifier. If an attack roll misses, the attack scatters 1 hex per Artillery rules (pp. 73-76, BMR). The bomb attack delivers damage to all units in the target hex and each adjacent hex. The damage inflicted in the



BATTLE ARMOR CONSTRUCTION

target hex is 2 points per bomb dropped, while units in an adjacent hex suffer half that. All troopers in a unit drop bombs from a bomb rack simultaneously and the damage is applied in 5-point groups.

CAMO SYSTEM

ComStar developed this visual camouflage system from Star League research discovered on Terra when that organization took possession of the planet just before the outbreak of the Succession Wars. They included the system in their Tornado Power Armor (Light) suit and the Word of Blake later used it as the basis for the mimetic armor they created for the Purifier suit. This system generates a similar effect to mimetic armor, but without the IR and ECM. It cannot be used in conjunction with mimetic armor.

CBT:RPG: The camo system gives a Camo: +4 stealth bonus.

BattleTech: Like mimetic armor, the camo system is most effective when the unit remains stationary. The more a unit moves, the less benefit they receive as a modifier to all to-hit rolls or attacks made against them.

CAMO MOVEMENT TABLE

Hexes Moved	Attacker Movement Modifier
0	+2
1	+1
2+	+0

CUTTING TORCH

This highly adaptable laser cutting tool can also be used to weld metals. While not effective in combat, such as 'Mech Swarm attacks, it is extremely useful for welding doors shut.

CBT:RPG: This tool is equivalent to a hand-held laser torch (see p. 148, *CBT:RPG*).

BattleTech: This equipment has no effect in *BattleTech*.

DETACHABLE MISSILE PACK

Any missile launcher (SRM, Advanced SRM, MRM, LRM or Rocket Launcher) can be mounted as a detachable missile pack (DMP) that can be jettisoned by the trooper to improve mobility. This is one area where the Clans' long experience with battle armor pays significant dividends; Inner Sphere attempts to replicate this concept generally work, but so unbalance the suit design that a trooper cannot jump or perform Swarm and Leg attacks until the missile launcher is jettisoned. Any missile launcher may be converted into a DMP; doing so increases the weight of the launcher by 10kg.

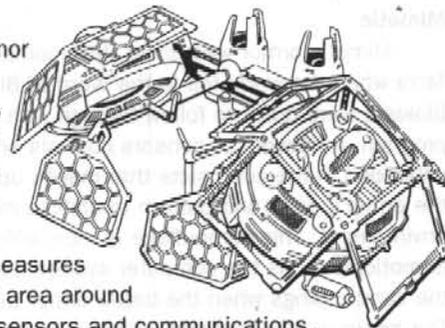
CBT:RPG: Units using detachable missile packs receive bonuses when the pack is jettisoned. Clan units receive Movement: +1 and RFL: +1, while Inner Sphere units only receive Movement: +1 and suffer the other restrictions noted

above. These modifiers are applied when the suit has jettisoned all DMPs.

BattleTech: Clan units equipped with a DMP receive no benefit in *BattleTech*, but Inner Sphere units cannot use Jump movement or perform Swarm or Leg attacks until the launcher is jettisoned (which takes place automatically once all ammunition has been expended). Until all DMPs are ejected, the unit can only operate using maximum Ground MP and move like conventional infantry.

ECM SUITE

While battle armor can include stealth technology built into the armored "skin," some units (notably the Infiltrator Mk II) have extensive Electronic Countermeasures (ECM) that cover an area around the suit, disrupting sensors and communications.



CBT:RPG: The battle armor has ECM: +6, but unlike the countermeasures provided by stealth armor, this extends to a 15-meter radius from the suit.

BattleTech: The battle armor is in an ECM bubble (see p. 136, *BMR*), but the bubble only affects the hex in which the unit is located.

EXTENDED LIFE SUPPORT

Battle armor is designed to operate as a completely sealed environmental support system when in hostile environments. Normal endurance is 12 hours, but fitting extra life support equipment can extend this. Extra oxygen tanks and air-scrubbing gear extends the limit from 12 to 24 hours.

CBT:RPG: The suit can maintain life support for 24 hours.

BattleTech: This equipment has no effect in *BattleTech*.

FLAMERS

The flamer is a deadly incendiary weapon feared by all on the battlefield. Unlike BattleMechs, battle armor lacks the fusion reactor from which to draw super-hot plasma to fuel flamers. Instead, they must mount a version of the weapon that operates like the vehicle flamer with a reservoir of combustible liquid or gel.

CBT:RPG: Treat flamers like the Heavy Flamer support weapon (see p. 139, *CBT:RPG*).

BattleTech: These weapons have the same effect as BattleMech weapons of the same name (see p. 137, *BMR*). Fuel expenditure is not tracked in *BattleTech*.

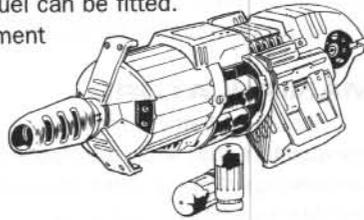
FUEL TANK

All battle armor capable of Jump or VTOL movement has a finite supply of fuel for its jets. Extra fuel tanks can be added to the design to extend the supply.

BATTLE ARMOR CONSTRUCTION

CBT:RPG: Battle armor suits with jump capability have a fuel tank with a capacity of 1,000 points. A fuel tank with an additional 1,000 points of fuel can be fitted.

BattleTech: This equipment has no effect in *BattleTech*.



GRENADE LAUNCHER

Often used as a light support weapon by

conventional infantry, the grenade launcher is used to project a conventional grenade to greater distances (and with more accuracy) than the more basic hand-delivery method. Autoloading grenade launchers have proven very effective for battle armor facing large numbers of conventional infantry.

CBT:RPG: See *CBT:RPG* (p. 137) and *LT* (pp. 39-40) for full details on grenades and grenade launchers.

BattleTech: Grenade launchers attack in the same manner as other *BattleTech* weapons, but are also capable of indirect fire. When used against conventional infantry, a launcher will inflict 1D3 damage (damage is doubled when the target is in open terrain).

HEAT SENSOR

While not as sophisticated as some of the electronic sensing equipment found on some suit designs, the heat sensor is an advanced thermal detection system first used by the Infiltrator suits the Federated Commonwealth rushed into production during the Clan invasion.

CBT:RPG: The heat sensor performs like a portable heat sensor (see p. 107, *LT*).

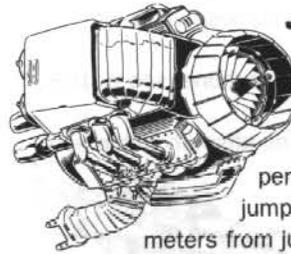
BattleTech: This equipment has no effect in *BattleTech*.

IMPROVED SENSORS

The Gray Death Legion pioneered the use of battle armor as scouts with their own specially modified suits. While the improved sensor package is not as refined as the active probe, it is still effective at rooting out hidden units that lack sufficient ECM cover.

CBT:RPG: Improved sensors operate as a portable radar sensor (see p. 107, *LT*).

BattleTech: Improved sensors operate as an active probe (see p. 130, *BMR*) with a range of 2 (3 for the Clans).

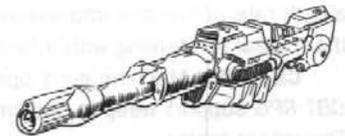


JUMP BOOSTER

Battle armor that has reached the maximum jumping performance possible using an integral jet pack can boost that performance with a "super-charger" jump booster to squeeze another 30 meters from jumps. The booster allows a suit to add an additional 1 MP to its Jump movement, even if this takes the unit beyond the normal limitations of the chassis. This system cannot be combined with the Partial Wing.

MechWarrior: The distance a suit of battle armor can jump in a turn is increased by 30 meters.

BattleTech: The Jump MP of the suit is increased by 1 in the design phase.



LASER

Laser weapons have long been available to infantry, though the extra cost outfitting troops with energy weapons in place of good old-fashioned slug-throwers long prevented them from becoming the basic infantry weapon. The extra expense becomes insignificant against the cost of high-tech battle armor, however, and the laser is one of the primary weapon types used.

CBT:RPG: The performance of these weapons is identical to the corresponding weapons found in *CBT:RPG* and *LT*. In addition to these are other support lasers developed by the Inner Sphere and the Clans, as shown below (the rest of the weapon statistics are found on the appropriate Weapons and Equipment Tables (pp. 167 to 170)).

ADDITIONAL SUPPORT LASERS TABLE

Item	Skill	Equipment		Shots	Cost/ Reload	Weight	Affl	Notes
		Rating						
ER Heavy Support Laser	SUP	E/D/E		20*	80,000/†	250kg	FWL	Crew: 4
ER Heavy Support Laser (Clan)	SUP	F/D/E		20*	80,000/†	240kg	Clan	Crew: 3
Semi-Portable Heavy Laser	SUP	F/D/E		15*	20,000/†	150 kg	Clan	Crew 3, +1 TN
Ultra Heavy Support Laser	SUP	F/D/E		30*	100,000/†	250 kg	Clan	Crew: 4, +1 TN

BATTLE ARMOR CONSTRUCTION

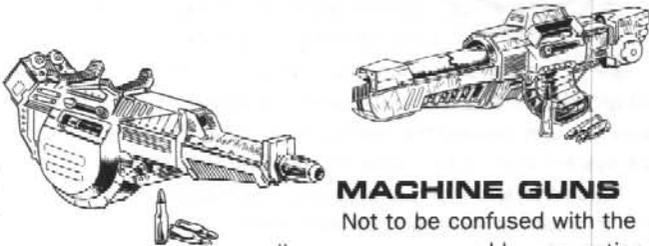
BattleTech: Laser weapons perform like their *BattleTech* equivalents. Energy expenditure is not recorded in *BattleTech*.

LASER MICROPHONE

This item of surveillance equipment is sometimes incorporated into battle armor for the purpose of covert information gathering.

CBT:RPG: Operates as a laser microphone (see p. 105, LT).

BattleTech: This equipment has no effect in *BattleTech*.



MACHINE GUNS

Not to be confused with the small-arms weapon used by conventional infantry, these support weapons are akin to the anti-infantry weapons mounted on BattleMechs and vehicles. They possess a high rate of fire and impressive stopping power that make them ideal for dealing with infantry.

CBT:RPG: Machine guns operate as the corresponding CBT:RPG support weapon, indicated on the Weapons and Equipment tables.

BattleTech: As with the BattleMech-mounted version, these are excellent weapons for attacking conventional infantry. When used on such targets Heavy MGs inflict 2D6 points of damage, MGs 1D6 and Light MGs 1D3 damage (roll 1D6 and inflict 1 point of damage if a 1 or 2 is rolled, 2 points of damage if the result is 3 or 4, and 3 points of damage if 5 or 6 is rolled). This damage is doubled if the target infantry is in Clear terrain.

MAGNETIC CLAMPS

Normally battle armor can only operate as mechanized battle armor in conjunction with OmniMechs. The Capellan Confederation found this a major limitation when it came to fielding their own battle armor troops, as they still had few of the advanced designs available. The Capellan solution was to add powerful magnetic clamps to the body of the Fa Shih suit, allowing it to operate with conventional 'Mechs and with vehicles. While effective in this task, the system is too clumsy to be of any help when performing anti-BattleMech operations against hostile units.

The Clans had already introduced the OmniMech when the first battle armor was fielded, and bent much of their creative energies toward improving what they saw as superior OmniMech technology. They devoted little attention toward developing equipment to mechanize battle armor, and so magnetic clamps are only available to the Inner Sphere.

CBT:RPG: The suit can operate as mechanized battle armor with standard 'Mechs and vehicles if it satisfies the normal criteria for mechanized battle armor (see p. 161). Units equipped with magnetic clamps receive a -1 DEX Modifier.

BattleTech: A unit of battle armor troopers equipped with magnetic clamps can perform as mechanized battle armor with normal BattleMechs and vehicles if it satisfies the normal criteria for mechanized battle armor (see p. 161).

MANIPULATORS

Humanoid battle armor can be designed with a variety of manipulators that allow the trooper to interact with his/her surroundings. Primarily this consists of holding on to speeding OmniMechs while operating as mechanized battle armor or tearing away at the armor of an enemy unit in a frenzied anti-BattleMech attack.

Sometimes battle armor may be used in other roles, such as a scout or in covert operations requiring more dexterous manipulators that can still protect the trooper's hands as well as the armor used in the suit's body. A number of adaptations have been introduced that can give battle armor additional capabilities. The various effects and Attribute modifiers imparted by manipulators are summarized on the Manipulator Tables (p. 164)

None

The suit is not equipped with a manipulator. If none are used in either arm of a humanoid chassis, that unit cannot pick up anything unless the object is prepared with some kind of sling through which the whole arm can be thrust.

CBT:RPG: The suit receives an Attribute modifier of DEX: -4 if it has no manipulators on either arm.

BattleTech: A unit consisting of battle armor of this type will be unable to operate as mechanized infantry or perform Swarm and Leg attacks

Armored Gloves

The unit is not equipped with any enhanced manipulator; the arms are equipped with an armored covering for the hand. A suit outfitted with an armored glove can carry a single standard infantry weapon and operate all standard equipment with that hand. PA(L) and Light suits may perform Anti-BattleMech attacks or ride on an OmniMech if both arms are so equipped and other criteria are met (see p. 161). The weight of heavier suits requires power assistance provided by the other kinds of manipulators available.

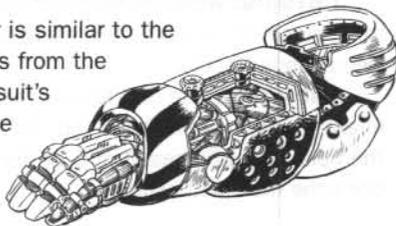
CBT:RPG: There are no modifiers from an armored glove. The wearer of the suit can perform all actions with no modifiers and can use standard infantry weapons. Unlike support weapons mounted on the suit, Crew requirements and setup/breakdown times apply.

BattleTech: PA(L) and Light suits may perform Swarm and Leg attacks or operate as mechanized battle armor if both arms are so equipped and other criteria are met (see p. 161). If the unit is so equipped, each suit can carry a single anti-personnel weapon. This weapon is not used in a *BattleTech* game unless it is the only offensive weapon carried by the design. All members of a unit carry the same anti-personnel weapons.

BATTLE ARMOR CONSTRUCTION

Basic Manipulator

The basic manipulator is similar to the armored glove, but benefits from the increased strength of the suit's myomer musculature. While most equipment can still be used, normal infantry weapons cannot. A number of special adaptations have been added to the basic manipulator.



CBT:RPG: Standard infantry weapons cannot be used with a basic manipulator. While most other equipment can be operated, the suit receives a modifier of Melee AP: +1, DEX: -1.

BattleTech: Designs equipped with two basic manipulators can operate as mechanized battle armor and perform Swarm and Leg attacks if all other criteria are met (see p. 161).

Battle Claw

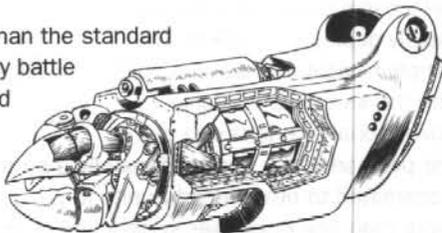
A big and powerful gripping device perfect for tearing at armor, the battle claw is less dexterous than the basic manipulator or armored glove, making it impossible to use infantry weapons or complex equipment. Battle armor designs that mount one or two of these may be able to perform Anti-BattleMech attacks and ride on an OmniMech if the chassis type permits (see p. 161).

CBT:RPG: It is impossible to use infantry weapons with a battle claw, and anything but the most basic of equipment (unless designed for use by battle armored troops) is also out of the question. The claw imparts modifiers of Melee AP: +1, DEX: -1 for Clan suits and Melee AP: +1, DEX: -2 for Inner Sphere units.

BattleTech: Suits can operate as mechanized battle armor or perform Swarm and Leg attacks when equipped with a battle claw, provided all other requirements are met (see p. 161).

Heavy Battle Claw

More powerful than the standard battle claw, the heavy battle claw is normally used on heavier battle armor designs and is less dexterous. Any suit equipped



with a heavy battle claw can perform Anti-BattleMech attacks or ride on an OmniMech if all other criteria are met (see p. 161).

CBT:RPG: The heavy battle claw is ill-suited to operating any kind of equipment, but receives the modifiers of STR: +1, DEX: -2, Melee AP: +1 for Clan suits and STR: +1, DEX: -3, Melee AP: +1 for Inner Sphere designs.

BattleTech: A unit equipped with a heavy battle claw may be able to operate as mechanized battle armor or perform Swarm and Leg attacks if all other criteria are met (see p. 161).

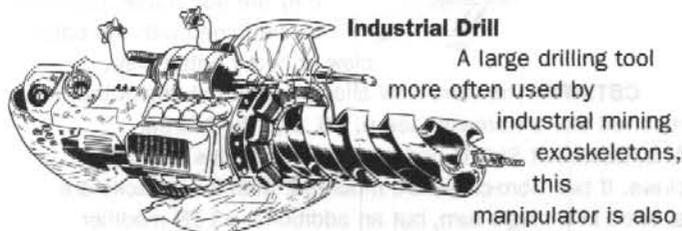
Cargo Lifter

This equipment is employed by many non-military powered exoskeletons for lifting and moving heavy loads. The weight of the manipulator is variable, with a lifting limit of 0.5 tons of cargo per 30kg of manipulator per arm. This equipment is mounted on both arms.

CBT:RPG: Use vehicle movement rules. The battle armor cannot jump or use VTOL movement, is limited to 5 meters per turn, and cannot run, sprint or evade. Underwater movement is less restricted and the battle armor can move at half normal speed.

BattleTech: When carrying cargo, the unit is reduced to a maximum MP of 1 and may not jump or use VTOL motive systems. If an UMU-equipped battle armor unit is submerged, then movement is reduced to half normal (round down, but never to less than 1 MP).

Industrial Drill



A large drilling tool more often used by industrial mining exoskeletons, this manipulator is also used by DCMS troops to create field fortifications and other military-related projects. It is too unwieldy to use effectively as a weapon in combat.

CBT:RPG: A suit equipped with an industrial drill receives Attribute modifiers of STR: +1 and DEX: -5, and gets a -3 TN modifier to checks made when digging or tunneling.

BattleTech: This equipment has no effect in *BattleTech*.

Salvage Arm

This special assembly includes a cluster of manipulators and cutting equipment. Although unsuitable for combat, the salvage arm is an invaluable asset in the field during salvage and recovery operations, and has also proven itself back in the repair bays. It must be mounted on a battle suit's arm, and the arm may not mount any other kind of manipulator. This equipment cannot be mounted on a quad chassis.

CBT:RPG: The suit mounting the salvage arm receives Attribute modifiers of STR: +1 and DEX: -1. When aided by a unit equipped with a salvage arm (either operating a suit of battle armor or with one as an assistant), a technician may either receive a +1 TN modifier or reduce the task time by 50 percent when performing salvage and repair tasks involving heavy parts—for example, salvaging a medium pulse laser from a wrecked OmniMech or attaching new armor to a damaged 'Mech.

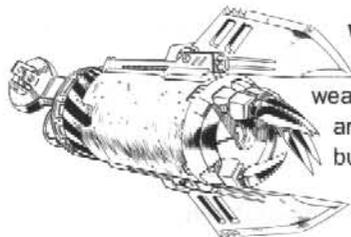
BattleTech: This equipment has no effect in a *BattleTech* game. However, if a battle armor suit is equipped with a salvage arm, it can aid a technician when scavenging components (see pp. 90-94, *BMR*). A technician may either receive a +1 bonus when making the scavenging roll or reduce the time required by 50 percent. Only one suit may aid a

BATTLE ARMOR CONSTRUCTION

technician at any one time, though multiple technicians may work on the same 'Mech or vehicle simultaneously provided they are not attempting the same task.

MANIPULATOR ADAPTATIONS

A number of special adaptations can be combined with standard manipulators. Unless otherwise stated, all advantages and limitations of the manipulator system with which the adaptations are combined still apply (this also applies to *BattleTech*).

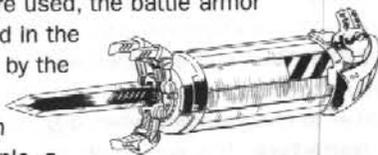


Vibro-Claw

These close-combat blade weapons are installed in the arms and manipulators, often built to be retractable when they are not in use. Can only be combined with the battle claw or heavy battle claw.

CBT:RPG: The vibro-claw allows a physical attack that is resolved like a vibroaxe (see p. 26, *LT*). The Martial Arts/Battlesuit Skill is used to resolve attacks with vibro-claws. If two vibro-claws are mounted, then two attacks are allowed in a single turn, but an additional +3 TN modifier applies to both attacks.

When vibro-claws are used, the battle armor Melee AP is not included in the $5 \times 4D6$ damage caused by the weapon. The battle armor AP will be used in other attacks. For example, a surprise attack may be made with the vibro-claws turned off, in order to eliminate the high-pitched noise generated by the weapon.

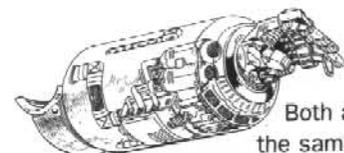


BattleTech: Vibro-claws allow a battle armor unit to inflict 1 point of additional damage per claw during Swarm and Leg attacks. In addition, vibro-claws may be used to make attacks on enemy infantry or battle armor when both units occupy the same hex. The to-hit number is calculated as normal, but the damage is treated like a missile attack with a number of hits rolled on the appropriate table. The resulting damage is then assigned as single points for units with one vibro-claw, or groups of 2 points for those that mount two of these weapons.

This attack is in addition to those executed with the other weapons mounted on the battle armor.

Mine Clearance Equipment

Special modifications to the suit make it better at detecting and clearing mines.

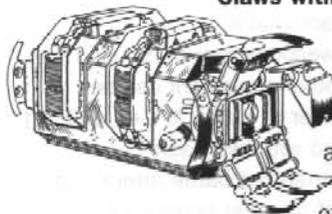


Both arms must be equipped with the same kind of manipulator. Can only be combined with the basic manipulator.

CBT:RPG: When detecting or disarming minefields with this equipment, a character receives a -3 TN modifier on Demolitions Checks.

BattleTech: The unit follows the standard rules for infantry clearing minefields (pp. 86 *BMR*), except they clear the field on a 2D6 result of 6 or more. Only on a result of 2 does the minefield explode.

Claws with Magnets



The manipulators and feet are enhanced with claws and magnets to improve the effectiveness of the battle armor in making Swarm attacks and climbing. A matching set of manipulators must be installed

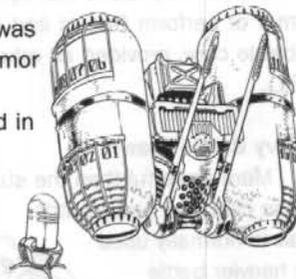
and can only be effectively used by suits that can perform these attacks. Can only be combined with battle claws and heavy battle claws.

CBT:RPG: The suit's clawed arms, legs and integral magnets make climbing almost as easy as walking. Success in climbing anything (completely sheer surfaces, upside-down and sideways) is virtually assured. The gamemaster should require a Skill Check only in extreme circumstances, and reduce the target number by 10. In addition to the normal modifiers, the suit receives Melee AP: +1.

BattleTech: A unit equipped with two magnet-enhanced claws receives a -1 to-hit modifier when making a Swarm attack. Additionally, the unit inflicts a +1 modifier against any target attempting to remove the unit after a successful Swarm attack.

MINE DISPENSER

The Capellan Confederation was the first House to equip battle armor with specialized mine-laying equipment. The mines are carried in detachable dispensers that can rapidly deploy a minefield. The simple navigational system built into the suit uses available navigational references to plot the position of the deployed minefield so the location can be transmitted to other friendly units to prevent accidents. While more than one dispenser system can be mounted, only one can be activated at a time.



CBT:RPG: The dispenser contains sufficient mines to lay two minefields that cover 350 square meters each. Laying a minefield is a Complex Action that requires Jumping or Walking movement over the area to be mined. At the end of the turn, the character may be placed at any edge of the designated area, which is now considered a minefield.

Any humanoid suit equipped with a mine dispenser receives the modifiers Movement: -1 and RFL -1. The RFL modifier is lost once all dispensers are jettisoned, but the

BATTLE ARMOR CONSTRUCTION

Movement modifier is permanent. Quad chassis receive no penalties, but also receive no benefit for jettisoning the mine dispenser.

BattleTech: A unit must have a Jumping MP of at least 1 to mount this equipment. A single dispenser system allows the unit to deploy a 10-point minefield. The mines may be Conventional, Command-Detonated, Anti-Jump "Active", or Vibro-bomb, and each suit in a squad or Point may carry a different kind of mine. Any turn the squad or Point does not move or attack, up to two members may deploy their mines in the current hex.

As with Thunder munitions (see p. 144, BMR), units occupying the hex during the same round that the hex is sown with conventional mines are not subject to mine attack upon leaving the hex. Vibro-bombs and Command-Detonated mines operate as normal.

The maximum damage a minefield (or multiple minefields if a mix of mines is used) is 20 points. For example, if a Fa Shih squad were to deploy a 10-point Command-Detonated minefield and two 10-point conventional minefields in the same hex, then the maximum damage a unit can sustain in a single turn through attack by these minefields would be 20 points.

MISSILE LAUNCHERS

Missile launchers are devices used to deliver self-propelled and self-guided munitions to inflict damage on a target. Unlike BattleMechs and ProtoMechs, battle armor may not share ammunition between different launchers, even if they are mounted in the same location. There are no equivalents of the Artemis IV FCS or ATM for battle armor.

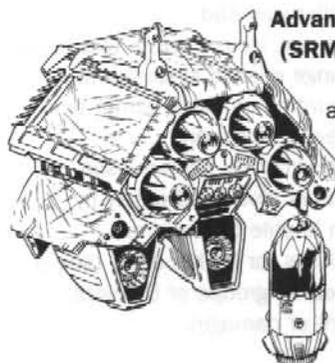
CBT:RPG: Any humanoid suit that includes a missile launcher of any kind in its design (even if only as a weapon on a modular weapon mount) receives a one-time Movement: -1 modifier, even when not outfitted with that weapon at the time. Quad units are unaffected. A missile launcher may fire as many missiles as it has launch tubes (so an SRM 3 could fire three times in one round). Each missile is resolved as a single attack.

The Movement Modifier is not cumulative, so a humanoid suit mounting more than one missile launcher receives a -1 modifier only.

BattleTech: When resolving a missile attack from a battle armor unit, all troopers fire each launcher in a single salvo. For example, a unit with two SRM 2 launchers would make two to-hit rolls, one for each grouped launcher. Multiply the number of active members in the unit by the result of a roll on the

standard BattleTech Missile Hits Table (see p. 32, BMR) using the column that corresponds to the number of missiles in the salvo. For non-standard salvo sizes, use the ProtoMech rules for missile launchers (see p. 54, BMR). Apply the damage as normal (MRM, LRM and Rocket Launcher damage is applied in groups of 5 points, but SRMs and Advanced SRMs resolve damage for each missile individually, inflicting 2 points of damage each).

These rules may give slightly different results from those published for battle armor created by other methods. For existing battle armor, use the published rules (see pp. 62-71, BMR). However, if all players agree, then the rules presented here can be used for resolving all battle armor missile attacks.



Advanced Short Range Missiles (SRM) Launcher

The Clans have developed an advanced SRM missile (first seen on the Gnome), but have yet to make it as effective as the Streak launchers used by BattleMechs. The Inner Sphere has not yet matched the sophistication of Clan weaponry in this field.

CBT:RPG: Fired in the same way as a standard SRM launcher; the TNs for range, visibility and target size are each reduced by 1 (to a minimum of zero).

BattleTech: When rolling for the number of missiles to hit, if the result is odd, then add one missile to the result (unless the result is the maximum number of missiles for the salvo). So if 6 missiles are fired, but the result gives 3 hits, then the number of missiles that hit becomes 4.



Corean Farshot Long-Range Missiles (LRM) Launcher

Infantry is often at a disadvantage in open country where armor and BattleMechs can use their greater reach with little fear of direct retaliation. Battle armor can give an enemy a rude surprise if it is equipped with long-range missiles.

The greater range comes at the expense of hitting power, as the increased fuel requirement necessitated decreasing the size of the warhead.

ADDITIONAL SUPPORT MISSILES TABLE

Item	Skill	Equipment Rating	Shots	Cost/Reload	Weight	Afil	Notes
Infantry One-shot MRM Launcher	SUP	D/D/E	1	2,500/-	30kg	DC	Blast, Encumb.

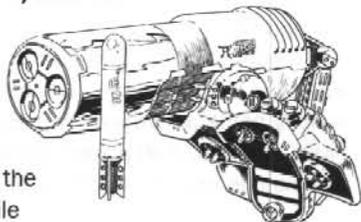
BATTLE ARMOR CONSTRUCTION

CBT:RPG: Each missile is fired like a Corean FarShot Portable LRM (see p. 40, *LT*).

BattleTech: Damage is resolved as normal in groups of 5 points; battle armor can perform indirect fire, provided another unit serves as a spotter.

Medium Range Missiles (MRM) Launcher

House Kurita introduced their inexpensive (and somewhat inaccurate) missile system following the Clan invasion. Though possessing better range than the SRM, the medium-range missile (MRM) carries a significantly smaller warhead.

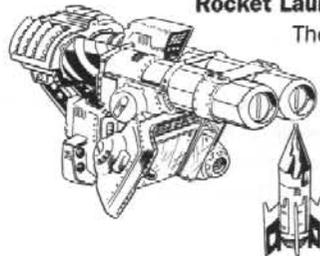


Following the Ghost Bear-Combine war, House Kurita was quick to build on their frugal medium-range missile system and create a launcher suitable for mounting on battle armor or used as an anti-armor support weapon by infantry.

CBT:RPG: Apply a +1 to-hit modifier for each missile attack.. A one-shot infantry version is also used widely by House Kurita infantry stationed in hostile border areas.

BattleTech: The normal modifiers for MRMs apply (see p. 140, *BMR*) and damage is resolved in groups of 5 points (with each missile inflicting 1 point of damage).

Rocket Launchers



These simple one-shot tube-launched weapons lack the range and accuracy of SRMs and LRMs, but are easy and inexpensive to manufacture. The Clans do not use such primitive weapons, and so rocket launchers are limited to

Inner Sphere designs only.

CBT:RPG: This weapon attacks like a LAW (Light Anti-Vehicle Weapon) (see p 137, *CBT:RPG*).

BattleTech: The normal modifiers for rocket launchers apply (see p 140, *BMR*). Damage is resolved in groups of 5, with each missile doing 1 point of damage.

Short Range Missile (SRM) Launcher

As one of the most destructive weapons available to conventional infantry the short-range missile (SRM) is a reasonably light but bulky weapon that is also mounted on battle armor. Though the range of this weapon is relatively short, it carries a destructive warhead capable of threatening even the mightiest assault 'Mech.

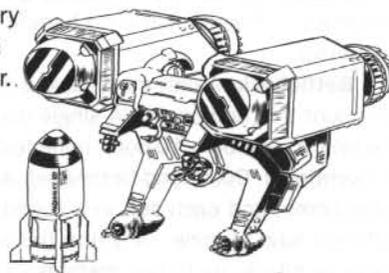
CBT:RPG: The SRM performs identically to the standard infantry support weapon (p. 137, *CBT:RPG*)

BattleTech: Like standard SRMs, these missiles inflict 2 points of damage per missile and a separate hit location roll is made for each one.

Single Shot Missile Launcher

Units sometimes carry a single-shot version of a standard missile launcher.

One-shot (OS) missile launchers carry no additional ammunition to reload and so are lighter than the multi-round systems that require a magazine and loading mechanism.



MISSILE MUNITIONS

Some missile launchers can be loaded with special munitions to obtain a variety of effects. The only special munitions available to battle armor infantry are inferno SRMs and torpedoes.

Both Clan and Inner Sphere scientists have failed to produce versions of the other specialized missile, running into problems of warhead stability and guidance system reliability. While some breakthroughs have been made (such as the advanced SRM launcher introduced by the Clans), other successes have been elusive. Research continues, but many concede that even if the technical challenges are overcome, the astronomical manufacturing costs of a mere infantry weapon will keep them off the battlefield for the foreseeable future.

Infernos

All units on the battlefield fear this special (and dangerous) ammunition for the flaming death it brings. It is one of the few special types of missile available to battle armor troops. Inferno rounds can only be used with SRM launchers.

CBT:RPG: Inferno SRMs (see p. 46, *LT*) are deadly incendiary weapons that can be fired from an SRM launcher. Unless a suit of battle armor uses the Clan Fire Resistant armor in its construction, there is a chance that any inferno SRM carried will detonate when any attack penetrates the armor. The TN to avoid this is 5 plus the amount by which the attack exceeded the armor value. Failure will result in the detonation of the inferno SRM with the normal area of effect.

Should a character in a suit of battle armor be set alight (see p. 119, *CBT:RPG*), he or she must make a check each round to see if the inferno ordinance detonates in the heat. The TN is 5 + the AP of the weapon that started the fire in the first place (in the case of natural fires, use the man-pack flamer AP of 2).

BattleTech: These missiles use the same rules as Inferno SRMs (see pp. 141-142, *BMR*), but are dangerous for battle armor to carry as they may detonate prematurely when a unit is exposed to fire or when a member of the unit is killed or disabled unless the suit design uses Fire Resistant armor.

Any battle armor unit not equipped with Fire Resistant armor that must make a roll to survive fire (see pp. 79-80, *BMR*) has the target number increased from 8+ to 10+.

BATTLE ARMOR CONSTRUCTION

When a member of a unit has all of its boxes marked off (armor destroyed and the last point representing the trooper marked off), there is a chance that any remaining inferno ammunition may detonate. A roll of 8+ is required to prevent this from happening. Failure will result in the hex occupied by the unit being set alight automatically, and any surviving unit members will perish in the flames. Any BattleMech, ProtoMech or vehicle in the same hex will suffer the effects of having been hit by multiple Inferno SRMs equal to the total number of inferno missiles the unit would have been carrying at the end of the Weapons Fire Phase. Infantry must deal with the effects of being in a newly ignited hex as normal.

Multi-Purpose Missiles

The Clans have developed a multi-purpose missile (sometimes called an SRM/T or LRM/T) that can be used as a torpedo or a normal missile with a standard launcher. The weight of each torpedo/missile is double that of a standard missile, and so a unit equipped with this kind of ordnance can only carry half the normal number of salvos (round down). OS systems are unaffected.

CBT:RPG: The multi-purpose missile can be fired as a standard missile or as a torpedo of the equivalent type.

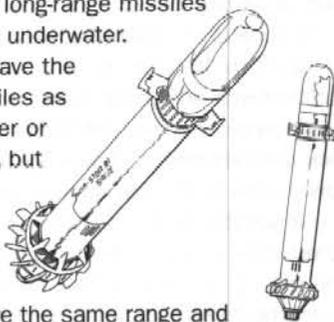
BattleTech: The weapon can fire as a standard missile or torpedo launcher. Units submerged in water of Depth 1 can launch the weapon as a missile system on units that are out of the water by surfacing momentarily. The attacking unit cannot be fired upon unless the attacker is submerged in the same body of water and has a clear LOS (see pp.94-95, *BMR*).

Torpedoes

Torpedoes are short- and long-range missiles specially designed to function underwater.

CBT:RPG: The missiles have the same range and damage profiles as those fired by an SRM launcher or Corean Farshot LRM launcher, but are fired by submerged battle armor at underwater or surface targets.

BattleTech: Torpedoes (see p. 95 and 141, *BMR*) have the same range and damage profiles as missiles of the same type.



MISSION EQUIPMENT

Protected storage for the transport of mission-critical equipment can be incorporated at no cost into the chassis of battle armor. These compartments can carry anything of reasonable size (about a cubic meter) up to the weight limit set aside for mission equipment. The equipment is not selected at design time and so it is not included in the cost of the battle armor.

CBT:RPG: The equipment carried functions as normal under the *CBT:RPG* rules.

BattleTech: This equipment has no effect in *BattleTech*.

MODULAR EQUIPMENT ADAPTER

The 10kg modular equipment adapter can mount any kind of manipulator and allows the equipment carried to be tailored to mission requirements. If using a manipulator type that requires both arms to be so equipped, then modular equipment adapters must be fitted to both arms.

CBT:RPG: Any manipulator, salvage arm or industrial drill can be attached to the modular equipment adapter

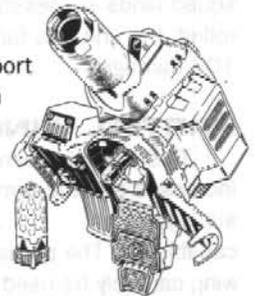
BattleTech: Aside from the impact on the unit's ability to operate as mechanized battle armor or perform Leg and Swarm attacks (depending on what kind of equipment is mounted), this component has no effect in *BattleTech*.

MORTAR

Though common as an infantry support weapon, the mortar is less common with battle armor because of its relatively poor anti-Mech capabilities. The weapon come in two sizes, light and heavy.

CBT:RPG: Light and heavy mortar attacks are resolved as normal (see pp. 40-41, *LT*).

BattleTech: When used to attack conventional infantry, this weapon inflicts 1D6 damage. This damage is doubled if the target infantry is in Clear terrain.



NARC

This sophisticated but bulky missile launcher, similar to the special weapon used on 'Mechs and vehicles, prevents any unit carrying it from jumping or performing Swarm or Leg attacks until it is discarded. Because this weapon hinders the movement of Inner Sphere and Clan battle armor, it is commonly designated as a detachable missile pack (see p. 172).

CBT:RPG: This weapon operates like a standard SRM launcher loaded with NARC ordnance (see p. 36, *LT*).

BattleTech: Unlike other weapons, each member of a unit can fire a NARC launcher individually rather than as a salvo, but only at a single target in any one turn. Ammunition expenditure must be tracked like missile launchers and each member of a unit has two NARC beacons. These operate like standard NARC beacons (see pp. 145-146, *BMR*), but only the basic NARC beacon ammunition is available.

A unit may declare that it is detaching all NARC launchers during the Weapons Fire Phase, but any unexpended NARC ammunition will be lost. Until the launchers are detached, the unit cannot jump or perform Swarm or Leg attacks.



BATTLE ARMOR CONSTRUCTION

PARAFOIL

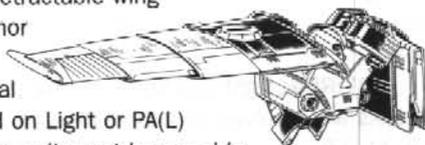
Power armor equipped with a parafoil makes troop deployment safer. Units must be able to jump to employ this device and it does not work in vacuum or when the air pressure is under half of standard. The parafoil is useful in orbital drops, but only because it improves the chances of the battle armor making a safe landing. A drop pod is still required for the reentry phase.

CBT:RPG: This specially designed parachute allows battle armor to deploy from higher altitudes like an unencumbered infantryman (see p. 150, *CBT:RPG*).

BattleTech: When using the Dropping Troops rule, the squad lands successfully if they roll 3 or better. If a 2 is rolled, the unit has failed its landing and each trooper suffers 1D6 damage.

PARTIAL WING

This extendable/retractable wing increases a battle armor suit's jumping capabilities. The partial wing can only be used on Light or PA(L) humanoid chassis. The suit must be capable of Jumping without the partial wing before it receives this benefit, and the system cannot be used in conjunction with jump boosters.



The partial wing is ineffective in vacuum or in environments where the air pressure is under one-half of standard.

CBT:RPG: The partial wing allows the battle armor to jump up to an additional 30 meters per round (even if this takes the Jump MP over the normal limit) and clear obstacles up to 24 meters high, while expending 5 points of fuel.

BattleTech: The partial wing increases the unit's Jump MP by 1, even if this takes the Jump MP over the normal limit.

POP-UP MINE

This pop-up magnetic mine launcher propels the weapon to a height where it can attach itself magnetically to the surface of a 'Mech. The shaped charge has the potential to penetrate even the best armor and inflict damage on critical internal systems.

CBT:RPG: This launcher carries a single limpet mine of the desired ordnance (see p. 35, *LT*). The mine may be attached to the vulnerable underside of a BattleMech at short range or launched at any metallic target, using the range profile of a standard (compact) grenade launcher.

BattleTech: If a unit equipped with a pop-up mine begins the Weapon Attack Phase in the same hex as a BattleMech or vehicle, it may choose to launch one or more magnetic mines instead of making a standard weapon attack. Unlike missile attacks, the controlling player chooses how many troopers will fire mines and marks off the ammunition expenditure against each suit. If a battle armor suit is destroyed before using any mines, then they are lost.

The base to-hit number for a magnetic mine attack is 8, modified for movement and terrain as normal. If the unit is making a pointblank shot from hiding (see p. 83, *BMR*), do not modify the to-hit number for movement or terrain. If the attack hits, roll on the Battle Armor Attack Table to determine how many mines have become attached to the target using the Members Active column that matches the number of troopers firing mines. The mines hit the Center Torso if the target is a BattleMech, or the Front if the target is a vehicle. The attacker then rolls 2D6 for each mine that is attached and consults the Determining Critical Hits Table. If the result is 7 or less, the target takes 4 points of damage from the explosion. If the attack results in one or more critical hits, resolve those normally.

Though more than one mine can be carried, each suit can only launch one per round.

POWER PACK

Normally battle armor can operate for twenty-four hours on a full charge. Additional power packs can be mounted, on a suit, extending the unit's endurance by an additional 12 (Clan) or 10 (Inner Sphere) hours per extra pack (although life support is not extended, which can pose a slight problem when operating in a hostile environment).

This pack does not power any of the suit's weapons systems, which are dependent on the ammunition or power cells supplied specifically for them. Power packs can be detached for battle armor and adapted to power other devices by anybody with technical skills.

CBT:RPG: The endurance of a suit of battle armor is increased by 12 hours (Clan) or 10 hours (Inner Sphere) for each additional power pack mounted, so one power pack would extend the operating period of a battle armor suit from 24 hours to 36 (Clan) or 34 (Inner Sphere). Battle armor outfitted with additional power packs can use them one by one as a source of power until they are depleted. The battle armor then uses its primary power system. The switch from one power pack to another is automatic.

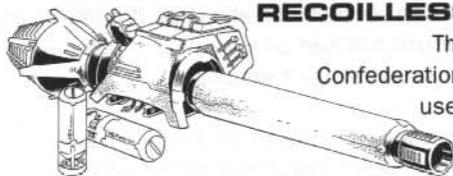
A suitably skilled person can swap out an exhausted power pack in 5 minutes using the Technician/Mechanics Skill and making a standard Skill Check. Availability of suitable tools, the current situation (rushed or under fire) and the condition of the battle armor itself will modify the TN as determined by the gamemaster. Greater levels of success reduce the time, while failure may indicate that more time is taken, the connections were not secured correctly (with loss of power at an inconvenient moment), or even a short that damages one or more battle armor systems.

Removed power packs can be recharged as normal and are treated as quick-charge power packs. They can also be readily adapted to power other equipment and have a capacity of 300 points (Clan) or 250 points (Inner Sphere).

BattleTech: This equipment has no effect in *BattleTech*.

BATTLE ARMOR CONSTRUCTION

RECOILLESS RIFLE



The Capellan Confederation pioneered the use of recoilless rifles mounted on battle armor during the

fighting in the St. Ives Compact. Though intended as an anti-vehicle weapon, the Capellan troops pressed it into service for clearing light buildings of resistance in the nasty city fighting that accompanied their campaign. The Warrior House troops who employed this weapon in squads of Fa Shih suits unofficially referred to such teams as "ghetto blasters".

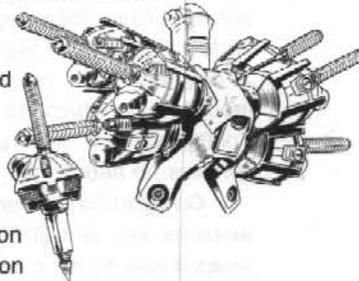
Three types of recoilless rifle are available: light, medium and heavy.

CBT:RPG: These weapons are standard recoilless rifles (see pp. 40-41, *LT*) that have been adapted for mounting on battle armor.

BattleTech: Against conventional infantry, light recoilless rifles do 1D6 damage and medium and heavy recoilless rifles do 2D6 damage. This damage is doubled if the target infantry is in Clear terrain).

REMOTE SENSOR DISPENSER

This equipment is normally mounted as a backpack device on humanoid chassis. It contains up to 6 remote sensors that can be deployed as the battle armor moves across a battlefield or patrol area. Humanoid battle armor can jettison the dispenser once empty to improve the suit's freedom of movement.



CBT:RPG: The dispenser can carry any 6 sensors from a selection of the following: Heat Sensor, Motion Sensor, Radar Sensor, and Seismic Sensor. Suitable monitoring systems are required for data to be gathered from these sensors (see p. 108, *LT*). Deploying a sensor is a Simple Action in which the wearer of the battle armor selects one of his remaining sensors for deployment. Humanoid suits carrying the dispenser receive Movement: -1 and RFL: -1 modifiers. Once the dispenser is jettisoned, the RFL: -1 modifier is removed. While quad suits can also use the dispenser, they receive no modifiers to movement.

A mobile HQ vehicle, C³ master computer or a command console can also monitor any 20 sensors (regardless of type) within range, while units equipped with an active probe can monitor 10 sensors. This is cumulative, so a BattleMech with two C³ master computers and an active probe can monitor 50 sensors simultaneously.

BattleTech: In any turn that the squad/Point does not move or attack, any unit member may deploy all their sensors in the current hex (so an Inner Sphere squad can deploy sensors in 4 hexes for each remote sensor dispenser it carries). Once deployed, these act as a stationary light active probe located in that hex (see p. 130, *BMR*).

These active probes only provide information while monitored by a suitably equipped unit within range (effectively any unit currently in the area of play). Any unit with an active probe can monitor two sensor hexes, while a mobile HQ vehicle, C³ master computer or command console can monitor 4 sensor hexes. These values are cumulative, so a unit with an active probe and two C³ master computers can monitor 10 sensor hexes at once. While they can be used to detect hidden units (unless that unit is immune to such detection) these sensors cannot be used to call in indirect fire, paint a target for artillery or operate as part of a C³ network.

A monitoring unit should declare its selection of sensors to monitor during the End Phase of a turn. These are the sensors from which data is received during the following turn. The area of effect of hostile ECM that encompasses a sensor hex or crosses the line-of-sight to the monitoring unit will block reception of information from the sensors, but the fact that the transmission is blocked will be evident to the monitoring unit. When used in conjunction with a C³ master computer, each sensor operates as a stationary light active probe located in that hex (see p. 130, *BMR*).

If a member of the unit is killed, all undeployed remote sensors that trooper was carrying are considered destroyed. An enemy unit may destroy a remote sensor by making a successful weapon attack on the hex that contains it, or by ending movement in the same hex and declaring they are disabling the sensor. This counts as a Kick for BattleMechs but requires no attack rolls.

SEARCHLIGHT

Just like some 'Mechs, battle armor can mount one or more powerful searchlights.

CBT:RPG: The suit mounts a flashlight to illuminate its surroundings. It operates like a barrel-mounted flashlight (see p. 47, *LT*), but with a range of 270 meters.

BattleTech: The battle armor unit operates in night combat as if it has a searchlight (see p. 87, *BMR*), but it can only illuminate up to a range of 9 hexes. As battle armor has no facing, the controlling player must designate a "facing" for the unit during weapon attack declaration.

SHOTGUN MICROPHONE

Battle armor units are sometimes called upon to perform covert operations to gather intelligence. Finding out what the enemy knows (or thinks you know) can be vital in shaping a successful strategy. To this end, it is not unknown for battle armor to scout out the enemy camp armed with nothing but wits and a sensitive microphone.

CBT:RPG: The audio acuity of a trooper can be enhanced through the use of a shotgun microphone (see p. 106, *LT*).

BattleTech: This equipment has no effect in *BattleTech*.

SPACE OPERATIONS ADAPTATION

While all battle armor suits are outfitted with electromagnets in the soles of the feet for operating on the

BATTLE ARMOR CONSTRUCTION

hulls of DropShips and JumpShips, Clan Snow Raven has developed more advanced

adaptations for their own battle armor to provide better survivability in deep space

operations. Additional

thrusters and arm-mounted

electromagnets improve speed and

agility and an advanced inner lining using

HarJel technology prevents the normal

decompression damage when the suit is breached. This

special adaptation is only available to the Clans.

CBT:RPG: The additional thrusters and controls make operating in low-gravity environments easier. Reduce target number penalties for operation in low gravity by 2. Moving around is also easier, with movement rates only reduced to 2/3 normal for those with the Zero-G Operations Skill (unskilled personnel gain no benefit). The thrusters automatically correct for the recoil of any weapons fire (see p. 120, *CBT:RPG*).

If a suit equipped with space operations adaptation is involved in moving cargo, then apply a +2 modifier to the Career/Ship's Crew Skill Check (see p. 59, *AT2*).

Under standard rules, any attack against a character wearing battle armor in vacuum has its AP increased by +2. If battle armor is equipped with space operations adaptation, this penalty is ignored. Battle armor so equipped receives -1 Target Size and -1 Movement modifiers.

BattleTech: Units outfitted with this equipment take standard damage when operating in vacuum rather than doubling all damage. Rules for operating battle armor in space are beyond the scope of this product.

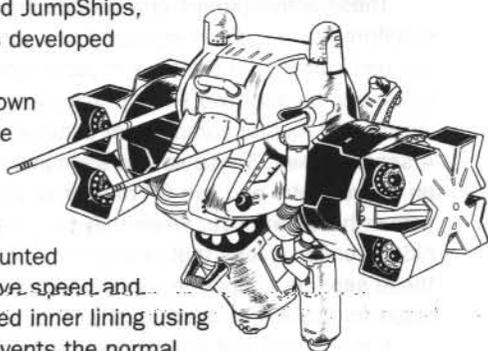
SQUAD SUPPORT WEAPON

When organized into units, such as an Inner Sphere 4-man Squad or a Clan 5-man Point, a group of battle armor may be equipped with a squad support weapon.

Each member of the unit must allocate 50 percent (Inner Sphere) or 40 percent (Clan) of the mass of the support weapon as space to carry the weapon when it is broken down for transport. The excess carrying capacity is included to accommodate the possibility of casualties. A single suit must have sufficient weapons slots to carry the complete weapon.

CBT:RPG: One designated member of a squad or Point can carry a support weapon. When traveling over long distances, the weapon must be broken down and the load distributed between all members of the unit. The set-up and breakdown times are per normal support weapon rules (see p. 39, *LT*).

BattleTech: Only one trooper in a unit can use a squad support weapon and is considered to be trooper #1 on the record sheet. Until that trooper is eliminated, the unit can attack with the squad support weapon in addition to their



other weapons each turn (ammunition allowing). It is assumed that the battle armor unit has had prior warning of combat and has assembled their squad support weapon.

The Kobold is a light battle armor design produced in the Inner Sphere, which has 275kg of free weight to mount weapons. A modular weapon mount occupies 1 weapons slot on the right arm, while the support weapon mount occupies 1 weapons slot on the left arm. One weapons slot remains on each arm for whatever weapons are to be mounted there, but no weapon can overflow into the 1 remaining weapons slot in the body (the suit mounts basic stealth armor, which uses up 3 of the 4 weapons slots in that location).

The primary configuration of this suit mounts a support laser on the modular weapon mount (1 weapons slot and 200kg), and Trooper #1 can use a heavy flamer as a support weapon (1 weapons slot and 75kg – 50 percent of the 150kg weight of the weapon). The combined weight of the two modular weapons is thus 275kg.

Configuration A of this suit mounts a support laser on the modular weapons mount (1 weapons slot and 200kg), and Trooper #1 can use a Light TAG as a support weapon (1 weapons slot and 17.5kg – 50 percent of the 35kg weight of the weapon). This adds up to a total of 215.5kg, under the available weight of 275kg, but there are no more configurable weapon mounts on which to use the excess, and so Configuration A will run underweight (for which it receives no benefits).

Configuration B carries a support pulse laser (1 weapons slot and 200kg – 50 percent of the 300kg weapon weight) as a support weapon used by Trooper #1, and an automatic grenade launcher on the modular weapon mount (1 weapons slot and 75kg), using up all 275kg of available weight for configurable weapons.

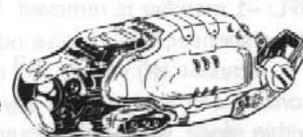
In all cases, Trooper #1 operates the support weapon in combat while the other squad members carry an anti-personnel weapon instead.

LIGHT TAG

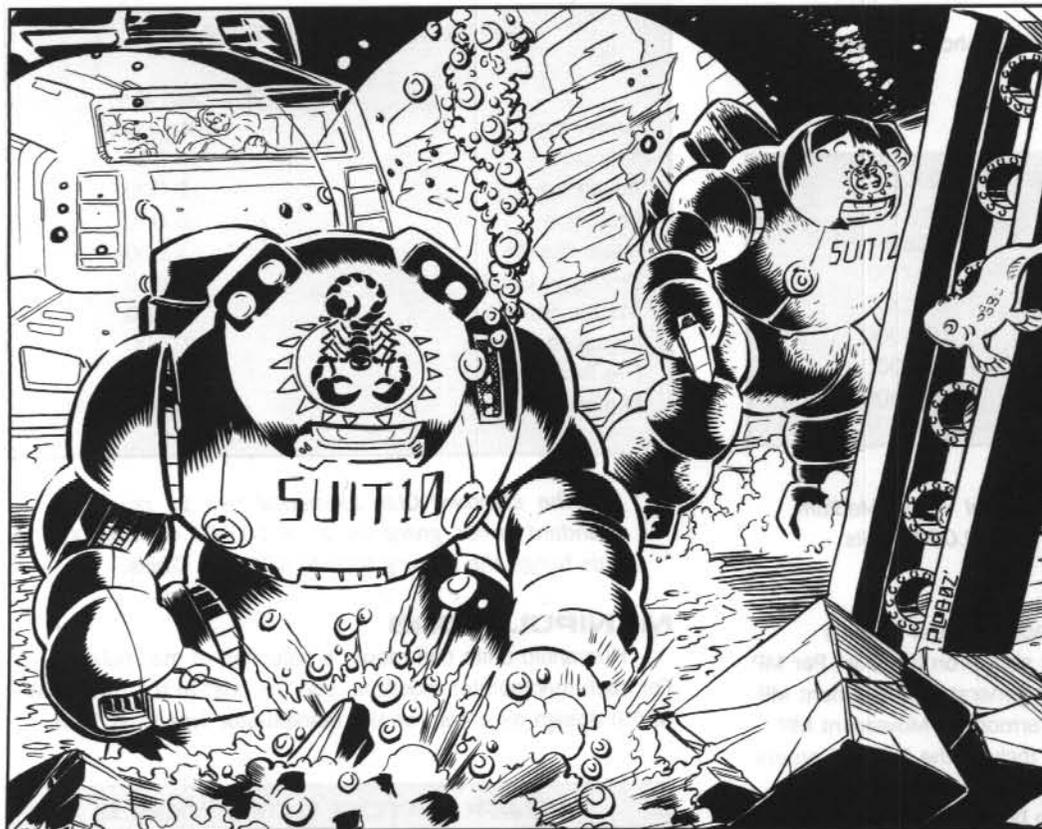
A scaled down version of the larger battlefield system, this weapon can be used to designate targets for Arrow IV artillery or semi-guided LRMs. Though each member of a battle armor unit may be equipped with TAG, the whole unit can only designate a single target per turn.

CBT:RPG: This operates like Target Acquisition Gear (see p. 44, *LT*).

BattleTech: This operates as a Light TAG (see p. 147, *BMR*).



BATTLE ARMOR CONSTRUCTION



VTOL

The Clans have demonstrated their technological advancement by introducing a practical VTOL propulsion system for PA(L), light and medium battle armor. The advanced flight system works admirably with humanoid chassis, but the Clans have abandoned attempts to make a quad suit fly.

CBT:RPG: The suit can operate as if it has a standard jump pack (see p. 150, *CBT:RPG*), but is incapable of standard jump movement and can only use extended flight. Because the suit is designed to make extended flights, such activity consumes only half as much fuel as usual (1 point of fuel per 10 meters flown), with a minimum of 5 points expended in a turn. In addition, the suit may fly up to 50 meters per VTOL MP per turn while airborne. Rather than making a

UNDERWATER MANEUVERING UNITS (UMU)

The Inner Sphere has yet to match the Clans in creating battle armor specifically designed to operate underwater. Clan Goliath Scorpion has an undeniable advantage over the other Clans, as they were the creators of the pressurized diving suits from which the Wolf Clan developed the first Elementals.

Special modifications to the Clan HarJel system make battle armor equipped with Underwater Maneuvering Units (UMUs) immune to the effects of a suit breach while submerged. Underwater Maneuvering Units can only be used on designs created with a Clan tech base and cannot be combined with Jump or VTOL systems.

CBT:RPG: A character using a suit has underwater capability and can move and act normally while completely submerged using the rules for Underwater Operations Gear (see p. 118, *LT*). The system is bulky and the suit receives Movement: -1, DEX: -1 RFL: -1 Attribute modifiers.

BattleTech: While submerged, the unit operates as a submarine with MP equal to the UMU MP. Elevation changes cost MP, but as infantry the unit has no facing, and so changes in direction are free. Out of water, the unit's movement is limited to that of normal infantry, but with an MP value equal to the design's Ground MP.

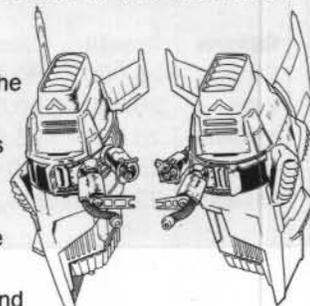
Hull Breach rules (see p. 88, *BMR*) do not apply to submerged battle armor equipped with UMUs.

Jump Pack Skill Check each turn, the wearer makes a Piloting/Battlesuit Skill Check. If the character flies 150 meters or less in a turn, apply a -2 TN modifier to the check in that turn.

The VTOL system increases the size of silhouette the suit presents, and so the suit receives a -1 Target Size modifier and is considered to have an alternative movement mode of Jump Capable (Special).

BattleTech: The unit can spend VTOL MPs in the same way as standard VTOLs. While elevation changes cost MPs, facing changes do not. If the unit lands, it must use Ground MPs and move as standard infantry.

Because they can hover, VTOL battle armor can disembark from an airborne VTOL, in which case they disembark in the same hex and at the same altitude as the carrier.



COSTS

The cost of a single custom-designed battle armor suit is found by totaling the value of the components used in its construction (chassis, motive systems, armor and manipulators). A Technology Modifier then multiplies this base value before weapons and equipment are added. All costs are in C-bills, and Clan and Inner Sphere equipment cost the same unless noted otherwise.

BATTLE ARMOR CONSTRUCTION

CHASSIS

Start with the basic chassis cost as shown on the Chassis Cost Table.

CHASSIS COST TABLE

Chassis	Cost
PA(L)	50,000
Light	50,000
Medium	100,000
Heavy	200,000
Assault	400,000

The standard Clan Elemental is a Medium Chassis, giving us a base cost of 100,000 C-bills.

MOTIVE SYSTEMS

Each extra point of movement added to the chassis increases the cost of the design as shown on the Cost Per MP Table (though *MechWarrior* does not generate a Movement MP to determine the cost of any battle armor the Movement MP must be known; see p. 184). Don't include the free movement that comes with the selected chassis or movement provided by other equipment, such as a jump booster or partial wing.

COST PER MP TABLE

Chassis	Ground	Jump	VTOL	UMU
PA(L)	25,000	50,000	50,000	50,000
Light	25,000	50,000	50,000	50,000
Medium	25,000	75,000	100,000	75,000
Heavy	25,000	150,000	—	100,000
Assault	25,000	300,000	—	150,000

The standard Clan Elemental can move 1 MP on the ground and jump 3 MP. So there is no cost for the ground movement (as it comes free with the chassis), and the Jump Movement costs $3 \times 75,000 = 225,000$ C-bills. That gives a running total of 325,000 C-bills.

ARMOR

The different varieties of armor have a cost per armor point as shown on the Armor Cost Table. Multiply this cost by the unit's total armor points to find the total armor cost.

ARMOR COST TABLE

Armor Type	Cost Per Armor Point
Standard	10,000
Advanced	12,500
Prototype	10,000
Basic Stealth	12,000
Prototype Stealth	50,000
Stealth Standard	15,000
Improved Stealth	20,000
Fire Resistant	10,000
Mimetic	15,000

The standard Clan Elemental has 10 points of Standard armor, giving us $10 \times 10,000 = 100,000$. This brings the running total to 425,000 C-bills.

MANIPULATORS

Humanoid units can mount a selection of manipulators. For each manipulator mounted, add the cost to the total cost of the design as shown on the Manipulator Type Cost Table.

MANIPULATOR COST TABLE

Manipulator Type	Cost
None	0
Armored Glove	2,500
Basic Manipulator	5,000
Basic Manipulator (Mine Clearance)	7,500
Battle Claw	10,000
Battle Claw (Magnets)	12,500
Battle Claw (Vibro-Claws)	15,000
Heavy Battle Claw	25,000
Heavy Battle Claw (Vibro-Claws)	30,000
Salvage Arm	50,000
Cargo Lifter	500 per 0.5 tons
Industrial Drill	2,500

The standard Clan Elemental has a single battle claw. This adds 10,000 C-bills to the price, giving us a running total of 435,000 C-bills.

TECHNOLOGY MODIFIER

Designs created with a Clan technological base multiply the total reached at this point by 1.1—that is, the more sophisticated Clan components, HarJel and medical systems increase the cost by 10 percent.

The standard Clan Elemental has a total cost of 435,000 C-bills, which is increased by 10 percent to 478,500 C-bills.

BATTLE ARMOR CONSTRUCTION

SUPPORT WEAPON AND EQUIPMENT PRICES

Component	Cost	Ammo/Reload	Notes
		Cost	
Support Laser	11,250	—	—
Heavy Support Laser	40,000	—	—
Ultra Heavy Support Laser	100,000	—	—
Semi-Portable Heavy Laser	20,000	—	—
ER Heavy Support Laser	80,000	—	—
ER Support Laser	11,250	—	—
ER Semi-Portable Support Laser	10,000	—	—
Heavy Support Pulse Laser	60,000	—	—
Support Pulse Laser	16,000	—	—
Semi-Portable Support Pulse Laser	12,500	—	—
Support Particle Cannon	7,000	—	—
Heavy Flamer	7,500	—	—
Semi-Portable Machine Gun	5,000	500	—
Support Machine Gun	5,000	1,000	—
Semi-Portable Autocannon	7,500	1,000	—
Magshot Gauss Rifle	8,500	10	—
Tsunami Heavy Gauss Rifle	5,500	20	—
Grand Mauler Gauss Cannon	5,000	20	—
Light Recoilless Rifle	1,000	400	—
Medium Recoilless Rifle	3,000	600	—
Heavy Recoilless Rifle	5,000	800	—
Light Mortar	1,400	600	—
Micro Grenade Launcher	1,500	400	—
Grenade Launcher	3,000	400	—
SRM Launcher	5,000 per tube	270/missile	—
SRM Launcher (OS)	2,500 per tube	—	—
MRM Launcher	5,000 per tube	21/missile	—
MRM Launcher (OS)	2,500 per tube	—	—
Corean FarShot LRM Launcher	6,000 per tube	25/missile	—
Corean FarShot LRM Launcher (OS)	3,000 per tube	—	—
Advanced SRM Launcher	15,000 per tube	500/missile	—
Advanced SRM Launcher (OS)	7,500 per tube	—	—
LAW Launcher	1,500 per tube	—	—
Compact NARC	50,000	2,000	—
Improved Sensors	35,000	—	—
Active Probe	50,000	—	—
Light TAG	40,000	—	—
Heat Sensor	15,000	—	—
Light TAG	40,000	—	—
Modular Weapon Mount	1000	—	—
Modular Equipment Adapter	10,000	—	—
Anti-Personnel Weapon Mount	500	—	—
Turret	2,500/Slot	—	—
Configurable Turret	2,500 +2,500/Slot	—	—
Detachable Missile Pack	+10,000	—	—
Magnetic Clamps	2,500	—	—
Squad Support Weapon	5,000 + Cost of weapon	—	—
ECM	50,000	—	—
Parafoil	3,000	—	—
Partial Wing	50,000	—	—

BATTLE ARMOR CONSTRUCTION

SUPPORT WEAPON AND EQUIPMENT PRICES (CONT.)

Jump Booster	75,000	—	—
Power Pack	1,000	—	—
Search Light	500	—	—
Extended Life Support	10,000	—	—
Fuel Tank	500	10	—
Laser Microphone	750	—	—
Shotgun Microphone	150	—	—
Cutting Torch	1,000	—	—
Space Operations Adaptation	50,000	—	—
Camo system	200,000	—	—
Bomb Rack	30,000	500	—
Remote Sensor Dispenser	7,500	Per sensor**	Sensors included in cost
Mine Dispenser, Standard*	20,000	—	10 Mines per dispenser
Mine Dispenser, Anti-Jump "Active"*	30,000	—	10 Mines per dispenser
Mine Dispenser, Command Detonated*	25,000	—	10 Mines per dispenser
Mine Dispenser, Vibro-bomb*	30,000	—	10 Mines per dispenser
Pop-up Mine	2,500	15,000	—

*When designing battle armor, select the standard mine dispenser when calculating cost. The extra cost of specialized mines is only paid when the unit is outfitted or re-supplied.

** The sensor dispenser comes preloaded with a selection of remote sensors. The cost to reload it is equal to the cost of the sensors selected. See p. 107-109, LT.

WEAPONS AND EQUIPMENT

Add the cost of fixed weapons and equipment. The cost of weapons or equipment installed on modular weapon mounts is not included in this value and must be calculated separately for each configuration. A sample set of anti-personnel weapons is also included, but a wider variety is available from the *CBT:RPG* rulebook and *LT*.

Note: Do not include ammunition in your cost calculations; those numbers are provided for determining the cost of ammunition in campaign settings.

AMMUNITION PRICES

Type	Cost Multiplier
SRM/T*	x2
LRM/T*	x2
Inferno SRM	x0.5

*Multi-Purpose Missiles (see p. 179).

The standard Clan Elemental has a detachable SRM 2 system (20,000), an AP weapons mount (500), and a modular weapons mount (1,000). Together these cost another 21,500, for a running total of

SAMPLE ANTI-PERSONNEL WEAPON PRICES

Component	Ammo/Reload	
	Cost	Cost
Rifle	80	2
Shotgun	40	4
Submachine Gun	80	5
Gauss Rifle	2,500	3
Gyrojet	1,250	200
Heavy Gyrojet	2,500	250
Flamer	50	2
Laser (Rifle)	1,250	—
Pulse Laser (Rifle)	2,000	—

If the AP weapon is mounted on a suit in place of a squad support weapon (see Equipment, p. 166), then the cost of the AP weapon is not counted for Trooper #1. See *CBT:RPG* and *LT* for a more comprehensive selection of anti-personnel weapons.

500,000 C-bills. The final cost of the standard Elemental equipped with a support laser (11,250) and an anti-personnel submachine gun (80) would be 511,330 C-bills..

BATTLE ARMOR CONSTRUCTION

BattleTech Trooper Training Costs

In addition to the construction cost of the suit, the cost of the unit must also factor in the expense of training the trooper who wears it. The trooper training cost is applied for each trooper in a formation. For example, a Clan Point will add five times the trooper training cost to the base cost of the battle armor.

TROOPER TRAINING COSTS

Tech Base	Training Cost
Inner Sphere	150,000
Clan	200,000

A Point of Clan Elementals armed with a small laser and an anti-personnel submachine gun costs 511,330 C-bills per suit plus 200,000 C-bills per trooper. This gives a grand total of $(511,330 \times 5) + (200,000 \times 5) = 3,556,650$ C-bills.

CLASSIC BATTLETECH RPG RULES EXPANSION

The following rules are intended to replace the existing rules in *CBT:RPG*.

VEHICLE CLASS TABLE

Replace the Battle Armor column on page 88 of *CBT:RPG* with the following.

VEHICLE CLASS TABLE

Trait Points	Battle Armor
10	—
9	—
8	—
7	—
6	—
5	—
4	Assault
3	Heavy
2	Medium
1	Light
None	

BATTLE ARMOR ASSIGNMENT

The following assignment replaces those found on page 88 of *CBT:RPG*.

Clan: Heavy: Gnome; Medium: Standard Elemental, Salamander, Undine; Light: Sylph

Inner Sphere: Assault: Fenrir, Kanazuchi; Heavy: Sloth; Medium: Standard Inner Sphere, Cavalier, Raidan, Purifier, Fa

Shih, Longinus, Gray Death Standard, Infiltrator Mk. II; Light: Gray Death Scout, Achileus, Kage, Infiltrator

BATTLE VALUE

The following section only applies to *BattleTech*.

The procedure for calculating a battle armor's BV is similar to the procedure for calculating the BV for BattleMechs and vehicles. The Battle Value for any weapons or equipment not listed here can be found in the *BattleTech Master Rules, Revised*, pp. 156–158.

STEP 1: CALCULATE DEFENSIVE BATTLE RATING

First **Add** the following figures:

Total Armor Points x Armor BV (not including the 1 point for the warrior) + 1.5

(All armor except Fire Resistant has a BV of 2; Fire Resistant armor has a BV of 3)

Add 1 to the total if the battle armor mounts ECM.

Next, **multiply** the current value by the battle armor's Defensive Movement Factor. A battle armor's Defensive Movement Factor is based on the unit's highest potential Target Movement Modifier (including bonuses for jump capability and enhanced movement) plus modifiers from the Stealth Modifier Table.

It is possible for a design to include both stealth armor and a camo system, in which case the modifiers for both systems are added to the Target Movement Modifier.

STEALTH MODIFIER TABLE

Stealth Equipment	Stealth Modifier
Camo System	+2
Basic Stealth Armor	+2
Prototype Stealth Armor	+2
Standard Stealth Armor	+2
Improved Stealth Armor	+3
Mimetic Armor	+3

DEFENSIVE MOVEMENT FACTORS TABLE

Target Movement Modifier	Defensive Movement Factor
+0	1.0
+1	1.1
+2	1.2
+3	1.3
+4	1.4
+5	1.5
+6	1.6
+7	1.7

BATTLE ARMOR CONSTRUCTION

Looking up the resulting Target Movement Modifier on the Defensive Movement Factors Table gives the final Defensive Movement Factor. Do not add the +1 To-Hit penalty used in attacks against battle armor units. For units with detachable missile packs, use the best modifier for movement.

The final result is the battle armor's Defensive Battle Rating.

We'll calculate the Battle Value of the standard Clan Elemental. First, we must calculate the Defensive Battle Rating.

Calculating the Defensive Battle Rating

Total Armor Points x Armor BV (not including the 1 point for the warrior) + 1.5:

$$10 \times 2 = 20 + 1.5 = 21.5$$

Total BV of all Defensive Equipment:

$$\begin{array}{r} 0 \\ \hline 21.5 \end{array}$$

At a full jump, the Clan Elemental presents a Target Movement Modifier of +2. That gives the battle armor a Defensive Movement Factor of 1.2

$$\begin{array}{r} 21.5 \\ \times \\ 1.2 \\ \hline 25.80 \end{array}$$

STEP 2: CALCULATE OFFENSIVE BATTLE RATING

Next, calculate the Offensive Battle Rating.

Calculate Base Weapon Battle Rating

Add the BV ratings of all direct-fire weapons. Direct-fire weapons are all weapon systems except SRM launchers, advanced SRM launchers, MRM launchers and Corean FarShot LRM launchers.

Calculate the Missile Weapon Battle Rating for SRMs, advanced SRMs, MRMs and Corean FarShot LRM. Use the BV of the launcher and calculate the ammunition BV as a fraction of the BV for 1,000kg of that type of ammunition—that is, divide the kilograms of ammo carried by 1,000 and multiply the result by the BV of the required type of ammunition. The result is the BV for the amount of ammunition carried. Keep any fractional results.

For ease of use, all missile launchers and their ammunition BVs have been generated on the battle armor Missile Weapons BV Table below.

Anti-BattleMech Attacks: If the unit is capable of performing Swarm attacks, add the BV of all direct-fire weapons plus the BV of vibro-claws and/or claws and magnets that aid Swarm operations.

Anti-personnel Weapons: Units lacking any other offensive weapons add the Weapon Battle Rating of anti-personnel weapons.

Squad Support Weapon: The BV of a squad support weapon is equal to the total BV of the weapon divided by the number of troopers in the unit. Note that squad weapons have their BV divided between all units in a squad or Point, so Inner Sphere units will only use one-quarter of the BV, whereas a Clan unit would use one-fifth of the weapon's BV.

Other Equipment: Add BV for other equipment..

The standard Clan Elemental carries an SRM 2 with two rounds of ammunition. Each round of ammunition weighs 20kg, giving a total of 40kg. To find the BV of the ammunition, divide this weight by 1,000, then multiply by the BV of 3 from the Battle Armor Missile Weapons BV Table.

$$(40/1,000) \times 3 = 0.12$$

Add up the following values:

Direct Fire Weapons Battle Rating
Anti-Mech Attack BV
Missile Weapons Battle Rating
Other Equipment BV

This gives the total Weapons Battle Rating.

Multiply the Weapons Battle Rating by the Battle Armor's Speed Factor

Multiply the battle armor's Weapons Battle Rating by its Speed Factor as shown on the Speed Factor Table. Only use the movement mode that gives the highest movement rate. Do not add the units' different movement types together as for a BattleMech unit.

SPEED FACTOR TABLE

Result of Speed Factor Calculation	Speed Factor
1	0.54
2	0.65
3	0.77
4	0.88
5	1.00
6	1.12
7	1.24
8	1.37
9	1.50
10	1.63
11	1.76
12	1.89

BATTLE ARMOR CONSTRUCTION

BATTLE ARMOR MISSILE WEAPONS BV TABLE

Item	BV	Ammo BV (per 1000kg)
Advanced SRM 1	15	2
Advanced SRM 2	30	4
Advanced SRM 3	45	6
Advanced SRM 4	60	8
Advanced SRM 5	75	10
Advanced SRM 6	90	12
Advanced SRM 1(OS)	2	—
Advanced SRM 2(OS)	4	—
Advanced SRM 3(OS)	6	—
Advanced SRM 4(OS)	8	—
Advanced SRM 5(OS)	10	—
Advanced SRM 6(OS)	12	—
LRM 1 (IS)	14	1
LRM 2 (IS)	19	2
LRM 3 (IS)	26	4
LRM 4 (IS)	38	5
LRM 5 (IS)	45	6
LRM 1(SO) (IS)	4	—
LRM 2(OS) (IS)	5	—
LRM 3(OS) (IS)	7	—
LRM 4(OS) (IS)	8	—
LRM 5(OS) (IS)	9	—
LRM 1 (Clan)	17	2
LRM 2 (Clan)	25	3
LRM 3 (Clan)	35	5
LRM 4 (Clan)	46	6
LRM 5 (Clan)	55	7
LRM 1(OS) (Clan)	4	—
LRM 2(OS) (Clan)	6	—
LRM 3(OS) (Clan)	9	—
LRM 4(OS) (Clan)	10	—
LRM 5(OS) (Clan)	11	—
MRM 1	11	1
MRM 2	13	2
MRM 3	18	2
MRM 4	25	3
MRM 5	30	3
MRM 1(OS)	3	—
MRM 2(OS)	4	—
MRM 3(OS)	6	—
MRM 4(OS)	7	—
MRM 5(OS)	9	—
Rocket Launcher 1	3	—
Rocket Launcher 2	4	—
Rocket Launcher 3	5	—
Rocket Launcher 4	7	—
Rocket Launcher 5	8	—
SRM 1	15	2
SRM 2	21	3
SRM 3	30	4
SRM 4	39	5
SRM 5	49	7
SRM 6	59	7
SRM 1(OS)	2	—
SRM 2(OS)	4	—
SRM 3(OS)	6	—
SRM 4(OS)	8	—
SRM 5(OS)	10	—
SRM 6 (OS)	12	—

Now we'll calculate the Clan Elemental's Offensive Battle Rating.

Calculating the Offensive Battle Rating

1.) Calculate Direct Fire Weapons

Small Laser: $\frac{9}{9}$

2.) Calculate the Anti-BattleMech BV

Swarm Attack (Small Laser): $\frac{9}{9}$

3.) Calculate Missile Weapons

SRM 2 Launcher: $\frac{21}{.12}$
2 Shots $\frac{.12}{21.12}$

4.) Calculate Other Equipment

None $\frac{0}{0}$

5.) Add together the values above

Small Laser: $\frac{9}{9}$
Swarm Attack (Small Laser): $\frac{9}{9}$
SRM 2 Launcher: $\frac{21}{.12}$
2 Shots $\frac{.12}{39.12}$

6.) Multiply the Weapons Battle Rating by the Battle Armor's Speed Factor

Speed Factor (Jump 3) $\frac{.077}{x}$
 $\frac{39.12}{30.1124}$

STEP 3: CALCULATE FINAL BV

Add the two values together and round to the nearest whole number (0.5 rounds up), then multiply by the number of battle armor suits in the formation used (4 for an Inner Sphere Squad, 5 for a Clan Point).

We end our example by calculating the Clan Elemental's Final Battle Value.

CALCULATING THE FINAL BATTLE VALUE

Defensive Battle Rating + Weapons Battle Rating x Number of individual units

$25.80 + 30.1124 = 55.9224$ (rounding to 56) x 5 = 280

Clan Elemental Point BV = 280

BATTLE ARMOR CONSTRUCTION

BATTLE ARMOR COMPONENT BV TABLE

Component	BV	Notes
Battle Claw and Magnets	3	
Mechanized Magnetic Clamps	1	
Squad Support Weapon	Var.	BV is BV of weapon divided by number of suits in the unit
ECM	1	Defensive BV—include in Defensive Battle Value
Improved Sensors	1	
Improved Sensors (Clan)	2	
Active Probe	2	
Active Probe (Clan)	3	
Bomb Rack	11	
Remote Sensor Dispenser	5	
Remote Sensor Dispenser (Clan)	7	
Mine Dispenser, Standard*	5	10 Mines per dispenser
Mine Dispenser, Anti-Jump "Active" Mine*	5	10 Mines per dispenser
Mine Dispenser, Command-Detonated*	5	10 Mines per dispenser
Mine, Dispenser, Vibro-bomb Mine*	5	10 Mines per dispenser
Pop-up Mine	6	
PPC	14	
Magshot	15	
Tsunami	6	
Grand Mauler	6	
Light Recoilless Rifle	12	
Medium Recoilless Rifle	19	
Heavy Recoilless Rifle	22	
Light Mortar	9	
Heavy Mortar	17	
Micro Grenade Launcher	1	
Grenade Launcher	2	
Compact NARC	1	
Light TAG	A	

^AAdd 200 points to the final BV of any battlefield unit that meets the following conditions: the unit is equipped with an Arrow IV system and homing missiles and the unit or its fighting group has one or more units with TAG; or the unit is equipped with TAG and the unit or its fighting group has one or more Arrow IV systems with homing missiles.

ANTI-PERSONNEL WEAPONS TABLE

Weapon Type	Cost	Reload Cost	Affiliation	BV
Rifle, Infantry	80	3	—	0.25
Shotgun, Infantry	40	5	—	0.20
MG, Infantry	80	10	—	0.75
Gauss Rifle, Infantry	2,500	3	FS	1.75
Gyrojet, Infantry	1,250	200	—	1.50
Heavy Gyrojet, Infantry	2,500	250	—	1.75
Flamer, Infantry	50	2	—	0.25
Laser, Infantry	1,250	—	—	1.50
Pulse Laser, Infantry	2,000	—	—	1.75

BATTLE ARMOR CONSTRUCTION

SKILL/ EXPERIENCE LEVEL MULTIPLIERS

The BV calculations represent units with a Gunnery Skill of 4. For units with different skill levels, use the multiplier from the BV Skill Multipliers Table found below to find the BV of the unit. All values are rounded to the nearest whole number (0.5 rounds up).

David wants Elite Clan Troops for his standard Clan Elemental Point, which means a Gunnery Skill of 1. From the table, that gives a 1.60 modifier. The final BV of this unit is $280 \times 1.60 = 448$.

BATTLETECH RULES EXPANSION

The following section only applies to *BattleTech*.

The table at right provide *BattleTech*-scale damage for those weapons introduced in this product.

BV SKILL MULTIPLIERS TABLE

Gunnery Skill	BV Multiplier
0	1.80
1	1.60
2	1.40
3	1.20
4	1.00
5	0.90
6	0.80
7	0.70

ANTI-PERSONNEL WEAPONS

Many battle armor units are equipped with anti-personnel weapons. These weapons are normally ignored in *BattleTech* unless the battle armor mounts no other offensive weaponry (the Gray Death Legion Scout battle armor is an example). As an optional rule, players may wish to use anti-personnel weapons on all battle armor, but in doing so must be aware that it may slow down game play significantly.

For attacks with anti-personnel weapons, follow the Standard Infantry Attacks procedure (see p. 62, *BMR*), but use the following tables to determine the damage inflicted. Note that the range of infantry weapons is severely limited. Unlike anti-BattleMech weapons, which are treated as firing at a range of 1 when used against targets in the same hex, anti-personnel weapons also have a 0 range. They cannot be used during a Swarm attack.

INFANTRY RANGE MODIFIER TABLE

Weapon Type	Range in Hexes (To-Hit Modifier)						
	0	1	2	3	4	5	6
Rifle, Infantry	-2	0	+2	—	—	—	—
Shotgun, Infantry	-2	0	—	—	—	—	—
SMG, Infantry	-2	0	+2	+4	—	—	—
Gauss Rifle, Infantry	-1	0	0	+2	+4	—	—
Gyrojet, Infantry	-1	0	+2	+4	—	—	—
Heavy Gyrojet, Infantry	-1	0	0	+2	+4	—	—
Flamer, Infantry	-1	0	+2	—	—	—	—
Laser, Infantry	-2	0	+2	+4	—	—	—
Pulse Laser, Infantry	-3	-2	0	—	—	—	—

INFANTRY WEAPONS DAMAGE TABLE

Weapon Type	Number of Squad/Point Members				
	1	2	3	4	5
Rifle, Shotgun	1	1	1	1	2
SMG, Flamer, Gauss Rifle or Gyrojet.	1	1	1	2	2
Laser, Pulse Laser, or Heavy Gyrojet	1	1	2	2	3

BATTLEFORCE 2 RULES EXPANSION

The following section only applies to *BattleForce 2 (BF2)*.

Battle armor *BF2* statistics can be determined using the following rules.

MOVEMENT

This is equal to a battle armor's Ground MP if the unit is capable of jumping at least equal to the Ground MP, then its *BattleForce* movement is considered to be Jumping and a **J** is appended to the value.

If the battle armor is outfitted for VTOL movement, then the movement value will be the maximum VTOL movement value with a **V** appended.

For units outfitted with UMUs, movement is displayed as two values. The first is the Ground or Jump movement, followed by a second value separated with an **s** appended to it for submersible movement.

The standard Clan Elemental has Ground MP 1 and Jumping MP 3, so the movement value is 3J as the Jump movement is greater than the Ground movement.

ARMOR/STRUCTURE

Total the amount of damage that a unit of battle armor can absorb, including the 1 point for the trooper. Divide by 30 and round to the nearest whole number (0.5 rounds up), then add 1. The final sum is the Armor Value for the unit.

Battle armor has no Structure Value.

BATTLE ARMOR CONSTRUCTION

BATTLETECH WEAPONS AND EQUIPMENT (CLAN)

Weapon	Corresponding MW Weapon	Damage	Min	S	M	L
Light Recoilless Rifle	Light Recoilless Rifle	2	—	1-2	3-4	5-6
Medium Recoilless Rifle	Medium Recoilless Rifle	3	—	1-2	3-4	5-6
Heavy Recoilless Rifle	Heavy Recoilless Rifle	3	—	1-3	4-5	6-7
Advanced SRM 1	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 2	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 3	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 4	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 5	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 6	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 1 (OS)	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 2 (OS)	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 3 (OS)	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 4 (OS)	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 5 (OS)	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Advanced SRM 6 (OS)	SRM Launcher*	2/missile	—	1-3	5-8	9-12
Support PPC	Semi-Portable PPC	2	—	1-2	3-5	6-7
Grenade Launcher	Heavy Grenade Launcher	1	—	1	2	3
Compact NARC	Compact NARC	N/A	—	1-2	3-4	5
Light TAG	Light TAG	N/A	—	1-3	4-6	7-9
Bomb Rack	Satchel Charge	2	—	—	—	—
ECMECM	N/A	N/A	0	—	—	—
Active Probe	Active Probe	N/A	N/A	5	—	—
Improved Sensors	Improved Sensors	N/A	N/A	3	—	—

*Fired in the same way as a standard SRM launcher; the TNs for range, visibility and target size are each reduced by 1 (to a minimum of zero).

Torpedo versions of the missile launchers are available with the same weight and space requirements for SRM and LRM systems, but not for advanced SRMs. The Clans also have multi-purpose torpedo/missiles that can be used with SRM and LRM systems (but not advanced SRMs). The number of salvos carried is reduced to half normal (divide by 2 and round down).

BATTLETECH WEAPONS AND EQUIPMENT (INNER SPHERE)

Weapon	Corresponding MW Weapon	Damage	Min	S	M	L
Light Recoilless Rifle	Light Recoilless Rifle	2	—	1-2	3-4	5-6
Medium Recoilless Rifle	Medium Recoilless Rifle	3	—	1-2	3-4	5-6
Heavy Recoilless Rifle	Heavy Recoilless Rifle	3	—	1-3	4-5	6-7
Rocket Launcher 1	LAW	1/missile	—	1-3	4-7	8-12
Rocket Launcher 2	LAW	1/missile	—	1-3	4-7	8-12
Rocket Launcher 3	LAW	1/missile	—	1-3	4-7	8-12
Rocket Launcher 4	LAW	1/missile	—	1-3	4-7	8-12
Rocket Launcher 5	LAW	1/missile	—	1-3	4-7	8-12
Support PPC	Semi-Portable PPC	2	—	1-2	3-5	6-7
Magshot	Magshot	2	—	1-3	4-6	7-9
Tsunami/Grand Mauler	Tsunami/Grand Mauler	1	—	1-2	3-4	5
Heavy Mortar	Heavy Mortar	3	2	1-2	3-4	5-6
Light Mortar	Light Mortar	3	1	1	2	3
Grenade Launcher	Heavy Grenade Launcher	1	—	1	2	3
Micro Grenade Launcher	Automatic Grenade Launcher	1	—	1	2	-
Compact NARC	Compact NARC	N/A	—	1-2	3-4	5
Light TAG	Light TAG	N/A	—	1-3	4-6	7-9
ECMECM	N/A	—	0	—	—	—
Active Probe	Active probe	N/A	N/A	4	—	—
Improved Sensors	Improved Sensors	N/A	N/A	2	—	—

Torpedo versions of the missile launchers are available with the same weight and space requirements for SRM, MRM and LRM systems.

BATTLE ARMOR CONSTRUCTION

The standard Clan Elemental has 10 points of armor, plus 1 point for the trooper inside. Five troopers to a Point gives a total value of 55, which is divided by 30 to give 1.833. This is rounded up to 2, then 1 is added to give an Armor Value of 3.

BASE DAMAGE

Base damage is calculated from the damage inflicted by direct-fire and missile weapons (SRMs, MRMs, LRMs and advanced SRMs) carried. Add up all the weapon damage that can reach each range (point-blank, medium and long). See the Weapon Conversion Table (p. 101, BF2) and the Expanded Weapon Conversion Table for weapons in each range band. Each weapon can reach the range listed, as well as each shorter range. For example, a medium laser (listed as a medium-range weapon) can do damage at both medium and point-blank range. Do not count one-shot missile systems, bomb racks or pop-up mines.

To find the damage from direct-fire weapons, calculate the total damage inflicted by a single suit from all direct-fire and physical attack weapons, excluding AP weapons. This value is multiplied by the average number of troopers that will hit (a result of 7 on the Battle Armor Attack Table). For a squad or Point this number will be 3.

For missile weapons, take each set launcher and multiply the result by the total number of troopers in a unit. Find the number of missiles that would hit on a result of 7 on the Missile Hits Table (advanced missiles round up to the next whole number unless this would take the result beyond the total number of missiles).

Some weapons have additional modifiers that apply to the damage values. Apply the modifiers, but do not round the results.

Pulse Lasers: Increase damage by 10 percent at all ranges.

Heavy Lasers: Reduce damage by 5 percent at all ranges.

Ammunition: If an ammo-using weapon does not have enough ammunition for at least ten turns, reduce the overall damage of the weapon by 25 percent.

Heat: No Heat modifier applies to battle armor.

A Point of standard Clan Elementals has five small lasers and five SRM 2 launchers. The small lasers are direct-fire weapons, so the direct-fire total is 3 (damage) x 3 (average troopers to hit), for a result of 9 at point-blank range, 0 at medium range and 0 at long range.

With five Elementals firing their SRM 2s, the average number of missiles to hit will be 6 (for 2 points of damage each), giving a Missile Attack Value of 12 at

WEAPON CONVERSION TABLE (EXPANDED)

INNER SPHERE

Pointblank Range
Flamer
Machine Gun
Pulse Laser (Small)
Small Laser
Micro Grenade Launcher***
Vibro-Claws (1pt each)
Anti-Personnel Weapons****

Medium Range
ER Medium Laser
ER Small Laser
Medium Laser
MRMs**
Pulse Laser (Medium)
SRMs
Light Recoilless Rifle
Medium Recoilless Rifle
Heavy Recoilless Rifle
Magshot
Tsunami
Grand Mauler
Heavy Mortar***
Light Mortar***
Grenade Launcher***
PPC

Long Range

LRMs*

CLAN WEAPONS

Pointblank Range
Flamer
Heavy Machine Gun
Machine Gun
Pulse Laser (Micro)
Small Laser
Heavy Small Laser
Anti-Personnel Weapons****

Medium Range
ER Medium Laser
ER Micro Laser
ER Small Laser
Heavy Medium Laser
SRMs
Advanced SRMs
Pulse Laser (Small)
Pulse Laser (Medium)
Light Machine Gun
Light Recoilless Rifle
Medium Recoilless Rifle
Heavy Recoilless Rifle
PPC
Grenade Launcher***

Long Range
LRMs

*1/2 damage at point-blank range
**1/2 damage at medium range
***3/4 damage at point-blank range
****Only counted if no other offensive weaponry is carried.

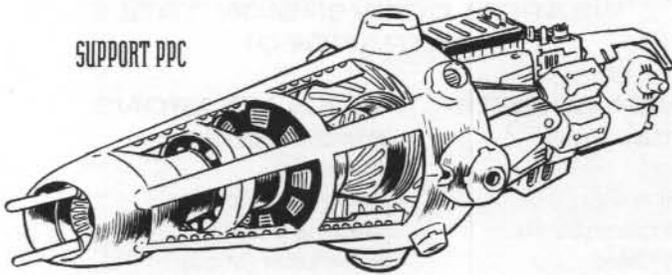
point-blank range, 12 at medium range and 0 at long range. However, the SRM launchers have less than 10 rounds of ammunition, and so the damage is reduced by 25 percent, to 9 at point-blank and 9 at medium range.

FINAL DAMAGE VALUE

Total the results for direct-fire and missile weapons at each range and then divide each by 10. Values under 0.5 round down to zero. This gives the BattleForce Damage Value for each range.

For Elementals, no other modifiers affect these weapons, so the totals will be 9 + 9 = 18 at point-blank range, 0 + 9 at medium range and 0 + 0 at long

SUPPORT PPC



range. These values are then divided by 10 and rounded to the nearest whole number (0.5 rounds up), giving 2 at point-blank range, 1 at medium range and 0 at long range.

SPECIAL EQUIPMENT AND ABILITIES

Certain equipment can give battle armor units special abilities.

Mechanized Infantry [mec]: The battle armor unit can operate as mechanized infantry in conjunction with OmniMech units (see p. 34, *BF2*).

Extended Mechanized Infantry [xmec]: Units equipped with magnetic clamps can operate as mechanized infantry with non-OmniMech and vehicle units.

Active Probe [prb]: The unit is equipped with an active probe (see p. 35, *BF2*).

Improved Sensors [srs]: The unit is equipped with improved sensors that act like an active probe, but only give a +2 bonus when the target is within 4 hexes.

Indirect Fire [if]: If at least half the unit's long-range damage comes from LRMs, then the unit has indirect fire ability.

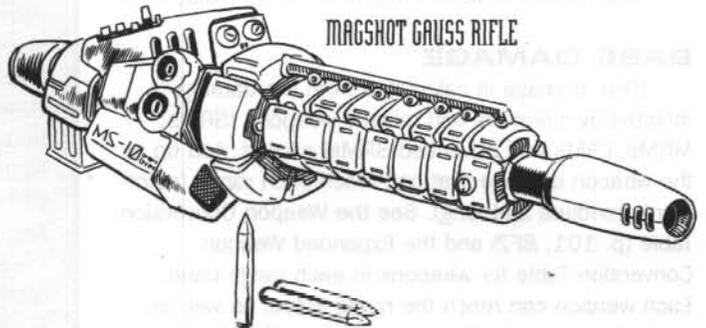
Micro ECM [mecm]: The unit is equipped with battle armor ECM that acts like normal ECM, but the area of effect is limited to the hex occupied by the unit.

Target Acquisition Gear [tag]: The unit is carrying Light TAG equipment.

Space Operations Adaptation [soa]: The unit is outfitted for space operations.

Cargo [car#]: Battle armor can be transported as cargo by other units. The cargo space required is 1 ton per trooper in a unit. An Inner Sphere squad will require 4 tons of cargo space (car4), while a Clan Point will require 5 tons of cargo space (car5). This cargo requirement is not affected by the weight class of the battle armor being transported.

MAGSHOT GAUSS RIFLE



A Point of standard Clan Elementals can operate as mechanized battle armor and can be carried in 5 tons of cargo space. The notation *mec, car5* is added to the unit's Special Equipment and Abilities.

OVERHEAT VALUE

Battle armor units have no Overheat Value.

POINT VALUE

The Point Value in *BF2* is derived directly from its Battle Value, divided by 100 and rounded to the nearest whole number (0.5 rounds up). It is possible to have a unit with a point value of 0.

With a BV of 280, the standard Clan Elemental has a BattleForce Value of 3.

This gives the following final BattleForce 2 details for the standard Clan Elemental:

	Damage	Over-	Armor/	Point				
	MP	PB/M/L	heat	Class	Structure	Value	Specials	
Elemental								
Sm. Laser	3J	2/1/—	—	1	3/—	3	mec, car5	

RUNNING THE GAME

Perhaps the single most important chapter for gamemasters—though many of its subsections will be of equal use to players—this section focuses on providing additional useful tools to make the gamemaster's life easier.

The second-largest section in the *Classic BattleTech Companion*, *Running the Game* includes a plethora of subsections that deal with everything from *Running Adventures* to *Organization and Administration of a Landhold*, from *Advanced Contacts and Enemies Rules* to *Generating Encounters and Skill Advancement*. Regardless of the types of games run, a gamemaster will find something in these pages invaluable.

RUNNING ADVENTURES

If you're reading this section, then you probably want to know how to run a roleplaying game, or at least how to gamemaster an adventure. Well, the unfortunate fact is that we can't tell you how to run the game. We can give you rules to use, hints to follow and some advice, but ultimately it's up to you to run the game. Every gamemaster has to discover his or her own way of doing that ever-important job, because everyone does it differently.

So, unfortunately, you have to jump in with both feet and quickly learn to sink or swim. What we can do, however, is give you some serious sets of water wings—plenty of tools and suggestions that will help keep you afloat as you find your own way. And, on the bright side, your gamers will be forgiving. They want to have fun, so chances are they'll cut you some slack (and if you've never played an RPG before, they won't know what to expect anyway!). All of a sudden that deep lake is looking like a kiddie pool, right?

The first thing you need to have is a copy of the base game—*CBT:RPG*. Of course, if you didn't have that, you wouldn't have this book in your hands, right? That book gives you all the basic information you need to play and run the game, or at least all the rules you need to follow. It tells you how to make characters, how to use skills and how to fight battles. Unfortunately, there wasn't a lot of room to talk about how to craft the adventures and campaigns that you will put your players' characters through, or really what the point of this whole game is. This section takes care of that job.

CREATING ADVENTURES

Okay, your players rolled up their characters. They wrote histories for them. They bought equipment and even figured out who they like and who they don't.

Now what?

Guess what? This is where you, the gamemaster, come in. Your players are looking to you now. You've got to step up to the virtual plate and give them something to do. You've got to create an adventure for them.

"So how do I do that?" you ask. Read on.

RESPONSIBILITY AS GEMEMASTER

The gamemaster is referee and storyteller. He or she needs to know the rules inside and out (or at least has to make the players think he does). The players will look to you when they have a question about exactly how something works in the game. They will also look to you to mediate disputes, to help them create their characters and to fix problems. Of course, they will also try to con you into giving their characters more XPs than they deserve, bigger guns than they can afford and generally turn their characters into perfect killing machines.

This means you need to be able to say "no," to set limits for your players. They're going to try to get away with everything they can, or at least it'll seem that way. That's only natural. Their characters are in many respects extensions of their own personalities, and they want them to be the best they possibly can be.

It's okay to want things. In fact, it's a basic human trait. But we can't have everything we want. You need to be that tempering force, reality stepping in to quash their pipe dreams. If the players want something for their characters, make them work for it. And if it's something almost impossible to get, make them work all that much harder to find one (and then make them work to get it!). After all, won't they find it all the more valuable if it was difficult to gain?

Above all, remember that you are there to tell a story, and by extension, to make sure your players have fun. That's what it all comes down to: fun. That's why people play games, after all; because they're fun.

The amount of enjoyment you and your players get out of the game is directly proportional to your efforts. You don't have to be a great writer or an exceptional speaker to run a good game. But you do have to do some work. You have to figure out what the adventure is going to be about. What's the mission? Why are the characters going on the mission and what will they get out of it? (They may choose not to accept the mission, after all, so you've got to talk them into it somehow, especially if there will be some element of danger.) Those are the details you need to come up with. The following sections will give you some help in generating those ideas, those stories—the adventures you will be running them through.

Just remember one thing—you've got to have fun, too. Being a gamemaster isn't all about work. Sure, there's more work to the job than just being a player, but there's so much more you can get out of it. You're going to do more actual roleplaying than anyone else in your group—after all, you will be playing every other character in the game. You'll also have to think on your feet; your players will come up with more strange, crazy and completely unbelievable ideas that you could ever imagine and you'll need to stay one step ahead of them at all times.

It'll be one wild ride, but we've got some tools to help you out.

TYPES OF CAMPAIGNS

No two gaming groups will have exactly the same kind of campaign. In fact, you may find that after some time your players will want to change the focus of their campaign or even start a brand new one. Why? For the same reason that some people buy a new car every few years or go on vacation to a new place every year: they need a change of pace. Everyone is different, with varying interests and needs. Even if none of your players had known each other before you rolled your characters up and had your first gaming session, chances are they will form into a close-knit group with its own unique wants and needs. If you want to run a successful game, you've got to cater to those.

On the bright side, while every group will have its own unique focus, most groups will want a campaign that falls into one of a few basic types. They are roleplaying in the *BattleTech* universe, so chances are you're going to have some sort of a combat-based campaign. After all, you didn't get together to roleplay a bunch of janitors, right?

Pages 204 and 205 of *CBT:RPG* list several of the most common types of campaigns. Some groups will want to take several of these campaign types and blend them together to make their own. That's fine. These are only guidelines, after all, some basic ideas to get you started. It is up to you and your players to make the campaign.

SCRIPTED VS. FREEFORM ADVENTURES

Generally speaking, there are two different types of gamemasters: those who script out every possibility and those who simply form a basic framework for the adventure and "go with the flow." Some combine the two methods into their own personal style. There is no right or wrong way to do it. It all depends on what works best for you.

The first type, the scripted adventure, is the kind you will find in the game material published by FASA or FanPro. Each of the *MechWarrior's Guides* has an adventure included within it designed to introduce a group of players and their characters to the *BattleTech* universe. These adventures provide gamemasters with everything they need to know and a detailed "script" to follow. Just add characters and off you go.

These adventures are not only a good place to start, but they give you a good idea of how to script your own adventures. There's no need for you to go into the sheer depth of information that we do. You're the one who will be running your own adventure, so you don't have to go to the extent necessary in writing an adventure for someone else to use.

Of course, the benefit of a scripted adventure is that you will have thought of almost every conceivable possibility. You will have maps for everything already drawn and NPCs rolled up. Just start at the beginning and go from there. If you've thought everything through ahead of time, then you won't be put on the spot—so long as you can find the info, that is!

But this type of adventure has drawbacks, too. Murphy had it right when he said "no plan survives contact with the

enemy." You may have come up with the best adventure ever, but if the players don't pick up on those clues and subtle hints you keep dropping, they may never figure out who has it in for them. Or they may think that red herring you planted is a real clue and will end up doing something foolish unless you step in somehow to fix the mess they're about to get themselves into. Or they may just not want to do what you want them to do. Then what?

That's not to say that every time you run a scripted adventure you will run into problems like that. But you might. Plan for the worst and be prepared to think on your feet. You may have to come up with something on the fly just to get things back on track.

Or you can try method number two: the freeform adventure. There is no script, no rigid structure to a freeform adventure: only some ideas, perhaps some pre-generated encounters, you and your imagination. Think of the freeform adventure like improvisational comedy: you reacting to your players as they react to you.

Well, almost. For this to work well, you do need to know the basics of the adventure. What will the characters be doing? Who will they be facing? Where (or why)? Pre-generate what you can; at the very least you will want to have whatever NPCs the characters might encounter (and their equipment, vehicles, 'Mechs, and so on) pre-made. You need to have an idea of what the NPCs' motivations are and you need to have an active imagination. After all, you've got to keep up with your players.

The major benefit of a freeform adventure is that there are no boundaries. Your players and their characters are completely free to make the choices they want to make without you having to worry about how to shoehorn that into your adventure. You go where your players take you. This can be the most fun and rewarding type of adventure. There's no frustration in trying to get things back on track because there are no tracks. Likewise, your players don't feel like you're leading them around on leashes.

On the other hand, if you're going to pull off a freeform adventure, you've got to be able to think and act on your toes. You also can't expect to go "on stage" without any preparation. If you think you can just sit down at the gaming table and pull an entire adventure out of thin air, then you and your players are in for a potentially torturous night. You've got to at least consider the different possibilities and think about how you're going to handle things. Otherwise, your adventure will be a disaster.

As we said above, many people combine these two types of adventures in one way or another. As a gamemaster, you'll find out that you can't just dictate everything that happens to the PC group. You have to take your players' desires into account if you want to have a successful adventure that leads into a long-term campaign. But at the same time, don't let them get away with murder. You've got to find your own happy balance that will work for you. Hopefully, there's enough information here to get you started.

PLOT IDEAS

The plot is everything. Well, almost. It's the basis for the adventure. It gets the characters up in the morning and gives them something to do. The plot is one of the three key ingredients to a good adventure (right next to the players and you). Lose one and you won't have much of an adventure.

The plot is the basic premise. On the bright side, you don't need to have much of a plot and ideas are all around you: books, newspapers, magazines, TV, movies, and even stories from your parents' and grandparents' childhoods. Those ideas are just that: starting points to help you come up with a story to run your players' characters through. Life in the 31st century isn't that much different than today. Nations still fight wars, crime syndicates still bring mayhem to the streets and people still fall prey to the same kinds of vices. The only difference is that it happens a thousand years in the future, a fact that brings with it a host of technological wonders but at the same time another millennia of humanity's worst qualities embodied.

Just in case you're running into writer's block, here's a bit of help for you.

Seven Basic Plots

Everyone has heard about the theory that there are only seven basic plots in literature from which all stories are written. Some people subscribe to that theory and others don't. In any event, here's that list of seven plots.

SEVEN BASIC PLOTS

Man vs. Nature
 Man vs. Man
 Man vs. the Environment
 Man vs. Technology
 Man vs. Self
 Man vs. the Supernatural
 Man vs. God/Religion

THIRTY-SIX PLOTS

Supplication
 Deliverance
 Crime pursued by vengeance
 Vengeance taken for kindred upon kindred
 Pursuit
 Disaster
 Falling prey to cruelty of misfortune
 Revolt
 Daring enterprise
 Abduction
 The enigma
 Obtaining
 Enmity of kinsmen
 Rivalry of kinsmen
 Murderous adultery
 Madness
 Fatal imprudence
 Involuntary crimes of love
 Slaying of a kinsman unrecognized
 Self-sacrifice for an ideal
 Self-sacrifice for kindred
 All sacrificed for passion
 Necessity of sacrificing loved ones
 Rivalry of superior and inferior
 Adultery
 Crimes of love
 Discovery of the dishonor of a loved one
 Obstacles to love
 An enemy loved
 Ambition
 Conflict with a god
 Mistaken jealousy
 Erroneous judgment
 Remorse
 Recovery of a lost one
 Loss of loved ones.

Thirty-Six Plots

In 1916 a Frenchman named Georges Polti wrote a book, entitled *The Thirty-Six Dramatic Situations*, in which, you guessed it, he identified thirty-six basic plot ideas. This list is a little more descriptive and practical for the gamemaster.

Turning the Plot into an Adventure

Now you've got an idea. Hopefully. If not, look again at those lists, think back to your favorite movie or TV show, or find a good book and borrow one of those ideas. Now you need to figure out how to translate that idea into *BattleTech* terms. That shouldn't be too hard. After all, life in the 31st century isn't that much different than life today. Replace hand-

guns with laser pistols, tanks with BattleMechs and cargo ships with DropShips and you're three quarters of the way there.

What you do need to remember is that you must find some way to personally involve the characters. They, and their controlling players, won't feel drawn in unless their success or failure will have an impact on their lives. Don't just tell them a group of terrorists has taken a building hostage, spur them to action by telling the group leader that his infant daughter is inside and needs to be rescued. Now there's a personal connection. They won't be as likely to go in with the big guns, shooting everything in sight. Now they'll have to think and maybe even talk their way in for once rather than blasting through the walls.

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KEYS TO A GOOD ADVENTURE

CBT:RPG is an adventure roleplaying game, and the player characters take the roles of active figures in the *BattleTech* universe. They go out and have the kind of adventures that would make a good action novel or movie. (The point of roleplaying is to step outside the roles we play in real life. There's not much point in playing a librarian, janitor or even writer in the game.)

We've provided this section to help you even more in creating your own adventures. Each subsection focuses on a single component of a well-designed adventure. These suggestions do work, and not just for *CBT:RPG* (after all, we lifted them wholesale from *Shadowrun*... why reinvent the wheel?). You can use these ideas to help you craft adventures for any roleplaying game.

The Premise

The premise is the "story behind the story" of the adventure, the basic plot that gets things going before the player characters get involved. We talked about this above, or at least coming up with the basic idea. This section takes that idea to the next level. The premise describes the scale of the adventure, creates the setting and hints at the adventure's theme.

The scale of the adventure is the size of the story. A large-scale adventure might consist of the characters taking on a conspiracy that could affect the entire Inner Sphere, while a small-scale adventure might involve taking on a pirate group threatening a single planet. The scale of an adventure is important because taking on SAFE or Clan Wolf will be very different from taking on a minor mercenary company.

The setting is simply where the main action will take place. It consists of one or more locations—such as Tukayyid, or perhaps several worlds across the Free Rasalhague Republic, or even just a single city—and a milieu. The milieu of a setting is the surroundings and environment. For example, the milieu of an adventure centered around efforts to steal a new prototype weapon might be filled with scientists, techs, corporate and military middle-managers and lots of impersonating. The milieu of a search-and-rescue mission in the jungles of Spica might be filled with strange animals, Special Forces personnel, loads of big guns, vicious firefights, narrow escapes and other action-packed events.

Once you've set the premise, an NPC may hire the characters (or order them into action) or the characters' personal goals or contacts may prompt them to become involved on their own initiative. In any event, the characters become involved in the story.

You can make adventure premises as specific or general as you like. For example, you may decide that General Motors has developed a breakthrough technology for engines. Defiance Industries wants to steal the research so that it can complete the design and sell it first. The characters get involved when an NPC from Defiance hires them (or their commanding officer orders them) to break in and steal the new technology from GM.

By using a general premise, you can give your players more control over the direction of the game or campaign. For example, you might decide that the characters' attempts to destroy a particular mercenary company (preferably one they already have reason to hate) will be the general premise of a campaign. You will need to create some events to get the characters involved—perhaps the mercs were responsible for the deaths of some of their friends—and then provide them with information about the mercs and their major characters. From there, the players are free to decide how their characters will go about their task; you simply fill in the details as events unfold.

For examples of plot premises and how they work within adventures, look at some of the different *BattleTech* and *MechWarrior* adventures. Sourcebooks, supplements and novels also provide plenty of information for creating general premises for adventures and campaigns.

The Goal

Stealing some 'Mechs, staying one step ahead of a Maskirovka hit team—every adventure needs a goal for the player characters. Clear-cut goals give the players something to shoot for and help keep an adventure on track.

You can set the adventure goals yourself, let the players set the goals, or work with the players when creating the goals. In any case, the adventure goals should always reflect the personalities and personal goals of the player characters. In fact, the personal goals of the player characters are an excellent basis for the overall premise of an adventure. In the merc downfall premise, for example, each player should clearly define why his or her character wants to see the unit destroyed. Personal vendettas, a desire for C-bills, a hatred of mercs in general, a sense of moral outrage at the merc unit's activities—any of these represent valid personal goals.

Player characters' personal goals and motives provide a good indication of what kind of actions the characters are inclined to take. By noting these motives, you can create adventure or campaign opportunities for the players to successfully roleplay their characters' personalities and lifestyles.

After figuring out the adventure goals, you must provide some possible ways the players can achieve them. Players often lose interest in an adventure that offers no clear paths to reach the goal. At the same time, don't try to force the players into a particular plan. Offer them a few alternate avenues so that they can decide for themselves how to achieve the goals. And don't spell things out for them. The players don't need to know exactly how they might accomplish their tasks—they simply need to be aware of the possibilities. Prepare for the unexpected—your players will devise some very strange strategies to achieve their objectives.

The Opposition

Every story needs one or more antagonists, or "bad guys," and *CBT:RPG* contains a broad range from which to choose. The antagonist is the main obstacle between the

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characters and their goals. An adventure antagonist can consist of one or more individuals, a group or organization, a military unit, and so on.

Don't settle for one-dimensional, "cardboard" villains—the antagonist is the main source of conflict and drama in an adventure, so make your NPC antagonists full-fledged characters with distinct personalities and motivations. Be thorough and careful when creating the antagonist's abilities and goals. Complex personalities and motives allow antagonists to act in unpredictable and unexpected ways. Additionally, player characters might be able to exploit an antagonist's personality or motives during their attempts to overcome the opponent.

Creating a personality and goals for an antagonist will also help you decide how powerful the opponent is and what kinds of methods the opponent will use to achieve his or her goals. Some opponents may devise subtle plots and tricks, even brainwashing others to use as tools against the characters. Other opponents may try to kill the characters outright. A cunning opponent may "befriend" the characters and spare their lives, so that he can call in his favor in the future when he needs someone to perform a suicide mission or take the rap for a failed mission.

Finally, keep in mind that NPCs represent only the traditional opponents. Anything that acts as an obstacle to the characters or threatens them can serve as an antagonist—non-sentient beings, computer systems, even nature. A highly sophisticated security system, animals, and even an earthquake can be used as antagonists. Using non-traditional opponents provides you and your players the opportunity to stretch your skills, abilities and imaginations.

Complications

If all missions were as simple as gathering allies and blasting through the opposition, they wouldn't be very exciting for long. Complications are unexpected twists and turns that help keep things interesting and force the players and their characters to stay alert.

Throw one, perhaps two, three or even more complications into every adventure. A complication can be as simple as a piece of equipment failing or as complex as the adventure's goal turning out to be something different from what the players originally believed. For example, a unit executing a raid with all the technology and secrecy they can muster might be attacked by a marauding pirate band that just happens to have the standard-issue 'Mechs and weapons of the player characters' own House military. The characters should realize that something's rotten, and they'll have to change their plans accordingly. Or perhaps halfway through an extraction, the targeted officer starts mumbling a mysterious name. Just as the characters are about to deliver him to their contact, the officer—who was supposed to be a willing party to the extraction—pops something into his mouth and dies moments later. Time to investigate him, the job and their contact. Maybe the characters perform a simple objective raid, only to discover that the 'shipment they "liberated" belongs to Wolf's Dragoons.

Finally, you can always rely on the old stand-by: the double-cross. Their military liaison might set them up to be killed, not pay them, decide they know too much about his own activities, steal their equipment or otherwise use them and "screw them over."

Complications are the main way to inject the unpredictability of real life into adventures, keep them interesting for players and provide the intrigue that will keep them coming back for more. Use these complications judiciously, however. If you throw too many at the players, they'll begin to feel like they have less and less control over their characters' lives, and your game may become frustrating and boring rather than enjoyably complex.

PROBLEM SOLVING

Okay, you've come up with a good plot, turned that into an adventure and now you're running your players through that adventure. Everything's going great and everyone is having a good time. Then all of a sudden the game grinds to a halt. There's a problem, and now you've got to solve it; otherwise the entire night is shot.

No matter how well you and your players know the rules, how well you communicate or how much preparation you put into the adventure, you will run into a problem of some sort at one time or another. It could be something as simple as an obscure rules question that even the game developer has to look up, or it could be as devastating as two of your players getting into a shouting match... or worse.

Don't worry, though. Most of the problems you run into will be simple to fix. A quick rules look-up and you're ready to go. Sometimes, however, the problems won't go away quickly. Some will be caused by players and others will happen out of pure, dumb chance. You've got to be ready to deal with them right away, before they fester and turn into something you can't easily handle anymore.

The following subsections describe a few of the most common problems you will run into at one time or another. We'll also give you a few hints for dealing with the problems or heading them off at the pass. These are merely guidelines; use them if you want to, ignore them if you don't (of course, you don't want to completely ignore the suggestions of the masters, do you?). Unfortunately, we can't list every single problem that you might run into, but, you know what? Most of the other problems you encounter will be an offshoot of one of those described here.

Even though your word as gamemaster is final, don't take yourself too seriously. It's just a game, after all. You (and your players) are playing to have fun, so the interaction is the most important thing. Keep the game running, think on your feet, and when necessary, "punt."

You Did What???

Face it. Your players will make the occasional dumb move. They'll do or say something in character that, in retrospect, isn't all that smart. They may not realize it at the time, and it may

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take them a while to understand what they did and why they probably shouldn't have done it. The fun part, since this is a game and not real life, is watching the player (or players) roll up to the edge of the cliff and then dive right off. Yeah, you're probably going to give them the chance to think it through, at least the first time, and ask them, "Are you *sure* you want to do that?" And some of them will still jump right off.

If they're playing in character, then whatever happens, happens. In fact, you should be sure to reward them for playing in character and still doing something they know they shouldn't. When that cocky Capellan MechWarrior walks into a FedSuns bar alone brandishing his CCAF uniform, knowing full well he's not going to leave under his own power, then you've got to give him something extra at the end of the adventure.

But if the players do something dumb and don't realize it, then you have two choices, depending on how nice you want to be. Your job as gamemaster is to tell an interesting story and to make sure everyone has fun. That doesn't mean you have to keep the characters alive despite their best efforts. If you're running an inexperienced or newly formed group, it probably wouldn't be a bad idea to give them a break—this time. Hurt them and make them realize that they made a dumb move. You can have an NPC intervene, purposely flub a die roll or something similar. Of course, the key to making this work is to not tell them you're giving them a break. If they know you went easy this time, they'll think you're a pushover and will keep making less than intelligent choices.

If they know better and yet still do or say something that will get them into trouble, don't be nice. At the same time, don't be cruel. Just don't save them. Let them feel the full consequences of their actions. If that means one or more characters dies, then so be it. They have Edge. If they're smart, they'll burn it to keep themselves alive. If not, then they'll be rolling up some new characters soon, having learned something from their experiences (and they'll have stories to tell about their cruel gamemaster for years to come!).

Remember, you are running everything that the players aren't. There's no need to treat them any differently than an NPC. By definition, a player character has more skills, equipment and advantages than NPCs do. Don't go easy on them just because you think your players won't like the game otherwise. It's the difficult situations their characters barely survive that will keep them talking about that adventure for years—and keep them coming back for more.

No, I'm Right!

At one time or another, you will run into a situation where one or more players argue about the rules. They may squabble among themselves or argue with you. Either way, one person will interpret the rules one way and another differently.

As gamemaster, you are running the game. By default, your interpretation is the law. That's it. Unless you happen to have one of the developers in your gaming group, you can be pretty confident that there won't be anyone who can overrule your decisions; the FanPro game police will not come knocking

at your door in the early dawn. (And if, by some strange chance, you *do* have one of the developers in your group, why the heck are you running the game? Make him!) Of course, that means you need to know the rules pretty well. After all, there's nothing more annoying than having the guy who was arguing with you be right.

If you've got two or more people in your group who are arguing about the rules, put an end to it. Make a ruling and move on. You're all there to play a game, not to spend the night debating numbers. If it isn't a rules dispute, but something else, then put an end to it as quickly as possible. If neither party will budge, then flip a coin or roll a die and move on. Again, the game is supposed to be fun.

One more comment on the subject of rules. *CBT:RPG* is a game, and every game has to have some rules to govern how certain situations, such as combat, are resolved. At the same time, the story has to take precedence. Don't get bogged down in the rules. If you feel that a situation would be best played out if it happens quickly, but going by the rules means you'd lose your pacing, then by all means throw the rulebook out the window. Don't be afraid to break the rules if you think it would be better to do so. Likewise, feel free to come up with your own house rules if you think they would make your game better. Rules are made to be broken. Just make sure that it's *you* who's doing the breaking and there's a good reason for it.

Now Can I Fire My ER Pulse Ultra Rotary Heavy Naval Gauss Cannon?

Everyone knows one. The "munchkin." The "power gamer." The "King of Cheese." There's always at least one in the group, that one person who just has to have the ultimate killing machine, that one person who keeps tweaking his character during creation so that he can have the maximum bonuses during combat. And, of course, you know he's also got to have the biggest and best guns, no matter the price.

Is there anything wrong with that? No! That guy definitely has the character you want backing you up in a firefight. And you know what? We're all that way to a point. We all want to have a cool character, and we all do plenty of tweaking during character creation. It's just that some of us do more than pump up our combat skills and traits...

Now, whether or not this type of player causes a problem all depends on that individual's personality type. Some just want to kick butt and take names. Hey, there aren't many teams that can't use a pint-sized *Atlas*. It's when the player wants, needs and demands to have the biggest, baddest guns—you know, the kind that not even the meanest Clan Elemental would carry around—that you can run into problems. You need to be able to keep a certain balance in your games. If you've got a character carrying around a Federated-Barrett Magshot Gauss Rifle and everyone else has slug-throwing pistols and rifles... well, you know who's going to win that fight.

You need to be able to maintain a balance in your game. The bad guys have to be as smart and powerful as the good

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guys if there's going to be any challenge at all. So you have two ways to deal with the "power gamer." Either you run a "power campaign" or you limit his access to toys.

There's nothing wrong with running a power campaign. Your characters have access to all the cool toys and so do their opponents. Things die quickly and you're sure to go through a few characters, but they blow things up real good! The only bad thing about power campaigns is that, sooner or later, your players will get tired of it. You can only go so long blowing things up with the first or second shots before that gets old.

If you want to go the second route, you're going to have to set the tone from the get-go. Don't let the characters have access to anything and everything they want. If they're mercenary or otherwise not part of a House military, then limit their access to some equipment. The makers of high-tech weaponry are not going to sell to just anyone. Governments will make some weapons and equipment illegal for civilians to own or use, even if the characters have a contract with one of the Great Houses. If the characters are members of a Successor State's military, then maybe they simply aren't rated high enough to have that equipment issued to them. The militaries are only going to assign their best toys to their best units, and then only if there's a good reason. Getting back to that Federated-Barrett Magshot – the AFFS isn't going to assign those to a BattleMech unit; Infiltrator Mk. II and other special forces units are going to get those before anyone, and even the special forces are going to have to justify their issue.

Many weapons and pieces of equipment are also House-specific. A character from Rasalhague just isn't going to be able to get one of those Magshots without making a trek across the Inner Sphere and taking it from the cold, dead hands of a FedSuns armored infantryman. Likewise, some equipment is era-specific, which means that prior to a specific date, it didn't exist, and for quite a while afterward it didn't exist in large numbers.

You have the power to determine just how available certain pieces of equipment are in your game; the codes we've given you in *CBT:RPG* and subsequent products are only a guide for you. If you don't want something in your game, then don't allow it. Make sure your players know what they can and can't have access to as starting characters.

If your players want something, make them work for it. If that Rasalhagian wants a Magshot, then make him get one. The hard way. Make the player characters' acquisitions the goal of one or more adventures. Of course, they should also realize that even if they get what they're after, whoever they got it from might want it back. Or someone else will want to take it from them. What goes around, comes around.

Finally, you may have a character who somehow got his hands on something that he really shouldn't have. Take it away from him. If one character has a game-buster of some sort, don't let him keep it. Sometime during his life, that character must have made some enemies. Use them. Have them take the characters' toys away. Maybe they get arrested and have

their weapons confiscated, or maybe they are faced with a superior enemy who gives them the choice to surrender or die. If they're smart, they'll choose to live another day. Of course, if they're Clanners, they'll likely be rolling up new characters soon enough...

Just set the limits, enforce them, and you'll be all right. Challenge your players. Whether or not they say it, that's what they want.

You Know, You Did That Wrong...

Everyone knows one of these types of people, too. Each one is different, but ultimately they all seem to exist solely to be a pain in the neck. Some continuously complain, while others seem to find joy in pointing out every rules hole and then trying to plug them with their own versions of the rules. And then there are those who live to argue and insult.

We all know them, and quite frankly, we all probably call at least one of them "friend." If you can control these people and keep their natural tendencies in check, then you shouldn't have much of a problem. But if you have a group of diverse players, you might find that one of these folks has slipped into your group. Unless you and the rest of the players can rein these troublemakers in or they can control their impulses, you'll run into problems. You have a few options at that point.

The best way to deal with this is to simply call them on it. Tell them very matter-of-factly that you and the rest of the group are having a problem with them. Tell them what they're doing and what they should do to fix it, or at least how they can control themselves. Don't be malicious, and don't sling back at them what they've been slinging at you. Be polite and calm. If they're mature, they'll do their best to be able to work with the rest of the group.

If that doesn't work, you can try to hit them where it counts: in their character. Take their toys away or perhaps give them a little more opposition than the rest of the group. Make them realize that they're being targeted because they are causing a disruption within the gaming group. The game is supposed to be fun and they're preventing that from happening. Until they shape up, their character will be singled out.

The final option should also be the last: ask them to leave the group. If you have an otherwise close-knit group, but one person is causing so many problems that no one else wants to game with him, then the choice is clear. It's unfortunate if you have to go to that level, but if the game is going to collapse, then you've got to make the decision that will keep the game, and the fun, going.

These Dice Suck!

Luck plays a large part in just about any tabletop or role-playing game that uses dice. In fact, that's why dice are used—to best simulate the part that luck and uncertainty play in the real world. Each character has a number of skills, each with different skill bonuses that represent their relative aptitudes—just how good or bad they are. Add a 2D10 roll to the skill bonus and compare that number to the target number to

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see whether or not the character succeeded. All things being equal, the average result of a 2D10 roll is 11 and the TN of an easy task hovers around 8. This means that, far more often than not (13 out of 20 times for a character who has been trained at a mere +1 bonus level in a skill, or about 65 percent of the time), the character will succeed. Of course, it also means that 35 percent of the time the character is going to fail.

If you've played games, any games, for any period of time, you've seen runs of incredibly good luck and runs of pure rotten luck. One night, a person's dice may be so hot that he is absolutely unstoppable where another night that same person couldn't hit the broad side of a barn from ten feet away. There's that 35 percent of the time where everyone is going to fail, and sometimes that 35 percent gets clumped together. That's luck for you.

Unfortunately, luck may play such a big factor in the game that the entire group of characters might end up getting shafted through no fault of their own because of an unusual run of bad die rolls. Now, if they're not in any danger but are simply having a bad time, you won't have to worry too much—except for the night when they get their luck back and repay you, the gamemaster, in spades with three dozen high rolls in a row.

There will be times, however, when their abysmal luck will not only depress the players, but will place the characters in serious jeopardy. In these situations, you may want to act. Edge can go only so far in cases like this, and if the players couldn't hit a roll to save their lives, their characters may well be in danger. If you are the kind-hearted type of gamemaster (whether or not you would ever admit that fact to your players—by the way, *don't* admit it if you can help it!), then by all means intercede on their behalf, subtly. Perhaps the individuals they are fighting suddenly suffer a communications breakdown, or maybe they have technical difficulties. A friend in high places could lend the player characters some covert assistance, or maybe another team has been assigned as their backup and comes in to save the day—and steal the glory.

The key here is not to pull the characters' fat out of the frying pan every time they screw up or find themselves in a potentially dangerous position. Let them play themselves out. If they get a few bad rolls, they've each got some Edge they can burn. You only want to intercede when they're doing everything right but their dice just turned cold (or, alternatively, when yours are just on fire).

Of course, you could be the type of gamemaster who wouldn't ever do that. After all, bad luck does rein in the real world, too, and pure happenstance has caused many a tragedy. Or perhaps your players don't want you to even consider helping them out that way.

In that case, well, someone might just end up rolling a new character. That's not necessarily a bad thing, either.

REWARDS

One last note on creating the scenarios: reward your players.

That seems pretty self-evident. After all, there's a table on page 209 of *CBT:RPG* that tells you how many XPs to give out. That's a good place to start, but there's much more you can do.

Sometimes a player's character will do something absolutely incredible, either coming up with a truly ingenious plan or accomplishing a marvelous feat. The typical award for that, according to the chart, is one measly XP. Feel free to award more if you think the character deserves more. For example, if a MechWarrior comes up with a good plan to ambush an oncoming 'Mech company, that might only be worth 1 XP. On the other hand, if one of the characters comes up with a plan to use a platoon of techs, medics and other support characters that successfully takes down the same company of 'Mechs, that might be worth 7 or even 10 points. Use your judgment. Don't give out XPs for every successful weapon hit, but at the same time don't be stingy. XPs are the only way your players' characters are going to advance and get better.

Of course, there are other ways to reward them, too. If the characters are mercenaries and they do an outstanding job for their employers, they may be rewarded with a hefty bonus, additional salvage rights, new and high-tech weapons or exceedingly generous terms on their next contract. Maybe one of the enemy officers they captured had a bounty on her head that they can collect, or perhaps information about a hidden cache falls into their hands.

Those aren't the only options. Be creative. Give them something interesting. Plunge them into the history of the *BattleTech* universe, if you want. As a reward, someone could give them the first 'Mech that Aleksandr Kerensky ever piloted (whether or not the story is true), or a battle standard carried by the SLDF in the Liberation of Terra. Or a notepad filled with the scribblings of Kearny or Fuchida. Use your imagination. The sky's the limit. And if you can use the players' reward to dovetail into a new adventure, or set the scene for one down the road, all the better.

ORGANIZATION AND ADMINISTRATION OF A LANDHOLD

In many places on ancient Terra, particularly in Asia and Europe, before the dawn of instantaneous communications and powered travel, many empires were run by kings who needed to delegate their authority to other trusted family members and friends. Filling this need established the system known today as feudalism. The nobility, who were granted their own regional fiefs in exchange for an oath of fealty to the king, governed in the name of their sovereign, managed their assigned landholds and raised troops and taxes for the mutual benefit of their holdings and the entire kingdom.

The feudal system died out in the 20th and 21st centuries on Terra, though many families could still trace their lineage back to those ancient times. Democracies and republics rose in their place. No one knows for certain how the feudal system returned after humanity spread out among the stars,

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but popular theories Attribute it to the collapse of world governments and the waning of the Terran Alliance's power over colonies ever farther away from Terra. These theories also conclude that the massive bureaucracy and partisan bickering common to democratic, republican and corporate leaderships were too slow and inconsistent to provide for the mutual protection, stability and prosperity of far-flung worlds. Whatever the reason, the nobility rose once again as charismatic and powerful leaders stepped into the vacuum of power across the expanse of human-occupied space and staked their own claims to authority and greatness. Through the fine arts of negotiation, guile, and if necessary, treachery, these leaders earned the trust and fealty of others, expanding their influence until they formed empires across the stars. These empires ultimately became the six Great Houses of the Inner Sphere—Steiner, Kurita, Davion, Liao, Marik and Cameron.

Though only five of these Great Houses remain since the fall of the Star League, the feudal system remains a fact of life for the peoples of the Inner Sphere. Basing their power on a flexible yet absolute command over many layers of lesser nobility, these families have reigned for centuries, providing a stable cultural identity and a sense of continuous leadership ever since they came into their own.

HOLDINGS

Along with titles, bestowed by generous rulers in exchange for fealty, many modern noble families also received a grant of territory to rule over as they saw fit in the name of their lord. Over the centuries, land grants issued, revoked and re-issued left many titled families without a holding, but today almost as many claim the responsibility and the privilege of caring for their own corner of their majesty's empire.

Holdings most often refer to landholdings, grants of land on some world or worlds connected to a particular title. These holdings can vary in scope and in value. For example, the Duke of Omaha directly controls only a few thousand square kilometers on New Nebraska's northern continent, but those holdings include the capitol of one of the Federated Suns' most important grain-producing agricultural worlds. By way of comparison, the Duchy of Oriente includes 15 planetary systems and fields a sizeable portion of the Free Worlds' League military forces.

The rank of nobility determines the order of peerage as well as the extent and value of the holdings. The duke of a world, for example, may divide his holding among marquises, who rule over the individual continents. These marquises then may have their land divided among various counts, who rule over

counties, which may in turn be divided into baronies, each ruled by a baron, who controls cities, villages, or even a single outpost or fortress.

More than mere land, a holding's worth is a direct measure of the resources a noble can draw upon, such as timber, food, water, metals, fuels, industries and people. The taxation of these resources can help the noble maintain the land, pay the duties owed a higher noble, raise a defense force and even maintain a tidy surplus for his or her personal use. Sufficient holdings can allow even a baron to raise a small army, while particularly well-off dukes can finance a full 'Mech regiment, plus the support troops and transportation to back it up. Some nobles, particularly those who are also warriors, even claim holds that are not landholds at all, but JumpShips, DropShips and all the 'Mechs, vehicles, and troops aboard them. Many such nobles earn their living by selling their military services to the highest bidder, joining the ranks of the Inner Sphere's many mercenary units.

Not all holdings are exclusively maintained by nobility, however. Though most commonly considered the domains of the aristocracy, many nobles have bestowed land grants upon those warriors who have served them most faithfully. Most large mercenary commands, such as the Gray Death Legion and Wolf's Dragoons, possess such "warrior holds", commonly referred to as securities. Such grants give these warriors a home to call their own, but are also commonly used to bind a mercenary unit closer to a family or Great House.

The table below provides a general overview of the land grants commonly provided to the basic levels of nobility. This table also gives the average annual income each landhold might bring in for the landholder after all other expenses (including basic defenses, maintenance of household staff and equipment, and proper taxes to the state) have been paid. These figures only represent an average and only consider land area fit for human habitation and development. Note also that personal income is based on a standard model for landhold maintenance. To see how average personal income and a landhold's expenses work together, see *Maintaining a Landhold*, later in this section.

AVERAGE LAND GRANTS

Title	Average Land Area	Average Annual Personal Income	Example Landhold
Knight	10 sq. km	100,000 C-bills	Castle or fortification
Baronet	600 sq. km	200,000 C-bills	Small town or village
Baron	1,200 sq. km	400,000 C-bills	Large town or city
Viscount	6,000 sq. km	800,000 C-bills	Small continent or large islands
Count	20,000 sq. km	1,600,000 C-bills	Continental land mass
Marquess	120,000 sq. km	15,000,000 C-bills	Small moon or multiple continents
Duke	600,000 sq. km	125,000,000 C-bills	Planet

Households

Originally derived from the noble family (or house) that ruled the landhold, the term "household" is applied to the technicians, laborers, specialists, and dependents who are associated with a given hold, regardless of whether the holdings belong to a noble family or a military unit. The household encompasses the support personnel, including administrators, troops, workers and families who remain home on the land grant while the noble or military unit is away.

The size of a household varies with the size of the land granted to the noble or military unit, and the resources it produces. Household staff can include medical specialists, technical experts, various skilled and semi-skilled laborers, security troops and personal servants. Military units, who need to travel light during campaigns, cannot take all these support personnel and dependents with them, and select those most suited to a mission before departing. While on lengthy assignments away from their households, however, these nobles or military units often hire temporary staff from the local population as unanticipated needs arise.

Household communities are typically self-sufficient, stable and compact, but in large landholds they can spread out to fill the entire area. The most trusted members of a household will generally be housed within the noble's central manor, mansion or palace, or a military unit's headquarters base. Their principal loyalty is to the master of their household—whatever his title—and beyond that to the lord or officers above him.

Typically, household staff is organized along its own hierarchy, a chain of command that exists regardless of whether the household is that of a civilian noble or a mercenary unit. Though varied in accordance with the family or unit's philosophies, almost all households throughout the Inner Sphere maintain this structure, which helps to coordinate the activities under the direction of the master of the house.

Households that possess a variety of military equipment or other heavy machinery require technical support to maintain such equipment. This technical support staff is coordinated by a senior tech, who usually answers only to the master of the house or the unit commander, and whose responsibilities include overseeing all specialized technicians and assistant techs ("astechs") on the household staff. Below this individual is usually a senior astech, an assistant technician whose primary role is the training, discipline and deployment of the household's permanent or locally raised force of unskilled or semi-skilled technical support staff.

Medical personnel are even more critical than technical support staff, as even the smallest noble household requires the services of a well-trained medical team. This staff is coordinated by a house doctor or chief medical officer, who is responsible for the well-being of the entire household. Assigned a team of medical specialists in more affluent households, or a staff of nurses and medical care technicians in less fortunate ones, the house doctor is responsible for more than just caring for the sick and injured. Most house doctors also take an active role in supervising sanitation and

food service, pro-actively heading off possible health risks before they become a problem.

Households with a heavy military capacity entrust the smooth maintenance of their offensive and defensive capabilities to a weapons master. Typically a senior-level tech or a veteran warrior versed in the technical requirements of various weapon systems, the weapons master often doubles as a combat training officer for new recruits or a tactical officer for the master of the household. The weapons master's duties overlap with some of those of the senior tech, especially on matters of maintenance and the securing of supplies necessary to keep the household arsenal well stocked and ready for use as needs demand.

All household staff are coordinated through a freehold steward, commonly referred to in noble circles as a chamberlain. This individual is the house master's right-hand man, an official who oversees the affairs of a holding whether or not the master is present, and who answers only to the master. Some chamberlains even have their own staff of senior administrators to assist in this task. In addition to the chamberlain, most households also retain the services of one or more legal experts, particularly those versed in contractual and property laws.

Larger households, particularly those with off-world interests, also maintain a scientific support staff which includes planetologists, meteorologists, biologists, and other scientific specialists whose job it is to assess any potential hazards when traveling abroad, or to monitor and report on the conditions of the home holdings.

Households with a military presence also require a military chain of command for all aspects of security and defense, of the landhold itself and those assets that may travel abroad. The most important duties of these household troops include maintaining adequate bodyguards for the household's most important members and providing support troops for any 'Mech or vehicular forces also claimed by the master of the house.

ENTAILMENT

Just as nobility have the right to hand out portions of their own holdings to those commoners considered most deserving, they also may revoke such a grant, but only within certain limits. Specifications of a landhold, as well as under what conditions it may be revoked, are spelled out in the title contract when the holding is first conferred. Some holds are granted to a warrior or a lesser noble and his family in perpetuity, but many include entailment clauses that can be invoked for matters as minor as the lack of an heir to retain the land after the landholder's death. Under common law and tradition, patents of nobility cannot be revoked, nor can patents tied to a particular world or landhold be separated from those holdings. However, the vagaries of contractual law and the ever-present lust for power and control have sparked many wars in the Inner Sphere aimed at doing just that.

Land awarded by nobility also includes whatever retainers,

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household staff and troops go with it. If the land is revoked under entailment, many of these retainers may be displaced or simply revert to the control of the higher noble who invoked the entailment clause. Rarely do these retainers leave with the landholder who has been stripped of the land, as this individual will no longer be able to support such an extended family without his or her grant.

MAINTAINING A LANDHOLD

Characters who possess the Title and Land Grant traits are members of the Inner Sphere's feudal nobility who also have been given a land grant and vassals to rule over. Even while they are away from their holdings on a diplomatic mission, political crisis, military campaign or merely a vacation, the holdings continue to generate income for the landholder. Exactly how much income depends on the management skills of the landholder and his or her household staff, though outside factors may also play a role.

The tables below outline a simplified version of the standard budget used by an average landhold (regardless of size), and how conditions and events influence the amount of income a character receives through a landhold on an annual basis. Landholders may shuffle resources as needs arise, directing more of the total budget for a year into repairs after a natural disaster, or into defense and security to guard against a probable attack by neighbors. Wise landholders keep such changes temporary, however, lest an angry population appeal to the nobility above him or her—or worse, the government of the prevailing Great House—and threaten the possible invocation of entailment procedures against the landholder.

Many events may occur to a landhold during a given year as a result of random chance, such as a major natural disaster like an earthquake or meteor strike, or a manmade problem such as nearby fighting. Events like these can negatively impact a landhold's average income for the year, though the strength and viability of the landhold itself may mitigate these effects. The landholder's title and corresponding

influence may also affect the budget, as well as his or her relative income level.

To establish some starting values, a gamemaster should work out the nature of the landhold, such as its locale (whether or not it lies within two or three jumps of a hostile border or the Periphery) and its primary income source (agricultural, commercial, light or heavy industry). Gamemasters should work with the affected character on the nature of the holding, but may choose any fair method—including random rolls—to determine if any events occur in the course of a year.

Once all values are set, the landholding character makes a 2D10 roll against his or her Administration Skill with a base TN of 10, applying all applicable modifiers for the given year. For every 2 points by which the roll succeeds, the character earns an additional 5 percent over the average annual income described in the Average Land Grants table on page 203, reflecting a healthy fiscal year. For every 2 points by which the roll fails, the character loses 5 percent of the land's yearly income, reflecting money spent on damage control and recovery. On a fumble, the character's poor management runs afoul of his or her local lord, who may invoke an entailment clause or strip away some of the holding. To establish the landhold's total annual budget (which includes the landholder's income), divide 100 by the landholder's annual income percentage, then multiply the landholder's actual annual income by the result.

These rules represent a simple guide to the complexities of running a feudal landhold. Players and gamemasters are encouraged to roleplay as much about the process as they can to better tailor the system to their own needs.

LANDHOLD EXPENSES TABLE

Total Landhold Budget (Annual)

$(100 / \text{Landholder's Income Percentage}) \times \text{Landholder's Income}$.

(If not determined for the previous year, use the average income shown in the Average Land Grants table on page 203, and assume a standard 5 percent Landholder's Income Percentage.)

Income/Expense	% of Landhold Total Income (Standard)	Notes
State Taxes	20%	Duties and taxes levied by the government and/or higher nobility ranks
Landhold Infrastructure	15%	Maintaining roads, basic utilities and equipment
Landhold Supplies	20%	Any material not produced on the landhold including food, water, entertainment and luxuries
Landhold Staff	20%	Landhold administrators, laborers, and other support staff
Defense/Security	20%	Maintenance costs, reflecting total size of defending forces.
Landholder's Income	5%	What the landholder earns through taxation of the landhold's population

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LAND INCOME MODIFIER TABLE

Base TN: 10

Landhold Status

Holding near a Clan border	+4
Holding near or in the Periphery	+3
Holding near a hostile (non-Clan) border	+2
Holding is water-poor	+2
Holding is water-rich	-2
Holding is agricultural	-2
Holding is light industrial or commercial	-2
Holding is heavy industrial	-3

Alternative Budgeting

Infrastructure is underfunded (under 15%)	+1/each 5%*
Infrastructure is overfunded (over 20%)	-1/each 5%*
Landhold is understaffed (under 15%)	+1/each 5%*
Landhold is overstaffed (over 25%)	-1/each 5%*
Landhold Supply Shortage (under 15%)	+1/each 5%*
Landhold Supply Surplus (over 25%)	-1/each 5%*
Defense Underspensing (under 15%)	-1/each 5%*
Defense Overspensing (over 25%)	+1/each 5%*
Landholder Tax Evasion (under 20%)	+1/each 3%*
Excessive Taxation (over 5%)	+1/each 2%

Character Social Status

Character is not titled	+6
Character is a Knight	+2
Character is a Baronet	+0
Character is a Baron	-1
Character is a Viscount	-2
Character is a Count	-3
Character is a Marquess	-4
Character is a Duke	-6
Good Reputation†	-1/level
Bad Reputation†	+1/level

Non-Military Events

Natural Disaster, Minor	+3
Natural Disaster, Major	+6
Political Scandal, Minor†	+2
Political Scandal, Major†	+4
Character involved in scandal†	+5

Military Events

(Reverse Defense Spending Bonus/Penalty Effects)

Landhold Raided (Light)	+3
Landhold Raided (Heavy)	+5
Landhold Invaded (Reclaimed)	+8
Landhold Invaded (Overrun)	+12
Attackers are pirates	+1
Character personally defends§	-3

*Or fraction thereof.

†Applicable only if the reputation is on the world of the affected land grant.

‡Any characters involved in the scandal automatically receive the Bad Reputation Trait, applicable to the world where the affected holding is.

§The character's personal role in any defense of the holding confers the Good Reputation Trait, applicable to the world of the affected holding, cumulative to a maximum level of 2.

TITLE SYSTEM

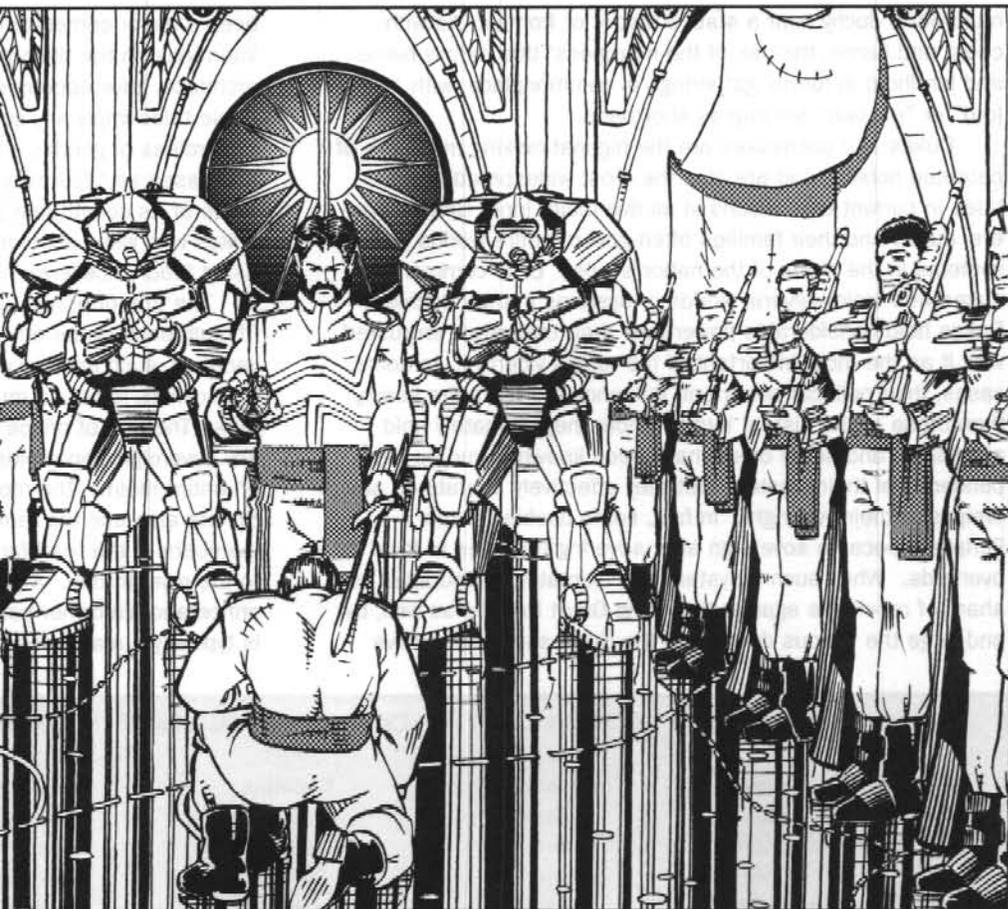
The rebirth of the feudal system in the 24th century worked its way into all the major powers of the Inner Sphere, nations that eventually formed a cultural identity based on the families who finally attained the ultimate positions of power in each major realm. Initially based somewhat loosely on the old European system used on medieval Terra, the trappings of nobility gradually took on alternate forms in each great power as a result of wars, revolutions and other political struggles. In the Lyran state, for instance, the titles of nobility took on German styling, as a result of the Steiner family's predominantly German origins, while the intensely Japanese-influenced Kurita family brought their Draconis Combine back to the age of the shoguns.

The range and authority held by a title's holder, and the amount of land and resources he or she may lay claim to, vary from state to state, and even between regions within a single state. This is largely due to chance events or cleverly arranged political marriages throughout the history of the noble bloodlines. However, though titles and influence may vary, the order and prestige of the title system remains the same despite the names and landholds.

At the lowest rung of nobility, scarcely above the common folk but still set apart for noticeable contributions to the state in some way, is the knight. Hundreds of orders of knighthood exist throughout the Inner Sphere, each created by a decree of the local rulers. Used as a reward for superlative accomplishments in the name of the local lord or those above him, knighthoods have been bestowed for exceptional military service or major contributions in music, science, literature or other arts. The bestowing of a knighthood does not typically confer any land to the title bearer, and is almost never a hereditary title, but the title retains a great deal of political clout compared to that of a commoner in the feudal societies of the Inner Sphere. Members of a knighthood are typically referred to in formal situations by their names, followed by the knightly order to which they belong. A noteworthy exception to this rule is the Free Worlds League, whose Knights of the Inner Sphere use the medieval practice of prefacing a knight's name with "Sir" or "Dame", as gender dictates.

Baronets are the lowest level of landholding nobility. Originally devised by the English during Terra's Middle Ages, the title was conceived as a way to raise money by allowing commoners to pay for the privilege of becoming nobility. Like a knighthood, a higher-ranked noble may bestow a baronet title upon a commoner, usually to reward a truly

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the state, in cases title may also be purchased, but such a practice is not commonly received as a right to the title. The title is passed to the eldest male heir upon the death of the holder, usually referred to as "Sir" or "Lady" by the titleholder's family.

Barons and baronesses are often associated with the title, but in practice the titles in the Inner Sphere vary widely. In the Inner Sphere, a baron is usually referred to in formal situations as "my lord" or "my lady" as gender dictates. In the Outer Sphere, refer to a baron by his or her name, such as the Baron of Stuttgart on Kaumberg

Counts and countesses hold the next highest position in the order of noble peerage. Though many states vary this title wildly, including the occasional Federated Suns world where the old English title of earl is used instead, a count (or archcount for those wielding more power) is commonly a landholder who claims an entire continent or a populated moon as his or her hold. Only in rare cases is the title of count merely honorary, possibly the result of a past war or political disagreement leaving the bearer stripped of the landhold. The title is hereditary, normally passing to the spouse or the eldest child upon the bearer's death. In formal situations, the use of a count's title and family name is typically followed by the name of his or her landhold. As with barons, the terms "my lord" or "my lady" also apply.

Above the count in noble peerage is the marquess. Once again, this title varies with the stylings of the state where it is being used, but regardless of whether the specific title is marquis, margrave, daimyo or prefect, the power and prestige remain unchanged. The title traces its origins to the German *markgraf* (literally, "border count"), and refers to rulers in frontier or border regions. The title is hereditary, of course, and is rarely given without a land grant, though in some rare cases the landhold may have been lost and the title remains as an honorary distinction. In the Successor States, marquesses often rule large provinces of worlds or entire worlds within a



extraordinary service or contribution to the state, where knighting does not suffice. The title is often chased by extremely well-off commoners, but the title is rare today. Unlike a knight, a baron's title is not based on a land grant (called a baronetcy) in addition to the title. The title is also hereditary, usually passing to the spouse or the eldest child upon the bearer's death. A baronet is usually referred to as "Sir" or "Dame" as gender requires, followed by the name.

Next in the line of noble ascension are the barons and baronesses. This hereditary title is of the next highest position in the order of noble peerage. The landholdings are roughly the size of a city, and the power and holdings of a baron in the Inner Sphere vary tremendously. The title of baron may be granted as a level of nobility in exchange for service, or it may be merely honorific or include feudal attachments. Barons hold (known as baronies) in the Inner Sphere, which encompass an entire world, but the marquis's title is usually a single city or fortification. In most states, the title is addressed by title and family name, and in formal conversation as "my lord" or "my lady". Some states, notably the Lyran Alliance, refer to a baron by his or her holding, such as the Baron of Stuttgart on Kaumberg ("Baron von Stuttgart").

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multi-world duchy near a state's border or frontier. As with count and baron, the use of the marquess' title, family name and landhold in formal gatherings is commonplace, with "my lord" or "my lady" serving as shorthand.

Dukes and duchesses are the highest-ranking members of patented nobility, and are also the most widespread of the titles in current use. Found in all five major Inner Sphere powers, dukes and their families often govern entire worlds or star systems in the name of the nation's ruler. Less common are dukes who claim several worlds or systems in their duchies. Dukes hold considerable power over their territories, entrusted with it as the most important of the ruler's viceroys. In some cases, their political power and influence are felt more keenly than those of the distant lord to whom they ultimately hold allegiance, and some dukes have been known to run so independently of their masters that they effectively operate as sovereigns in their own right. In fact, some duchies in the Periphery became sovereign after severing their ties to local overlords. While such a system has ultimately encouraged its share of rebellions against the ruling Great Houses as well, by and large the various duchies of the Successor States have

been a major cornerstone in the stability of the feudal system. Variations on the duke title, such as grand duke, great duke or archduke, have appeared from time to time, but rarely do these titles imply any superiority in peerage to other dukes. Regardless of gender, a duke or duchess is traditionally addressed as "Your Grace", followed by his or her title and the name of its constituent landhold. However, some Periphery dukes who wield absolute power in their region have taken to using "Your Excellency" instead.

The title of prince, used only by the Federated Suns (though each of the other Great Houses has devised its own variation, such as the Lyran Archon, or the Capellan Chancellor), is not so much a title of nobility as a statement of rank. The title of prince or its equivalent may be applied to any sovereign who wields absolute or near-absolute power over an entire realm. The more hereditary monarchies of the Inner Sphere also use the term prince or princess to refer to any members of the royal family who are in the line of succession to the royal throne. A particular principality is reserved for the prince and his or her heir apparent as well. Such a principality is typically a major world in the realm, and possibly a few

minor ones nearby.

A prince, princess or sovereign of equivalent rank is commonly referred to as "Highness."

Some nobles in the Inner Sphere possess multiple titles, the result of successive awards by their ruler or because of a marriage between noble lines in the past. In political circles, the highest rank of nobility one has is generally considered the primary title, and the landhold and influence of the bearer tend to be based on it. In cases where these multi-titled nobles also have an heir (typically an eldest son), the secondary title is conferred upon the heir. Lesser titles, if any, are then borne by younger siblings of the heir, in order of birth rank.

EXPANDED SOCIAL STANDING ATTRIBUTE TABLE

SOC Score	Lyran Alliance	Federated Suns	Capellan Confederation	Free Worlds League
1	Indentured	Indentured	Servitor-Lower	Indentured
2	Lower	Lower	Servitor	Lower
3	Middle	Middle	Citizen	Middle
4	Upper	Upper	Honored Citizen/ Warrior House Member	Upper
5	Baron	Baronet	Warlord-Lower	Baronet/Knight
6	Graf	Baron	Shonso/ Warrior House Master	Baron
7	Landgraf/-grave	Count/Viscount	Mandarin	Count/Viscount
8	Duke	Marquess	Lord/Prefect	Marquis
9	Grand Duke	Duke	Duke/High Prefect	Duke
10	Archon	Prince	Chancellor	Grand Duke
SOC Score	Draconis Combine	Free Rasalhague Republic	Periphery	Clan
1	Unproductive	Träl	Slave	Dark (Bandit) Caste
2	Commoner	Lågklass	Lower	Laborer Caste
3	Middle Class	Medelklass	Middle	Merchant Caste
4	Upper Class	Överklass	Upper	Technician Caste
5	Samurai	Riddar	Baronet	Scientist Caste
6	Shugo	Friherre	Baron	Freeborn Warrior
7	Tozama Daimyo	Grev	Count	Trueborn Warrior (Reaved Bloodhouse)
8	Daimyo	Världherre	Marquess	Trueborn Warrior (non-exclusive Bloodhouse)
9	Shogun	Hertig	Duke	Trueborn Warrior (exclusive Bloodhouse)
10	Coordinator	Prince Elect	Sovereign	Khan

Variations on the Title System

The five Great Houses of the Inner Sphere, over centuries of evolution, have varied the usage and forms of nobility in accordance with their dominant cultures and the political upheavals throughout their histories, but most use the same basic tenets described above. The Lyran Alliance, for example, uses more titles styled along German lines, as does the Free Rasalhague Republic, though with variants of its own. By comparison, the Capellan Confederation and the Draconis Combine use Chinese and Japanese variations, respectively.

Some title variations have come into use only recently, such as the institution of new titles throughout the Draconis Combine. Where once only a smattering of dukes and warlords existed, a recent change enacted by Coordinator Theodore Kurita—perhaps to salve the wounded egos of those in the nobility who have come to resent his ongoing reforms—has moved toward more traditionally Japanese terms. Daimyos and shoguns now pre-empt these generic titles in a growing part of the Combine.

The table below expands on the Social Standing Attribute for *CBT:RPG* characters, while also underscoring the differences in the nobility nomenclature used among the various affiliations of the Inner Sphere, Periphery and Clans. In a few cases, more than one possible title is attainable at a given level of social standing, provided that the character also possesses the appropriate level of the Title Trait. Such a character may claim either title so long as it can apply to the character.

ADVANCED CONTACTS AND ENEMIES RULES

The Well-Connected and Contact traits, and their In for Life and Enemy counterpoints, are potent tools and plot devices for player characters and gamemasters alike. Mainly developed in the character generation process, and possibly accumulated through adventures as well, these contact traits provide for key supporting NPCs the player character may draw upon for assistance or information. By the same token, the gamemaster may be able to build an entire adventure out of taking on and defeating a major enemy.

All too often, however, the temptation arises to treat a contact as a simple servant and data bank. Players, stumped by the adventure or merely looking for the easy way out, often turn to their contacts for cannon fodder. The fact is, these supporting characters have limits, much akin to those of the player character in question and their relative point value.

The easiest and most direct way to set these limits is to generate contacts as major non-player characters, with complete statistics appropriate to

their station. The same rule applies to any enemies the player character may have, except that where a contact will try to help a player character get out of a jam, the enemy will be geared toward getting him or her into it.

USING THE CONTACT AND ENEMY TEMPLATES

You can create contacts and enemies using the simple templates below. Gamemasters should note, however, that unlike previous templates, the contacts and enemies outlined here are designed to hold statistics relative to those of the character to whom they are connected, whether or not they are friends or enemies. Furthermore, these special NPCs have an influence ranking, indicating how much “pull” they have in their given area, an important factor in dealing with the needs of a character.

The Contact/Enemy Template Table below outlines a character-based rapid generation system similar to the *Generic Encounters* (p. 220), but is designed with player characters at any level of experience in mind, rather than starting characters only. All Attributes, traits and skills for these special NPCs are based on those of the player making the connection. To determine how much better or worse than the player character the NPC is, simply cross-reference the level of the contact or enemy and add to the Attributes or traits as needed, using the net total of the player character's Attributes and traits as a guide. Set the Attributes using the point value determined by adding the number in the Attributes column to the net number of Attributes found on the related player character. Traits are determined the same way, after summing up the net point value of all traits—positive and negative—held by the player character.

The number of relevant skills, the number of skill points and how far any skill may exceed an equivalent player character's skills are also noted on the table. For example, a Level 1 Contact (or Enemy) of a player character would have the same number of Attribute and trait points as the player character, possesses a total of 8 to 10 skills, and can have a level higher than the player character on any skill the NPC also possesses.

When selecting skills, each point spent represents a level of skill, starting at 1 point for a zero-bonus skill, 2 points for a +1 Skill Bonus, 3 for a +2, and so on. Every contact NPC should be given at least one interest skill based on their role, for the purposes of determining what level of knowledge they may possess of value to a player character.

CONTACT/ENEMY TEMPLATE TABLE

NPC Ranking	Attributes	Traits	Skills (Points) / Limits	Influence	Sample NPC Type
Henchman	-5	-2	6-8 (15) / +0	None	Underworld Thug
Level 1	+0	+0	8-10 (20) / +1	Low	Underworld Runner
Level 2	+5	+2	10-12 (25) / +2	Medium	Underworld Lt.
Level 3	+10	+4	12-15 (35) / +4	High	Underworld Boss

Contact/Enemy Influence

The amount of influence a contact or enemy has can directly affect the amount of information or assistance they can bring to the table. This level of influence increases in proportion to the rank of the contact.

Lower-level connections, for example, may have a Low influence rating. These contacts know some people in the local area and maybe can give directions, or know somebody the player character should be speaking to, but are otherwise useless for aid and information. They are essentially "street level" contacts whose knowledge is specialized to their own small corner of the universe, and who, at best, have a few reliable friends possibly willing to offer their services to help the player character. The same basic rules apply for enemies, except that the information could well be focused on the player character himself, and the friends of this same enemy would only be too happy to serve as henchmen.

Contacts with Medium influence enjoy a higher status in their particular area of expertise. If military or police, these connections have a command rank and so can gain access to documents, manpower, and equipment that their underlings cannot. Their reach can typically cover a planet, though they may have friends off-world as well—their own contacts, as it were. Underworld connections or enemies of this nature are typically officers in their own arena, middle-ranked members of the syndicate to which they belong and wielding similar powers. Civilian-sector contacts in this range could be a well-placed corporate executive in middle management, a particularly active scientist or even a titled noble.

Connections or enemies with High influence probably run their show. These are the movers and shakers of the human race, the people who hold the lives of thousands—if not millions—in their hands. To have one as an enemy is a terrible thing, for there may be no place to truly hide. To have one as a friend is like having an RCT in your pocket. Contacts at this level can virtually ignore laws, and can relate information known only to an elite few in their respective organizations. They can command elite underlings for muscle, and have access to equipment even their well-equipped subordinates may lack. Their reach may encompass an entire sector of space, or even the territorial span of a major realm. However, all this power demands a lot of their attention, so contacts at this level are most often the hardest to turn to in a crisis.

LOCATING CONTACTS/ENEMIES

To use a contact (or enemy) effectively, the gamemaster should first determine where he or she is based, relative to the player character. Level 1 contacts, for example, are local, confined to a small area on a single world, with few ties to the outside galaxy except for what connections they personally may have. If the player character is outside this area, the contact's aid may be virtually useless beyond a few tidbits of information, names or advice they can offer. Level 2 contacts, whose influence spans a single world and, through what connections they may have, a bit beyond that, can offer a player

character significantly more aid, but only to the limits of their reach. At Level 3, the contact or enemy has a network of friends and resources to draw on, capable of obtaining any support the player character may desire even if the player character is hundreds of light-years away, so long as he or she remains in this individual's jurisdiction. Once the base location for the contact or enemy is established, it should be much easier to employ these special NPCs as best fits the scenario.

In order to use their contacts, most player characters try either calling or journeying to the contact's base of operations. If they do so in search of a contact per their Contact Trait, this individual should not be hard to find. This is especially true of the lowest-level connections, who should not even require a roll. Higher-level contacts, who tend to be busier—as they have more responsibilities, will likely be shielded to some extent by levels of underlings, requiring a Streetwise, Protocol, Negotiation, Fast-Talk or Bureaucracy skill roll (as appropriate) to break through. A penalty equal to twice the contact's level above 1 applies to such a roll, representing the increasing difficulty of getting through the contact's chain of command. If attempting to reach a contact from outside the contact's area of influence, this character's roll should be modified by an additional +4, reflecting the additional hassle of playing "phone tag" (or HPG tag, if the distance is measured in light-years). Failure in these rolls means the contact is unreachable at the time of the player character's call, and he or she will have to wait at least a day to try again.

USING CONTACTS/ENEMIES

Attempting to get information or favors from a contact should be roleplayed, but in a pinch, the player character can roll against his or her Negotiation or Fast Talk skills. This should be an opposed roll, with the contact adding in the relevant Interest Skill related to the topic and the character adding in any bonuses for high WIL or CHA scores. Other modifiers may apply as well, using the Contact/Enemy Modifiers Table below as a guide. The player character's margin of success or failure will determine how much information—if any—the contact can reveal. Using the Quality of Success/Failure Table on p. 18 of *CBT:RPG* as a guide, gamemasters may be able to gauge the value of the information revealed to the player character. A good Margin of Success, for example, might yield information exactly in line with what the player character is seeking, while a spectacular result could reveal an extra-special tidbit that the player character never thought to consider, but that just happened to slip from the contact's mouth. A terrible failure, on the other hand, might indicate the player character's line of questioning has made the contact nervous, prompting him or her to suddenly clam up. An abysmal result—or even a fumbled roll—might net the character dangerously erroneous information, the kind that could lead to disaster if pursued. Whatever the result of the roll, gamemasters should consider what information the contact has beforehand, and take care to keep it in line with what the contact should know in his or her position.

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This same system applies to getting help other than information from a contact. In addition to the normal modifiers to the Negotiation or Fast Talk rolls, the contact may find the support being asked for prohibitive. If the request is for equipment of any kind, a modifier based on the equipment's tech level, availability and legality applies, as well as a variety of other conditions described in the Contact/Enemy Modifiers Table below.

Gamemasters may add more modifiers for other conditions, such as a request for secrecy or speed, and so on. These modifiers make acquiring rare and expensive equipment much more difficult than any single roll can be expected to turn up. Even if such equipment can be obtained, the contact should request something in return from the player character, as either collateral against the "loan" of such gear or as compensation for sticking one's neck out. By offering more payment, a player character might reduce some of these modifiers, but gamemasters should set a cap on how much of a reduction such haggling can possibly attain, based again on the rarity and expense of the equipment in question.

If the assistance being requested is manpower, the "loan" of henchmen or other underlings, or even help directly from the contact, can also be applied to the opposed Negotiations roll. The modifier for this roll should be based

on how much risk the assistance entails, as well as how much the loan of henchmen for the player character's own use might be worth to the contact. Successful rolls in procuring manpower or equipment support from a contact indicate that the contact will attempt to provide what the player character seeks, while failures mean the character will either have to make do with inferior equipment and personnel or that such support cannot be obtained.

CONTACT/ENEMY MODIFIERS TABLE

Locating a Contact

Base TN: 10

<i>Conditions</i>	<i>Modifiers</i>
Contact is Level 1	+0
Contact is Level 2	+2
Contact is Level 3	+4
Character is outside contact's Influence Area	+4
Using Well-Connected Trait (in same area)*	-2/level
Using Well-Connected Trait (in same region)*	+2-4
Using Well-Connected Trait (outside region)*	+5-7

Using a Contact

Base TN: Opposed roll between character and contact.

<i>Conditions</i>	<i>Modifiers</i>
Seeking Information	+1/level of contact's relevant skill or interest
Seeking Sensitive Information†	+2-4
Seeking Restricted Information†	+4-6
Seeking Equipment rated +0/B/B	+0
Seeking Equipment rated +0/C/C	+2
Seeking Equipment rated +1/D/D	+4
Seeking Equipment rated +1/E/E	+6
Seeking Equipment rated +2/F/F	+8
Seeking a Vehicle, Fighter or BattleMech	See <i>Vehicle Availability Modifiers Table</i> , p. 247
Equipment not normally handled by contact	+4
Equipment manufactured by the Clans	+2
<i>Contact</i>	<i>Modifiers</i>
Using Level 1 Contact	+0
Using Level 2 Contact	-2
Using Level 3 Contact	-4

*For game purposes, the same area is the area in which the Well-Connect Trait applies, while the same region would be the surrounding area so long as the same affiliation applies. This roll replaces the contact's modifiers for locating a contact. The level of contact yielded using this trait is equal to the MoS divided by 5, rounding up, to a maximum of 3.

†Sensitive information or equipment is materiel the contact may normally have access to, but is under orders not to share. Restricted information or equipment is materiel the contact should not have access to, and could result in serious consequences for the contact if shared. Gamemasters must determine the level of sensitivity or restriction before the roll is made.

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Enemies will work on harming the character as opportunities arise, but their efforts to do so will be relative to their abilities, and their dedication to doing the player character ill. The level of hostility an enemy may offer can be determined quickly by noting the enemy's level. Higher-level enemies, though generally busier, are often angrier at the player character and may seek his or her destruction, as opposed to a Level 1 enemy, who may simply consider the player character a target of opportunity. This is not always the case, however, and gamemasters should determine a hostility factor for their player characters' enemies as they see fit.

As the player characters go about their daily business, an enemy may lose track of them, especially if the enemy is relatively disinterested or if the player character is relatively mobile. Should the gamemaster determine that an enemy may be looking for the player character, the gamemaster makes a roll based on the enemy's relevant searching skills. Apply to this roll any bonuses for the enemy's Interest Skill invested in the player character, as well as any bonuses for their own Contact and/or Well-Connected traits. Enemies may use their own contacts or resources to procure people and equipment for use against the player character who has earned their loathing. Depending on the enemy's ultimate design for the player character, these resources can be used to spy on, discredit, frame, injure, torment or even kill.

Well-Connected and In for Life

If using the Well-Connected Trait to find a contact, the player must spend 2D6 hours and make a Scrounge, Streetwise or Protocol skill roll to locate a contact as appropriate, using twice the level of the Well-Connected Trait as a bonus. If attempting to locate connections outside the Well-Connected Trait's designated area of influence, a modifier to the TN should be applied based on distance. As a guide, this modifier can run from +2 to +4 for being in the same region but outside the trait's influence range, such as using Well-Connected/Solaris VII while on Skye (which is part of the same region). A +5 to +7 modifier indicates that the player character isn't within the same region where the trait applies, but may use what they know about their usual connections' operations, slang and protocols to possibly scrounge up someone in the same area of expertise. Contacts yielded in this fashion will be temporary, lasting for only one session or until something forces the contact to break off the connection. A player character may only attempt to locate a contact using the Well-Connected Trait once per day. In a given game session, the trait may be used a number of times equal to its point value.

To determine the capabilities of a contact discovered in such a fashion, the MoS made by the player character to obtain the contact should be reviewed and the contact given Attributes, traits and skills pursuant to their function, using the NPC Contact/Enemy Template Table, p. 209. The level of contact a player may attain using the Well-Connected Trait may be determined by dividing the MoS by 5 and rounding up, to a maximum of 3.

Characters who are In for Life with a secret society or covert operations force may find their situation not unlike having a Well-Connected Trait and a Level 3 Enemy Trait in one. While allowed to run free most of the time, these characters can also find themselves suddenly pulled back into their former shadowy days to perform a mission or a task for their one-time masters. These masters, who automatically rate as Level 3 Contacts, may choose to get in touch with the player character directly or send lower-ranking associates to do so in their name. In most cases, the player characters may be given a choice, but with the heavy implication that refusal could mean a very nasty fate.

Characters who are "in for life" walk on a razor's edge, with contacts in the organization being neither true friends nor allies. Even the perception that a player character may be a "plant" from the outside can have serious consequences. It is not unheard of for some "security liabilities" to be given assignments that lead to certain death, just to make sure any secrets of the organization's inner workings are preserved by their demise.

UNDERWORLD CONNECTIONS

Among the most dangerous and diverse of a player character's possible connections (or enemies) are the various underworld organizations that exist in the midst of civilization all around them, quietly working in the shadows and often preying on the weak and naïve. The vast majority of these organizations owe their origins to ancient Terra, and have survived to this day despite the best efforts of generations of law enforcement on every inhabited world.

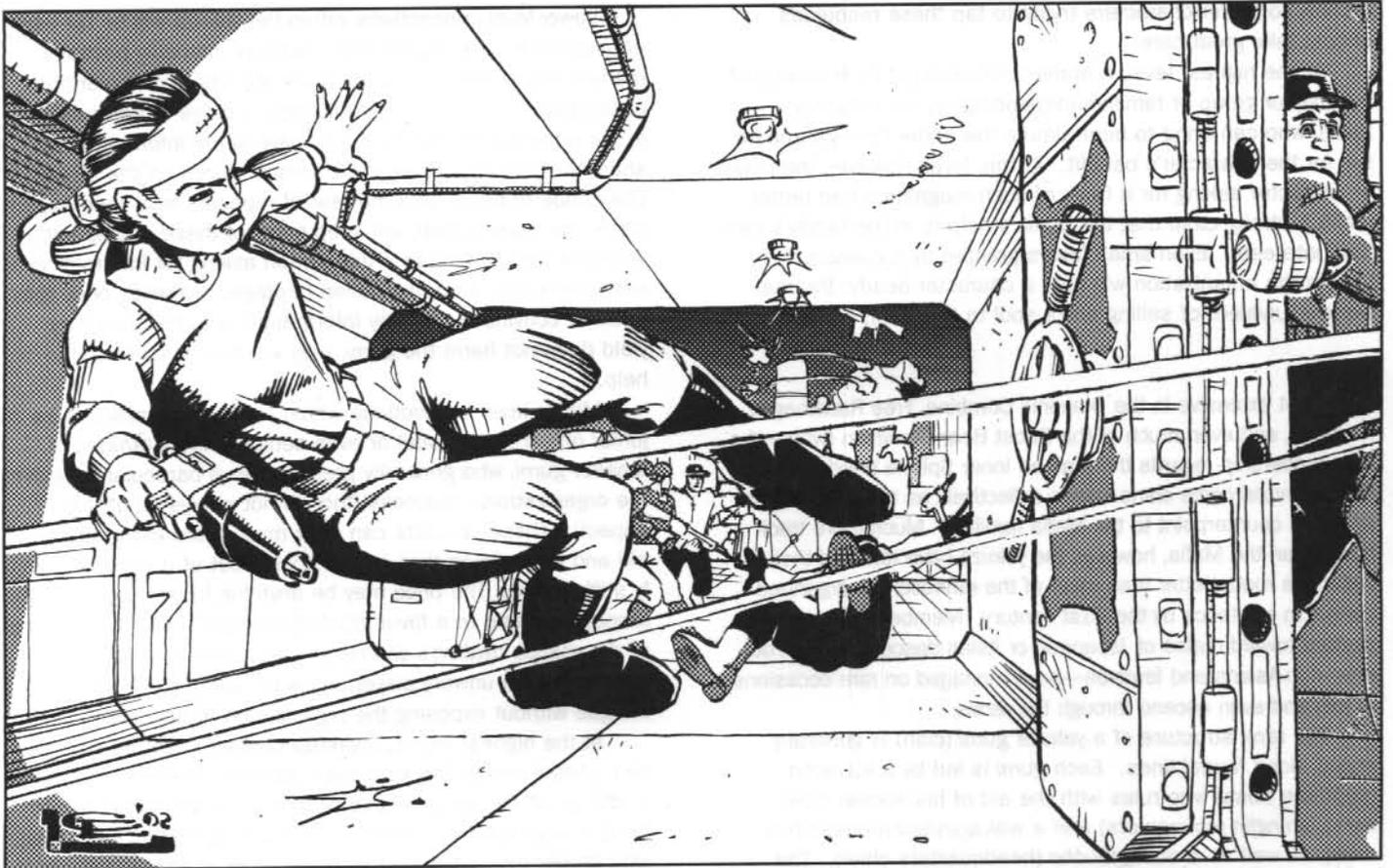
Players with the In for Life, Well-Connected or Contact traits who earned them through activities with the underworld, during character generation or roleplayed adventures, may view these hidden power structures as a source for information or other assistance in time of need per the Advanced Contacts and Enemies rules. Gamemasters may also use them as a guide toward the capabilities of any enemies and connections in the underworld.

Mafia

Most predominant in the Lyran Alliance, Federated Suns and Free Worlds League territories, but found throughout human-inhabited space, the Mafia is perhaps the single best-known criminal organization alive today. The 31st-century Mafia evolved from the organized crime families that arose on the Terran island of Sicily, where membership was restricted to Italian males and advancement through the ranks was as simple as arranging the assassination of one's superiors. Today, the Mafia maintains only the titles from its roots, with membership open to all races, nationalities and sexes, and assassination limited to those who threaten "the Family."

The typical Mafia family's rank structure is generally headed by a patriarch (often referred to as the Godfather, or "*Il Capo de Capo*"). Next in succession are the *capos* (chiefs or captains) who are each responsible for different criminal

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department, such as drug trafficking, gambling, prostitution, racketeering, smuggling and so on. Lieutenants assist the *capos*, and are in turn assisted by various thugs (or enforcers, for those seeking a more sophisticated term), runners (those who deliver messages or material not meant to go through regular channels), and hitmen (elite enforcers used only to handle the gravest threats to the family). In addition to these, the Mafia also maintains a hold on others throughout their territory, employing accountants, software engineers, laborers and even portions of the local law enforcement community—some without their knowledge—to manage the Family's day-to-day activities. Some Mafia families, to bolster the collective goodwill of their "employees," operate like a corporate business right down to trading stock. Most well known of these is the Bertoli family, none of whom are named Bertoli and who have dominated the underworld on Solaris VII for years.

Mafia families vary in size and influence, with some ruling a portion of a single city while others hold sway over an entire world and have runners operating the local space lanes. Some even rule over other Mafia families, in a fashion that apes the trappings of Inner Sphere nobility. To avoid calling undue attention to themselves and thus allowing the people in their territories to feel more secure, Mafia families in conflict over territory no longer engage in the flashy street battles of Terra's early twentieth century. Instead, the conflicting family leaderships meet in a neutral place and try to hammer out

deals to keep the peace. They resort to intimidation, blackmail, kidnappings, surgical "hits" or other pressures only when one side refuses to budge.

When dealing with more external threats, like a difficult judge, an unintentional witness to their operations or an individual who has asked one too many questions, the Mafia's tactics get a little more direct. Mafia lieutenants usually send out their more eloquent enforcers, or go themselves, to explain the situation as gravely as possible to any offending parties. If the warnings aren't heeded, additional pressures may be applied, up to and including making the unduly stubborn character "disappear."

Low-level connections in the Mafia tend to be thugs and runners, who generally provide a player character with information or even muscle as long as it doesn't interfere with the family business. Larger favors, of course, will demand a small fee, especially if these contacts are asked to extend themselves to any degree. All of these favors will be limited to what the contact is capable of within his or her own limitations.

Higher-level Mafia connections would likely be hitmen or lieutenants, whose services may include the "loan" of some valuable contraband or of a few henchmen, or information that the lower rings are better off not knowing about. These services, of course, come with a price based on how much they might potentially put the family at risk. The price is not always

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money, so player characters trying to tap these resources should take great care.

At the highest level, a Mafia contact might be the head of a family or group of families (depending on the influence level), who can bring to bear almost the entire family's apparatus for the character's benefit. At this level, however, the player character asking for a favor of such magnitude had better make a strong case that the Mafia's help is in the family's own best interests. Even small favors granted by a contact this high in the organization will cost a character dearly; the real-world equivalent of selling one's soul to the devil.

Yakuza

Most extensive in the Draconis Combine, Free Rasalhague Republic, and even much of the Ghost Bear Dominion (where the Clan leadership regards them as an Inner Sphere bandit caste), the organized crime clans known collectively as the yakuza form an Asian counterpoint to the Mafia families. Much more traditional than the Mafia, however, the yakuza have retained their Japanese roots better than most of the ethnocentric organized cartels in existence by the 31st century. Membership remains slanted toward males of Japanese or Asian descent, though others—non-Asians and females—have managed on rare occasions to join and even ascend through the ranks.

The rank structure of a yakuza *gumi* (clan) is generally styled along feudal lines. Each *gumi* is led by a *kumicho* (supreme boss) who rules with the aid of his *koman* (advisors), *shingiin* (counselors) and a *wakagashira* (number-two man), as well as a *so-honbucho* (headquarters chief). The senior officers, collectively known as *shatei* (younger brothers), take orders from the *kumicho* and in turn rule over the *wakashu* (young men), who serve as lesser officers. Enlistees and apprentices round out a *gumi's* manpower, which are often known collectively as the *kobun* (child figures) to the *kumicho's* more popular, informal title of *oyabun* (father figure). Lesser *kobun*, used as foot soldiers by the clan, are also occasionally referred to as *teppodama* (a term often translated as "bullets," in reference to their expendable nature).

Yakuza operations cover a wide range of criminal enterprises, including gambling, blackmail, racketeering and smuggling of contraband from narcotics to weapons. Operating on a chivalric code of honor similar to *bushido* (the Way of the Warrior, practiced by the bulk of Combine soldiery), the yakuza avoids street-level crime such as muggings out of respect for the common man. The yakuza code of honor extends to internal discipline as well. As with Combine samurai, seppuku is the final act of atonement for a major breach of honor. Minor ones, however, are punishable by *yubitsume*, a ritual in which the offending party severs a finger in atonement.

As a reward for successful service, yakuza operatives receive *irezumi*, or ritual tattoos, which grow more elaborate and cover more of the torso and arms as their careers progress. Thus, yakuza with missing fingers and exotic tattoos peeking from the collars and sleeves of their jackets are not an uncommon sight within the organization.

Lower-level connections within the yakuza will be far easier to come by than higher-level contacts, primarily because many of these men and women are recruits and apprentices of the *gumi*. As such, their influence is close to non-existent in the organization, but they may have some information to share that is barred from the common citizen on the street. Their code of honor, and the fear of reprisals from their superiors in the organization, will keep many of these people tight-lipped at first—more so if the person asking for information or services is not of obvious Asian heritage. However, once they become convinced that any information or assistance they yield does not harm the *gumi*, they will feel honor-bound to help.

Middle-level connections within a yakuza *gumi* would be junior officers (*wakashu*) or even senior officers (*shatei*) of smaller *gumi*, who generally preside over a particular aspect of the organization's business (though not always all of that aspect). These contacts can offer much more in the way of aid and information than lesser *kobun*, but at a correspondingly stiffer price. The price may be anything from a large sum of money in tribute to a favor granted in return, payable at a time of the yakuza *oyabun's* choosing. Situations like these can easily bring an unwary player character into the *gumi's* web of intrigue without exposing the organization to any harm.

At the highest levels, a yakuza contact might be an important *shatei*, one of the *kumicho's* advisors, or even the *oyabun* in charge of the *gumi*. These people are powerful enough to bring a large portion or even all of a *gumi's* resources to bear with proper motivation. As with the head of any powerful organization, dealings with syndicate leaders are perilous in the extreme. No matter how friendly these men and women may be toward the player character, they wield considerable power that cannot be expended on the whim of an outsider. Unless the player character is willing to make a strong case to get yakuza backing, and show himself willing to do virtually anything to attain it, the favors asked from contacts of this level should be kept modest indeed. Even so, a price tag will be attached.

Tongs and Triads

Dominant mostly in the Capellan Confederation and the nearby Chaos March, the tongs and triads appear outwardly similar to the yakuza because of their preference toward male Asian membership. This arises from their origins on Terra, in the Chinese and Southeast Asian regions, where many developed as a counter to government excesses or hostile discrimination by their fellow citizens along nationalistic lines. Forced to band together for mutual protection when the governments at large tended to turn a blind eye, the tongs and triads each developed a symbol-rich, ritual-intense secret society that existed by conducting business on the wrong side of the law. Far more contentious than the yakuza, the tongs and triads of today generally focus on drugs, prostitution, gambling and racketeering, and their activities extend all the way to the street.

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Tong and triad organizations are straightforward hierarchies that function more like a rigid military chain of command than a corporate leadership or family unit. Triad or tong leaders are followed by incense masters and operations managers—the former handling internal discipline and maintaining cultural identity, while the latter focuses on the organization's day-to-day business affairs. Deputy leaders manage smaller operations run by the operations managers, while a combination liaison and recruiter keeps open the organization's internal lines of communication while seeking new recruits. Enforcers and administrators keep order in the lowest rungs of the triad or tong, watching over recruits and other ground-level membership.

Tongs and triads specialize in prostitution, drugs, gambling, slave trading, racketeering, the black market and sometimes even anti-government campaigns—a throwback to the days on ancient Terra, when they usually acted as revolutionary secret societies in their homelands.

Triads and tongs are highly territorial, even when dealing with one another, and often they will violently clash with any other syndicate that attempts to move into their territory. These clashes are much more visible than those between rival Mafia families or *yakuza gumis*, largely because most tongs and triads use street operatives to perform highly visible strikes in hopes of instilling enough shock and terror to demonstrate their strength and drive off the intruders. The same measures apply to external threats or those who speak against the organization within the boundaries of its home turf.

Low-level contacts in a triad or tong might be lower-level administrators, enforcers, or even new recruits and the ground-level membership. Barely one step removed from a common street thug at worst, these connections can provide a wealth of information about happenings on the street, but little else. Care must be taken when dealing with even this level of the organizations, lest the dominant tong or triad in question discovers any contact and moves violently to protect itself from a perceived incursion.

Mid-level connections in a tong or triad are typically deputy leaders or minor operations managers. Entrusted with a segment of the organization's loyal membership for a particular aspect of its operations, these middle-management officers tend to have specialized knowledge of the workings of the syndicate. They can assist a friendly contact, so long as it does not put them at too much risk. Particularly well trusted officers may even be able to do so without demanding such an extortionate fee of the individual seeking a favor, as they are not under as much paranoid scrutiny as their lower ranks.

At the highest levels, tongs and triads are ruled by strong leaders who have no qualms about resorting to violence on minimal provocation. This is due largely to the fact that they perceive any threat to the organization as a potential life-or-death issue, and take no chances. Though they usually wield less overall influence than Mafia patriarchs or *yakuza oyabuns*, the leaders of the tongs and triads can still command a fanatic following, ready to do their leaders' bidding without a sec-

ond thought. Outsiders looking to tap into this resource, as always, should be prepared to pay a heavy price.

Black Dragon

Virtually exclusive to the Draconis Combine (though agents of this shadow organization may turn up on worlds of other states bordering the Combine), the Black Dragon society is more than a mere criminal organization. Dedicated to bringing the Combine back to the days before Coordinator Theodore Kurita's reforms, the Black Dragon is a collection of ultra-conservative business leaders, old-school military commanders, ISF operatives and reactionary organized crime figures (mostly *yakuza*) who have banded together for the sake of this common goal. Though each distinct group has its own reasons for being part of the Black Dragon, they all seek a return to the time when the Combine strove for nothing less than complete rule over the Inner Sphere.

Less a criminal organization than a political/terrorist movement, the Black Dragon operates more like a loose alliance of its component members and their most trusted underlings. No exact rank structure exists within the organization, though it is believed that the highest-ranking members hold irregular meetings to discuss major activities designed to advance their cause.

While most of the Black Dragon's activities have been going on for years below the surface, a number of high-profile incidents have demonstrated their far-reaching abilities and their willingness to risk whatever it takes to oust the Coordinator and usher in the "old ways" again. Recent assaults and raids on worlds of the former Federated Commonwealth, an assassination attempt on the Coordinator, and even the provocation of the Ghost Bear/Combine War in 3062 have all been attributed to the Black Dragon.

Unlike organized crime syndicates, the Black Dragon society does not claim any territory, or specialize in any particular avenues of crime. Instead, the leaders of the various sections raise money and manpower for their cause and carry out operations in their own separate ways. The *yakuza* entities, for example, use the resources of their *gumis* to raise money and followers, while the military leaders gather weapons and troops straight from the arsenals of the DCMS. ISF operatives, in addition to carrying out covert missions, can gather high-level intelligence, including advance warning if Combine loyalists have detected any part of the society's operations. Corporate leaders involved with the Black Dragon gather funds through their own methods, and can even provide cover for the activities of their underworld allies, helping to position key agents where they can be most useful. Though often prone to poor coordination, this loose organizational structure allows the society to operate as an anti-government resistance, divided into cells whose individual capture or destruction does not disrupt the Black Dragon as a whole.

Fortunately for the common Combine citizen, the Black Dragon does not target the Combine's people for most of their violent activities because the society honestly believes its

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goals are for the betterment of the people themselves. Citizens may claim loyalty for the Coordinator, by and large, without fear of reprisals, but more influential loyalists, such as high-ranking corporate executives, military commanders and politicians most aligned with the Coordinator, may be targets of Black Dragon pressures.

Low-level Black Dragon connections might be *yakuza wakashu*, lesser-ranked *yakuza* officers with a line on Black Dragon activities. They could also be low-rated DCMS officers (mainly *chu-i* or *sho-sa* ranks) who have sworn to their commanders' ideals, or corporate middle managers and accountants serving the cause in their own fashion. A Black Dragon ISF agent accessible at the lower levels is virtually unheard of, but may be a disgraced advisor to one of the higher-ranked society members. These contacts will most likely be paranoid, knowing full well that their actions constitute treason under the current regime, and will only offer aid and information if they can be convinced it furthers the cause and does not put them or the rest of their cell at risk.

Medium-level Black Dragon contacts are higher-ranking *yakuza shatei*, DCMS officers of *chu-sa* or *tai-sa* ranks, or lower-ranked ISF operatives. Corporate Black Dragon connections at this level are usually executives who, like contacts from other areas of expertise, can exercise considerable sway over local Black Dragon operations. These connections can bring to bear a lot more support through the cell than the lowest-level membership, but because of their critical position in the society, they are perhaps even more paranoid than their underlings. Payment is rarely demanded for their services if they forward the Black Dragon cause and the operative(s) in question can claim the glory. However, dealing with these individuals can be extremely hazardous, as any misstep could present the wrong idea and provoke a lethal response.

High-level Black Dragon connections are the elite of the society and include powerful *yakuza oyabuns*, ISF unit commanders, corporate CEOs, nobility and military commanders of *sho-sho* rank and higher. Ironically, despite wielding considerable power and influence, their membership in the shadowy society of the Black Dragon makes them an unpredictable group in the extreme. Some will likely demonstrate such paranoia that getting near enough to them for a conversation will be like running a gauntlet, while others, convinced of their invincibility or the rightness of their cause, will seem quite proud of who they are and what they are doing. These men (and, much more rarely, women) wield enough influence to direct operations across cells, providing intelligence, weapons and even a target or two, but only so long as it aids their cause. Any attempt to expose or betray them—real or imagined—will have terrible consequences indeed.

The Dark Caste

The Clans' so-called Dark Caste, often regarded as the barbaric dregs of their warrior society, can be considered an underworld organization only in the broadest possible sense. Actually more of a Clan counter-culture, the Dark Caste is a broad category encompassing everything from typical street

gangs, limited organized crime syndicates, pirate bands and wandering refugees on the fringe of Clan space. This group lives mostly on worlds within and around Clan-occupied territory and the Clan homeworlds, but their enclaves are far less visible wherever the Clans hold any direct authority.

As misfits, thrown out of Clan society and forced to live on their own in any way they can, the bulk of the Dark Caste consists of refugee camps and villages on inhospitable worlds, or otherwise uninhabited regions on Clan-occupied worlds. Rumors persist of an underground organization—even to the Dark Caste—that has established a strong foothold in the uninhabited periphery worlds of Clan space and whose members have begun to work extensive genetic modifications, or geneforming, on themselves to better adapt to the harsh worlds they inhabit. Fragmented and scattered, there is little to no communication between most Dark Caste enclaves, which range in size from a few dozen settlers in a shantytown to a colony of hundreds, living in an elaborate cave complex. Internally, their organization tends to differ significantly from one enclave to the next, each adapting to the needs of their particular community. Maintained by various exiles from the civilian and warrior castes, most are farming and mining settlements, reduced to primitive means or the use of whatever technology they can "liberate" from their former brethren. The lives led by these people are hardly distinguishable from those of the denizens of the Periphery around the Inner Sphere, crude and harsh. Hunted by the Clans from time to time—often for sport, but also for the threat they represent to the rigid Clan society as a whole—these wilderness survivors often have their own meager defenses or specialize in keeping themselves well-hidden.

Another type of Dark Caste community, bandit colonies are dominated by failed warriors or warrior wannabes who fled the Clan way and became pirate raiders. Effectively nomadic, they are the most visible of the Dark Caste, operating almost exactly as non-Clan pirates do. Typically, these people strike any targets of opportunity within reach, grab what they can before any real opposition arrives to thwart them, then withdraw to the fringes of Clan space and their base of operations. Some of these bandit colonies trade with the farming and mining enclaves, but as the Clans actively hunt such settlements as bases for the most visible form of Dark Caste activity, these settlements are often migratory, relocating every few months to avoid destruction and making trade an iffy prospect.

The Dark Caste members most similar to Inner Sphere underworld organizations are those who dare to exist within Clan-held territory, hiding among the civilian population right under the collective nose of the warrior caste. These daring bandits often steal what they need and sell what they don't on a black market, which often includes the bandit colonies outside Clan settlements. Scattered about and living on the same streets as the Clans that hunt them, most of these Dark Caste members try to maintain as low a profile as possible, using force only when threatened or when they can ensure they won't be caught in the act.

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Low-level connections in the Dark Caste tend to be wandering members of a nearby Dark Caste community, likely encountered during a foray to scrounge what supplies their colony may need to survive. These Dark Caste members are effectively nothing to most Clansmen, though their discovery by warriors may prompt a hunt for their enclave. These connections likely know little about life outside their community, save only to fear the wrath of Clan warriors and avoid detection or capture. Those who come from organizations dwelling among the Clans may know a little more, but effectively amount to street urchins and roving gang thugs who are possibly more aware of the dangers of getting caught than their less-daring counterparts.

At the middle levels, a Dark Caste contact might be the head of a small Dark Caste sect or enclave, or a highly trusted community leader in a larger one. These usually turn out to be individuals who would have excelled within the Clans, but either were misplaced in the wrong caste or committed some grievous error, prompting their disgrace and subsequent flight from Clan society. If coming from a bandit colony, a mid-level connection could be a *dezgra* warrior with veteran-level skills and de facto command over a portion of their forces. Those daring enough to conduct operations within Clan enclaves might be smalltime gang leaders or modestly well-connected agents for the local black market operation. Though wary of anyone seeking their services or information, which could include a great deal about the local area and its people, these Dark Caste members won't shun an opportunity to further their own prosperity and perhaps that of their followers.

High-level Dark Caste connections, capable of coordinating the efforts of either a large enclave or pulling off operations across multiple enclaves, are a rare breed. Some of these powerful, once-productive members of Clan society have effectively become the leadership of their outlaw colonies, and have forged alliances with other Dark Caste masters or with legitimate leaders of law-abiding Clan communities to ensure their survival, as well as that of their people. Willing to do whatever it takes to keep their sects or enclaves alive and living by a harsh code of ethics—if any—these Dark Caste high-rollers are the Clans' answer to any organized crime boss. They can yield information about their enclave's activities, or the activities of their common prey (typically, the nearest Clan enclaves). Or they can provide the services of their best underlings for a true friend. Crossing a high-level Dark Caste leader has its hazards, of course. Rarely feeling bound to the lofty Clan sense of honor, Bandit Caste leaders will more likely than not eliminate any threats to their power quickly and brutally, without a second thought.

Pirate Groups

Found throughout inhabited space, often living in space, pirate groups are often regarded as little more than roving "space gangs." Preying on weak and unsuspecting wayfarers, they are most commonly encountered in Periphery space around the Inner Sphere, where the strength of law and the means to enforce it is weakest. However, many pirate bands

have roamed deep into the more populous and wealthy Inner Sphere, and have found that lawless regions like the Chaos March provide just as suitable a base of operations from which to stage their raids.

Armed with military equipment, pirate groups are commonly organized along paramilitary lines (though a few notable examples have added the trappings of nobility by using titles). With no regulations to go by save the agenda of their current leadership, pirate "troops" are kept in line by threats, treachery and pure brute force more often than not. Advancement through the ranks often occurs through assassination, or duels between officers in conflict. Small in size out of the need for mobility, most pirate groups tend to use forced labor for their support apparatus, taking people captured during raids to perform their menial tasks, including assisting with repairs to their equipment or handling the spoils. Many of these poor souls are worked to death, and few are released. Others—those who somehow stand out to their captors—may be singled out for special treatment, possibly even elevated through the ranks, thus bringing new blood to the group.

Not all pirate organizations work this way, however. Some, rather than randomly pillaging and plundering, function more like a renegade mercenary unit fallen on desperate times. Indeed, some may even be former mercenaries, who must now obtain support by working for employers on the wrong side of the law or by forming alliances with established organized crime syndicates. Pirate groups operating in this fashion often have a unique code of ethics that tends to work hand-in-hand with that of their partners, most commonly considering themselves modern-day Robin Hoods, or perhaps even working from a political agenda. Though every bit as ruthless and destructive as their less enlightened counterparts, pirates of this stripe, at least, do not often deal in the slave trade.

A low-level pirate contact would likely be an advance scout, a technician, a low-ranking warrior in the organization or even a trusted slave. These contacts can offer some inside information on the workings of the pirate unit, but couldn't say where they stage from or where their group may strike next. Allowed few freedoms among their own kind, they can offer even less in the way of help, especially in matters that could harm their superiors. Many of these connections may, in fact, want to get out of their current line of work, but in fear of the consequences could sell out a friend or a comrade to curry favor with those above them.

A middle-level pirate contact, commonly a section leader or a chief technician, can reveal more detailed information about the inner workings of his or her own band, and can even describe a standard operating procedure used by the group against a given objective. Ambitious, these individuals may be working on their own agendas, not always in line with whoever may turn to them for information and aid. They would sell their own siblings if the price was right, and regard almost everyone around them as either valuable resources or potential enemies. Contacts at this level in a pirate band can reveal tricks of the trade, put a person in touch with the right

key member of the group, "loan out" some muscle or firepower from those under them or even give away the objectives of the next raid. Any one of these favors comes with a steep price, however, as well as the certainty that any double-crossing will be dealt with in a permanent fashion.

The high-level pirate contact is a pirate band chieftain or highest-ranking officer, and is always much more clever than he (or she) looks. Regardless of the size of forces at their command, these connections maintain total control and enough clout to cause some major damage on a local scale. Pirate leaders know full well where to hit a target, and possibly have better knowledge of the forces and features of their preferred hunting areas than even a proper intelligence agency can provide. Experienced in deception and other ruthless tactics, these people are the ultimate evolution of the pirate trade, and virtually nothing they say or promise can be believed under any circumstances.

Other Outlaw Organizations

Whether banded together by politics, religious faith, military aims, or merely to share in a piece of the action, outlaw organizations exist in almost all shapes and sizes outside the most infamous ones described above. Some, such as Heimdall and Free Skye, both Lyran-born organizations, or Free Capella in the areas influenced by Chancellor Sun-Tzu Liao and his Capellan Confederation, operate very much like the Combine's Black Dragon society, though each for their own political mandates. Heimdall, a shadow organization that aims to check the excesses of the Lyran Loki agency, appears and disappears throughout the nation's history, while Free Skye is more public, though each can claim among its ranks people from all walks of life, all skills and trades. Free Capella, commonly viewed as an almost exclusively military rebel force, is actually very much akin to the Black Dragon, and seeks to change the Capellan Confederation into a more open state, with all the personal freedoms that once were found in the former St. Ives Compact.

Other outlaw organizations, like the Federated Suns' Citizens for Davion Purity, and the various regional separatist groups throughout the Free Worlds League, tend to operate more like terrorist groups, resorting to violent means to achieve their political aims. Though many of these organizations are considered regional, it is not uncommon to encounter their operatives throughout the Inner Sphere and even among the Clans—wherever their leaders feel the greatest potential to further their aims might lie. The methods only grow more desperate and violent in relation to both the relative madness of the leaders who found and run such organizations, and their followers' corresponding fanaticism and desperation.

NON-PLAYER CHARACTERS (NPCS) GENERATOR RULES

Non-player characters play a major role in any adventure or campaign, and many of them can be fleshed out by the gamemaster without the need for statistics or using the archetypes presented in *CBT:RPG*. However, there are times when more detailed statistics become necessary. Gamemasters can use the full character generation rules given in the main rule book, but this is a time-consuming process. Though it can be ideal for generating the most important NPCs, it takes too long for generating more than the occasional character. The point-based system presented below is better suited to designing NPCs, and may be used as-is with the CP values suggested above.

THE POINT-BASED SYSTEM

The following system provides a means of quickly streamlining the process to develop NPC statistics.

- NPCs need not be assigned an affiliation;
- NPCs do not need to adhere to the maximum skill bonuses imposed by Link Attributes, though the maximum bonus remains +10;
- NPCs may not use aging to gain additional CP, as it is already included in their Base CP score;
- NPCs ignore the restrictions on Rank and Vehicle traits;
- When purchasing Occupational Fields, NPCs may ignore up to two Attribute prerequisites;
- NPCs do not total Skill Point Remainders; they are lost.

THE TEMPLATE SYSTEM

The first stage is to decide on a concept for the NPC and assign that character a general template. Everyday NPCs are Green run-of-the-mill characters, albeit those who stand out in some way. They include non-player technicians and support staff. Secondary NPCs are Regular characters, in many ways the peers of starting characters, with comparable skill levels and Attributes. They include day-to-day foes such as rival MechWarriors and gangsters. Primary NPCs are Veteran characters, peers of experienced characters (and superior to starting characters), often taking the role of archetypal bad guys' lieutenants. Mastermind NPCs are the "big bad" of non-player characters, Elite individuals whose abilities exceed all but those of the most experienced player characters.

Each NPC template has certain points to spend on Attributes, skills and traits. These are, however, only guidelines and the gamemaster is encouraged to increase or decrease these points as he or she sees fit.

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NPC TEMPLATE TABLE

	Everyday (Green)	Secondary (Regular)	Primary (Veteran)	Mastermind (Elite)
Attributes (points)	38	44	50	55
Skills (number/points)	5-6 (10)	6-8 (15)	8-10 (20)	10-15 (30)
Traits (points)	0	3	5	7

bonus, subtract 1 from the number of points spent. For example, if 1 point was spent, then the character has the skill with a Skill Bonus of 0.

Unlike in player character creation, difficult skills do not require 2 points to purchase each point of bonus. A maximum of 11 points (a +10 Skill Bonus) may be spent on a single skill. If a skill has sub-skills, each sub-skill must be

Attributes

Attributes are the simplest element, each point buying 1 point in an Attribute. No Attribute may be below 2, nor may it be above racial limits unless the Exceptional Attribute Trait is purchased for the character (in which case the Attribute may have a value one point higher than the racial maximum). Not all points need be spent on Attributes. Instead, they may be saved and added to those used to purchase skills. Gamemasters may allocate the Attribute points as they see fit, or they may roll 1D10 and cross-reference the result with the appropriate Attributes on the Quick Attribute Table. Attributes are given in the order Green/Regular/Veteran/Elite.

The gamemaster decides to create a Regular NPC, who will have 44 points to spend on Attributes. He allocates them as follows—STR 5, BOD 4, DEX 5, RFL 4, INT 5, WIL 5, CHA 5, EDG 5, SOC 4—a total of 42 of his 44 points. He adds the 2 unspent points to the points he can spend on skills or traits.

Skills

The skill part of the template comprises two parts. The first is the usual number of skills possessed by an NPC of that type, expressed as a range, while the second is the number of points to be spent on skills. Unlike Attributes, there is no minimum value for skills—if no points are spent on that skill, the character doesn't have it. Furthermore, the number of points spent on a skill does not convert directly into a skill bonus, as 0 is a valid bonus. To convert from points to skill

purchased separately and counts toward the number of skills possessed by the NPC. Points not spent on skills may be used to purchase additional positive traits. NPCs do not need to purchase language skills—they automatically have a +2 bonus in one language and +0 in another. These points may not be spent on other skills.

There are no restrictions on the skills that may be given to an NPC—skill selection is at the gamemaster's discretion—but care should be taken to diversify the NPC's skill base and to tailor the skills to the NPC's concept. The following are suggestions as to the skills that an NPC may have, in rough order of importance to the characters.

Military: Rifles, Career/Soldier, First Aid, Pistols, Perception, Piloting/SPECIFIC, Navigation/Ground, Sensor Operations, Gunnery/SPECIFIC, Tactics/SPECIFIC, Martial Arts/SPECIFIC, Computers/SPECIFIC, Electronic-Counter Measures, Strategy, Cryptography

Scientific: Academic/SPECIFIC (x2), Career/Scientist, Computers/SPECIFIC, Perception, MedTech, Navigation/SPECIFIC, Surgery, Administration, Bureaucracy/SPECIFIC, Piloting/SPECIFIC, Appraisal

Technical: Technician/SPECIFIC (x3), First Aid, Gunsmith, Perception, Computers, Career/Technician, Sensor Operations, Piloting/SPECIFIC, Pistols, Rifles, Zero-G Operations

Stealth: Security Systems/SPECIFIC, Stealth, Deception, Pistols, Surveillance, Streetwise/SPECIFIC, Tracking, Rifles, Scrounge, Navigation/SPECIFIC, Disguise, Demolitions, Survival, Acrobatics, Appraisal, Free Fall, Read Lips

QUICK ATTRIBUTE TABLE

Roll	Attributes								
	STR	BOD	DEX	RFL	INT	WIL	CHA	EDG	SOC
1	3/3/4/4	2/3/3/3	3/4/4/4	2/2/3/3	6/7/9/9	6/7/8/9	6/7/7/8	5/5/6/7	5/6/6/8
2	3/4/4/4	3/3/4/4	3/4/5/5	2/3/3/3	6/7/8/9	6/7/8/8	5/6/6/8	5/4/5/7	5/6/7/7
3	3/4/5/5	3/4/4/4	4/4/5/6	3/3/4/4	5/7/8/8	5/6/7/7	5/6/6/7	5/5/5/7	5/5/6/7
4	4/4/5/6	3/4/5/5	4/5/6/6	3/4/4/4	5/6/7/8	5/6/7/6	5/5/5/7	5/5/6/7	4/5/5/6
5	4/5/6/6	4/4/5/6	5/5/6/7	3/4/5/5	5/6/6/7	4/5/6/6	4/5/5/6	5/5/6/6	4/5/5/6
6	5/5/6/7	4/5/6/6	5/6/7/7	4/5/5/6	5/5/5/7	4/5/6/5	4/4/4/6	4/5/6/6	3/4/5/5
7	5/6/7/7	5/5/6/7	5/6/7/8	4/5/5/6	4/5/6/6	4/4/5/5	3/4/4/5	5/5/6/7	3/4/4/4
8	5/6/7/8	5/6/7/7	6/7/7/8	5/5/6/7	4/4/5/6	3/4/5/4	3/4/3/4	4/5/6/7	3/3/4/4
9	6/7/8/8	5/6/7/8	6/7/8/9	5/6/7/7	3/4/5/5	3/4/4/4	4/3/3/4	5/4/5/7	2/3/3/3
10	6/7/8/9	6/7/8/8	6/7/8/9	5/6/7/8	3/4/4/4	3/3/4/4	2/3/3/3	5/5/5/7	2/2/3/3

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Political: Negotiation, Perception, Deception, Fast Talk, Protocol/SPECIFIC, Linguistics, Career/Politician, Leadership, Bureaucracy/SPECIFIC, Acting, Computers, Pistols, Interests, Appraisal,

Our Regular NPC is intended to be a soldier, and so the gamemaster selects the following skills and allocates 15 points as follows (point costs in parentheses): Rifles +3 (4), Career/Soldier +2 (3), First Aid +0 (1), Pistols +0 (1), Perception +1 (2), Piloting/Ground +1 (2), Navigation/Ground +1 (2)

Traits

The Traits line of the NPC Template Table indicates the number of points available to spend on traits. This is not a limit on the amount that can be spent on positive traits; negative traits may be bought and their value used to purchase additional positive traits. The Natural Aptitude Trait adds +2 to the skill bonus of the associated skill. Clan NPCs may be assigned the relevant phenotype at no cost and gain the relevant traits and abilities. Phenotype-provided modifications of Attributes add directly to the Attribute, but may not increase the value beyond the racial maximum for the phenotype.

There are no restrictions on traits that may be given to an NPC—selection is solely at the gamemaster's discretion. However, a number of traits are of little use to NPCs unless they are to form part of an ongoing campaign. These include: Fast Learner, Slow Learner, Owns Vehicle and Lemon.

Our soldier NPC has 5 points to spend on traits, 3 from the template and 2 saved from Attribute purchase. The gamemaster chooses to give the soldier Combat Sense (+4 points) and Rank 2 (+2 points). As this exceeds the 5 points available, he must also select a 1-point negative trait and chooses Night Blindness (-1 point).

Equipment

NPCs have whatever equipment they need to carry out their job. Nonetheless, the amount and quality of equipment varies, more experienced characters having more equipment and of better quality than those of lower experience levels. Gamemasters should take care not to load NPC's down with "cool toys."

Finishing Touches

NPCs need a varying degree of finishing touches, tailored to their importance (in the gamemaster's opinion) to the story. A minor character may need nothing beyond a brief physical description ("a short fat security guard"), while more important characters may need more detail, such as rank (a major of the Davion Guards), notable features (a scar on his right cheek) or more detailed physical characteristics (such as eye, hair and skin colors or specific hairstyles) and so forth. Significant NPCs—those likely to play a notable role in the story—will

need to have a name, and the gamemaster may also want to create a history and background to explain the character's motivations.

GENERATING ENCOUNTERS

Random encounter tables can be used to generate ad-hoc events within a CBT:RPG game, adding encounters that may be inconsequential or could—at the storyteller's discretion—be linked into a larger plot. The *A Guide to XX* series of sourcebooks provides tailored encounter tables for use in specific circumstances and the information presented here follows that pattern, providing generic encounter tables and information for gamemasters to develop their own tables.

Gamemasters may generate random encounters when characters are in a locale where such meetings are likely to occur (on the street, in a bar and so on). The gamemaster should roll 1D10 once per hour of game time. On a result of 6 or more, a random encounter takes place. Additional rolls are made to determine the type of encounter (modified by the Encounter Modifiers Table, based on the type of locale) and the details (modified by Reaction Modifiers from the locale and the type of encounter, based on the type of people involved in the encounter).

ENCOUNTER MODIFIERS

The type of encounters that occur will vary widely, depending on the area in which the encounter takes place. For example, underworld encounters are more likely in areas of low-class residential housing, while political encounters are more common in governmental or military districts. The Encounter Modifier Table reflects this by providing a modifier to the roll determining which encounter table is to be used. A negative modifier biases the probability in favor of underworld or worker encounters, while a positive modifier makes military or political encounters more likely.

When creating their own encounter tables, gamemasters should bear in mind that the more controlled an environment, the higher the modifier, and the further from authority you get, the lower the modifier. A modifier of +1/-1 is a notable shift, while +2/-2 has a major impact on the likelihood of events. A higher modifier, such as -3 for Wilderness locales, should be very rare.

REACTION MODIFIERS

Reaction modifiers are used in determining the specific types of encounter. These can be locale-dependent (as indicated below) or encounter-dependent. In effect, the more an individual "belongs" in the location, or is associated with those involved in the encounter, the more likely that individual is to have a positive result. For example, police or troops in a slum area are unlikely to be mugged, while civilians on a military base are unlikely to receive a favorable reception.

In the Encounter Modifier Table below, two columns are given for military and civilian characters, though social strictures may necessitate more (for example, the *MechWarrior's*

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ENCOUNTER MODIFIER TABLE

Location	Encounter Modifier	Reaction Modifier	
		Military	Civilian
Low class residential	-1	+2	0
Middle class residential	0	0	0
Upper class residential	+1	0	0
Military	+1	0	-2
Governmental	+2	0	0
Industrial	-2	0	+1
Commercial	0	+1	0
Wilderness	-3	-1	-1

Guide to the Clans used 3 columns, for military, civilian and non-Clan characters). Modifiers are in the range of +1/-1 (notable) and +2/-2 (extreme), and should not be higher. The details of these modifiers may vary from nation to nation and world to world with differing social and political climates. For example, the Clan bias toward the military gives their military a distinct advantage in most places, while in the Draconis Combine a yakuza would be poorly received in military and governmental areas but would regard low-class residential and commercial areas as home.

The Master Encounter Table also provides an Encounter Modifier, based on how the character type (military or civilian) is likely to be perceived by those they encounter. For example, a crook is more likely to take advantage of a civilian than a soldier, while troops are more likely to react well to other troops than to civilians.

THE ENCOUNTERS

After determining that an encounter takes place and its locale, the gamemaster rolls 1D10 again and adds to the result the Encounter Modifier for the character's current locale. Compare this result with the Master Encounter Table to determine the type of encounter. Next, roll 1D6 and add (or subtract) the appropriate Reaction Modifiers. Finally, cross-reference this value with the appropriate line of the encounter table indicated by the Master Encounter Tables.

When gamemasters create their own encounters, they should place the least favorable and/or most challenging encounters in the "1 and under" line, progressing through the encounters to the most favorable and/or least challenging encounter, which should be in the "6 and over" entry. This means that those characters best disposed toward those involved in the encounter are less likely to face unfavorable results, and vice versa.

GENERIC ENCOUNTERS

There are four steps to determining encounters:

- Step 1:** Roll 1D10 once per hour of game time. On a result of 6 or more a random encounter takes place.
- Step 2:** Roll 1D10 again and add the Encounter Modifier indicated for the current locale.
- Step 3:** Using the result from Step 2, consult the Master Encounter Table to determine the Encounter Table used to generate the incident. Roll 1D6, adding the appropriate Reaction Modifiers from the Encounter Modifiers Table (reflecting the locale and character type) and the Master Encounters Table (reflecting the type of encounter).
- Step 4:** Consult the encounter table determined in Step 2 to reveal the encounter details. Each of the characters uses the minor NPC templates on p. 206-207 of *CBT:RPG*, substituting the indicated skills for those marked Primary or Secondary. Alternatively, where time permits the gamemaster may custom-generate NPCs per the rules given on page 218.

MASTER ENCOUNTER TABLE

Modified 1D10	Encounter	Reaction Modifier	
		Military	Civilian
1 and under	Animal*	+1	+1
2	Underworld	0	-1
3	Street	-1	0
4	Trader	0	+1
5-6	Technician	0	0
7	Police	0	0
8-9	Military	+1	0
10+	Political	0	0

*Use the most appropriate creature table below. Where two creatures are listed, the second is an exotic species, usually restricted to a single world as indicated in *Creatures of the Galaxy*, pages 132 to 149.

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CREATURE ENCOUNTERS TABLE (URBAN)

1 and under	Roll again on rural creatures table.	2
2	Vermin! Kicking some boxes aside, you send a group of rodents scurrying away. (1D6 x brown rat or 1D6 brown rats and 1x mongoose)	3
3	Ouch! Without warning, you feel a nip on your leg and see a body scuttling away. (1x tarantula or 1x goliath scorpion)	4
4	Guard dog! Maybe you shouldn't have come this way. They certainly don't seem pleased to see you. (1D3 x dog)	5
5	Unwanted attention. To your surprise, something presses against your legs, craving affection and attention. (1x cat)	6 and over
6 and over	Puppy love. Whether you fed it or simply didn't treat it meanly, a mangy stray has "adopted" you and follows you around. (1x dog)	

CREATURES ENCOUNTERS TABLE (RURAL)

1 and under	Hunters hunted. Sure, let's take the shortcut. Why is it that no one else does? Could it be the unfriendly inhabitants? (1D6 wolves or 1D3 nova cats)	
2	Territorial instincts! Snakes, why is it always snakes? A sinuous form rises from the path before you, woken and annoyed by your arrival. (1x cobra or 1x star adder)	
3	King of the animals. A large predator dozes in the sunshine, observing your passage from its rocky perch. You'd better hope it has already fed. (1x lion or 1x branth)	
4	Sleeping beauty. So much for shelter! The cave you used to escape the storm is already occupied and the resident is not happy to be woken. (1x bear or 1x burrock)	
5	Eyes in the sky. A screech alerts you to the avian's presence as it swoops past. Are you straying too close to its nest? (1x golden eagle or 1x jade falcon)	
6	Beast of burden. They seem content chewing grass in their corral. Do you think the owner would mind if you borrowed them for a while? (1D6 horses or 1D6 raxx)	

UNDERWORLD ENCOUNTERS TABLE

1 and under	Gang war! Suddenly fighting erupts around you as rival gangs seek to settle scores. Time to fight or flee. Each gang will flee if half their number are killed or incapacitated. (2 groups of 1D10 x Thug NPCs, Primary: Pistols, Secondary: Intimidation)	
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Mugging! "Hand it over and no one gets hurt!" Street toughs attempt to rob you. They will flee if half their number are killed or incapacitated. (1D6 x Thug NPCs, Primary: Pistols, Secondary: Intimidation)

Pickpocket! A brush past you in a crowd, a deft touch and suddenly something is missing. (Bystander NPC, Primary: Perception, Secondary: Streetwise)

Propositioned! "Hello, boys. Fancy a bit of the, you know?" Proposition by a lady of the evening. (Bystander NPC, Primary: Seduction, Secondary: Streetwise)

Stakeout. Though he dresses like a down-and-out, that hobo seems pretty alert ... (1D6 Soldier NPCs, Primary: Pistol, Secondary: Streetwise)

Summons. "Mr. C. wants a word." A group of smartly dressed but menacing "gentlemen" invite you to meet their boss. Is this a job offer, or are you to be his latest object lesson? (1D6 x Thug NPCs, Primary: Pistols, Secondary: Intimidation)

STREET ENCOUNTERS TABLE

1 and under	Drunk. Merry, belligerent or falling-down drunk, this individual can be an amusement or a threat. (Thug NPC, Primary: Brawling, Secondary: Intimidation)	
2	Accident! "Oy! The light was on red!" If in a vehicle, you are in a collision; otherwise, you witness an accident. The driver and passengers argue over liability. (1D6 x Bystander NPCs, Primary: Negotiate, Secondary: Drive)	
3	Work Crew. Busily maintaining vital equipment, this group blocks your path. (1D6 x Bystander NPCs, Primary: Technician, Secondary: Administration)	
4	Down and out. "Spare change for a cup o' tea?" One of the uncounted millions who live on the fringe of society begs for a coin. Is he what he seems? (Bystander NPC, Primary: Scrounge, Secondary: Streetwise)	
5	Directions. "Excuse me, do you know where Loretta Drive is?" Someone asks you for directions. Are they what they seem? (Bystander NPCs, Primary: Blade, Secondary: Streetwise)	
6 and over	Mistaken Identity? "Hiroko? Hiroko Jones? After all these years ..." This individual mistakes you for someone else or else is a long-lost friend. (Bystander NPC, Primary: Perception, Secondary: Streetwise)	

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TRADER ENCOUNTERS TABLE

- 1 and under **Revenge.** "You cost me dearly and now you will pay." Rightly or wrongly, a merchant blames the characters for ruining a business deal and has employed a gang of bravos in his quest for vengeance. (2D6 x Thug NPCs, Primary: Pistols, Secondary: Blade)
- 2 **Theft!** "Those are mine!" A trader accuses the characters of theft. (Bystander NPC, Primary: Perception, Secondary: Negotiate)
- 3 **Procurement specialists.** "You were recommended as a group of professionals who could assist my company with a problem ..." A merchant seeks to hire a group to advance his position. (Soldier NPCs, Primary: Negotiate, Secondary: Appraisal)
- 4 **Buyer.** "I'm looking for a GV97 and ..." A trader comes looking for equipment that you might just have. (Thug NPC, Primary: Negotiation, Secondary: Appraisal)
- 5 **Free Trader.** "This may interest you." Recently arrived on-world, this trader offers a good deal on many hard-to-obtain items. (Thug NPC, Primary: Negotiation, Secondary: Appraisal)
- 6 and over **Black Market.** "Psst, wanna' buy a watch?" Who knows what this "entrepreneur" might have for sale. (Bystander NPC, Primary: Fast Talk, Secondary: Negotiate)

TECHNICAL ENCOUNTERS TABLE

- 1 and under **Raw Nerve.** "Let me tell you what I think ..." Something you say sets this tech off on a rant. Maybe he's had a bad day or doesn't like MechWarriors. (Bystander NPC, Primary: Technician, Secondary: Scrounge)
- 2 **Information.** "Wanna know where to get" This tech offers to sell you information for 1D6 x 100 C-bills. (Bystander NPC, Primary: Fast-Talk, Secondary: Negotiation)
- 3 **Job seeker.** "You'll be passing up a good deal ..." An out-of-work tech approaches the characters seeking employment. (Bystander NPC, Primary: Technician, Secondary: Streetwise)
- 4 **Black market.** "Now, if you want the Clan version ..." This tech is very well connected. (Thug NPC, Primary: Fast-Talk, Secondary: Negotiation)
- 5 **Expertise.** "I'll do it as a favor." A tech offers to do you a favor—or calls in one owed to him. (Thug NPC, Primary: Negotiation, Secondary: Technician)

- 6 and over **Pure genius.** "But you see, if you enhance the signal to the myomers and get the control processors to work in parallel, you'll get a 10-percent speed increase." You only understand half of what this technical genius says, but you know you want to employ him (Bystander NPC, Primary: Technician, Secondary: Electronics)

POLICE ENCOUNTERS TABLE

- 1 and under **Arrest.** "Freeze!" For whatever reason, cops seek to arrest one or more of the characters. (2D6 x Thug NPC, Primary: Brawling, Secondary: Pistols)
- 2 **Vendetta.** "You can't run forever." This cop is driven to pin something, anything, on one or more of the characters. (Soldier NPC, Primary: Pistols, Secondary: Stealth)
- 3 **Jobs' worth.** "Sir, you were doing thirty-two in a thirty limit ..." It was a minor infraction, but this cop wants to play it by the book. (Soldier NPC, Primary: Pistols, Secondary: Bureaucracy)
- 4 **Assisting with inquiries.** "Have you seen this person?" Police officers canvass the characters. (2x Bystander NPC, Primary: Interrogation, Secondary: Pistols)
- 5 **Cordon.** "Move along now. There's nothing to see." An officer is directing people and traffic away from the area. (Bystander NPC, Primary: Intimidation, Secondary: Pistols)
- 6 and over **Source.** "Here ya go." A contact inside the police proves to be a valuable source of information. (Bystander NPC, Primary: Computers, Secondary: Streetwise)

MILITARY ENCOUNTERS TABLE

- 1 and under **Restricted Area.** "Take another step and it'll be your last." Whether a black op or a restricted area, these guys aren't real pleased to see you. (1D6 Soldier NPCs, Primary: Rifles, Secondary: Pistols)
- 2 **Hotshot.** "Move, kid." This arrogant trooper really doesn't like you (Soldier NPC, Primary: Piloting/Mech, Secondary: Martial Art/Gung Fu)
- 3 **Stories.** "Then there was the time ..." This old-timer has a thousand stories, providing you keep his glass topped up. (Soldier NPC, Primary: Blade, Secondary: Streetwise)
- 4 **Looking for work.** "Hey guys, need a pilot?" A pilot offers his services. (Thug NPC, Primary: piloting, Secondary: Negotiation)
- 5 **For sale.** "One careful owner." A struggling merc unit puts one of their 'Mechs up for sale at a bargain price. (Bystander NPC, Primary: Negotiation, Secondary: Pistols)

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6 and over **Contract.** "If you have the skills, we pay well." A House negotiator offers you a lucrative job ... (Elite NPC, Primary: Negotiation, Secondary: Fast Talk)

POLITICAL ENCOUNTERS TABLE

- 1 and under **Enemy.** "You'll regret that!" Maybe you foiled his schemes, or perhaps your face doesn't fit, but that politico really doesn't like you. (Elite NPC, Primary: Negotiation, Secondary: Streetwise)
- 2 **Choosing sides.** "Are you with us or against us?" You are forced to choose which faction you support. (1D10x Bystander NPCs, Primary: Pistol, Secondary: Intimidation)
- 3 **Canvass.** "And our stance on ..." Yet another minor politico seeking election.... (Bystander NPC, Primary: Fast Talk, Secondary: Bureaucracy)
- 3 **Choosing sides.** "Are you with us or against us?" You are forced to choose which faction you support. (1D6x Bystander NPCs, Primary: Pistol, Secondary: Intimidation)
- 4 **Superiors.** "You, come here." A senior official wants you for something. (Elite NPC, Primary: Intimidation, Secondary: Leadership)
- 5 **Recognition.** "He speaks highly of you." A high-ranking politico uses his influence to aid you. (Elite NPC, Primary: Fast Talk, Secondary: Protocol)
- 6 and over **A stake.** "You're playing with the big boys now ..." Something you learned or saw gives you influence over a major figure. (Elite NPC, Primary: Negotiation, Secondary: Fast Talk)

SKILL ADVANCEMENT

CBT:RPG provides a simple method for calculating character skill advancement, which does not take into account the fact that many skills share similar tasks and subskills. These shared areas make it much easier to learn and advance skills that are related to each other. This section presents an alternate method that players and gamemasters can use to determine skill advancement.

RELATED SKILLS

Of the skills presented in CBT:RPG and in this *Classic BattleTech Companion*, quite a few share similarities. The manual tasks involved in performing those skills may bear close resemblance, or the base knowledge required in learning the skill may be remarkably similar. In either case, because a character already knows one skill, he or she has a much easier time picking up and advancing a related skill. A character who is already a crack shot with a rifle will have little difficulty in learning how to shoot a sub-machinegun, while one who

knows how to pilot a conventional aircraft will have a much easier time learning to fly an aerospace fighter than someone who has never flown before.

The table that follows lists each skill available in CBT:RPG, followed by all skills related to it. Difficult skills are listed in bold. Some skills (such as Academics and Languages) are so broad that gamemasters will need to make a judgment call on whether they will consider one "related" to another; these skills are listed in italics with some general guidelines outlined below.

Academics

This skill is incredibly broad in scope. Gamemasters should limit related skills to those within a specific field. For example, most Academics/History subskills should be related to each other, as would archaeology, law and so on.

Arts

Like Academics, this skill is broad in nature. Gamemasters should limit related skills within areas. Music skills should be related to each other, as would painting and illustration, various dance forms, and so on.

Careers

Gamemasters should be careful in allowing other career skills to count as related skills. As always, gamemasters should rely on their best judgment.

Interests

Here again, gamemasters will need to make judgment calls based on the nature of the skills. Examples of related skills include various forms of ethnic cooking or trivia related to different holovid eras.

Languages

Gamemasters should limit related languages to those claiming similar origins. A character who already knows one Romance language would have little difficulty learning another (French, Italian, Spanish, and so on), but would not have such an easy time learning an Eastern European language, for example.

Linguistics

If the character knows three or more different languages, then he or she may consider those languages as related skills.

Specializations

All skill specializations count as a related skill when advancing the "parent skill" and vice versa for advancing the specialized skill (if the parent skill has a higher skill bonus).

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SKILLS LIST

Skill Name	Related Skills	Skill Name	Related Skills
Academics	<i>Academics</i>	Perception	—
Acrobatics	—	Pick Pocket	—
Acting	Fast Talk	Piloting/Aero	Piloting/Aircraft, VTOL
Administration	—	Piloting/Aircraft	Piloting/Aero, VTOL
Animal Handling	—	Piloting/VTOL	Piloting/Aero, Aircraft
Appraisal	—	Piloting/'Mech	Piloting/Quad
Archery	—	Piloting/Quad	Piloting/'Mech
Artillery	Gunnery	Piloting/Battlesuit	—
Arts	<i>Arts</i>	Piloting/Hover	Piloting/Tracked, Wheeled
Blades	—	—	Piloting/Sub
Bombing	Gunnery	Piloting/Naval	Piloting/Naval
Boxing	Acrobatics, Martial Arts	Piloting/Sub	Piloting/Aero, Spheroid
—	—	Piloting/Jump	Piloting/Aero, Jump
Brawling	Acrobatics, Martial Arts	Piloting/Spheroid	Piloting/Hover, Wheeled
Bureaucracy	Bureaucracy	Piloting/Tracked	Piloting/Hover, Tracked
Careers	<i>Careers</i>	—	Piloting/Hover, Tracked
Chic	—	Piloting/Wheeled	Rifles, Shotguns, Submachine Guns, Support Weapons
Climbing	Acrobatics	Pistols	—
Comms/Conventional	Comms/HPG	—	Protocol
Comms/HPG	Comms/Conventional	Poison & Antidotes	Acrobatics
Computers	Computers	Protocol	—
Cooking	—	Pugilism	—
Cryptography	—	Quickdraw	Perception, Linguistics
Deception	Acting	Read Lips	Perception
Demolitions	—	Reconnaissance	—
Disguise	—	Riding	Pistols, Shotguns, Submachine Guns, Support Weapons
Electronic Counter-Measures	Communications, Sensor Ops	Rifles	—
—	Technician	—	Technician
Engineering	—	Running	—
Escape Artist	—	Scrounge	—
Fast-Talk	Acting	Security Systems/Mechanical	—
First Aid	MedTech	Security Systems/Electronic	—
Forgery	—	Seduction	Acting
Forward Observer	Gunnery	Sensors Operations	Computers
Free Fall	Acrobatics, Jump Packs	Shotguns	Pistols, Rifles, Submachine Guns, Support Weapons
—	—	—	—
Gambling	Gunnery	Staff—	—
Gunnery/AeroSpace	Gunnery	Stealth	—
Gunnery/Ballistic	Gunnery	Strategy	—
Gunnery/Laser	Gunnery	Streetwise	—
Gunnery/Missile	Gunnery	Submachine Guns	Pistols, Rifles, Shotguns, Support Weapons
Gunsmith	Technician	—	Pistols, Rifles, Shotguns, Submachine Guns MedTech
Hunting/Tracking Humanoids	Hunting/Tracking- Mammals	Support Weapons	Perception
—	—	—	—
Hunting/Tracking Mammals	Hunting/Tracking- Humanoids	—	—
—	—	—	—
Interests	<i>Interests</i>	—	—
Interrogation	Acting, Intimidation	—	—
Intimidation	Acting	—	—
Investigation	—	—	—
Jump Packs	Acrobatics, Free Fall	Surgery	—
Languages	<i>Languages</i> , Linguistics	Surveillance	—
Linguistics	<i>Languages</i> (only if the character knows three or more languages)	Survival	—
—	—	Swimming	—
Leadership	Training	Tactics	Tactics
Martial Arts	Acrobatics, Brawling	Technician	Technician
Meditation	—	Throwing Weapons	—
MedTech	—	Tracking	—
Navigation	First Aid, Surgery	Training	Leadership
Negotiation	—	Whip	—
—	—	Zero-G Operations	Acrobatics
—	Acting	—	—

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ADVANCING SKILLS

The process of advancing character skills is more in-depth than that presented in *CBT:RPG*, but it incorporates a bit more realism into the advancement process. Players must still accumulate XPs for their characters and should still make hash marks next to the skills they successfully use in a game as described on pp. 210 and 211 of *CBT:RPG*.

When it comes time for skill advancement, however, players and gamemasters should follow this process.

Players should calculate the *advancement modifier* normally. First, they add the two Link Attributes together. If the skill being advanced has been successfully used since it was last advanced, players should add 1 to that number. Next, they should add or subtract any appropriate modifiers (add 2 if a Fast Learner, subtract 2 if a Slow Learner, add 4 if the character has a Natural Aptitude in the skill in question and subtract 2 if the skill in question is a difficult skill). Finally, the player should check to see if the character possesses a related skill. If the character does possess a related skill and that skill has a higher skill bonus than the bonus being purchased, the player should add the related skill's bonus to the advancement modifier. If the skill bonus of the related skill is equal to or lower than the skill bonus being purchased, then the player should add nothing.

Only one related skill may be used to change the advancement modifier in this way. If the character possesses two or more related skills of a higher bonus level, the player may only use one of those skills in advancing the lesser skill.

Once the player has determined the final advancement modifier, he or she should refer to the Skill Improvement Costs Table to determine the XP cost of the skill bonus being purchased. By locating the advancement modifier in the left column of the table, players can read across to the column that

SKILL IMPROVEMENT COSTS TABLE

Advancement Modifier*	Skill Bonus										
	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
1	100	200	300	400	500	600	700	800	900	1000	1100
2	50	100	150	200	250	300	350	400	450	500	550
3	33	67	100	133	167	200	233	267	300	333	367
4	25	50	75	100	125	150	175	200	225	250	275
5	20	40	60	80	100	120	140	160	180	200	220
6	17	33	50	67	83	100	117	133	150	167	183
7	14	29	43	57	71	86	100	114	129	143	157
8	13	25	38	50	63	75	88	100	113	125	138
9	11	22	33	44	56	67	78	89	100	111	122
10	10	20	30	40	50	60	70	80	90	100	110
11	9	18	27	36	45	55	64	73	82	91	100
12	8	17	25	33	42	50	58	67	75	83	92
13	8	15	23	31	38	46	54	62	69	77	85
14	7	14	21	29	36	43	50	57	64	71	79
15	7	13	20	27	33	40	47	53	60	67	73
16	6	13	19	25	31	38	44	50	56	63	69
17	6	12	18	24	29	35	41	47	53	59	65
18	6	11	17	22	28	33	39	44	50	56	61
19	5	11	16	21	26	32	37	42	47	53	58
20	5	10	15	20	25	30	35	40	45	50	55
21	5	10	14	19	24	29	33	38	43	48	52
22	5	9	14	18	23	27	32	36	41	45	50
23	4	9	13	17	22	26	30	35	39	43	48
24	4	8	13	17	21	25	29	33	38	42	46
25	4	8	12	16	20	24	28	32	36	40	44
26	4	8	11	15	19	23	27	31	34	38	42
27	4	7	11	15	18	22	25	29	33	36	40
28	3	7	10	14	17	21	24	28	31	35	38
29	3	7	10	13	17	20	24	27	30	34	37
30	3	7	10	13	16	20	23	26	29	32	36

* Apply the following modifiers:

Difficult Skill:	-2
Natural Aptitude:	+4
Fast Learner:	+2
Slow Learner:	-2
Skill Used or Trained:	+1
Related Skill:	+Skill Bonus Level (if higher than the level being purchased)

corresponds to the skill bonus level being purchased to find the final XP cost.

Players can use this table to determine the cost of advancing existing skills or of learning new skills. This table cannot be used for initial character creation, however. Related skills likewise have no effect during character creation.

Angela wants to advance her character's Technician/Mechanics Skill from +3 to +4. Her character's DEX is 6 and her INT is 7, which gives her a base advancement modifier of 13. Because the Technician skills are Difficult, she subtracts 2 from

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that number to give her 11. She sees that she has a hash mark next to the skill, meaning that she successfully used the skill since the last time she advanced it, so she adds 1 to the total, bringing it up to 12. Finally, she looks at her other skills and finds that she has three related skills. The first, Technician/Aeronautics, only has a Skill Bonus of +2; since that bonus is less than the skill bonus she is purchasing, it does not grant any modifiers (nor would it if it were +4, because a skill bonus must be greater than the level being purchased to grant a modifier). She also has Technician/Ballistics at +5 and Technician/Fusion at +6. Both of those skills have a skill bonus greater than the level she is purchasing, but she can apply only one of those skill bonuses as a modifier. Angela chooses to add the +6 level in Technician/Fusion to her advancement modifier, bringing the final number up to 18. She looks at the Skill Improvement Costs Table and finds that she needs only 28 XPs to advance her Technician/Mechanics Skill to +4 (versus the 42 XPs she would need to spend if she didn't have any applicable related skills).

SKILL SPECIALIZATION

Some players may wish to have their characters specialize in a particular form, style or subset of a base skill.

Specializing means that the character has devoted a great deal of energy toward mastering a specific aspect of a skill rather than on the skill as a whole. While the character does not become quite so well-rounded as a result, that character does become far more proficient in the area in which he or she specialized.

A specialization should be listed as a separate skill in parentheses on the skill list, such as Pistols (Sternsnacht).

It is beyond the scope of this book to list every single skill specialization possible in the game. Players and gamemasters should come to an agreement on the specializations that the characters will use, though the following guidelines should provide ample guidance. Weapons skills (pistols, rifles, shotguns, submachine guns and support weapons) are specialized by weapon type (Sternsnacht, Mydron, Zeus Heavy Rifle, and so on). Gunnery is likewise specialized per specific weapon type (Heavy Gauss Rifle, AC/10, Medium Laser, and so on). Driving or piloting skills are specialized by specific vehicle. Skills that have obvious skill subsets can be specialized by those subsets. Computers/Programmer can be specialized by operating system, Surgery can be specialized by sub-specialty (thoracic, neurosurgery, and so on) and even Demolitions can be specialized by type of explosive.

SPECIALIZING

Players who want their characters to specialize in a skill at character creation should choose the specialization once the final skill bonus is determined. Next, they should give the specialization a bonus one point higher than that of the base

skill. Then they should subtract 1 from the skill bonus of the base skill. The resulting numbers are the new skill bonuses for the base skill and the specialized skill. These numbers reflect the fact that, while the character is much better in one aspect of the skill, his or her expertise came at the expense of the skill as a whole.

A character may have only one specialization per base skill at character creation, though characters may choose to specialize in other skills at a later time (see *Adding Skill Specializations*, below).

During character creation, Angela decides that her technician needs to be particularly handy with a pistol. She had allotted enough points to purchase the skill at a +2 Skill Bonus, but if she chooses to specialize in Pistols (Sunbeam), she would increase the Skill Bonus in that specialization to +3 (taking her general Pistols Skill down to +1). She sees that as an acceptable trade-off and specializes in the Sunbeam.

IMPROVING SPECIALIZED SKILLS

A skill specialization is treated just like any other skill for purposes of advancement and improvement. Characters must pay to advance the specialization independently from advancing the base skill and vice versa—just because one is improved does not mean the other is improved automatically (though specialized skills are considered related when advancing the base skill). Characters must pay XPs normally to advance either the specialized or the basic skill. If the character used the specialized skill since the last time the base skill was advanced, however, the controlling player may apply the bonus for having used the skill successfully. (The opposite is not true; if the character successfully used the base skill but not the specialized skill, and the player wants to advance the specialized skill, the +1 bonus is *not* added.)

A specialized skill cannot have a skill bonus greater than double the base skill's bonus. The only exception to that rule is following character creation, when a base skill may have a +1 bonus and the specialized skill may have +3. In that case, the character must advance the base skill before he can advance the specialized skill.

ADDING SKILL SPECIALIZATIONS

A character may add skill specializations at any time during play with only a few restrictions. The character must have spent time on specializing, must have enough XPs to purchase the specialized skill bonus, and the number of specializations of a particular skill cannot exceed the skill bonus of the base skill.

Players should work with their gamemasters when they want to add a skill specialization to their existing characters. Gamemasters should not make specialization difficult to accomplish, though the characters should expend a significant amount of time and effort in developing a new specialization. Once the gamemaster has determined that the character has

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spent enough time, the character simply expends enough XPs to purchase a skill bonus one point higher than that of the base skill. The base skill is not advanced; instead, the character purchases the specialized skill as described in the example below.

Angela's character bought a Majesty Air 225 conventional sport aircraft six months ago, and since she flies that plane exclusively, she wants to specialize in flying it. Her Piloting/Aircraft Skill Bonus is +5. Using the Skill Advancement rules in this chapter, her DEX is 6 and her RFL is 5, giving her a base advancement modifier of 11. She has used the Piloting/Aircraft Skill since she last advanced it, adding +1. Piloting is a difficult skill, giving a -2 penalty to the base advancement modifier and bringing that down to 10. She has no related skills of a high enough skill bonus to alter the modifier any further. Looking at the Skill Improvement Costs Table, she sees that with an advancement modifier of 10, she needs 70 XPs to purchase the specialized skill at a +6 Skill Bonus. If she does not have enough XPs to purchase the specialization at one level higher than the current skill bonus, she must wait until she has enough XPs to do so.

BATTLE ARMOR

Though everybody in the Inner Sphere is familiar with what battle armor can do, often only the troopers who use it and the technicians who maintain it have a true idea of how battle-suits actually work. Most people think of them as mini-BattleMechs, not understanding many of the subtle differences in the way the suit technology operates. An understanding of these marvels and how they function adds flavor while playing *CBT:RPG*. The following section describes how battle armor operates from a roleplaying perspective.

CBT: RPG and BattleTech: None of the information in this section has any effect on game play in either *CBT: RPG* or *BattleTech*. It is provided here to enhance the roleplaying aspect of the universe, but nothing in this section should be construed as rules in any way or form.

DEVELOPMENT OF BATTLE ARMOR

The development of battle armor shares the same roots as the creation of the BattleMech back in 2350, when professor Gregory Atlas developed myomer technology. The creation of a material that would contract proportionally to the amount of electricity passed through it found many applications, from artificial limbs to self-tuning guitar strings.

Another early application was the Industrial WorkMech (also known as UtilityMechs and IndustrialMechs). These powerful but clumsy vehicles were commonly used in farming, logging, construction and demolition. Attempts to miniaturize the technology to provide a human with increased strength or speed eluded researchers for many years. Too often they found that shrinking the myomer musculature also reduced its

strength too much. It was not until 2410 that General Mechanics succeeded in developing the first viable industrial exoskeletons. Though they would be used extensively throughout known space, they were not suitable for deployment as combat units.

The Terran Hegemony introduced the BattleMech in 2439, spawning a whole new military industry that grew rich in the spiraling arms race that followed. With massive research and development efforts being poured into BattleMech technology, the idea of outfitting individual troopers with power armor remained in the realm of fiction.

Funding to pursue the idea became available once more when the Terran Hegemony, though at peace with the other Inner Sphere states thanks to the formation of the Star-League, began an ambitious program of military research and development to build up its forces. First Lord Jonathan Cameron was haunted by dreams of the destruction of the Star League and Terra. Though he only spoke of these to close members of his family, his initiatives to make the Terran Hegemony secure resulted in a military renaissance the like of which had not been seen since the introduction of the BattleMech. The most famous (or infamous) of these projects was the Space Defense System (SDS), but secret development of power armor resulted in the Mark XXI Nighthawk in 2718.

The Nighthawk was deployed in Royal Infantry Divisions and the Special Forces Command. The Special Forces Command equipped their elite Special Armed Services troops (the Blackhearts) with the Nighthawk in 2722, where it was an instant success. The deployment of the Nighthawk was never made public and the men and women who used the equipment were so skilled at their jobs that the other Star League member-states heard nothing but vague rumors of some kind of weird sneak suit.

Additional development of the concept was halted in the Inner Sphere with the fall of the Star League and the Exodus of the regular army. Few examples of the Nighthawk fell into the hands of the Successor States, and the Succession Wars destroyed their chances of duplicating the design along with the bulk of the Inner Sphere's industrial base. Only ComStar had the ability to continue research, introducing the Tornado Power Armor (Light) following the secret formation of the Com Guards.

While the Successor States were busy blasting themselves back to the Stone Age, the troops who followed General Aleksandr Kerensky on his fateful Exodus were busy doing the same thing. Only the creation of the Clans by Nicholas Kerensky, son of the great general, halted the Exodus Civil War. Revolutionary advances in weapons technology accompanied the rise of the Clans. Though concentrated on 'Mechs and aerospace development, the strides made by Clan scientists would also have a profound impact on infantry.

The origins of modern battle armor can be traced back to the pressurized diving units developed by Clan Goliath Scorpion for use in exploiting the resource-rich oceans on the planet Dagda. This proto-armor featured myomer musculature,

self-contained air-supply and life-support systems, and heavy, atmospherically sealed bodies designed to withstand the high pressures of deep-sea work. When Clan Wolf observed these suits in use, they quickly realized their combat potential. Consequently, the Wolves obtained a few of the suits and set about adapting them for combat by adding armor, weapons and small jump jets.

The Wolves first deployed their new battle armor in 2868. Later that year, the Wolves faced off against Clan Hell's Horses in a series of Trials. Hell's Horses had been breeding genetically enhanced conventional infantry troops, later called Elementals. After the Trials were concluded, the Horses had obtained battle armor technology and the Wolves had obtained the knowledge needed to create their own Elementals. Almost immediately, the two Clans initiated the tradition of matching Elemental troops with battle armor. Within a short period of time, battle armored Elemental troops were deployed throughout Clan forces.

Clan Wolf initially developed several suits, each tailored to specific environments, and the discovery of HarJel by Clan Diamond Shark (previously named Clan Sea Fox) enhanced the resilience of the suits even more. However, the Wolves soon opted for general-purpose battle armor suited to most battlefield conditions. The Clan battle armor fielded during Operation Revival (the Clan invasion of the Inner Sphere) differed little from the original Wolf design.

Attacked by an unknown enemy from beyond the Periphery in 3050, the Draconis Combine, Federated Commonwealth and Free Rasalhague Republic could do little to slow the onslaught. Not only did the enemy possess BattleMechs the like of which had never been seen in the Inner Sphere, but they were accompanied by giants in power armor. Soon to be known as Toads because they were so hard to kill, Clan Elementals threatened to change the order of battle forever.

Fighting for survival, the Inner Sphere states struggled to duplicate the technology of their attackers. Aided by captured records and a handful of salvaged Elementals, the Federated Commonwealth was the first to field crude battle armor designs. Further refinements resulted in the standard Inner Sphere battle armor deployed by all the Successor States. The Clans too began to adapt their battle armor in light of their experiences fighting Inner Sphere forces. The most common of these modified suits was the Headhunter deployed by Clan Wolf following the election of their Khan to the post of IlKhan.

ComStar's victory over the Clans on Tukayyid bought the Inner Sphere valuable time. The truce that followed witnessed a frenzied attempt by the Federated Commonwealth and Draconis Combine to prepare for the renewed onslaught. House Kurita had significant success with their battle armor development program, especially with the Kage design created for their DEST units. Even as the Combine leapfrogged the early designs fielded during the invasion, the Free Worlds League, Capellan Confederation and Word of Blake surpassed the Dragon

Concerned by the massive leaps made by the Inner Sphere in developing battle armor, the Clans began to develop

new designs of their own to maintain supremacy in the field. Going back to some of the early designs previously discarded when the standard Elemental was adopted, the Clans fielded a handful of new models before the Inner Sphere, unified under the banner of a new Star League, launched a campaign that culminated in the destruction of the Smoke Jaguars and the end of the invasion in the Great Refusal fought on Strana Mechty.

Both the Inner Sphere and the Clans continued their development efforts following the end of the Clan War, with the uneasy peace of the Inner Sphere set on a seemingly inescapable spiral into conflict between League member-states and the Clans battling for possession of the resources of Smoke Jaguars and the Nova Cats (who fought on the side of the Star League in the Great Refusal and were subsequently cast out by the surviving Clans).

BATTLE ARMOR ANATOMY

Given that the Inner Sphere developed battle armor technology from captured Clan equipment, the two types of battle suit are naturally similar in construction. The Clans use more sophisticated materials (especially in creating incredibly effective armor), but at a cost. Battle armor manufacturing requires access to materials that are somewhat scarce on the resource-poor Clan worlds, but are more abundant (given the significantly greater number of developed worlds) in the Inner Sphere.

Possession of captured Inner Sphere planets has allowed the Invading Clans to step up battle armor manufacturing to the point where the expansion of their battle armor formations is only limited by the availability of suitable personnel. Even second-line formations are receiving new suits rather than the hand-me-downs they previously had to work with.

The Diamond Sharks have been quick to move in on a lucrative market, trading excess Jade Falcon and Ghost Bear battle armor for advanced Home Clans technology, such as the advanced tactical missile system and heavy lasers.

Chassis

A suit of battle armor consists of a chassis to which all other components are affixed. This chassis is a sophisticated metallurgical composite similar to the endo-steel used in BattleMech manufacturing. Sophisticated zero-G manufacturing plants are required for production, along with raw materials that are uncommon on most planets.

To date only the Inner Sphere has deployed battle armor employing a quad chassis, the concept having failed to impress any Clan Elemental.

Power

The chassis incorporates a high-capacity power pack sufficient to operate the unit for twenty-four hours in combat conditions. Additional steps to conserve power can stretch this supply out, but the suit cannot operate effectively in combat when doing so.

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Though the Clans have lightweight fusion reactor designs that could power battle armor, the small, lightly built fusion reactors do not have the same degree of protection as even the smallest BattleMech-scale fusion engine. The catastrophic effects on the trooper when the reactor strapped between his or her shoulder blades loses containment makes it impractical to use on combat units. An early Nova Cat experiment graphically demonstrated the dangers involved. Minor damage to one member of the experimental Point (which telemetry showed would not even have wounded the trooper) resulted in a containment failure that vaporized the unfortunate Elemental. Shrapnel and exploding ammunition from the vaporized trooper triggered the reactors of two other members of the unit and detonated the ammunition of the light OmniMech they were riding on at the time.

Battle armor can be fully recharged in under an hour with the standard heavy-duty recharger used throughout known space, or one and a half hours from a Clan fusion recharger. Though the integral power pack cannot be quickly replaced, some new designs include auxiliary pack that can be swapped out by qualified personnel in about five minutes.

Control

While quad battle armor is operated like most other most combat systems in use today, to operate humanoid battle armor the trooper just wears it. The key to the system lies in negative feedback and amplification.

The inside of the suit is a mass of pressure receptors that detect any movement made by the wearer, then move the suit in the direction required to relieve the pressure. This negative feedback system works in conjunction with the suit to amplify the movement, allowing the trooper to move almost as freely as if he or she were not wearing a suit (though some of the heavy units have a constrained range of motion and speed).

The suit control systems aid the wearer in the more complex process of jumping and (more importantly) landing. The automatic systems can be overridden for better mobility, but only a skilled trooper can usually get away with this. One of the most common causes of accidents during training is when a novice attempts a fancy move, such as cutting the suit jets in mid-flight for a few seconds to throw off the enemy's aim.

By its nature, this control system requires that humanoid battle armor be custom-fitted to the trooper, a process that can take a qualified technician several hours. This also means that a trooper cannot just jump into somebody's battle armor and head off to war.

With only the head free from the control system, all other operations are voice or eye-movement activated, with a heads-up display on the faceplate to display information to the trooper.

The quad designs introduced by the Inner Sphere operate more like a conventional vehicle, though the warrior is actually lying perpendicular to the ground in the suit. However, they lack the control and mobility seen with the EI implant technology used by the Clans in their ProtoMechs.

Battle armor equipped for VTOL flight or submerged maneuvering is controlled differently from ground movement and jumping. The trooper controls direction of travel through shifts in body posture, leaning forward or back to dive and climb and leaning to the side to turn. Velocity is controlled by a small thumb-wheel throttle or voice command.

No collision avoidance systems are built into the design, as they were found to be too restricting for the trooper in combat. Flying a suit of battle armor is no job for the untrained, and training accidents help whittle down Clan sibkos in the months before the would-be warriors undertake the Trial of Position.

Musculature

Battle armor relies on the same myomer technology as the BattleMech for strength and ground speed. The synthetic material operates like muscle tissue by contracting when an electric current is passed through it, though without the aerobic or anaerobic respiration experienced in living tissue, so it does not become fatigued.

The force of the contraction is proportional to the power applied across the myomer bundle, with the electronics that control the negative feedback and amplification systems translating the motions of the trooper into the correct signals to perform the required movement.

Propulsion

When not relying on the myomer musculature to propel it across the battlefield, battle armor can also use other methods of propulsion. The most common are jump jets that allow the suit to not only leap significant distances and clear small buildings in a single bound, but also to operate as mechanized battle armor or employ the dreaded Swarm attack.

Vertical Take Off and Landing (VTOL) systems have also been successfully employed with lighter suit designs, but have proven impractical for the heavier chassis. The Inner Sphere has yet to develop the flight control systems to allow this concept to be developed into a usable design.

Underwater maneuvering systems have been integrated into a few designs that operate with speed and grace in a significant body of water. Like VTOL systems, the Inner Sphere is lagging behind the Clans in this area of battle armor design and has no comparable production version in the field (or lake).

Life Support

Battle armor offers the trooper wearing it a completely sealed environment, allowing operations in hostile surroundings such as the vacuum of space, or in a toxic atmosphere. A filter system, comparable to the standard-issue filter mask, allows the trooper to use the local atmosphere. Depending on the level of atmospheric taint, the filters have to be replaced after 24 to 72 hours of use and are routinely replaced during suit maintenance. A completely self-contained twelve-hour oxygen supply is built into the suit and is used when the environ-

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ment cannot provide a breathable atmosphere or to protect against attacks using biological weapons.

Both the Inner Sphere and Clan suit designs incorporate medical monitoring and aid systems that constantly track the condition of the trooper. In the event of injury, the system can administer drugs to keep the trooper active, or in the event of a debilitating wound the system will attempt to stabilize its patient's condition while the suit's homing beacon is activated. These drugs must be replaced once a month, a task that is part of the regular maintenance cycle.

Electronics

All battle armor is outfitted with a suite of sensors to aid the trooper. Equipped with IR and light amplification systems, battle armor troops can operate in almost any environment, at any time.

Most suits have communications equipment with a range up to 50 kilometers, while command suits often have the ability to uplink to military satellites or other long-range communications assets. Some battle armor is also outfitted with advanced sensors and Electronic Countermeasures (ECM), making them ideally suited for reconnaissance and infiltration duties.

Armor

Over the chassis and the myomer musculature is the suit armor. Made up of interlocking plates, this material is far more effective than any other personal armor. Battle armor can often survive strikes by heavy battlefield weapons and artillery and keep on fighting. This apparent imperviousness to damage was the factor that most unnerved Inner Sphere troops when they first encountered battle armor.

By weight, the armor used on battle armor suits is stronger than that used on other combat units. Attempts to scale it up for use on BattleMechs have proven ineffective as larger or thicker plates tend to fracture catastrophically when hit by heavy weapons fire. Mounting armor in smaller sections is likewise ineffective, as the extra bracing and internal structure required negates much of the weight saving and significantly complicates maintenance.

As with other technology, the Clans have a significant lead over the Inner Sphere powers in producing the advanced composite used to plate their battle armor. The Free Worlds League has succeeded in reproducing the Clan technology, but they jealously guard their production techniques, which are also prohibitively expensive.

The Inner Sphere introduced some new concepts to battle armor when it produced its own versions, often incorporating stealth and active camouflage systems into the armor plating. Though the Clans possess the technological know-how to do the same, they have not made widespread use of such systems, possibly viewing their use as dishonorable. Only time will tell if more pragmatic considerations will result in the Children of Kerensky introducing such technology. The development of fire-resistant armor by Clan Fire Mandrill certainly

shows that the Clans are more than willing to pursue the development of advanced technology.

One advantage the Clans have that the Inner Sphere is unlikely to duplicate is the HarJel system incorporated into the suit's armored shell. This system rapidly seals breaches in the armor, protecting the trooper from further attacks and the environment.

Weapons

A wide variety of weapons can be used in conjunction with battle armor. Most suits can carry one or more heavy weapons capable of inflicting appreciable damage to hard targets, such as BattleMechs, military vehicles and other battle armor units. These primary weapons are often supplemented with missile launchers and anti-personnel weapons. Some designs include other exotic weaponry, such as bomb racks, pop-up mines or mine dispensers.

Internal heat generated by the trooper and the suit's systems is vented from the suit via an efficient heat transfer system that uses coolant similar to that employed in MechWarrior cooling vests. All weapons have integral heat sinks and cooling systems that operate independently of those built into the suit.

BATTLE ARMOR OPERATIONS

There are many hidden aspects of battle armor operation that would surprise the layman. Despite the advantages of the inherently instinctive operating interface, a suit is still a complex piece of equipment that takes experience to handle well.

Suiting Up

Battle armor designers create these units so that a trooper can get in and out of a suit unassisted. Experience has shown that while doing this is possible, the trooper rarely gets the armor seated "just right," often resulting in minor chafing or lack of motion. This has no significant impact on the operation of the battle armor in combat, but troopers prefer to have the aid of a technician or two squad mates to assist in the suiting-up procedure (which can take between 3 to 5 minutes).

Mechanized Battle Armor

When the Clans first developed battle armor, they had already been fielding the first generation of the OmniMech for several years. The introduction of the new "Super Trooper" prompted the scientist caste to look at ways to allow the two to integrate into an effective combined force on the battlefield. Early operations showed that battle armor could be highly effective, but several early disasters occurred when OmniMechs and Elementals became separated. In the fluid and highly mobile battles so common in Clan Trials, it was all too easy for OmniMechs to outpace the slower battle armor. The solution came with the development of the mechanized battle armor concept.

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To the layman, mechanized battle armor consists of nothing more than a few handholds bolted onto a BattleMech with people in big armored suits hanging off them. Anyone subscribing to this simplistic view fails to appreciate the complexities involved.

Battle armor can only ride on OmniMechs because of the unique programming incorporated into the 'Mech's control systems that allows it to compensate for the shift in weight and balance when different pods are mounted on the OmniMech chassis. This same programming compensates for the shift that occurs when battle armor mounts and dismounts. Without this system it would be all too easy to send a speeding light 'Mech spinning off balance when a Point elects to leap from their ride in the midst of combat. The Capellan Confederation circumvented this problem with its Fa Shih suits, suggesting that they have added programming to the suit control systems to compensate—effectively solving the same problem from the other end.

However, maintaining control is not the only advantage of the OmniMech. As the two weapon systems were designed to complement each other, the attachment points also include a hard-wired communications link and a power tap from the OmniMech's fusion reactor. These systems allow the MechWarrior and the Point members to communicate without breaking radio silence (on more than one occasion, Elementals have served as "messengers" to pass orders between units when terrain made line-of-sight laser communications impractical), and allows the battle armor to recharge their own internal power packs while hitching a ride.

Attempts by the Inner Sphere to adapt standard BattleMechs with these additional systems have proven uneconomical and unreliable.

Combat Drops

Battle armor is can be deployed from DropShips in the same manner as BattleMechs, using a re-entry pod for a risky orbital drop, or more safely waiting until the DropShip has entered the atmosphere above the target.

Atmospheric battle armor deployment can also be performed from atmospheric craft, aerospace fighters and small craft, but this method of transport is too constricting to allow the use of disposable jump packs, and so is limited to suits with integral jump jets.

Maintenance and Repair

Though lacking the complexity of a BattleMech, battle armor still requires significant resources to keep a unit in the field. Most designs require three to five hours of weekly preventive maintenance. While Inner Sphere troops often have the training to perform most of this in the field themselves, the Clans caste system leaves all such duties to members of the technician caste (necessitating the exposure of non-combatants to serious danger during prolonged engagements).

In the event that a fault develops in a suit, or combat damage is too extensive for field repairs, the task of preparing a replacement suit can be a long and involved one. Two technicians (or trained personnel) have to work between ten and twelve hours to break a new suit out of storage, then spend another hour with the trooper to modify the suit for a perfect fit. It is possible to hurry the process, but the results are often unsatisfactory.

Fixing combat damage can take anywhere from half an hour to days, depending on the nature and extent of the damage. Perversely, the HarJel substance used by the Clans can significantly complicate the process, as the self-sealing patches have to be laboriously removed before the real task can begin.

Clan suits normally have their HarJel reservoirs topped up during weekly maintenance or after combat, but the whole system has to be completely purged every three months (though the HarJel remains potent for up to six months in favorable conditions).

BATTLEMECHS

For centuries the BattleMech has represented the pinnacle of technology in the realm of humankind. A 'Mech is a home for and in some cases an extension of player characters in *CBT:RPG*. An understanding of these magnificent devices and how they operate adds flavor and respect for the BattleMech while playing *CBT:RPG*. The following section describes how 'Mechs operate from a roleplaying perspective.

CBT:RPG and BattleTech: None of the information in this section has any effect on game play in either *CBT:RPG* or *BattleTech*. It is provided to enhance the roleplaying aspect of the universe, but nothing in this section should be construed as rules in any way or form.

KEEPING A 'MECH RUNNING

The amount of diagnostic information needed to keep a BattleMech functioning is phenomenal, even by the standards of the 31st-century technology that supports it. Most interpretation of information is performed by the diagnostic interpretation (DI) computer, which keeps track of all static heat build-up indicators, neurohelmet gyro reset, and relatively mundane tasks such as stabilization of the magnetic bottle in the fusion reactor. The DI receives its information from a virtual web of sensors (including heat, radiation, shock, erosion and others) lining the hull of a 'Mech, and gets further information from subordinate sensing equipment. For all intents and purposes, the DI is a fully self-contained local area network designed to provide the MechWarrior with the ability to pilot and fight in his 'Mech. The diagnostic interpretation computer is critical to standard battle computer operations that allow a BattleMech to move and fight.

All sensors and other interpretive computers are subordinate to the DI. Each weapon has a diagnostics mechanism that indicates when it is ready to fire and when it has jammed or malfunctioned. This information is fed back to the DI in constant network packets until the malfunction has cleared or the status changes in some way. Some more advanced computers, such as those used by the Clans, also give the reason for a jam or malfunction, and occasionally can clear a problem without interference or input from the MechWarrior.

Armor status is an important consideration for every MechWarrior, and the DI sensor network is interwoven into each armored plate on the BattleMech as part of standard

installation. The DI systematically checks what percentage of armor remains intact on the BattleMech and feeds that data to the battle computer for relay to the cockpit. It is also an excellent way for the diagnostic interpreter to tell the stabilization loop if there will be a problem with one limb or another; the fewer sensors available in the area, the more likely that there is greater strain on the limb.

The DI network is also wired throughout the BattleMech's internal honeycombed framing. Like the armor plate sensors, it relays internal damage as well. The internal network is also responsible for measuring electronic impulses through the myomer muscles of the BattleMech. Any reduction indicates damage and the information is constantly fed back to the DI during its normal systems loop. The DI network also measures myomer tension and electrical charge status to determine the extent of damage done to the muscles of the 'Mech. This constant monitoring and adjustment allows the BattleMech to "lean into" incoming fire as a means of maintaining balance or resisting impact to lessen the damage.

The sensor web within the BattleMech makes use of whatever means possible to relay the information, passing message packets around the electronic network. The sensor information packets seek the DI computer and can relay through any available undamaged sensors. Even a limb that is hanging on by a lone piece of armor can relay information about the gear in that arm and the status of the arm through the sensor grid woven into the remaining armor. Packets usually transmit via two paths at all times so that if one data pulse is damaged and lost in combat, the other pulse usually will reach the DI computer.

Neurohelmets primarily provide an interface between the BattleMech and MechWarrior for the purposes of maintaining a BattleMech's balance. Advanced neurohelmets, such as those used by the original Star League Army and the Clans, also provide some sensory feedback and additional information. When concentrating, a MechWarrior can get sensor data without resorting to data display screens, though this "virtual reality" is not particularly intense and is easily overwhelmed by the MechWarrior's natural senses.

Communications is also an important consideration in battle. A BattleMech's communications (comm) gear has its own diagnostic computer to ensure that the MechWarrior can cut through the static and chatter of a battlefield. However, the alert sensors on the communications equipment are in almost constant operation as the antenna and tight-beam transmission arrays are seemingly always the first things to be destroyed in combat. Most MechWarriors use their battle computers to filter out the warnings tracked and analyzed by the DI computer.

A BattleMech has many other sensors and diagnostics, all of which have cockpit displays in addition to checkpoints dotting the hull. The checkpoints are used by engineers to discover problems during repair and refit. These monitoring sensors are all linked with the armor and internal structure sensor net inside the 'Mech, essentially allowing a technician to "look

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under the hood" of the BattleMech without removing all the armor and myomers.

A series of feedback sensors is embedded throughout the internal structure of the 'Mech as well. Like the communications diagnostics computer, most of these other sensors' warnings can cut out before combat. Of course, they can be reinstated at any time. These other diagnostics include jump jet ready indicators, ammo low/critical, heat build-up, proximity warning alert, incoming transmission clarion, Identification Friend or Foe engaged/disabled and limb overstress indicators. The most important of these are the engine shielding sensors that track the status of the fusion reactor core and its magnetic shielding. The DI sensors attached to ammunition storage/containment systems are usually related through the battle computer to the ejection system, allowing a MechWarrior to automatically punch out in the event of an ammunition explosion.

Other warning indicators might exist depending on the type of 'Mech. BattleMechs equipped with antimissile systems have incoming clarions, quad BattleMechs are usually equipped with a ground stability sensor, and lances with 'Mechs carrying the Beagle probe have an additional triangulation

interpretor for the targeting and tracking system.

DI computers have a small black-box device, usually stored in the back of the cockpit. These small once-written chips in a special blast-proof container act as a cockpit recorder for the BattleMech and are commonly known in MechWarrior circles as BattleROMs. Each set of BattleROM chips can store the last 200 active hours in a 'Mech. Even in the most serious failures, such as a fusion reactor explosion, the black boxes usually survive intact enough to provide investigators with details about the operations and status of the BattleMech up until its demise. These devices are often used in court-martial cases because they are difficult, if not impossible, to tamper with using equipment in the field.

The 'Mech's battle computer is the key to filtering data from the DI computer to the MechWarrior. It interprets input from the DI, turning the data into useful information. Located in the cockpit, the battle computer coordinates all weapons targeting and tracking systems, feeding data to them and to the MechWarrior from internal checks run by the DI computer. The battle computer also controls the TICs (Target Interlock Circuits) of the 'Mech.

While the DI computer monitors and coordinates the BattleMech's internal operations, the battle computer coordinates overall movement and fire. It makes sure that when a MechWarrior turns to fire his or her PPC, the weapon turns to face the same target and fires when the command is given. The DI computer can serve as backup for the battle computer with usually only a 30 percent reduction in operation. The battle computer can likewise act as backup to the DI computer, but reduces the amount of information that can be gathered and operates the 'Mech at 60 percent of normal function. This

means very sluggish movement, 60 percent of sensors not functioning accurately or with current data, and weapons unable to track and accurately hit opposing 'Mechs.

THE BATTLEMECH COCKPIT

A 'Mech cockpit is similar to that of a late 20th-century jet fighter in terms of sophistication and function. Cockpits are more than simply the control centers and brains of a BattleMech. Often in extended campaigns, the MechWarrior will literally live in his cockpit, sleeping as well as fighting there.

There is virtually no standard cockpit layout for BattleMechs. Many military techno-historians compare the modern BattleMech cockpit to that of 20th-century automobiles (and their 31st-century counterparts). As Thelos Auburn put it in his book, *The Metal Beast*, cars all have similar cockpit components in terms of controls for lights, acceleration, braking, speedometer, internal environment and so on, but each automobile design positions these controls differently. Some, such as brakes, all operate the same way. Others, like windshield wipers, operate differently and sometimes are difficult to locate and use. BattleMechs are very much the same.

It is therefore virtually impossible to call a design "standard," but they are all similar. Ions are easy, even for rookie MechWarrior.

Clan cockpits tend to be much narrower than Inner Sphere 'Mechs, limiting space for additional displays. Many contemporary Inner Sphere MechWarrior layouts as too confining, but they offer a different view of warfare.

Given the complexity of piloting a BattleMech, years of training needed just to be called a pilot. The monitors below describe the standard cockpit layout at most MechWarrior academies in the Inner Sphere and the Clans. Most pilots, having grown accustomed to such layouts, rarely change the way data is displayed. Nevertheless, most newer BattleMechs include the ability for the MechWarrior to customize his or her cockpit. For example, a particular MechWarrior may replace the damage display with a radar display instead.

Multi-functional switches were tried on several BattleMech models in the early years of 'Mech development. However, it was soon determined that for ease of repair and replacement—not to mention the problem of multi-functional switches knocking out the cockpit—are controlled by a single, dedicated switch.

The following is a typical layout of an Inner Sphere Industries T-IT-N10M *Grand Titan* BattleMech production in 3054.

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Left Control Panels

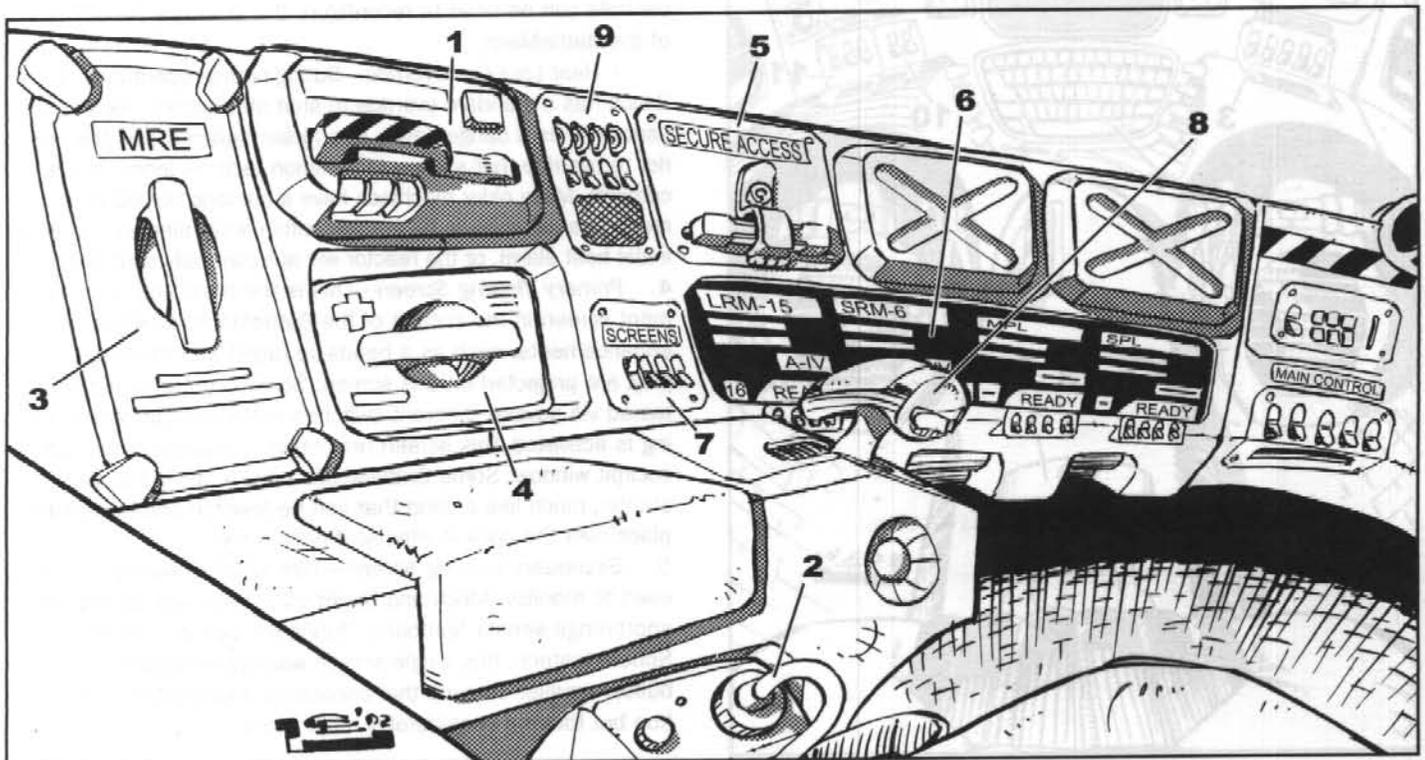
1. *Access Hatch and Controls*—Most BattleMech access hatches use a similar system. A set of sealing controls next to the hatch locks the cockpit against outside intruders. As part of these controls the MechWarrior also has an emergency blast release button that will blow the locks off from inside the 'Mech in an emergency.
2. *Water Supply*—Two gallons of fresh water are stored in a removable container.
3. *Food Storage*—Usually five days' worth of rations are stored in this wall-mounted containment unit. Along with the food are utensils, mess kit and water purification tablets.
4. *Medical Kit*—Located near the hatch in the event of an emergency exit, this kit is a standard Medipack. Many MechWarriors supplement the standard kit with a Preserving Sleeve and so on.
5. *IFF Transponder Bank*—Located beside the battle computer, this usually sealed access panel holds the current circuit card encoded with the BattleMech's Identify Friend or Foe Transponder. These cards are changed and standardized for a unit prior to battle so that confusion is kept to a minimum. The system transmits standard DI computer information to other friendly BattleMechs, as well as the 'Mech type.
6. *Left Weapons Display and Status*—These displays show half the weapons carried by a 'Mech as well as their ammunition count. A series of toggle switches allows them to be locked to one of the Target Interlock Circuits. The weapons display also shows weapon recharging or reloading status.
7. *Primary Screen Selectors*—These switches allow the MechWarrior to alter what he or she is viewing on the primary

cockpit screen. One switch is a toggle to turn the active sensors on or off. This reduces the BattleMech's ability to see or be seen by the enemy, though manual targeting is still possible. The second switch allows the primary screen to show active IFF transponders. When active, a 'Mech cannot lock onto a friendly BattleMech. The third screen selector is usually optional and allows a 'Mech to activate an external searchlight, if equipped with one. The remaining switch is an infrared tracking system that displays all images on the primary screen as IR targets, usually painting them in bright red or green.

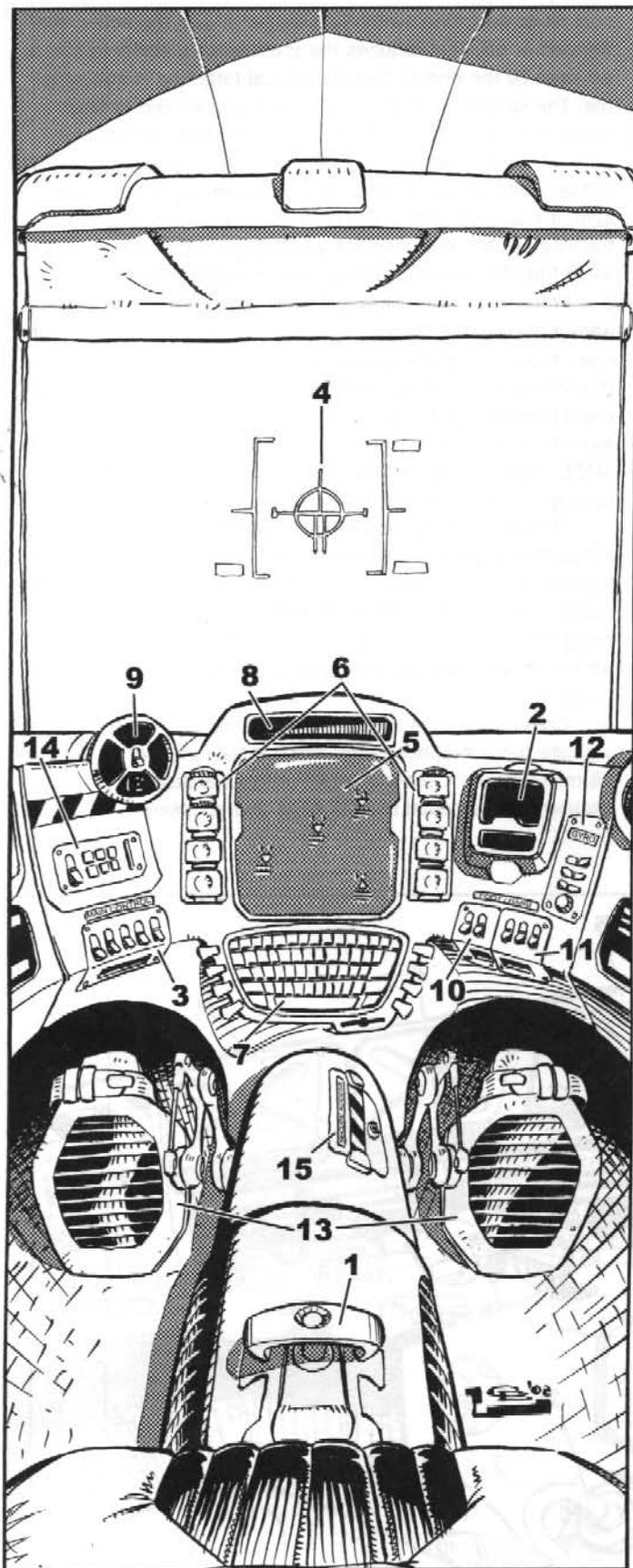
8. *Primary Throttle*—Moving the throttle forward allows for forward running, while backward moves the 'Mech backward if the main rocker switch for reverse movement is activated. The thumb button is used to shift or adjust the throttle, locking it in place when not pressed. If the 'Mech is equipped with MASC, it will have a second throttle-control thumb switch for engaging the MASC system. When engaged, the computer message relay will display "MASC" until the system is deactivated.

Though not included in this design, some BattleMechs mount two joysticks, with the second mounted in the same location as the right-hand stick, but on the left arm of the command couch; the throttle is moved further back. This arrangement allows a pilot to control half of a BattleMech's arsenal with each stick and permits separate control of arm movements.

9. *Communications System Voice Controls*—These controls activate the microphone built into the neurohelmet or the cockpit microphone. A second set of controls engages the BattleMech's external microphones and speakers.



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Center Control Panels

1. *Emergency Ejection Handlebar*—This system requires the MechWarrior to pull the arm and turn it slightly. Once done, the cockpit canopy is blown away by a series of explosive bolts, the warrior's neurohelmet is disconnected and the cockpit seat is ejected clear of the BattleMech. Some systems are more sophisticated, such as the *Hatchetman*, which ejects the 'Mech's entire head. The firing mechanism is fairly standard, however.
2. *Computer Message Relay*—This system relays information from the DI computer through the battle computer, providing the MechWarrior with information critical to the operation of the BattleMech. Critical damage information and messages concerning possible heat damage or weak armor are displayed here.
3. *Main Control Rocker Switches*—These controls enable the MechWarrior to better monitor and control operations. Each switch performs a different function, as outlined below.
 - *Cross-hair Window Limiting*—On the primary screen, this overrides the targeting and tracking system, allowing the MechWarrior to track a target into the far edges of the primary screen beyond the normal firing pattern of the weapons system.
 - *Reverse Movement Rocker*—When this system is engaged, the BattleMech can move in reverse. The system must be used in conjunction with the throttle controls.
 - *Rotate Torso*—When engaged, the MechWarrior can adjust the BattleMech's torso using the torso rotation control studs (see below).
 - *TIC Reconfiguration Switch*—When engaged, the MechWarrior can adjust and reset the Target Interlock Circuits on the side weapon status displays.
 - *Sensor Reconfiguration Control Switch*—These sensor controls can be used to reconfigure the scanning capabilities of the BattleMech.
 - *Heat Lock-Out Override*—During normal operations, a 'Mech has a standard override to shut off weapons fire when heat reaches a danger level. This rocker switch allows the warrior to override that system (a common tactic in Inner Sphere combat). Many older machines have a numeric keypad that requires a set code to be entered within a set time limit after an initial heat alarm, or the reactor will automatically shut down.
4. *Primary Viewing Screen*—This is the main weapons/movement screen in the cockpit of the BattleMech. All systems enhancements, such as a heads-up target and tracking display, are projected on this screen. Screen control is maintained via several different switches in the cockpit. When nothing is activated, this screen resembles a polarized armored cockpit window. Some BattleMechs have a shield roll-away shutter, much like a blind that can be lowered and locked into place over the cockpit window if necessary.
5. *Secondary Viewing Screen*—This smaller viewing screen is used to monitor 'Mech and target status, as well as long- and short-range sensor feedback. During the period of Inner Sphere lostech, this single screen was replaced with four bulkier smaller screens that constantly displayed this information but took up considerably more room.

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6. *Secondary Viewing Screen Controls*—These switches allow the MechWarrior to better monitor his/her sensors and battle computer data on the secondary screen. Only one switch can be activated at any given time. The controls are described below.

- *Short-Range Scanner Sweep*—This provides a MechWarrior with a two-kilometer sweep. The 'Mech sensors check for heat signatures, large-scale motion and reactor radiation signatures. In the center of the screen the scanning 'Mech is displayed and all targets are shown in respect to the scanning 'Mech's position. Short-range sweeps do not show terrain features. Friendly 'Mechs are identified by icons and by name from IFF transponders (if activated).

- *Long-Range Sensor Sweep*—This scanning system shows a 32-square kilometer map, usually relayed to the battle computer from satellites. Terrain features are shown on the long-range sweep, along with any known friendly 'Mechs on the map. Enemy 'Mechs are usually displayed as well, but no detail can be obtained unless they are within two kilometers of the scanning 'Mech.

- *Armor Damage Status Screen*—Data from the DI computer is relayed to the battle computer and provides a schematic of the amount of damage the BattleMech has

taken. A projected 'Mech outline is shown on the secondary viewing screen, with damage indicated in varying shades ranging from red to black.

- *Internal Damage Status Screen*—Lost weapons or damaged components are displayed on the secondary viewing screen so that the MechWarrior can determine the status of his or her 'Mech. A blank display indicates no internal damage. Any component shown on the screen indicates that it is either damaged (yellow) or destroyed (red).

- *Enemy Armor Damage Status Screen*—When activated, the secondary monitor shows the armor loss of any enemy 'Mech it is locked onto.

- *Enemy Internal Damage Status Screen*—When engaged, the secondary screen shows a MechWarrior the destroyed components on any 'Mech the system is locked onto. It will also show the heat build-up of any enemy BattleMech and can even relay engine output data.

- *Beagle Active Probe Sweep*—In 'Mechs equipped with a Beagle active probe, this switch shows a more concentrated sensor sweep on the secondary monitor, displaying any shut-down or concealed BattleMechs and/or troops.

7. *Battle Computer Keypad and Disk/Chip Input Slot*—This is the MechWarrior's personal control and programming system for the battle computer/DI computer interface. Entered text is displayed on the secondary screen. The most important control on this keypad is the toggle for transferring backup of the DI or battle computer systems to each other. The small diskette drive is designed to hold computer disks with inset chips for customized programming or full system reloading.

These controls are most commonly used to activate the security system before a MechWarrior departs his or her 'Mech. A MechWarrior can also program a 'Mech to self-

destruct by overriding the safety protocols of its fusion reactor and letting the system overload and explode, though such programming is rare and often a last-stand effort. More sophisticated programming, such as deliberately rigging sensor ghosts or sabotage, usually requires programming off-site using a large-scale repair computer system.

8. *Heat Scale*—This shows a standard heat readout for the BattleMech, displaying the information in green (safe levels), yellow (risk levels), and red (danger levels).

9. *Anti-Missile Warning System*—In BattleMechs equipped with anti-missile defense systems, this large red warning light will engage whenever enemy missiles are fired at a BattleMech. A separate digital readout indicates the amount of anti-missile ammunition remaining in the system. The single control stud allows automatic firing of the anti-missile system. This weapons system operates independently of the right and left weapons displays.

10. *'Mech Kick Control Switches*—When engaged, the foot pedals can be used to kick the 'Mech legs rather than move. The two switches control which leg is kicking when the pedal is pressed. The system also boosts the access control of the neurohelmet so that the MechWarrior can use the helmet for greater gyro control.

11. *'Mech Punch and Grab Controls*—The firing joystick into arm/hand controls. Three primary switches activate the arm and one for both to mimic the pushing and/or charging). A hand control for the MechWarrior's own grip on the 'Mech. The major glove-like sensors on either side of the hands of the 'Mech. The major sensors which the MechWarrior places his hands on are the hand actuators of a BattleMech's hands. Full

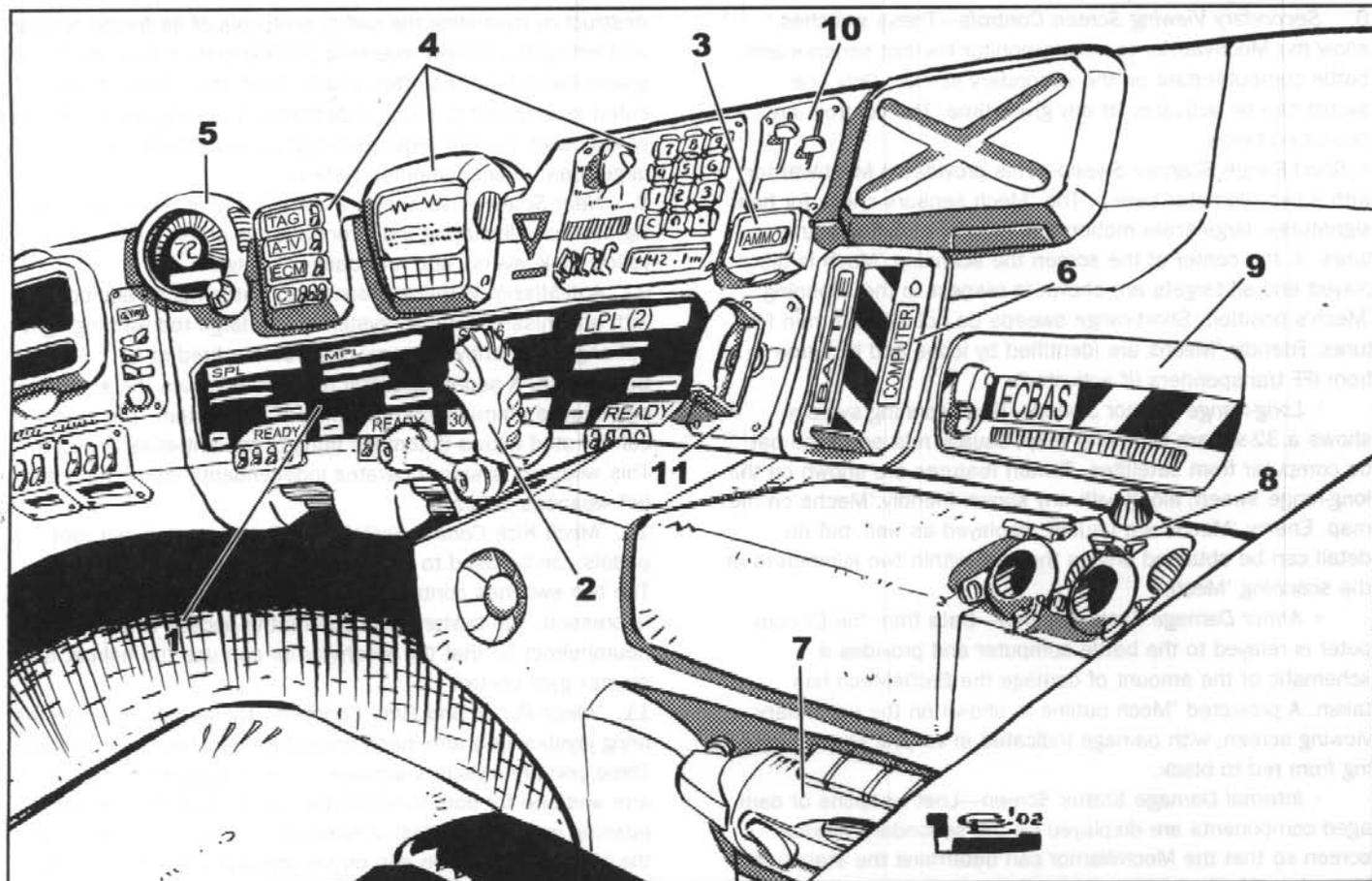
controls down can lock the hand actuators. When a grabbed item is firmly held, such as during punching, the controls turn the 'Mech's joystick for jabbing and punching. Both of the hand and arm) are supplemented by specific controls from the neurohelmet.

12. *Gyro Start-Up and Calibration Controls*—These are used to turn on the gyro for movement. The hand control knob can be used for limited speed control should the neurohelmet be damaged.

13. *Foot Movement Control Pedals*—These allow the MechWarrior to turn the BattleMech (when the kick control switch is activated). Pressing one pedal turns the 'Mech in that direction.

Pressing both pedals forcefully to the floor engages a BattleMech's jump jets; provided the MechWarrior is not in them. Once the jump jets are engaged, the right and left side exhaust ports is controlled by a single pedal. Sharply pressing both foot pedals more disengages the jump jets.

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14. *DI Computer Access and Primary Controls*—This small panel allows the MechWarrior to engage or disengage the DI computer network in the BattleMech. Techs primarily use the panel to gain access for repairs or replacement.

15. *Security Control Circuit Box*—Located near the foot pedals, this small box contains ROM circuits encrypted with the BattleMech's security access codes.

Right Control Panels

1. *Right Weapons Display and Status*—These displays show half the weapons carried by a 'Mech and their ammunition count; a series of toggle switches allows them to be locked to one of the Target Interlock Circuits. The weapons display also shows weapon recharging or reloading status.

2. *Weapons and Arm Joystick Control*—This joystick is the primary firing control for the BattleMech. The joystick itself has several firing buttons (three to six, depending on the model), one trigger finger, three on top, one thumb button on the left side and a pinky button on the right. Each of these corresponds to one of the TICs. The finger rests on the joystick are sensitive control surfaces so that the MechWarrior can use it to control the BattleMech's hands when the punch-and-grab controls are activated. Most older machines use glove-like sensors on either side of the command couch, into which the MechWarrior places his hands, for dexterous movements of a

BattleMech's hands. When used to control the arms for reaching and punching, the joystick moves up and down as well as side to side.

3. *Emergency Ammo Dump Control*—Ammunition explosions in a BattleMech can spell a quick end to both MechWarrior and machine. This switch, when used in conjunction with the right/left weapons display and status, allows the MechWarrior to eject all ammunition from one weapons system.

4. *Communications Controls*—This small workstation/display enables the MechWarrior to communicate with other 'Mechs or a command structure. The system uses a series of short-beam/tightbeam microwave transmitters to relay data. Direct communication occurs via standard radio; however, all 'Mechs can use laser communications by sending a communications burst to a receiving 'Mech or satellite for relay.

Many neurohelmets include sensors that allow for communication channel switching simply by rapidly clenching and unclenching the jaw, or by opening the jaw wide. The MechWarrior determines the specific manner of the switching and which channels are used. Specific controls are as follows:

- *Guardian ECM Suite*—This system allows extensive ECM jamming.

- *Communications Mode Selector*—This system allows the MechWarrior to change communications modes from microwave to standard to laser to radio.

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- *Frequency Code*—With over 9,999 known frequencies, this code allows the MechWarrior to issue commands on a specific frequency.

- *Secured Transmission Switch*—When engaged, this control narrows the transmission beam and scrambles the message for the receiver to unscramble. While this narrowing of the microwave beam often means that some messages cannot be transmitted, it is the standard way of sending secure data and information.

- *TAG Engagement Control*—This system allows target acquisition gear to engage and transmit on its own frequency.

- *C³ Computer Relay*—This control allows a Command/Control/Communications computer to tie in to the battle computer for data relay to other 'Mechs on the net.

- *Artemis IV Fire Control Activator*—This switch enables the Artemis IV fire-control system. It ties all missile batteries in to the system and shows the heads-up display (HUD) on the primary display screen with bright pink for all Artemis IV-controlled shots.

- *Standard Jamming Gear*—This is the standard short-range jamming gear. It enables a 'MechWarrior to jam communications up to two kilometers away against any BattleMech currently targeted on the primary viewing screen.

- *Frequency Search Controls*—This set of switches allows a MechWarrior to attempt to intercept and listen in on other communications on a battlefield. If engaged, the MechWarrior cannot use his or her communications gear to contact other units.

5. *Cockpit Life Support Controls*—This set of controls determines ventilation airflow in the cockpit and provides the MechWarrior with a readout of the current cockpit temperature and life support status.

6. *Battle Computer*—This is an access panel to the BattleMech's battle computer system.

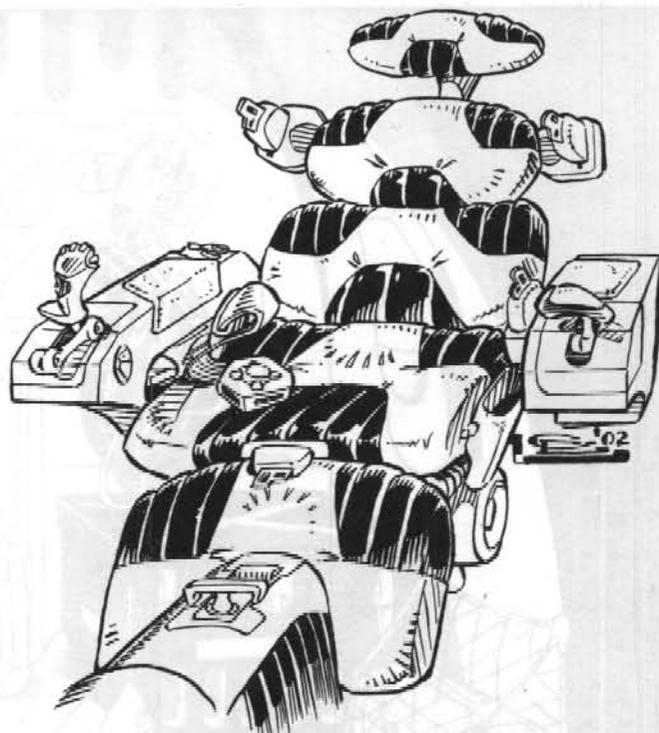
7. *Fire Extinguisher*—This small removable fire extinguisher is usually a last-ditch tool for a 'MechWarrior to use in the event of a fire.

8. *Coolant Lines Control Surface*—This is where a MechWarrior attaches his or her coolant suit to the BattleMech's life support system. A flow indicator control knob allows the user to set the coolant flow rate. This line automatically detaches if the ejection system is activated.

9. *ECBAS (Emergency Cockpit Blast-Away System)*—Similar to the ejection system, this control stud fires explosive bolts around the cockpit ferro-glass but does NOT eject the MechWarrior. Often this is used when the heat in a BattleMech becomes unbearable and the MechWarrior wants to cool down in the exposed air. This system can function as an override if the ejection system fails.

10. *Internal Cockpit Lighting Controls*—These controls allow a MechWarrior to adjust the lighting levels inside the cockpit.

11. *BattleMech Ignition Switch*—This large, usually red, bar is thrown to engage the fusion reactor at minimal levels, powering the cockpit and the gyro for BattleMech start-up. Once turned on, the switch is locked into place.



Command Couch

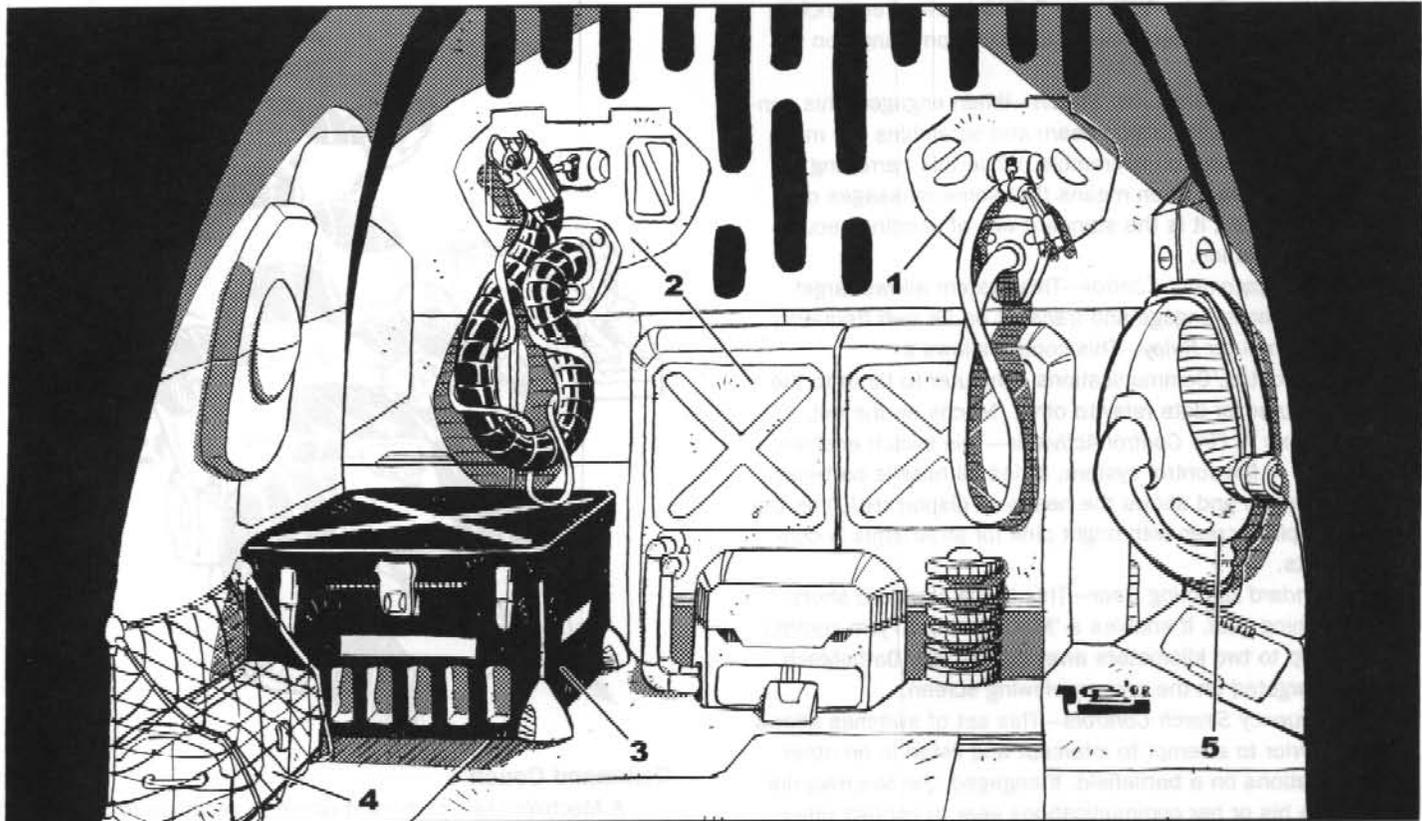
A MechWarrior's command couch is designed to recoil in compensation for shock and to hold a warrior in place and in control in the event of damage. Both Clan and Inner Sphere versions have extensive strapping to hold the MechWarrior in the seat during his or her ride. The couch is also an ejection seat. A set of flares, a small medical kit and a jumpsuit with boots are typically stored in a compartment on the right or back side of the seat for use when seat and MechWarrior are ejected. A homing device is built in under the floatable cushions, and a dummy-cord and built-in holster holds a pistol of some type on the left side of the couch. This last feature is more common in the Inner Sphere than with the Clans.

The Clan version of the command couch almost always has two ejection straps over the head and to the rear of the MechWarrior for punch-outs when normal controls are damaged or cannot be reached because of fire or combat damage.

Aft Cockpit Wall

1. *Neurohelmet Contact Cable Interface (NCCI)*—Located just behind the command couch, this cable attaches to the MechWarrior's neurohelmet to allow for gyro balancing and detailed movement control. In the event of ejection, the cable automatically detaches from the control surface. The cables have clean breakaway points in case they do not disconnect properly.

2. *Life Support Air Supply and Recirculation System*—A standard tank holds the air supply for the BattleMech cockpit. Usually enough air is stored for ten hours of continuous operation. The recirculation system vents air from the exterior of the 'Mech, filtering for gas, radiation or biohazards and circulating



it inside the cockpit when battlefield conditions permit.

3. *Personal Gear Storage*—A MechWarrior can store his or her personal gear in this limited space.
4. *Tool Rack/Net*—A standard mechanical or BattleMech repair kit can be stored here for use in the field. Most MechWarriors sling a personal gear net over this case to carry additional supplies as needed for each mission.
5. *Waste Reclamation System*—This is the rough equivalent of a portable toilet, usually a fold-down array that uses electricity from the BattleMech's internal circuits for sanitary disposal of human waste. After use, the MechWarrior or support crew only need empty a small container of biologically inert ash. On extended missions or in hazardous atmospheres, this small system, while difficult to reach, is an important aspect of personal hygiene in the cockpit.

STANDARD BATTLEMECH START-UP PROCEDURE

The first thing a MechWarrior does when he or she enters the cockpit is to lever down the ignition switch, which starts up the reactor. After seating himself in the command couch, the MechWarrior then reaches into a panel concealed in either arm of the command couch and removes medical monitors and wires. He places the monitors on his shoulders and the insides of his thighs, then clips the wire ends to the monitor patches and threads the ends through loops in his cooling vest. A small cable from the cooling vest is then extended and snapped into the command couch to start the coolant recy-

cling. The MechWarrior then pulls on the neurohelmet from a shelf up above and behind him and turns on the gyro start up control. This, in turn, resets the BattleMech's gyros and activates the DI's security system, which checks to see if the MechWarrior with that neurohelmet is the proper pilot.

In very old machines, the DI contains a series of motions that the MechWarrior performs, which act as a passkey to starting the 'Mech. For the vast majority of BattleMechs, the warrior identifies himself so that the DI can perform a voice identification check. He then speaks a coded phrase that only he knows.

If the neurohelmet is damaged, the MechWarrior can override the security system with a passcode that he has previously hardwired into the diagnostic interpreter. A DI will not activate a 'Mech's drive systems unless the proper MechWarrior with the proper neurohelmet engages the system. Other security features that may be initiated are verbal passwords into the neurohelmet microphone, which [are run through the security system for a voice print authorization. Technicians have their own set of passwords for a 'Mech, allowing for routine maintenance checks and so on. Usually a senior tech will have the same access to security protocols as a MechWarrior.

As soon as the DI has confirmed a match between warrior and neurohelmet, the cockpit systems come to life. All previously requested sensor combinations come on-line, and any messages transmitted to the BattleMech's microwave (private or general) comm-line are announced for the MechWarrior to either receive or leave stored (though standard procedure

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requires all messages to be relayed and acknowledged prior to operations). The MechWarrior checks the general levels of heat and radiation and ensures that the DI is not giving any warnings to the battle computer that would prohibit operation of the 'Mech.

Targeting and tracking sensors are tested by activating the heads-up display and confirming movement with the targeting/firing joystick. Previous heat levels may have tripped too many sensors, in which case the MechWarrior can request via the battle computer keypad to run a full diagnostic on the DI network for heat sensors. Such a diagnostic will automatically reset the tripped sensors.

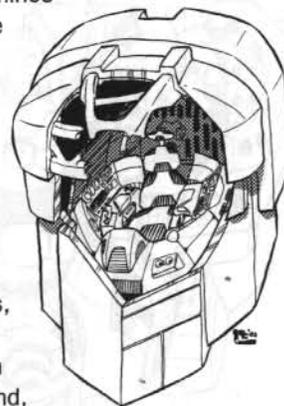
With all messages played, all sensors operational and the coolant vest bringing the pilot to a more bearable temperature, the MechWarrior next checks the BattleMech's limbs for freedom of motion. The DI computer ensures that there are no problems with 'Mech stabilization. A series of pulses sent via the DI through the myomer bundles checks the status of the entire BattleMech, searching for any inductance anomalies. For example, if the same amount of power that goes into a myomer does not come out the other end, a problem exists. The DI computer feeds this data via the battle computer to the MechWarrior. The DI then runs finer and more direct tests until it finds the problem bundles; it marks them, remembers them and attempts to reroute power. If the problem is too large for simple fixing, a warning alert sounds prior to any attempt to move the 'Mech.

Next to run are the weapons diagnostics. Gauss rifles and particle projector cannon capacitors are charged and discharged, laser optics are checked for cleanliness and ammunition loaders are run through their paces, loading the first rounds into their chambers. Missile targeting equipment is checked; if an Artemis IV is installed, the computer message relay will prompt the MechWarrior to activate the system. In an emergency start-up, the weapons check can be done by the battle computer in less than ten seconds running in standard operational mode. However, some weapons may not function properly; which ones fail will not be determined until they attempt to fire.

During all this initial start-up activity, the fusion plant is run through a series of possible power requirements by the DI computer's reactor diagnosis program. Everything from overheating to power spike situations are created and reactor performance is benchmarked against acceptable tolerances. Problems in particle emission, reactor shielding or magnetic bottle maintenance result in an immediate power-down of the BattleMech. The MechWarrior can disable this reaction if he knows his fusion plant's and 'Mech's access codes. Heat sinks are automatically calibrated and the DI also checks their operational status. Problems in power production without failure indications by other sensors relating to the fusion plant are typically interpreted as sensor malfunctions. These can be ignored and the secondary sensor web engaged if the MechWarrior knows his plant's access code.

The MechWarrior then determines if he or she wishes to reconfigure the Target Interlock Circuits. The DI also sets and tests all communications gear and the IFF transponder system. Any difficulties are relayed via the battle computer on the cockpit's computer message relay.

Many systems checks are specific to particular 'Mech types, especially if they carry special equipment such as that found on recon units. From beginning to end, a complete in-cockpit inspection usually takes five to ten minutes if done "by the book." In an emergency, this can be cut to one minute full start-up time from when the MechWarrior enters the cockpit to when the 'Mech can move and fire.



SYSTEMS OPERATIONS AND CONFIGURATIONS

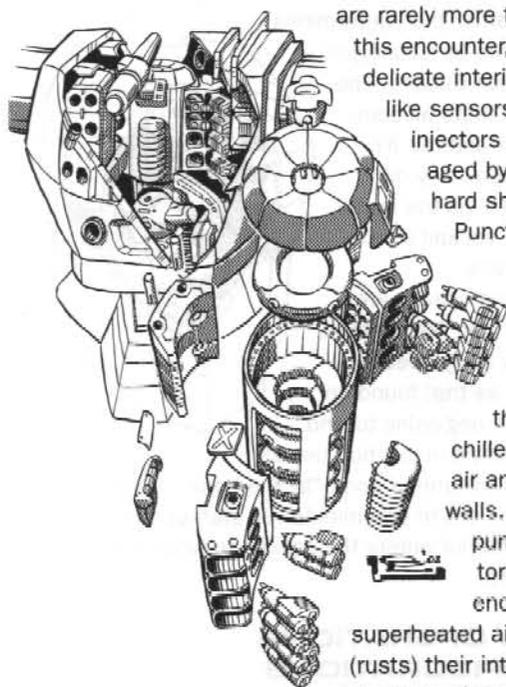
Understanding a BattleMech's internal components and their specific operations often adds a great deal of flavor to any MechWarrior adventure. The following paragraphs outline BattleMech components, their operations and their possible configurations.

Fusion Reactor/Power Plants

The reactors used by BattleMechs, aerospace fighters and some vehicles generate enormous amounts of power through nuclear fusion, which is the process of fusing light elements like hydrogen into heavier ones like helium. Fusion is much cleaner (meaning it produces less radioactive waste) than the first nuclear reaction harnessed, nuclear fission, which split heavy elements (such as uranium) into somewhat lighter but still radioactive elements. In the late 21st century, Terran Alliance engineers achieved fusion from normal hydrogen rather than heavier hydrogen isotopes, a feat that would have been considered impossible a century earlier. This eliminated the use of hydrogen isotopes (deuterium and tritium) and reduced the amount of radioactive waste yet further.

Though a typical BattleMech fusion power plant operates at tens of millions of degrees Celsius and produces the seemingly boundless energy that powers armor-vaporizing energy weapons and the huge myomers that move the largest 'Mechs, fusion reactors are an inherently safe power plant. Even when cooling systems are too damaged to keep the reactor cool, the first system to shut down (or fail) is the magnetic field coil that produces the powerful plasma containment magnetic fields. This allows the plasma to collide with the cold reactor walls, flash-cooling the plasma below temperatures necessary to sustain fusion. The heavy, high-temperature containment vessels have more than enough heat capacity to soak up the heat remaining in the then-quiet plasma and

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are rarely more than scuffed by this encounter, though more delicate interior equipment like sensors and hydrogen injectors may be damaged by this sort of hard shutdown.

Puncturing the reactor vessels with weapons fire has similar effects: the plasma is chilled by inrushing air and the reactor walls. Because punctured reactors are ruined by encounters with superheated air that oxidizes (rusts) their interiors in moments, the safety systems

usually shut down fusion engines after their external shielding suffers too much damage.

Punctured fusion engines also occasionally produce spectacular light shows as white-hot air is blasted back out. This often happens in conjunction with structural collapse from the same weapons fire that damaged the engine, producing the illusion that a ball of plasma is eating its way out of the BattleMech. In fact, incidents of actual fusion engine explosions are greatly exaggerated by the media. The act must be deliberate, requiring the engine to be overcharged, followed by a quick shutdown of the containment fields. If everything has gone right (or perhaps wrong), the plasma has enough stored energy to explosively vaporize the containment vessel's liner and blow both the engine and BattleMech apart. The resulting explosion is actually quite small compared to a nuclear fusion weapon blast, being more like a rupturing steam boiler than a true nuclear explosion. Nonetheless, it can be devastating for nearby units.

BattleMech fusion reactors consist of several key components. The magnetic bottle, which contains the field coils and the actual nuclear reaction, is housed inside a fully densified tungsten carbide containment compartment, often reinforced with boron whiskers for toughness. The reactor controls and so on are mounted on the outside of the containment compartment. Covering the containment is a series of internal cooling coils filled with liquid nitrogen, filtered through a cooling grid array usually at the front end of the fusion engine. This cooling grid only allows for minimal operation of the reactor core; full operation generates so much heat that the heat sink network must be on-line in order for the reactor to generate the power needed to move and fire. These heat sink network interfaces tie in at the outer armored shell that covers the internal cooling system (see below).

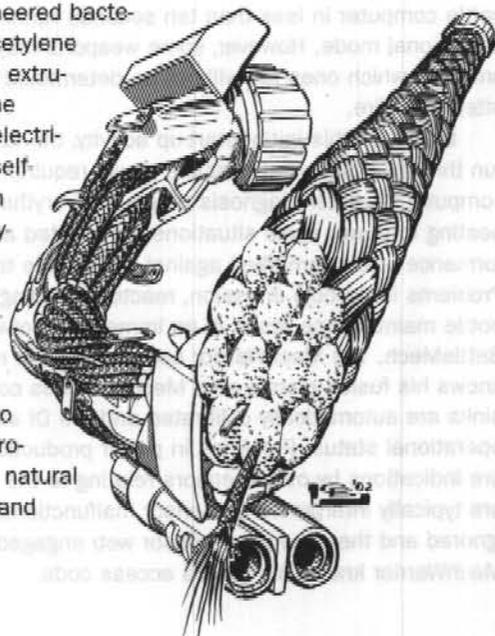
Power plants in BattleMechs use magnetohydrodynamics to produce the incredible amounts of electricity required for motion, combat and basic functions. With most weapons systems requiring power, as well as the myomer muscles and so on, the reactors usually provide just enough energy to power a standard 'Mech. Plasma from the fusion reaction is channeled through a series of magnetic fields into a loop. This plasma is conductive, and the loop functions as a generator coil, producing electricity and waste heat. The waste heat is dissipated through the 'Mech's heat sink network (see below for details).

In the early days of BattleMech design, plants too large for a particular chassis were often installed in hopes that the excess energy might give some undefined boost in combat. Instead, the 'Mech's ammunition exploded or the reactor scrambled (automatically shut off by DI computer command). Coupled with exact information on how much power is needed to move the myomer bundles that make up a 'Mech's musculature and the amount of energy that each weapon and ammunition-loading carriage require, power plants are never installed in the wrong chassis.

Advances in engine design and manufacturing have allowed for the development of so called light and extra-light engines. The principles of the engine are identical, but weight is traded off for a much larger, bulkier engine. This is primarily achieved through reducing the thickness of the tungsten carbide containment walls and reinforcing them with a semi-crystalline, highly oriented polymer.

Myomer

The muscles of a BattleMech are bundles of polyacetylene fibers that contract when exposed to electrical current. Each polyacetylene fiber that makes up a myomer bundle is extruded individually in microscopically thin tubes and spun into a bundle. An advanced polymer formula and "acti-strandular" fibers produced by vats of genetically engineered bacteria fill the polyacetylene tubes during the extrusion process. The tubes are then electrified, causing a self-ordering reaction between the polymer filler and the acti-strandular fibers to produce intricate, complex structures akin to the contractile protein filaments in natural muscle (myosin and actin filaments).



When stimulated by electricity over a certain "activation voltage," the acti-strandular fibers contract sharply on themselves, a process virtually identical to the contraction of protein filaments but with an electrical rather than a chemical power source. Like natural muscle, the contraction of a polyacetylene tube in myomer is an all-or-nothing process. To generate more force, more tubes in a myomer bundle must be triggered simultaneously. The electrically driven myomer contractions are much more powerful by mass than natural muscle and can be scaled up to a significantly larger size, making BattleMechs possible.

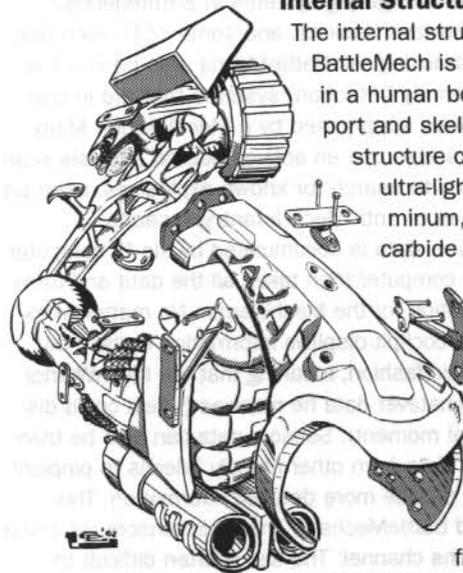
At the scale of BattleMechs, even small myomer bundles (such as those of hand actuators) represent multi-kilowatt electrical motors of sorts, to say nothing of the huge myomer bundles in the BattleMech's legs. But myomers, despite their high power-to-weight ratio and ideal fitness for the motions required of BattleMech limbs, are not as efficient at converting electricity to mechanical work as normal electrical motors. Indeed, they can be as wasteful as natural muscle or internal combustion engines, meaning they generate considerable waste heat at the levels of power needed to send tens of tons of BattleMech thundering across a battlefield. To avoid cooking themselves with their own heat, myomer bundles are laced with a network of flexible tubing, almost like veins, that carry coolant to and from the BattleMech's heat sinks. The enormous power demands of BattleMech myomers also means they are not stimulated by trivial electrical jolts, no more than the huge electrical motor of a diesel-electric train would deign to notice the battery of a personal electronic item. Natural lightning and PPCs normally ground out through a BattleMech's armor or internal structure (something the armor and chassis are designed to encourage), leaving little stray current to stimulate the myomer muscles.

The power controls for myomer strands are mounted at either end for redundancy. They are directly linked to the DI computer network. Controlling the amount of electrical power fed to the myomer bundles and which bundles receive power when controls the way the BattleMech moves. As part of the DI computer, the MMSS ('Mech Movement Sub-System) is the overall name for the entire network of coordinated MCUs. The MMSS is programmed to simulate human movement in many regards and through the use of the DI network receives constant feedback on the status of myomer muscles, their current tension and strength, position and power levels. The MMSS compensates for any adjustments needed as indicated by the cockpit battle computer.

The MMSS is tied to the DI computer because having the strength and intelligence to move is only half the requirement. Because of a BattleMech's size and complexity, the DI network feeding information from the gyro stabilization system provides the other element—balance. Combined, they make a deadly formula.

Triple-strength myomer was developed in the 3020s. These new myomers operate more efficiently when hot, working from a simple endothermic principle.

Internal Structure



The internal structure of a BattleMech is akin to the bones in a human body. It provides support and skeletal strength. This structure consists primarily of ultra-light foamed aluminum, wrapped in silicon carbide monofilament and encased in a titanium steel shell. The entire internal structure is rigged for easy attachment of sensors and equipment.

The skeletal frame of the BattleMech consists of only sixteen to twenty-five "bones," providing for somewhat limited movement capability. From the internal framing, armor struts extend outward for the attachment of outer armor plating. Additional framing extends from the muscles for stringing myomer bundles and so on. Weapons frame attachments are much more specialized and must be machined for the particular 'Mech and weapon.

The most impressive recovered technology with implications for internal structure is endomorphic steel, or endo-steel. This high-strength steel alloy eliminates the need for the time-consuming application of silicon carbide monofilament reinforcement. The alloy can also be cast in thinner-walled sections than the titanium steel of conventional internal structures. The endo-steel alloy does require a zero-G manufacturing facility to eliminate chemical segregation of alloying elements that saps their strength and makes them brittle; zero-G conditions also enable the aluminum foam core to develop a more regular pore size and thus greater strength. Though the end result is bulkier, endo-steel weighs considerably less and takes less time to manufacture than conventional internal structures.

Targeting and Tracking System and Sensor Array

The targeting and tracking (T&T) system requires no activation from the MechWarrior and is always channeling information to him or her. All targeting and tracking systems provide some sort of heads-up display (HUD), usually built into the cockpit's primary viewing screen. Some MechWarriors prefer to have the HUD tracking image relayed to the inside of their neurohelmets. A decent technician can modify the 'Mech this way per the standards of the unit or of the individual MechWarrior in question; doing so requires at least a 3050-technology neurohelmet and 6 hours of a technician's time.

Thermal imaging, light intensification, motion tracking, ultra-violet (UV) and laser tracking are four of the most com-

monly used detection/targeting systems in BattleMechs. Others include microwave tracking, and some T&Ts even use seismic distortion tracking. All BattleMechs also have active MAD (Magnetic Anomaly Detection) systems that are in constant operation unless suppressed by a MechWarrior. Many current BattleMechs also use an active spectral analysis scan at point-blank ranges to search for known explosives, used primarily to avoid mines or anti-Mech Infantry assaults.

All of this sensory data is accumulated by the DI computer network. The battle computer then takes all the data and turns it into useful information for the MechWarrior. No matter what method is used, the cockpit displays information in the most natural and ergonomic fashion, meaning that the MechWarrior need not interpret whatever data he receives (which could distract him at a critical moment). Sensory data can also be triangulated with sensor data from other friendly 'Mechs to pinpoint enemy positions or provide more detailed information. This requires all involved BattleMechs to link their sensors via a separate communications channel. The link is often difficult to maintain during battle, but is highly effective when used.

The MechWarrior can enable/display and/or disable any sensors at any time through manual controls in the cockpit or voice activation. The voice recognition circuits in a BattleMech are tied in to the neurohelmet's microphone and into the cockpit microphone system; they are sophisticated enough to understand commands even if the MechWarrior is sick, wounded or screaming in the heat of battle.

The sensors' readings can either overlap a target or reveal an entire area. For example, thermal imaging sensors typically display a green image of the battlefield, with hot areas shown as progressively whiter. At the MechWarrior's discretion, he or she can opt to only thermally display other 'Mechs and leave the battlefield in its true colors. Other sensors can be added or subtracted from the displays as required. By default the battle computer will synthesize the information from all sensors on the exterior of the 'Mech and read them down to provide simplified readouts on the HUD.

Friendly and enemy 'Mechs are marked with a graphic token to differentiate them, such as a golden or black halo. Identification Friend or Foe (IFF) broadcast beacons are automatically used by the BattleMech's targeting and tracking system to avoid accidental missile fire at a friendly 'Mech and to help identify friends in difficult situations, such as night fighting or smoky battlefields. As indicated in the discussion of cockpit layout, this system can be overridden manually by a MechWarrior should the need arise.

Sensor arrays are positioned in numerous hard points on the surface of the BattleMech, usually with triple redundancy. Using the extensive DI computer network, these sensors constantly feed data to the cockpit for interpretation and display by the battle computer.

Additional displays are usually weapon-specific, such as the indirect firing matrix of long-range missiles, the minimum range warning display of a particle projection cannon or the Command/Control/Communications computer used by House

Kurita. MechWarriors often have their own favorite display modifications, usually geared when a cluster of weapons is fired at once, with the display of the target changing color when all the weapons are at optimal range. Many of these can be programmed prior to battle by the MechWarrior using the battle computer keypad controls or by a qualified technician. MechWarriors favoring specific sensor configurations can have the data written to a ROM chip for use in any other BattleMech that they might pilot in order to save time and effort.

BattleMech Armor

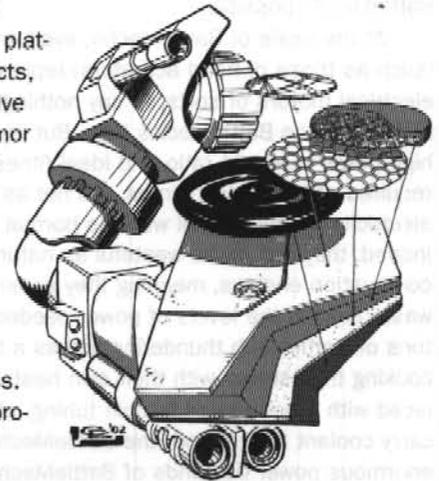
A 'Mech's armor plating is, in many respects, the skin of the massive war machine. The armor plates consist of two layers. The first layer is designed to fragment and absorb attacks. It consists of an aligned crystal steel of incredible strength and hardness. The second layer of protection, usually composed of cubic boron nitride impregnated with artificial diamond monofilament, acts as a backstop for the primary layer, catching shrapnel and debris reduced to a molten state or even to plasma by the ferocity of 31st-century weaponry. The microfiber weave enables the entire plate to absorb shock and provides it with limited flexibility. This woven network also provides feedback to the DI computer. The back of the armor plating consists of a thin honeycomb of titanium that acts as a structural support for the first two layers.

Armor plating is individually mounted to extension plates that protrude from the internal structure. This type of mounting has many of the armor plates overlapping to prevent access to the internal structure. Under the mounting is a sealing level with a thin polymer bonding that attaches to the back of the armor plates. This polymer is semi-liquid and heat resistant so that when it is breached, it self-seals (in most cases). The heat-resistant nature of the sealant keeps it from being compromised by the high internal temperatures that the 'Mech generates. Mounting the plates to the internal structural frame with little interdependence provides the BattleMech with increased mobility.

Ferro-fibrous armor adds a weave of ceramic fibers to reinforce and toughen the somewhat brittle aligned-crystal steel outer layer of the armor. The net result is an armor plate that is lighter overall while providing excellent protection.

Gyro Stabilization System

A BattleMech's gyro is the device that provides the brute force to keep these massive machines upright even at their



incredible speeds and in jumping or flight mode. BattleMech actuators are too clumsy and slow for rapid balance-maintaining motions. The fine, swift changes in force needed to keep a 'Mech upright come from a triplet of gyroscopic rings that provide balance-correcting force in directions determined from monitoring the MechWarrior's sense of balance via a neurohelmet. Each ring in the gyroscope provides correcting force along a different axis.

They gyro system is easily fooled by sudden changes in altitude, high-speed impacts and especially disappearing frames of reference (for example, being in the air or in space, where it is difficult to determine which end is up). For such situations, the MechWarrior, through the neurohelmet, provides an intelligent sense of balance that can handle the confusing environment of combat, while the gyro does the brute work of keeping the 'Mech upright. The neurohelmet has several contacts that sit on the MechWarrior's head to better sense the alteration in his or her neural pathways as it automatically adjusts to such situations.

The gyro itself is composed of two parts. The first is the gyroscope housing, which is made of a carbon nanotube-reinforced polymer inner shell with a light ceramic outer layer. Inside this protective shell, three rings of carbon nanotube-reinforced graphite spin at extreme speeds on different axes. The gyroscope is tied directly into the DI computer network, with gyro control having priority for sending pulses through the DI system.

The battle computer's programming allows the gyro to mimic human movements under the direction of the MechWarrior, including basic actions such as running, punching, kicking, jumping and so on. These programs can be modified in a millisecond via direct control from the neurohelmet, so that a MechWarrior does not have to concentrate on balance full time but can simply compensate via the stabilization system when required.

Jump Jets

The jump jets used in BattleMechs are among the most ingenious creations of the BattleMech engineers. Some of the early 'Mechs used tanks to store tremendously flammable liquid fuel that could propel a 'Mech through the air. Others used solid fuel or explosives. These early models deployed in combat usually were akin to a death warrant for the unfortunate MechWarrior assigned to them. However, once the fusion plant was perfected, BattleMech engineers found they could create enough sustained energy to allow a 'Mech to jump.

Before the jump system is engaged, each jump exhaust port ingests surrounding material to be used as reaction mass into its reaction chamber: atmosphere, water, ammonia or whatever is at hand. The system then directs electron beams—powered by the magnetohydrodynamic tap of the fusion engine—at the reaction mass in the chamber, turning it into an explosion of waste plasma. At this point the superheated plasma is carefully channeled through a magnetically sealed venturi baffle, ensuring a controlled and concentrated flow at the exit port. As the jump jets work with superhot plasma, their reaction chambers bear a

striking resemblance to the 'Mech's fusion reactor, down to the magnetic containment fields.

A BattleMech outfitted to operate in a vacuum carries some reaction mass in an attached tank.

Actuators

Actuators are the mechanical joints that enable a 'Mech to move its limbs in a manner similar to a human being. Like the spinal column and motor and sensory nerves of their human counterparts, actuators contain a degree of local control and feedback mechanisms.

Actuators consist of several components that allow for smooth operation. The joint itself is the simplest element, consisting of a tight-fitting hinge or ball and socket. Each of these is sealed in a self-contained lubrication system filled with a graphite or hexagonal boron nitride dry lubricant compound for smooth operation.

Controlling the joint is a series of delicate sensors and motor control units (MCUs). Tied to the DI computer network, these control sensors constantly feed pulses to the DI computer as to the position of the joint relative to the rest of the BattleMech (an artificial kinesthetic sense), as well as all known programmed BattleMech movements. This information is cross-referenced by the battle computer data from the gyro to ensure that balance is maintained. The MCUs direct and coordinate the myomer muscles of the 'Mech to move the actuators. Actuators self-adjust without input from the MechWarrior. Usually these movements are so subtle that even the most seasoned MechWarrior does not notice any change of position.

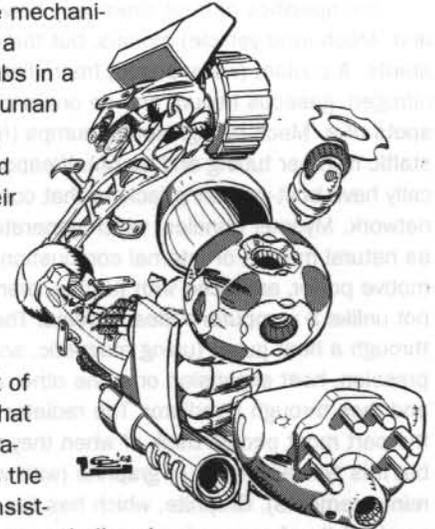
Clan versions of the BattleMech actuator are so sophisticated that they adjust to even a slight breeze, compensating by subtle shifts in the 'Mech to lean it into a wind.

Whenever a BattleMech shuts down, all actuators lock into place, keeping the 'Mech upright.

Heat Sink Network

The enormous amount of heat generated by BattleMechs is not easily shed. The sheathing myomer bundles and ceramic inner layer of armor give the BattleMech's structure quite a bit of insulation, tending to keep heat in.

To compensate and get rid of the heat, BattleMechs use heat sinks. Heat sinks are far more than simple cooling systems like the radiator and water jacket of an internal combustion engine. They have to be, to allow BattleMechs to operate



in extremely hot environments like the day side of an airless moon. To dump heat from a relatively cool interior (as far as physics, if not the MechWarrior, are concerned) to a hot exterior, the heat sinks' radiator must operate at yet higher temperatures, requiring a heat pump like a refrigerator or air-conditioning system.

The specifics of heat sinks vary between manufacturers and 'Mech (and vehicle) models, but there are several constants. A coolant (water-based, freon, liquid and/or gaseous nitrogen, gaseous helium and so on) is circulated to the hot spots of a 'Mech by high-speed pumps (rotary, piston, peristaltic myomer tubing and so on). Weapons and equipment typically have built-in cooling jackets that connect to the heat sink network. Myomer bundles, which generate as much waste heat as natural muscle or internal combustion engines of the same motive power, are laced with flexible, branching cooling tubes, not unlike a computer's idea of veins. The coolant is run through a heat pump (using magnetic, sonic, expansion-compression, heat expansion or some other refrigeration principle) and then through a radiator. The radiator's design varies (and is the part most people think of when they think of heat sinks), but it is typically made of graphite (with various coatings and reinforcements). Graphite, which has five times the thermal conductivity of copper, is ideal for constructing a radiator.

During the Star League period, a semi-crystalline polymer was developed that was significantly lighter and stronger than graphite. It was also less thermally conductive, resulting in larger radiator areas to move the same amount of heat. The end result was a bulkier heat sink that could dump twice as much heat for the same weight. The Clans improved the polymer's thermal conductivity by making it more crystalline at the expense of increased brittleness, necessitating reinforcements. The Clan "double strength" heat sink was thus somewhat more compact than the Star League version, but of the same mass.

All but the most primitive (Periphery) heat sinks are adaptable to different types of coolant. While a direct hit on a radiator will ruin a specific heat sink, the entire heat sink network is very robust. Redundant pumps, damage isolation valves and reroutable coolant lines coupled to controlling computers enable a BattleMech to automatically reconfigure heat sinks around internal structure and weapons damage, or just to handle shoddy maintenance.

LIFE IN THE BATTLETECH UNIVERSE

The sections of *CBT: RPG* titled *Society and Culture*, *The Clans* and *War and its Makers* attempted to convey a holistic slice of the *BattleTech* universe, but the sheer size and scale of that universe makes any such undertaking almost impossible. After all, entire published sourcebooks are devoted to each of those topics. With that in mind, the following section attempts to flesh out additional areas of the *BattleTech* universe in order to help gamemasters and players bring their gaming experience to life.

BUYING A BATTLEMECH (OR VEHICLE)

The BattleMech is the ultimate expression of military power in the *BattleTech* universe, but almost as old as the machine itself is the phrase, "Life is cheap. BattleMechs aren't." After three centuries of warfare following the fall of the Star League, the personal family BattleMech—handed down from generation to generation—has become an endangered species. The technological renaissance that followed the discovery of the so-called Gray Death Memory Core in the 3030s has open the floodgates of 'Mech production, silenced by centuries of brutal warfare. With this renaissance has come a tremendous groundswell of new BattleMech designs. Not all of these have gone straight into the armies of the Successor States, and many of the new generation of 'Mechs have even fallen to private citizens lucky and wealthy enough to get their hands on a state-of-the-art sample of today's most advanced avatars of destruction. More common, but only slightly less dangerous, wealthy individuals have been known to purchase armored conventional vehicles, aerospace fighters or even battle armor.

Characters attempting to purchase a BattleMech or vehicle should first choose the type, weight class and technology level of the vehicle being sought. To determine if such a vehicle is available, the player then makes a Scrounge Skill Check against a Base Target Number of 14, applying any appropriate modifiers found on the Vehicle Availability Modifier Table below. Success indicates that one or more similar vehicles is available in the current planetary system. The number of possible leads equals 1 plus the MoS divided by 3 (round all fractions down). The time-consuming nature of this search means that a player can make only one such roll per week of game time. If the roll fails, the time is wasted. Use of a contact in securing a possible lead also applies to this roll per the rules under *Using Contacts and Enemies*, p. 210.

Once a lead has been identified, the desired vehicle must be determined and its condition and model revealed to the player character. The character makes an Opposed Action Check against the seller of the vehicle being sought, using the Negotiation Skill. If no specific skills for the seller have been determined, the gamemaster should assume the seller has a +3 bonus for Negotiation. Subtract the player's MoS from that of the gamemaster and multiply the result by 5. This result is the percentage of the vehicle's value that is added or subtracted from the vehicle's base cost. The final value of the vehicle may not be reduced below 75 percent of its base cost in this fashion, though there is no maximum asking price.

If the character does not find the asking price to his or her liking, the controlling player may attempt a second Opposed Action Check using Negotiation. Every 3 points of the MoS—determined by subtracting the seller's MoS from that of the player character—deducts 5 percent from the original asking price. If the player character fails to beat the seller's MoS, the seller will not budge, and the price remains unchanged. Players should only be allowed one chance to renegotiate the asking price for a combat vehicle.

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SELLING A BATTLEMECH (OR VEHICLE)

To sell a 'Mech, vehicle or aerospace fighter, the player should decide on a starting asking price. The gamemaster

then determines the chance that anyone will be interested on a weekly basis by rolling 2D10 against a TN of 15. A modifier of +1 applies for every 5 percent by which the asking price exceeds the list price of the vehicle. If the asking price is below list, subtract 1 from the TN for every 10 percent below the list price. The number of interested buyers is equal to the MoS of the roll, divided by 2, rounded up.

To determine the buyer's bid, the character makes an Opposed Action Check against the buyer using the Negotiation Skill, following the rules established under *Buying a 'Mech (or Vehicle)*. In this case, however, the buyer's MoS is subtracted from that of the player, and the result is multiplied by 5 to determine the percentage added or subtracted from the vehicle's listed cost. Also as with buying negotiations, the player has one chance to haggle, increasing the buyer's cost instead of lowering his own price, at the ratios described above.

VEHICLE AVAILABILITY MODIFIERS TABLE

Local Conditions

World is part of major Inner Sphere state	-1
World is part of minor Inner Sphere state (e.g. Free Rasalhague Republic)	0
World is in the Chaos March or a major Periphery state (e.g. Taurus, Canopus)	+1
World is in the Clan Occupation Zone	+2
World is part of a minor Periphery state	+2
World is contested/in a war zone	+2

Technology and Manufacture

Vehicle manufactured on-planet	-1
Vehicle is of Clan design	+5
Vehicle uses omni-pod technology (IS or Clan)	+2
Vehicle is IS design that uses post-3050/Clan tech	+3
Vehicle uses Star League-era tech	+2
Vehicle is customized	+3

Weight/Vehicle Class

Vehicle is Assault Class	+2
Vehicle is Heavy Class	+1
Vehicle is Medium Class	0
Vehicle is Light Class	-1
Vehicle is BattleMech	+1
Vehicle is Battle Armor	+1
Vehicle is Aerospace Fighter	0
Vehicle is Conventional Fighter or VTOL	-2
Vehicle is Hovercraft, Wheeled, or Tracked	-3
Vehicle is Hydrofoil, Submarine, or Surface Naval	-3
Vehicle uses Internal Combustion Engine (ICE)	-1

Vehicle Condition

Vehicle is brand new (less than 5 years old)	+2
Vehicle is in excellent condition (over 5 years)	+1
Vehicle has minor (reparable) damage*	0
Vehicle has major (irreparable) damage*	-1
Vehicle is salvage (vital systems missing)*	-2

*Minor damage is armor/structure damage that does not destroy a limb or section, or any damage that requires no replacement parts to restore, such as a single critical hit to a multi-slot system. Major damage requires replacement of a critical or vital system (weapon, cockpit, life support, engine, gyro or limbs/sections) in order to make the vehicle battle-worthy. Salvage indicates the vehicle is completely missing two or more vital systems (cockpit, life support, engine or gyro, or vehicle/fighter section).

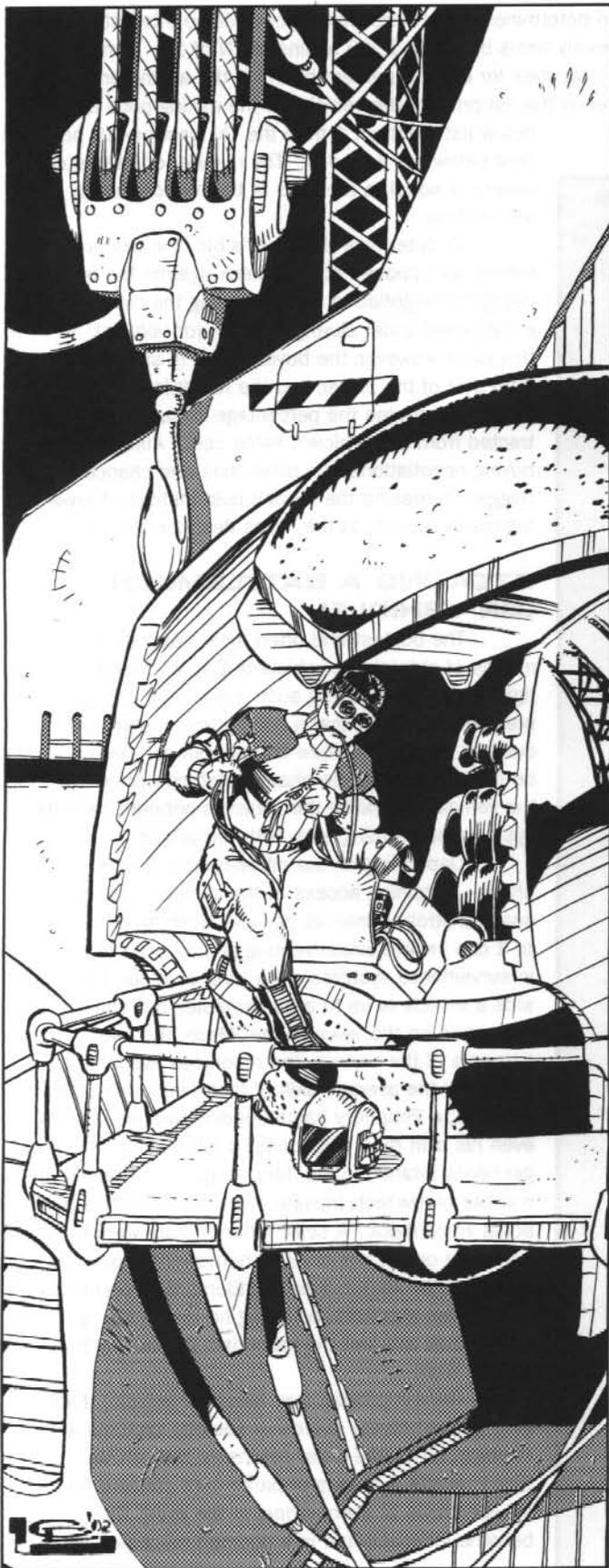
STEALING A BATTLEMECH (OR VEHICLE)

The boldest and often most dangerous means of obtaining a vehicle or BattleMech is outright theft. Undertaking such a dramatic endeavor presents problems that a good gamemaster can build an entire adventure around, but can basically be considered in three phases: getting access to the vehicle, overriding the vehicle's onboard security systems and getting away with the vehicle.

Depending on the situation, the first phase—obtaining access to the vehicle—can be as easy as strolling into its bay and climbing aboard, or it can involve circumventing guards and electronic surveillance systems. The level of security outside a vehicle is up to a gamemaster, but should be set based on the value of the 'Mech, the relative paranoia of the owners, the resources available to them and the average skill of their employees. For example, a Periphery bandit leader, paranoid about even his own men, might post a full platoon of trigger-happy infantry in his 'Mech bay, backed up by a number of low-tech trip-line traps, to secure his personal *Hunchback*. A self-confident Clan warrior operating on the war-ravaged homeworlds, by comparison, may station a pair of Elementals covered by holocam monitors, believing no one in his right mind would attempt the barbarism of stealing her *Timber Wolf*.

Once a prospective 'Mech (or vehicle) thief gets past whatever guards or security systems are in place, he or she must get inside the vehicle. Since rescue is always of paramount concern for vehicle crews of every stripe, in the event they become incapacitated in a doomed machine, the

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most common method of entering a vehicle is by using such systems. Nominally tied into medipacks a warrior wears as part of the standard combat uniform, these emergency access hatches are typically locked while a pilot or crew is on board, but unlock automatically when the pilot or crew's life signs drop below safe levels. Assuming no warrior is inside the machine already, using the emergency access hatches should always work. Some super-paranoid owners, however, have been known to set up an additional system that players must make a roll to thwart. This roll is an Opposed Action Check against the owner's Security Systems Skill.

Inside a 'Mech or aerospace fighter, the thief may lock the emergency access system again and must now face the daunting task of overriding the security protocols of the MechWarrior or pilot assigned to the vehicle. For a prepared thief, particularly one armed with a neurohelmet codebreaker device (see p. 111, L7) and enough time to break the code buried in the 'Mech or fighter's neurohelmet, the task is simple enough to accomplish. Alternatively, the thief may simply rip out the authorized security box in the cockpit and install one of his own. Such security boxes, which cost 10,000 C-bills and have an equipment rating of D/C/D, require a successful Technician/Electronics Skill roll to install, with a TN of 15. This operation normally takes thirty seconds to perform safely. A fumble in this roll will overload the cockpit systems instantly, rendering the 'Mech or fighter unusable.

As simple as this procedure sounds, the player must first figure out which black box in the cockpit is actually the security box in question, as any given 'Mech or fighter has 2D6 such boxes of similar appearance. To determine which box is the correct one to pull, the player must make an Opposed Action Check using the Technician/Electronics Skill against the gamemaster *before* making the switch. The TN for this roll is 12. If the player's roll exceeds the gamemaster's, he or she has located and pulled the right box. Failure means the would-be thief has unknowingly pulled the wrong box, and the new one will not function. If the margin of the player's roll falls below the gamemaster's by more than 6, treat the result as a fumble when the player installs the new box.

Once the security codes are circumvented—by whatever means—the thief can don the neurohelmet and pilot his or her newly acquired machine. Assuming all went well with the neurohelmet codebreaker, or the swapped security boxes installed properly, the vehicle should function normally. However, this does not apply if the stolen vehicle uses a Clan neurohelmet, which is tailor-made to the brainwaves of the pilot assigned to the 'Mech or fighter in question. Vital to maintaining balance and control of the machine in motion, attempting to use a Clan neurohelmet not tuned properly causes nausea and disorientation. This reaction imposes a +4 penalty to the target number for all Piloting Checks and forces the thief to make a Knockout Check for every turn that the vehicle is in motion. Attempting to eschew the neurohelmet and pilot using hand and foot controls alone imposes a +8 penalty to all Piloting Checks and a +4 to all Gunnery and Sensor Operations

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Checks, reflecting the added concentration required to keep the vehicle stable. If the thief has brought a Clan neurohelmet already adjusted to his or her brainwaves, the penalties and Knockout Checks do not apply.

The theft of a conventional vehicle (armored tank, submarine, VTOL or conventional aircraft) requires less drastic steps than pulling and installing alternate security systems. In this case, elaborate security systems are not installed to prevent theft, save for a simpler code key system that may be circumvented using a simple Technician/Electronics or Security Systems Action Check with a TN of 14. The thief must then possess the appropriate Piloting Skill to make his or her getaway. However, use of the other systems in a combat vehicle often requires a crew, which typically includes gunners, loaders, drivers and sensor operators. For all conventional vehicles, the amount of crew required to sufficiently operate the vehicle is equal to the vehicle's tonnage divided by 15. Unless sufficient crew to man all stations accompanies the thief, the vehicle may only be driven, sailed or flown away.

Making the getaway may be the most dangerous phase of vehicular theft, as personnel at the base from which the vehicle is pilfered will undoubtedly notice the unauthorized departure of one of their own. Most military, mercenary or pirate forces will attempt to hail the vehicle first. Failing to get the expected answers, they then often send forces to overtake and intercept the runaway machine. At this point, it is up to the gamemaster to decide how much effort the original owners of the stolen machine will make to prevent the escape of such valuable hardware. As a guideline, use the same common sense that determined the level of guards and security put in place to prevent the theft.

FUEL COSTS

Whether petrochemical or hydrogen-based, all heavy equipment in the *BattleTech* universe requires fuel. The advent of the fusion reactor never fully replaced the need for fuel, merely provided the single most efficient system for its use—albeit one far more expensive and with greater maintenance needs. For this reason, machines and vehicles throughout the Inner Sphere and Clan space run on engines that use fuel, and the needs and resources of worlds where these machines see frequent use have given rise to a staggering variety of fuel types.

The cheapest and most common form of internal combustion fuel, found on most human-habitable worlds in known space, is natural gas, a mostly methane substance that most geologically healthy worlds emit or that can be easily generated from biological sources (for example, farm animal or human waste). While natural gas can deliver almost the same amount of energy per unit mass as gasoline, natural gas is usually difficult to store, requiring either cryogenic cooling to liquefy or storage as an extremely high-pressure gas. Natural gas is thus incompatible with the fuel tanks of most multi-fuel vehicles. On developed or oil-rich worlds, natural gas sometimes remains favored because it burns cleaner than heavier hydrocarbons (like gasoline).

Petrochemical fuels are the most common fuels used in civilian vehicles, even though they are more environmentally harmful than natural gas. Such fuels are much easier to store, ship, and handle. Common usage also includes various biofuels, oils derived from engineered bacteria or from plants like soybeans and peanuts, under the petrochemical class of fuels along with gasoline, diesel, kerosene, paraffin and so on (though chemical engineers might call this inappropriate). All hydrocarbon fuels release approximately the same amount of energy per kilogram once ignited; they differ in terms of density, flammability, degree of refining required, viscosity, suitability for specific engine designs and so on, but these are minor when applied to 31st-century internal combustion engines. Modern internal combustion engines tend to be versatile for reasons stretching back almost to the dawn of the internal combustion age. Some military groups made headway in the early 21st century toward adopting a standard fuel for all their vehicles (grades of kerosene were favored), but this practice was not adopted by the Terran Alliance. When the Terran Alliance failed to impose standards on its colonies or even its member-nations, humankind's vehicles were destined to use a host of different petrochemical fuels throughout human-occupied space. For that reason, most internal combustion engines built, invented and re-invented on the thousands of planets inhabited by humans have favored designs (like diesels and gas turbines) that could handle a multitude of different fuel grades. The collapse of the Star League exacerbated the problems as the vague guidelines established by interstellar corporations and the Great Houses disappeared along with common interstellar travel and a high level of petrochemical refining technology. By the 31st century, most military engines (for everything from scout cars to conventional fighters) could tolerate appalling grades of fuel along with highly refined ones. Some civilian engines, particularly those built by interstellar corporations, were similar to military engines in their fuel tolerance, while others built on single planets were specialized for locally available fuel grades.

In some corners of human-occupied space, fission-based engines remain in widespread use. Little more than high-tech steam or gas turbines, these systems are easier to produce than their fusion counterparts and are common to large naval craft or city power supplies. However, fission engines are widely regarded as highly dangerous because their fuel source is invariably radioactive material, such as uranium and plutonium. Though fission fuel (usually in a chemically inert ceramic form) is much less of an immediate health threat than most people suspect, the fuels are easily converted to nuclear and radiological weapons. (As long-lived radioactives, uranium and plutonium have low decay rates and thus emit only low levels of radiation...outside of a fission reactor. Their natural radiation consists of easily shielded alpha and beta particles. In a fission reactor or fission bomb, these materials are coaxed into producing enormous amounts of penetrating neutron radiation. As ceramic fuel pellets, they are not even poisonous.) Because of the danger of fission fuels in the hands of terror-

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ists and "irresponsible" governments, the mining, refining and disposal of the fuels is tightly controlled, and thus the cost of such fuels is astronomical.

Fusion-based craft, especially aircraft, DropShips and BattleMechs, rely on hydrogen for fuel and sometimes propulsion. Though potentially as dangerous as any fission fuel, hydrogen is cleaner (not to mention non-radioactive) and can be easily culled from ordinary water, which makes storage and handling much easier. All fusion-driven vehicles and spacecraft use hydrogen in their fusion engines. Spacecraft and fusion-powered aircraft also use hydrogen as reaction mass, superheating the hydrogen much like BattleMech jump jets (or directly in the engine) and expelling it for thrust. Fusion engines only require fueling every few years (large spacecraft, city power plants) or decades (BattleMechs, vehicles), but spacecraft may need to top off their reaction mass tanks much more frequently (a fighter can exhaust its reaction mass in minutes). Fortunately, hydrogen is available from a vast array of common compounds, starting with water and including petrochemical fuels, natural gas and alcohol. Most small (BattleMech-scale) fusion engines include electrolysis systems that can extract enough hydrogen from water to meet their miniscule fuel needs, but the tons of hydrogen needed for reaction mass by spacecraft require larger hydrogen extraction systems and the ability to liquefy hydrogen. Some internal combustion engines also can use hydrogen as fuel, but price and storage problems (worse than natural gas) are deterrents.

Electrical equipment, whether powered by solar cells, self-contained batteries or chemically based electrical charge packs, require little fuel, pose less of a health risk and are environment-friendly, for the most part. However, these systems deliver less mechanical energy than natural gas, and so few civilian vehicles rely on purely electrical motors today.

Where there are humans, there are usually plants, and where there are plants and humans, there is alcohol. Alcohol (methanol or ethanol) is not as effective a fuel as hydrocarbons like petrochemicals and natural gas, but most petrochemical-burning engines can be adapted to alcohol or alcohol-petrochemical mixtures (some with expensive refit kits, some simply by choosing a different hose at the fuel station). Alcohol, unlike petrochemicals (biofuels excepted), can literally grow on trees. This makes alcohol attractive on planets that have exhausted their oil supplies, or had few to begin with. Being liquids, the various alcohol fuels are also much more easily stored than natural gas, making them more attractive. Soldiers operating alcohol-fueled machinery should avoid "fueling" themselves from their vehicles' fuel tanks, however. Alcohol-based fuels are frequently mixed with petrochemicals and/or include poisonous wood alcohol (methanol).

Coal derivatives. While the word "coal" may bring to mind steam-snorting BattleMechs with "black gangs" shoveling coal into their torso boilers, coal remains a useful and common (or perhaps useful because it is common) fuel, and getting it into engines does not necessarily require shovels. Coal is invari-

ably more common than oil on planets explored by humanity, so 20th-century experiments with coal-fueled internal combustion engines are an everyday reality in the 31st century. For example, petrochemical reserves can be drawn out by mixing large fractions of coal dust into the oil derivatives. Even water mixed with roughly 70 percent coal dust (by volume) is a viable and energetic fuel. Coal gasification systems are a means of producing a form of natural gas. Straight coal dust is a viable fuel for some larger engines that can afford more complicated fuel feeds. Large oceanic vessels and city power plants with external combustion (steam) engines can simply use chunks of raw coal.

The tables below outline the basic cost (in C-bills), availability and capabilities of the fuel types described above. At the gamemaster's discretion, these fuels may vary in price dramatically due to varied levels of production throughout the Inner Sphere, Periphery and Clan space. For example, water-rich worlds with higher levels of industrialization that serve as a hub for interstellar traffic may offer a better price on pre-prepared diatomic hydrogen than a desert world, which has to buy the substance from elsewhere just to maintain fusion-based equipment on-planet.

The various vehicles available in the *BattleTech* universe all tend to be designed for a limited number of fuels, though "limited number of fuels" means something different than it would in the 20th century. Most civilian internal combustion vehicles use natural gas, alcohol, coal or petrochemical fuels; at the gamemaster's discretion, they may be limited to a particular type of fuel (Sian-3 Diesel, 87 to 91 Octane Gasolines, JP-8 Kerosene, Atreus Grade 3 Coal Oil and so on). Except for some civilian vehicles adapted for military use, military internal combustion vehicles can always use any petrochemical, coal and oil/water mixture or alcohol fuel. Internal combustion conventional fighters tend to be restricted to petrochemical fuels. At the gamemaster's discretion, a particular military engine may also be able to use natural gas and hydrogen. Differing fuels alter vehicle endurance somewhat and have different costs. Fusion-powered vehicles are, of course, restricted to hydrogen. Though spacecraft use hydrogen for reaction mass, fusion-powered conventional fighters may use alcohol, hydrogen, petrochemicals or even water for reaction mass.

All combustible fuels have the potential to detonate when struck by intense heat, such as most weapons fire, runaway blazes and electrical strikes. To check for an explosion in such a situation, roll 2D10 against the appropriate Detonation Target Number listed in the Fuel Efficiency and Game Notes Table, applying a -4 modifier if the fuel source is struck by energy or explosive damage.

Note: For the following tables, "small ICE" refers to engines smaller than rating 10 (typically for mobile generators and light civilian vehicles), while "large ICE" refers to internal combustion engines rated 10 and larger. If "large" or "small" is not specified, then the table entry is applicable to both types of ICEs.

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FUEL AVAILABILITY AND COST AVERAGES

Fuel Type	Engine Type	Base Cost	Base Availability
Natural Gas	Small ICEs	1.2/liter	B/A/A
Petrochemical	ICEs	1.0/liter	B/A/B
Fission Fuels (Radioactives)	Fission Engines	1,000.0/gram	C/D/D
Hydrogen	Fusion Engines	15.0/liter	B/C/B
Energy Cells/Power Packs	Electrical	as power cell	as power cell
Alcohol	ICEs	1.5/liter	A/A/A
Coal	ICEs	0.5/liter	A/A/A

FUEL EFFICIENCY AND GAME NOTES

Fuel Type	Base Efficiency by Engine Class						Notes
	Small*	Large*	Aircraft	Fusion	Fission	Electric	
Natural Gas	kpl	15 kpl	N/A	N/A	N/A	N/A	Explosive: Detonation TN 11; 1•4D6 explosive damage per liter
Petrochemical	30 kpl	20 kpl	2 kpl	N/A	N/A	N/A	Explosive: Detonation TN 10; 2•5D6 explosive damage per liter
Hydrogen	N/A	N/A	N/A	Varies	N/A	N/A	Explosive: Detonation TN 9; 4•4D6 explosive damage per liter.
Energy Cells	N/A	N/A	N/A	N/A	N/A	As cell	Hazardous: All power cells can deliver electrical shock or explosive damage if shorted out. Damage is equal to 1•1D6 energy damage per 5 points of stored charge; Acids from leaking cells may cause 1D6 energy damage per minute if they come into contact with unprotected skin.
Alcohol	20 kpl	10 kpl	N/A	N/A	N/A	N/A	Explosive: Detonation TN 9; 2•4D6 explosive damage per liter
Coal	25 kpl	15 kpl	N/A	N/A	N/A	N/A	Explosive: Detonation TN 7; 2•3D6 explosive damage per liter
Radioactives	N/A	N/A	N/A	N/A	Varies	N/A	Hazardous: Characters who are exposed to any of this material without the proper shielding will begin to suffer radiation poisoning after failing any BOD Attribute Check with a +8 penalty to the TN. Radiation poisoning from uranium or plutonium fuel outside of a reactor is treated as a contact/inhaled poison with a base damage of 1D6 per day, per kilogram of radioactive matter, applied continuously. A character stupid enough to be exposed to an operating fission reactor will suffer 3D6 per minute.

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BATTLE ARMOR CONSTRUCTION WORKSHEET (Filled Out)

Type:	Elemental	Tech Base: <input type="checkbox"/> Inner Sphere <input checked="" type="checkbox"/> Clan										
		Mass (Kg)	Loc	Weapon Slots	AP	STR	DEX	REF	Size	Move	Cost (C-Bills)	
Config:	<input checked="" type="checkbox"/> Humanoid <input type="checkbox"/> Quad											
Chassis Type:	<input type="checkbox"/> PA(L) <input type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Heavy <input type="checkbox"/> Assault	250	RA/ LA/ Body	3/3/4	+1	+4		-1	-1	0	200,000	
Movement												
Ground:	1MP	0									0	
Jump:	3MP	150								Jump	300,000	
UMU:	OMP											
VTOL:	OMP											
Manipulators												
RA:	None	0	RA									
LA:	Battle Claw	15	LA		+1		-1				10,000	
Armor												
Type:	Standard	250									100,000	
Points:	10											
M/B/E/X:	9/8/8/8										6,100	
Clan Technology Modifier (+10%)												
Weapons												
Modular Weapon Mount		10	RA	1								
SRM2		70	Body	2						-1	10,000	
Detachable Missile Pack		10						(+1)		(+1)	5,000	
Ammo (SRM2) 2		40	Body	1								
Anti-Personnel Weapon Mount		5	LA	1							500	
Modular Anti-Mech Weapons		200	RA	2							Var.	
Support Laser (200kg, 1 Slot) or Support Machine Gun (100kg, 1 Slot) or Heavy Flamer (150kg, 1 Slot)												
Equipment												
Elective Modifiers												
Totals	9/8/8/8 (BattleTech 10+1)	1,000	RA/ LA/ Body	3/3/1	2	+4	-1	-1(0)	-1	-1/-2/-3 (0) Jump	687,250	

Mechanized Battle Armor:

Swarm Attacks:

Leg Attacks:

Notes: Movement -1/-2/-3 and REF -1 until SRM2 jettisoned

Species: _____
 Homeworld: _____
 Environment: _____
 Type: _____
 Body Shape: _____
 Coloring: _____
 Length _____ Height: _____ Weight: _____

CLASSIC BATTLETECH RPG™

Creature Record Sheet

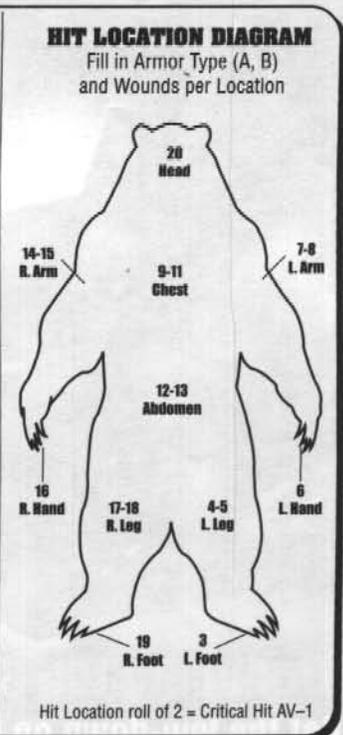
ATTRIBUTES	Value
Strength	_____
Body	_____
Dexterity	_____
Reflexes	_____
Intelligence	_____
Willpower	_____
Edge	_____
Size Level	_____

TRAITS

SKILLS	Name	Bonus
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

* Untrained Skill Check Possible

COMBAT INFORMATION
Armor
Type A: _____ AV (M/B/E/X) / / / /
Type B: _____ AV (M/B/E/X) / / / /
Fatigue
Fatigue ≤ WIL <input type="checkbox"/>
+1 TN per Fatigue > WIL <input type="checkbox"/>
Unconscious if Fatigue > (2 x WIL)
Wounds
Grazing Wounds (WV 2): _____
Minor Wounds (WV 4): _____ +1 TN ea.
Serious Wounds (WV 8): _____ +2 TN ea.
Critical Wounds (WV 16): _____ +3 TN ea.
Deadly Wounds (WV 32): _____ Knockout
Total Wound Value of all Wounds: _____ *
* If total Wound Value > (BOD+WIL), Dying



Four-Legged
20 • Head
17-19 • R. Hind Leg
15-16 • R. Foreleg
10-14 • Body
8-9 • Tail
6-7 • L. Foreleg
3-5 • L. Hind Leg
Plant
○○○○○ ○○○○○
○○○○○ ○○○○○

Six-Legged
20 • Head
18-19 • R. Hind Leg
16-17 • R. Mid leg
15 • R. Foreleg
10-14 • Body
8-9 • Tail
7 • L. Foreleg
5-6 • L. Mid Leg
3-4 • L. Hind Leg
Tail ➔ Body

Eight Legged
20 • Head
18-19 • R. Hind Leg
17 • R. 3rd leg
16 • R. 2nd leg
15 • R. Foreleg
10-14 • Body
8-9 • Tail
7 • L. Foreleg
6 • L. 2nd Leg
5 • L. 3rd Leg
3-4 • L. Hind Leg

Winged
20 • Head
19 • R. Leg
18 • R. Wing Critical*
14-17 • W. Wing
9-13 • Body
5-8 • L. Wing
4 • L. Wing Critical*
3 • L. Leg
* Incapable of flying

Fishlike
19-20 • Head
10-18 • Body
9 • Fins
3-8 • Tail-Fin
Snakelike
20 • Head
10-19 • Body
3-9 • Tail-Fin

MOVEMENT	Ground	Water	Air
	/ /	/	
Sprinting: _____	Diving: _____	Burrowing: _____	
Jumping: _____			

ATTACKS	AP•Dmg	#	Range	Notes
_____	_____	_____	/ / /	_____
_____	_____	_____	/ / /	_____
_____	_____	_____	/ / /	_____
Poison Damage	Effect	Vector	Speed	Doses spent
_____	_____	_____	_____	○○○○○ ○○○○○ ○○○○○

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