

MECHWARRIOR[®]

COMPANION



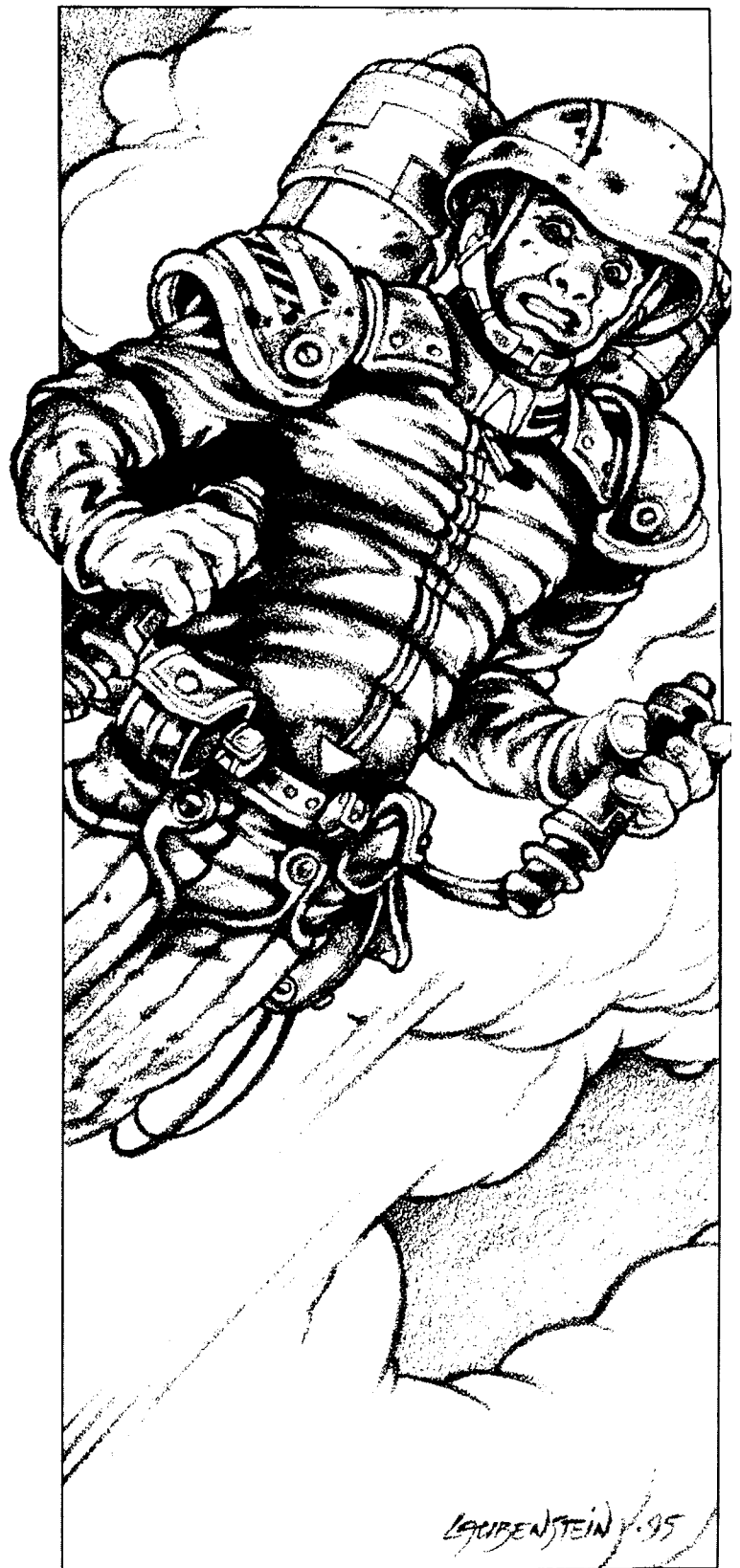
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INTRODUCTION

The **MechWarrior Companion** is an expansion rulebook for the **MechWarrior, Second Edition (MW II)** game system. The **Companion** contains a wealth of information designed to add more detail and excitement to your games. New rules for character creation and combat, new archetypes, creatures, guidelines for playing the Clans and running adventures and campaigns, and a virtual warehouse full of new equipment—the **MechWarrior Companion** gives players more options than ever before.

The **Companion** also contains large sections of support material for **MechWarrior** gamemasters. These sections are designed to help gamemasters meet the unique challenges of running roleplaying campaigns in the **BattleTech** universe.

The final section in this introduction, **An Uneasy Peace**, updates the Historical Overview presented in **MechWarrior, Second Edition** to include recent events in the Inner Sphere and provide a synopsis of the present situation.

HOW TO USE THIS BOOK

To make full use of the material in the **MechWarrior Companion**, you will need a copy of **MW II**. The **MechWarrior** game is designed for use with **BattleTech**, a game of armored combat. Gamemasters interested in including BattleMech combat in their games should have a copy of **BattleTech, Third Edition** or **CityTech, Second Edition** as well.

The **MechWarrior Companion** is divided into the following sections: **Characters, Archetypes, Combat, Running the Game, The Clans, Creatures, Equipment, and Tables**.

The **Characters** section contains information on creating new characters and advancing them through experience. The section provides several new skills and advantages, as well as expanded definitions of the skills presented in **MW II**. **Archetypes** presents a dozen new ready-to-play archetypes.

The **Combat** section provides some new options for personal combat in **MechWarrior** and additional instructions for integrating **MechWarrior** and **BattleTech** games.

Running the Game features more help for the gamemaster. This section includes campaign and adventure frameworks, guidelines on using adversaries and subplots to flesh out campaigns, notes on keeping your games and campaigns on course, and rules for different environments. **Running the Game** also provides numerous suggestions for creating the unique atmosphere of the **BattleTech** universe in your games.

The Clans offers insight into Clan culture, describes the major Clan trials, and provides rules for using them in games. The section also presents a number of adventure possibilities for groups of Clan characters.

Creatures provides rules for the creation and game use of animals and extraterrestrial “monsters,” and also provides a few sample creatures.

The **Equipment** section features a wide selection of new equipment for **MechWarrior**. It includes rules for equipment legality and the black market, as well as clarified rules for the use of personal armor. The **Tables** section at the end of the book provides game statistic tables for all the equipment and weapons introduced in the **MechWarrior Companion**.

Gamemasters should thoroughly familiarize themselves with any new rules before incorporating them in **MechWarrior** games. Gamemasters may wish to confer with their players before introducing any new rules, equipment, or weapons into their games, but the final decision on incorporating new elements should be the gamemaster’s alone, and the players should abide by that decision.

AN UNEASY PEACE

Ever since the Truce of Tukayyid ended the Clan invasion in 3052, a peace of sorts has settled over the Inner Sphere. However, the peace of the past six years has been an uneasy one. Clan forces still raid Steiner and Kurita worlds above the truce line, rebellions and civil unrest plague many of the worlds in the Clan occupation zones, and internecine warfare continues to plague both the Inner Sphere powers and the Clans.

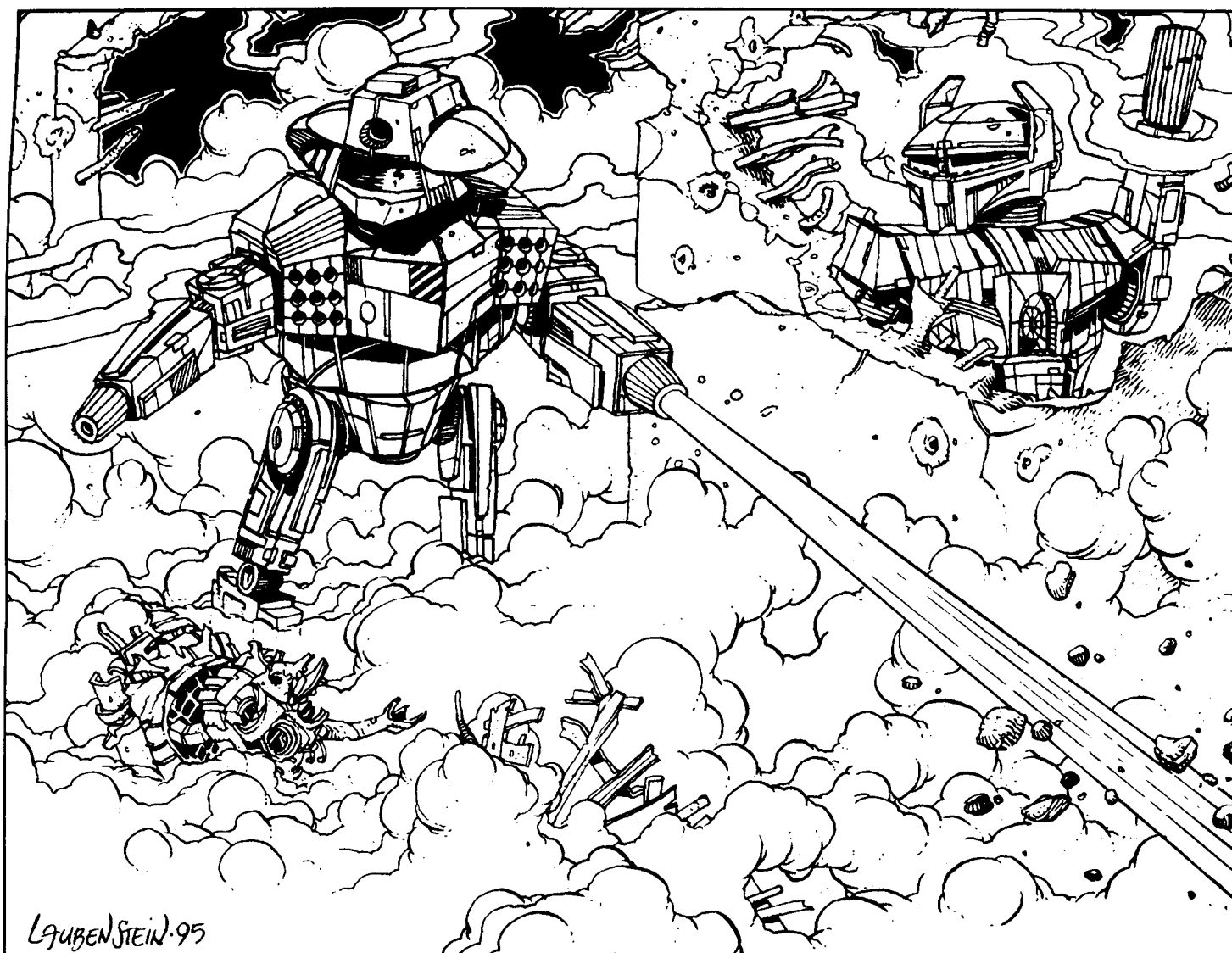
THE INNER SPHERE

During the years of the Clan invasion, the Great Houses of the Inner Sphere set aside their ancient hatreds and territorial ambitions to unite against their common enemy. With the temporary halt of the Clan threat, however, many of those submerged animosities and ambitions have again reared their ugly heads, spawning hostilities throughout the Inner Sphere. The most striking and far-reaching example of this disturbing trend is the so-called Chaos March.

For centuries, the worlds of the March belonged to the Capellan Confederation and the Free Worlds League. Later, both realms lost countless possessions in the area to the Federated Commonwealth. Ever since those losses, Liao and Marik rulers had dreamed of recapturing their lost worlds. Neither House possessed enough military might to challenge the Federated Commonwealth, however, and neither considered an invasion feasible until several unforeseen events occurred that changed the equation.

The first event was the Clan invasion. In addition to numerous other repercussions, the invasion prompted Federated Commonwealth military commanders to transfer troops from the Commonwealth’s possessions in the Sarna March to the Clan front. The reduced Commonwealth military presence on these worlds emboldened many critics of the Federated Commonwealth, as well as Liao sympathizers and sleeper agents planted on these worlds. The death in 3054 of Archon Melissa Steiner-Davion, who had enjoyed wide popularity among the populations of the Sarna March worlds, further aided these factions.

INTRODUCTION



But perhaps the most important event was the death in 3056 of Joshua Marik, heir to the Free Worlds League's Captain-General Thomas Marik. For years the young heir had remained at the Federated Commonwealth's New Avalon Institute of Science for treatment of his leukemia, an arrangement that had prevented Thomas Marik from launching any type of military action against the Federated Commonwealth. When the heir died, Prince Victor Steiner-Davion inserted a double in the boy's place. Capellan Chancellor Sun-Tzu Liao learned of this deception the following year, and proposed to Thomas Marik a joint Marik-Liao invasion of the Sarna March that would simultaneously punish Steiner-Davion for his treachery and recapture former Marik and Liao worlds.

In 3057, Marik and Liao forces invaded the Sarna March. The Liao invaders quickly captured many former Liao worlds, aided by Marik-backed mercenaries. Marik forces enjoyed wide success as well, taking several former Free Worlds League

planets. Almost immediately, Katrina Steiner-Davion announced the formation of the new Lyran Alliance, declared Lyran neutrality in the invasion, and called for all Lyran military units to withdraw from Federated Commonwealth possessions in the March. Marik took advantage of this development to settle for a separate peace with Katrina.

These events left the worlds of the Sarna March, now rechristened the "Chaos March," in disarray. The withdrawal of Marik forces left Sun-Tzu's forces unable to finish their campaign of conquest, while Katrina's withdrawal of Lyran units left Prince Victor unable to reinforce the few Federated Commonwealth forces remaining in the area. The Great Houses were left unable or unwilling to support any of their allies in the March, and numerous local factions and leaders arose to fill the resulting power vacuum. The Chaos March has become a cauldron of competing factions, rapidly shifting alliances, and near-constant war.

INTRODUCTION

THE CLANS

In the years since the battle of Tukayyid, the seemingly monolithic front presented by the invading Clans has been wracked by internal fighting, spawned by inter-Clan rivalries and the growing tension between Crusader and Warden factions. On one hand, this has lessened the threat to the Inner Sphere by weakening the most powerful Crusader Clan. However, this internal strife has also nearly destroyed the foremost Warden Clan and made the Clans an increasingly unpredictable—and therefore, increasingly dangerous—opponent.

The most striking example of this internecine warfare is the so-called Refusal War between the Jade Falcon and Wolf Clans, a fierce struggle that left both Clans bled nearly white. The war grew from a plot initiated by Crusaders in the Wolf Clan, who wished to depose the Warden ilKhan, Ulric Kerensky, from his position and lead a renewed invasion of the Inner Sphere. To that end, they accused Kerensky of conspiring to destroy the Wolf Clan's genetic legacy. According to their charge, the Truce of Tukayyid, which Kerensky had signed, would create an entire generation of Wolf warriors untested by combat. That lack of experience, they argued, would lead to the Wolf Clan's destruction when the Inner Sphere invasion resumed in 3066.

Kerensky was determined that the rift between Crusaders and Wardens would not split the Wolf Clan, and so he directed that the matter be transferred from the Wolf Clan Council to the Grand Council of all the Clans. In that venue, the Jade Falcon Clan, the strongest of the Crusader Clans, claimed the right to prosecute Kerensky. The Jade Falcons had consolidated their holdings in the Inner Sphere and stood poised to renew the invasion, confident in their ability to reach Terra before any other Clan and thereby claim the right to lead all the Clans. But first, they would have to remove Kerensky from power. In the end, they successfully persuaded the Khans of the Grand Council to strip Kerensky of his rank and authority. Rather than accept the verdict, however, Kerensky surprised all by demanding a Trial of Refusal to contest the Council's verdict. The leaders of Clan Jade Falcon, who would represent the Council in such a trial, initially tried to persuade Kerensky to drop his demand. The former ilKhan proved adamant, however, and the stage was set for the Refusal War.

The war raged for four months, as Wolf Clan forces battled Jade Falcon units on the Falcon-held worlds of Colmar, Sudeten, Zoetermeer, Baker 3, Devin, Evciler, Twycross, and Wotan. Both sides suffered enormous losses, as the fighting claimed entire Galaxies of MechWarriors. The Wolf forces severely weakened the Jade Falcons during these battles but lost two of their most valuable leaders as well—former ilKhan Ulric Kerensky and Khan Natasha Kerensky, the so-called Black Widow. Eventually, the final outcome of the war came down to a battle on the Lyran world of Morges, where saKhan Phelan Ward led the remaining Wolf units in a fight for the survival of the Wolf Clan. In the end, Phelan and the Wolves emerged victorious.

Phelan's victory proved somewhat hollow, however. Though his Wolves possessed the genetic legacy of the Wolf Clan, the Clan Grand Council had exiled them from the Clans at the instigation of the Jade Falcons. Furthermore, a new Crusader Clan, the Jade Wolves, had been formed from surviving Crusader elements of the Wolf Clan. The Jade Wolves regard themselves as the true Wolf Clan, and see the very existence of Phelan's Wolf Clan as an affront.

The war may prove a mixed blessing for the Inner Sphere. The conflict severely weakened Clan Jade Falcon, and the Inner Sphere has gained a potentially invaluable ally against the invaders by giving Phelan's Wolf Clan-in-exile sanctuary in Lyran space. However, the hand of Clan Crusaders has been strengthened by the splintering of the staunchly Warden Wolf Clan and the exile of its remaining Warden sympathizers, as well as the formation of the pro-Crusader Jade Wolf Clan.

The waning power of the Wolves and the Jade Falcons has created a power vacuum among the invading Clans, leading to further instability as other Clans in the invasion force jockey for power. At present, the Ghost Bears seem the most likely to lead a renewed invasion. The Bears have bolstered their troops with reinforcements from the Clan homeworlds, a development that poses a grave threat to the Draconis Combine worlds that lie above the truce line.

Kurita raiders have staged near-constant raids against Clan Smoke Jaguar in recent years, which have prevented that Clan from effectively recovering from the heavy casualties it suffered on Tukayyid. Nova Cat raiders have begun harrassing Smoke Jaguar forces recently as well, further hampering the Clan's attempts to rebuild. As a result, the Smoke Jaguars seem unlikely to challenge the Ghost Bears for leadership of the Clans. But Clan Smoke Jaguar's weakness has filled its warriors with frustration and a fierce desire to prove they are still a force to be reckoned with—which makes the Jaguars a potentially dangerous enemy for their Clan brethren and Inner Sphere powers.

Neither the Steel Vipers nor the Nova Cats have the strength to challenge the Ghost Bears, but both Clans are far from harmless. The Viper Khan, Perigard Zalman, has shown remarkable restraint while patiently rebuilding his Clan, which marks him as a canny and dangerous leader. Meanwhile, the Nova Cats continue to rebuild following their losses on Luthien and Tukayyid. Their weakened condition, however, has not prevented them from raiding worlds located above the truce line.

INTRODUCTION

INNER SPHERE MAP 3058



CHARACTERS

Characters represent the most important element of any story, and by far the most important element of a roleplaying game campaign. This section is designed to help players create strong, complex, and clearly defined characters for **MechWarrior** games. **MW II** offered helpful suggestions for building basic characters, including what traits, habits, and skills a player should take into consideration when creating a **MechWarrior** character. This section clarifies and expands the character guidelines offered in **MW II** and provides new skills, including expanded suggestions for specializations; advantages, including advantages specifically for Clan characters; and general rules for generating and playing all types of characters. In addition, six new Inner Sphere and six new Clan **MechWarrior** archetypes appear at the end of this section.

As always, the gamemaster should approve the introduction of any new rules into a **MechWarrior** game.

CHARACTER DESIGN

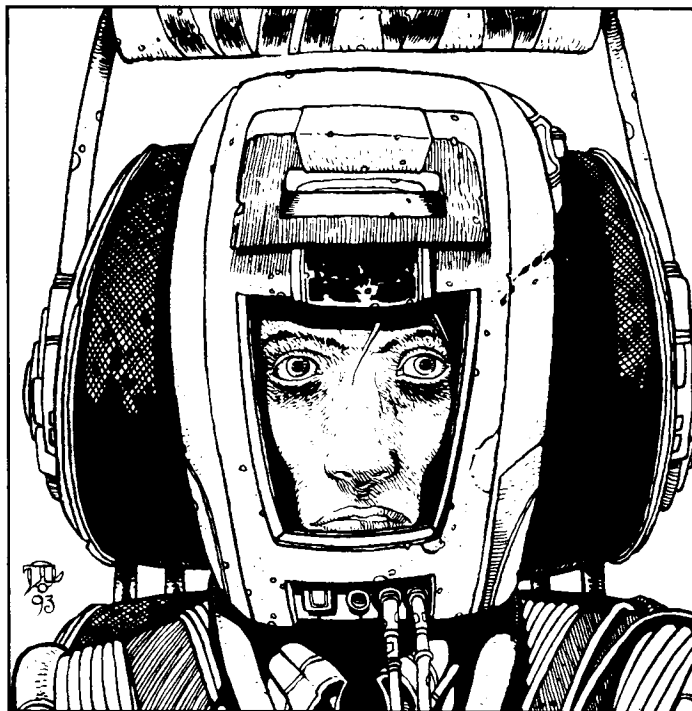
Assigning priorities on the Master Character Table (p. 14, **MW II**) presents the most important decisions a player will make when designing a **MechWarrior** character. The **Clan Heritage** and **Character Vehicles** options offer players more choices when assigning priorities.

CLAN HERITAGE

The Master Character Table in **MW II** enables players to select one of the following Races: Human, Clan Warrior, Clan Pilot, or Elemental. Players using the Clan Heritage option also determine whether their character has truebirth or freebirth status by the Race Priority they choose. A Race Priority of 0 or 1 indicates the character is a freebirth. A Priority level of 2 or more means the character is either trueborn, or freeborn of two truebirth parents.

The gamemaster may also determine a Clan character's status by rolling 1D6. A result of 1–3 denotes a Freeborn character, while a result of 4–6 denotes a Trueborn character.

Players familiar with the **BattleTech** universe may already know that trueborn Clan members—the product of Clan genetic engineering programs—enjoy a privileged status in Clan society. This fact is reflected in the Clan Heritage option. Players who select Trueborn status may choose from any Clan archetype and Clan Skill Package (p. 17, **MW II**) when designing their characters. Trueborn characters may also begin play with the Bloodname advantage (see p. 11). Freeborn characters may choose only from selected Clan archetypes and they cannot start play with the Bloodname advantage. Freeborn characters may not use Clan Skill Packages, with the exception of the Secondary Clan Warrior package, which is available only to players who select the Secondary Clan Warrior archetype. The Clan Character Options table summarizes the options open to trueborn and freeborn characters.



CLAN CHARACTER OPTIONS

Character Status	Character Options
Trueborn	Any Clan Archetype Any Clan Skill Package Bloodname advantage
Freeborn	Archetypes: Secondary Clan Warrior, Scientist, Merchant, Technician, DropShip /JumpShip Pilot Secondary Clan Warrior Skill Package

CHARACTER VEHICLES

The Master Character Table in **MW II** enables players to select a type of 'Mech when assigning priorities. Players using the Character Vehicles option may select an aerospace fighter, conventional vehicle, or battle armor instead. To use the option, players simply disregard the **BattleMech** column on the Master Character Table and make their selection from the Character Vehicles Table. Note that players may select only one vehicle from the entire table. For example, they cannot choose a BattleMech and a conventional vehicle.

CHARACTERS



CHARACTER VEHICLES TABLE

Priority	BattleMech	Aerospace	Conventional	Battle Armor
0	None	None	Light	None
1	Light	Light Fighter	Medium	Battle Armor
2	Medium	Medium Fighter	Heavy	—
3	Heavy	Heavy Fighter	Assault	—
4	Assault	DropShip*	—	—

* The character must also purchase the DropShip advantage (p. 12).

The Character Vehicles option is designed to provide players with greater choice when selecting a vehicle, but the gamemaster should oversee their selections to ensure that players choose vehicles appropriate for their characters' archetypes or professions and skills. For example, a free trader character should not have a suit of battle armor assigned to him for a Priority Level 1. A medium vehicle would make a more suitable choice, given his profession and likely skills. Ultimately, character vehicle selections are subject to the gamemaster's approval.

Although players may select vehicles, keep in mind that not all characters in the **BattleTech** universe can afford their own vehicles. Most often, a character is assigned the use of a vehicle that technically is the property of his military unit, House, or Clan. In this case, the character assigns a Priority of 0 to Vehicle.

The gamemaster determines the impact of vehicle ownership in his games. For example, a MechWarrior in a Great House military unit may find himself piloting a gleaming *Atlas* one day, only to be reassigned to an *UrbanMech* the next. Characters who own their vehicles may have their own problems as well. For instance, at the gamemaster's discretion such characters may have to pay for repairs and ammunition for their vehicles.

SKILL PACKAGES

This section presents new Skill Packages available to **MechWarrior** characters. These packages include three Military Occupational Specialties (MOS), a university Field of Study (FOS), and several general packages.

The MOS and FOS packages are available only to characters that attended a university or academy in the Inner Sphere. The general packages are available to any character. As with other Skill Packages, players may use any leftover skill points to increase the levels of any of their characters' skills, or to buy skills not included in the package.

Note that the JumpShip Pilot FOS is intended to be taken in combination with the DropShip Pilot MOS to form a university-level JumpShip pilot training program.

For more information on Skill Packages, see pages 16–19, **MW II**.

ARMORED INFANTRY MOS

Required

Gunnery/Battlesuit
Piloting/Battlesuit

Electives

Demolitions
Technician/Battlesuit

CHARACTERS

DROPSHIP PILOT MOS

Required

Piloting/Spacecraft
Zero-G Operations

Electives

Communications/Conventional
Computer
Gunnery/Spacecraft

MARINE MOS

Required

Gunnery/Spacecraft
Zero-G Operations

Electives

Demolitions
Support Weapons

JUMPSHIP PILOT FOS

Required

Computer
Navigation

Electives

Gunnery/Spacecraft
Leadership
Piloting/Spacecraft
Strategy

GENERAL PACKAGES

Cavalry Package

Skill	Level	Package Cost
Drive/Ground	2	13 pts
Gunnery/Artillery	1	
Gunnery/Conventional	2	
Small Arms	2	
Survival	1	
Technician/Mechanic	1	
Unarmed Combat	2	

Guerrilla Fighter Package

Skill	Level	Package Cost
Blade	1	19 pts
Demolitions	1	
Disguise	1	
Impersonation	1	
Medtech	1	
Perception	2	
Scrounge	1	
Security Systems	1	
Small Arms	2	
Stealth	2	
Survival	2	
Tracking	1	
Unarmed Combat	2	

Infantry Package

Skill	Level	Package Cost
Blade	1	15 pts
Drive/Ground	1	
Medtech	1	
Quickdraw	1	
Small Arms	3	
Stealth	2	
Support Weapons	1	
Survival	1	
Unarmed Combat	2	

MechWarrior Package

Skill	Level	Package Cost
Gunnery/BattleMech	2	13 pts
Leadership	1	
Piloting/BattleMech	2	
Small Arms	2	
Survival	1	
Technician/BattleMech	1	
Unarmed Combat	2	

ADVANTAGES

Advantages are abilities, privileges, or other assets that are not covered by some other game mechanic. When assigning priorities on the Master Character Table, players may obtain anywhere from 0 to 4 Advantage Points. They can use these points to purchase advantages (for descriptions of the basic **MechWarrior** advantages, see pp. 21–22, **MW II**).

Players may obtain the following new advantages by purchasing them during character creation or exchanging one of their character's old advantages for a new one of equal point value.

If a player chooses to replace one of his character's advantages with one of the new advantages offered here, he must offer the gamemaster a believable fictional explanation for this mid-life change.

NEW ADVANTAGES

Advantage	Advantage Points
Bloodname	3
Combat Sense	2
Contact	1–3
DropShip	1–3
EI Neural Implant	1
Reputation	1
Well-Connected	1–3

BLOODNAME

A Bloodname is the highest honor a Clan warrior may earn. It ensures the propagation of his genes and qualifies him to serve as a Khan or in other key leadership positions in Clan society (see **Bloodnames**, p. 65, for further information).

CHARACTERS

Trueborn Clan characters may purchase a Bloodname for 3 *Advantage Points* during character creation. Any Clan character, trueborn or freeborn, may earn a Bloodname in the course of game play (see **Trial of Bloodright**, p. 70).

The honor and awe associated with a Bloodname provides all Bloodnamed characters with a -2 modifier to all Social-based skill rolls during interactions with other Clan characters.

COMBAT SENSE

Combat Sense grants a character a set of fighting instincts that usually keeps him one step ahead of the opposition.

Characters with Combat Sense add a +2 modifier to all Initiative Rolls (add in the REF Attribute as normal) during personal combat. Combat Sense has no effect on BattleMech combat unless the character is fighting alone or the gamemaster is allowing each player to roll individual Initiative, in which case the +2 modifier applies.

CONTACT

The Contact advantage provides a player character with an ally or acquaintance who can supply information and aid—a contact. The player character purchasing the advantage determines the identity of his contact, subject to gamemaster approval. The gamemaster determines the cost of the advantage, based on the following guidelines.

A 1-point contact has no power and limited influence but possesses a great deal of knowledge about a specific field. Normally, this knowledge is limited to the events and history of a specific world or region of space. Examples of 1-point contacts include scientists, merchants, and the ubiquitous bartender.

A 2-point contact has a small measure of power and influence in a limited area. This contact can provide information that would be unavailable to most people, including sensitive and secret data. Players must make appropriate skill rolls, however, to convince this type of contact to divulge such information. Common 2-point contacts include minor nobles, low-ranking military officers and merchant guild leaders.

A 3-point contact wields considerable power and influence and might be able to help the character and his team in significant ways. Unfortunately, such powerful contacts may be too busy to speak to the player characters when the characters need them, and political or financial considerations may prevent the contact from providing certain types of aid. Nevertheless, the benefits of having a connection this high nearly always outweigh the drawbacks. Common 3-point contacts include planetary rulers, aides to House Lords, and high-ranking military officers.

Using Contacts

Gamemasters should not allow contacts to become mere spigots of information that players can turn on and off at will. Contacts should be fully developed characters with their own desires, goals, and motivations. Players should have to perform some roleplaying or appropriate skill rolls, such as Negotiation or Protocol Skill Rolls, to gain information from them.

The gamemaster should consider whether or not a player character's contacts "fit" with the player character's personality. For example, a criminal-turned-mercenary character is not likely to have a grand duke as a contact, regardless of how many points the player spends. The players and gamemaster should work out these considerations together. As always, the gamemaster's decision is final, but should be fair as well.

DROPSHIP

The DropShip advantage enables player characters to own and command DropShips. A character who wants to purchase this advantage must first assign a Priority Level 4 for his vehicle when assigning priorities on the Master Character Table (see **Character Vehicles**, p. 9).

The player character must then spend the required Advantage Points to obtain a DropShip of the desired weight range. Within the purchased weight range, the character may choose any type of DropShip, subject to the gamemaster's approval. (For a large selection of available DropShips, see **Technical Readout: 3057**.) The player also may create his own DropShip, but it must meet gamemaster approval.

DROPSHIP WEIGHT TABLE

Advantage Points	DropShip Weight
1	0–3,000 tons
2	3,001–9,000 tons
3	9,001–16,000 tons

Beginning the game with a DropShip does not mean the player character owns it outright. To determine how much debt a player character owes on his DropShip, roll 2D6. Combine the result with the number of points the player spent in choosing the DropShip weight, then consult the DropShip Debt Table.

DROPSHIP DEBT TABLE

Modified Roll	Debt Due
2–5	One-fourth total cost
6–10	One-third total cost
11–12+	One-half total cost

DropShip Type

Civilian and military DropShips offer advantages and disadvantages. Civilian DropShips enjoy access to nearly any port of call in the Inner Sphere because they represent little threat to local authorities. However, a civilian DropShip's lack of weapons also leaves it vulnerable to attacks from pirate and military vessels.

Military DropShips offer much better defenses against would-be attackers, and their weapons often prove decisive in battle. However, most planets restrict military DropShips to cer-

tain ports and keep them under tight security. Furthermore, most locals do not trust people who arrive in strange military DropShips.

ENHANCED IMAGING (EI) NEURAL IMPLANT

The EI system installed in most Clan 'Mechs and battle armor provides a MechWarrior with a "virtual reality" view of the battlefield that aids in target acquisition, aiming, and piloting. The addition of surgically implanted neural circuitry gives a MechWarrior or Elemental an unsurpassed connection with his machine. These bio-electric "tattoos" provide a wireless link to the machine and, in the case of MechWarriors, eliminate the need for a bulky neurohelmet.

For specific rules on using EI in game play, see the EI entry in **Equipment**, p. 101.

REPUTATION

A character with the Reputation advantage has distinguished himself in some way. He is well known and often respected, particularly in his home realm. Characters with the Reputation advantage receive a -1 modifier on all Negotiation, Seduction, and Streetwise Skill Rolls. Any Social Characteristic rolls also receive a -1 modifier.

A character with the Reputation advantage is as well known to his adversaries as to his friends. As a result, the character receives a +2 modifier on all Disguise, Impersonation, and Alternate Identity Skill Rolls.

WELL-CONNECTED

A Well-Connected character possesses a large number of friends, acquaintances, and foes. Such a character can call on contacts for information and help, but also must watch out for enemies.

The cost of this advantage is based on the area in which the character has potential contacts. The player must choose the specific area when purchasing the advantage. For 1 point, the character may use this advantage on a single important world—such as New Avalon or Solaris VII—or within a small state such as the St. Ives Compact or the Saiph Triumvirate. Two points makes the character well-connected within a large state, such as the Free Worlds League or the Outworlds Alliance. For 3 points, the character is well-connected throughout the Inner Sphere.

To use the advantage to find a contact, the player character must first spend 2D6 hours looking for a contact. Then the character must make a Streetwise Skill Roll (for criminal or underworld contacts), Scrounge Skill Roll (for merchant or technical contacts), or Protocol Skill Roll (for most other contacts). If the roll is unsuccessful, the player character does not find a contact. A successful roll provides the character with a contact appropriate to his needs. If the skill roll result is a 2, the character has not only failed to find a suitable contact, but has run afoul of an old enemy. The exact consequences of such a mishap are up to the gamemaster.

The contact obtained through the use of this advantage functions in the same way as one purchased through the Contacts advantage. The contact may only be used for the duration of the current game session.

In each game session, a Well-Connected character may make a number of attempts to locate a contact equal to the number of Advantage Points spent to purchase the Well-Connected advantage. In all cases, the character may make only one attempt to find a contact per day.

SKILLS

This section provides additions and clarifications for all the skill descriptions from **MW II**, as well as some new skills. Each entry contains a list of specializations for the skill, which enable players to more precisely define their areas of expertise. The following section provides guidelines for using these new skill specializations.

SPECIALIZATIONS

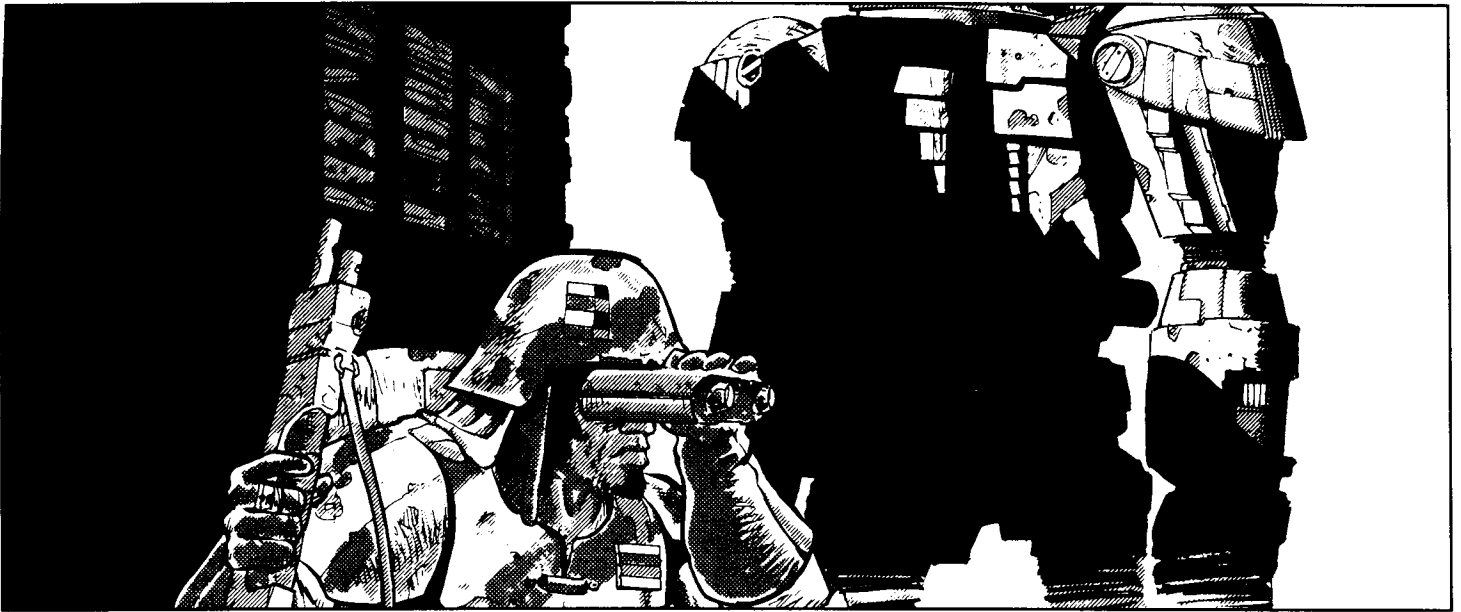
The **MW II** rules provided for the basics in terms of skills and concentrations. According to those rules, a character with the Technician/BattleMech Skill would be able to repair the fusion reactor on a damaged *Archer* with the same level of expertise that he could use to repair armor, replace a damaged pulse laser, or completely modify a BattleMech from top to bottom. Likewise, a character with the Small Arms skill would show similar aptitude with a shotgun and a laser pistol, even though both weapons vary greatly from each other. The specializations presented in the skill descriptions below provide a more realistic simulation of characters' skills by defining their areas of expertise more narrowly.

When using a specialized skill, apply a -1 modifier to all skill rolls when the skill use involves an area of specialization. For all other uses of the skill, add a +1 modifier to the skill roll.

Charlie's character has the Small Arms skill at Level 2 and a Physical Characteristic of 7, giving him a Base Target Number 5 with Small Arms. Charlie wants his character to be good with a laser pistol, and so he selects a laser pistol specialization. When Charlie's character fires laser pistols, he uses Base Target Number 4. For all other Small Arms rolls, he uses Target Number 6.

Acquiring Specializations

Skills may be specialized during initial character creation or during game play. If a player wants to add a specialization to his character during game play, he must obtain the gamemaster's approval and spend 5 Skill Points. Generally, players should set up specializations in game play before applying them to their characters. For example, if a player character wants to specialize in laser pistols, he should make a habit of using them in preference to other weapons. After this has been established as a pattern for the character, the gamemaster may approve the desired specialization of the Small Arms skill.



Players may specialize a skill during character creation by simply noting the specialization next to the affected skill. A character may have only one specialization per skill. Some skills, such as Alternate Identity, do not have specializations because of their particular nature.

Gamemasters should make sure players know that once they specialize a skill, they cannot "un-specialize" it. Skill specializations are permanent, and so the gamemaster should ensure that players understand the limitations a specialization will place on the character's skill use.

Each of the following skill descriptions lists suggested specializations where appropriate. Gamemasters and players should feel free to invent new specializations using the ones provided in the skill descriptions as guidelines. However, the gamemaster must approve any new specializations before players may use them.

SKILL DESCRIPTIONS

The following descriptions clarify and add to the skill descriptions provided in **MW II** (pp. 24–32), including skill-roll modifiers. This section also provides descriptions of the following new skills:

- Drive/Naval
- Piloting/Battlesuit
- Riding
- Technician/Battlesuit
- Technician/Spacecraft
- Zero-G Operations

Acrobatics

Acrobatics increases the character's ability to dodge an attack during Evade actions. To use the skill, the character makes an Acrobatics Skill Roll after announcing his Evade action. If the roll succeeds, all attacks against the character suf-

fer a +4 modifier, and the character receives an MP allowance equal to his REF rating plus his Acrobatics Skill Level.

Weather and terrain can inflict severe modifiers on Acrobatics Skill Rolls. Apply a +3 to +5 modifier for characters on wet or icy surfaces. Other terrains have the effects listed on the Terrain Conditions Table, p. 61 in **Running the Game**.

Specializations: Break Fall, Dodging, Jumping, Tightrope Walking, Tumbling

Administration

Characters with the Administration Skill may be allowed to operate a business on the side with the gamemaster's approval. Such enterprises can provide the character with a steady source of income, as well as numerous roleplaying opportunities. The exact operation of the business should be worked out between the player and the gamemaster. At the simplest level, the gamemaster can have the character make a quarterly skill roll to determine the enterprise's earnings or losses. Multiply the Margin of Success or Failure by 1,000 to determine how many C-bills the business earned or lost. Alternatively, the player and gamemaster can devise as complicated a system of finances as they wish. The level of detail is a matter of taste.

Specializations: Commercial, Military, Political

Alternate Identity

Although a character may purchase this skill several times to create multiple alternate identities for himself, maintaining multiple identities becomes increasingly difficult. Characters may assume one alternate identity without penalty, but for every additional alternate identity a character assumes, add a +1 modifier to all skill rolls the character must make whenever he is investigated or one of his identities is questioned.

Specializations: NA

Appraisal

The Appraisal Skill enables characters to appraise the value of items. However, some items are more easily appraised than others. Whenever a character makes an Appraisal Skill Roll to determine the value of common items or raw materials such as metals and gems, apply a -2 modifier to the roll. For appraisals of uncommon materials or items, apply a -1 modifier to the roll. Rolls made to appraise very rare items, such as Star League technology or 17th century furniture, receive modifiers ranging from +1 to +3, depending on the rarity of the item.

Specializations: Antiques, Artwork, Gems, Precious Metals, Technology

Archery

The Archery Skill aids characters using bows and crossbows and enables characters to jury-rig a badly damaged bow or build a simple bow from scratch. Jury-rigging or building a bow requires basic tools and takes about 30 minutes. Attacks made with jury-rigged or scratch-built weapons receive a +8 modifier, minus the Margin of Success of a successful Archery Skill Roll (minimum of +1). Characters with the skill use their Archery Skill Level as the base to-hit number for attacks with bows.

Specializations: Bows, Crossbows

Blade

The Blade Skill provides characters with expertise in the use of all edged weapons and all melee weapons, including clubs, stunsticks, and whips. Gamemasters may prefer to use the names Armed Combat or Melee Combat for the skill. Characters with this skill use their skill level as the base to-hit number when wielding edged or melee weapons in combat.

Specializations: Clubs, Coshing, Knives, Swords, Vibro-weapons, Whips

Bureaucracy

The Bureaucracy Skill helps characters traverse civilian or military bureaucracies. Characters with this skill can quickly locate and communicate with the powerful individuals in a bureaucracy. A combination of successful Negotiation and Bureaucracy Skill Rolls can greatly speed up the process of requisitioning necessary supplies or equipment.

Specializations: Commercial, Military, Political

Career Skills (CS)

Career Skills (CS) refers to a catch-all category of skills that can be used to fill in the gaps in the skill list for your campaign. For example, if the characters are a team of armored police on a harsh border world, they might need Career Skills such as CS/Police Officer and CS/Detective. Craft skills such as CS/Leatherworking enable characters to create their own unique equipment. Gamemasters can encourage players to take Career Skills for their characters by providing opportunities to use such skills in game play.

Specializations: Vary, depending on character's occupation.

Climbing

The Climbing Skill enables characters to scale natural and manmade obstacles. Various conditions affect the difficulty of a climb. Simulate these variables by applying the appropriate modifiers to Climbing Skill Rolls, as indicated on the table below.

CLIMBING SKILL MODIFIERS TABLE

Condition	Modifier
Climbing gear	-2
Numerous handholds	-1
Few handholds	+1
Slippery surface	+2
Very slippery surface	+5

A failed Climbing roll results in a fall. See **Combat**, p. 41, for rules on damage caused by falling.

Specializations: Mountaineering, Spelunking, Urban

Communications/Conventional

Characters may use the Communications/Conventional Skill when operating communications equipment other than hyperpulse generators. The skill enables a character to jam an opponent's communications or defeat an opponent's attempts to jam his own communications. In either case, the character makes an Opposed Skill Roll against the opponent's Communications/Conventional Skill.

Specializations: ECM, Field, Spacecraft, Surveillance

Communications/Hyperpulse Generator

The Communications/Hyperpulse Generator Skill allows characters to send interstellar or interplanetary communications via a hyperpulse generator. A successful Communications/Hyperpulse Generator Skill Roll means that such a communication attempt succeeds. The skill is still quite rare, though more and more people outside of ComStar are learning it. Also, many Clan technicians are trained in the operation of HPG stations as well as other similar technologies.

Specializations: NA

Computer

The Computer Skill enables a character to search large computer databases, write computer programs, and hack into computer systems. If an opposing programmer is on-line when a character attempts to hack into a system, the gamemaster makes an Opposed Skill Roll for the character against the opposing programmer's Computer Skill. If the opposing programmer wins, the would-be hacker is forced off line and any further attempts on the same system receive a +2 modifier.

If the hacking character achieves a greater number of successes, he breaks into the system, but the opposing programmer may become aware of the intrusion. If the attacker's Margin of Success exceeded the opposing programmer's margin by 3

or more, the intrusion goes unnoticed. Otherwise, the opposing programmer may shut down the system in 1D6 rounds. The hacking character can make one Computer Skill Roll per round in an attempt to extract data before the system shuts down. These attempts suffer a "pressure" modifier of +1 in addition to all other applicable modifiers.

Gamemasters should note that only the most sensitive data is continually monitored by live security programmers.

Specializations: Intrusion, Programming, Security

Cryptography

Characters use the Cryptography Skill to encode and decode messages. When a character encodes a message, the character's Margin of Success becomes the difficulty modifier for anyone attempting to decode the message. Characters may voluntarily lower their Margins of Success to enable the message's recipient to decode the message more easily. A failed roll means the message has not been properly encoded and will be unintelligible to all characters.

Decoding a message also requires a successful Cryptography Skill Roll. When using a computerized code key, the decoding process requires 1 minute per page. Using a manual key extends the required time to 10 minutes per page. Decoding without a key requires $2D6 + 2$ and a quarter hours per page. All decoding times are divided by the decoding character's Margin of Success (the time is not reduced if the Margin of Success is 0 or 1).

If the decoding skill roll fails, characters with code keys may still decode a message, but the required time automatically doubles. If the character has no code key, he cannot decode the message.

Specializations: Encoding, Decoding



Demolitions

A character uses the Demolitions Skill to arm, disarm, and recognize explosive devices. Modifiers for skill rolls to arm explosive devices are based on a number of factors, ranging from the sensitivity of the explosive used to the complexity of the device's detonation mechanism. Truly complex devices may require the use of other skills such as Computer, Electronics, or Security Systems. The character arming the device sets the final modifier to the Demolitions Skill Roll used to arm the device. (A low modifier makes arming the device easy, but also enables other characters to disarm the device easily.) If

the arming roll succeeds, the device has been armed. If the roll fails, the arming attempt fails and the character must make a second Demolitions Skill Roll immediately, using the same modifiers. If this second roll fails, the device detonates and causes appropriate damage to the character and any other targets within the explosive's blast radius.

Disarming an explosive device is even more dangerous than arming one. To disarm an explosive device, a character must make a successful Demolitions Skill Roll with double the modifier used in the original arming roll. If the disarming roll fails, the device detonates and causes appropriate damage to the character and all targets within the blast radius.

Characters may also use Demolitions Skill Rolls to spot and recognize explosive devices. Modify such recognition rolls by the Margin of Success of the original arming roll.

Specializations: Booby Traps, Commercial Demolition, Disarming, Mines

Disguise

The Disguise Skill enables characters to create or see through disguises. When a character uses this skill to create a disguise, the gamemaster should make the skill roll for the character. This prevents the player from knowing how effective his character's disguise will be. The roll's Margin of Success becomes a modifier for any other character using the Disguise Skill to try to see through the disguise. Conversely, if the roll fails, its Margin of Failure becomes a negative modifier, making it easier for other characters to see through the disguise.

If a character disguising himself has a particularly bad roll, the gamemaster may reveal this fact to the character as soon as he looks in a mirror.

Note that Disguise only affects a character's physical appearance. A character who wants to alter his behavior and mannerisms must use the Impersonation Skill (see p. 18).

Specializations: Clothing, Hair, Makeup, Props

Drive/Ground

Originally called "Drive," the Drive/Ground Skill enables characters to operate all types of ground vehicles, including tanks and hovercraft. Successful Drive/Ground Skill Rolls enable characters to perform difficult maneuvers with such vehicles. For all Drive skills possessed by previously published characters and archetypes, substitute the Drive/Ground Skill.

Specializations: Hover, Tracked, Wheeled

Drive/Naval

The new Drive/Naval Skill enables characters to operate all types of naval vessels, including hydrofoils and submarines. Successful Drive/Naval Skill Rolls enable characters to perform difficult maneuvers with such vehicles. Note that characters use the standard Gunnery/Conventional Skill when firing weapons mounted on naval vehicles.

Specializations: Submarines, Surface Vessels

CHARACTERS

Engineering

The Engineering Skill enables characters to create designs and modifications for equipment, vehicles, and weapons (see p. 26, **MW II**, for details). Note that the Engineering Skill does not enable characters to actually build their designs. Building or modifying equipment, vehicles, or weapons requires an appropriate set of Technician Skills.

Specializations: Aerospace Fighter, BattleMech, Computer/Electronics, Conventional Vehicle, DropShip, JumpShip, Weaponry

Escape Artist

The Escape Artist Skill can aid characters in escaping from imprisonment or similar large-scale entrapment. Successful Escape Artist Skill Rolls enable characters to squeeze between cell bars, tunnel under walls, steal a guard's keys, slip out of restraints, and the like. However, the skill does not aid characters attempting to pick locks or defeat security cameras. These tasks are covered by the Security Systems Skill (see p. 21).

Specializations: NA

Forgery

The Forgery Skill allows characters to create and detect forgeries. The gamemaster should make the Forgery Skill Roll for a character creating a forgery, so that the character will be unaware of the forgery's effectiveness. (In the case of a very bad roll, the gamemaster may reveal the result to the character.) The Margin of Success achieved when creating a forgery becomes the modifier for any Forgery Skill Roll made by a character attempting to detect the forgery. If the original roll failed, the Margin of Failure becomes a negative modifier for any detection rolls.

Characters attempting to forge complex documents or items should begin by making an appropriate Career Skill or Special Interest Skill Roll. The Career Skill or Special Interest depends on the type of document. For example, a character attempting to forge a police report should make a Special Interest (Police Procedures) Skill Roll. The roll's Margin of Success is used as a negative modifier to the Forgery Skill Roll used to create the forgery. The roll's Margin of Failure is used as a positive modifier to increase the Forgery Skill Roll's difficulty. Characters who lack an appropriate Career Skill or Special Interest may make an untrained skill roll (see p. 11, **MW II**).

Specializations: Antiques, Artwork, Currency, Handwriting, Verigraphs

Gambling

The Gambling Skill helps characters cheat or detect cheating in games of chance. A successful Gambling Skill Roll enables a character to cheat during such a game. However, each time the character attempts to cheat again during the same game, he must repeat the roll, increasing the target number by 1 each time. A failed roll means the character has been caught in the act.

A cheating character may also be exposed if another character makes an Opposed Gambling Skill Roll against the cheater and achieves a higher Margin of Success.

The Gambling Skill can also be used to determine a character's success in games of chance. Although roleplaying such games may be more fun, a Gambling Skill Roll can be used instead to quickly determine a character's success in such games. A high Margin of Success indicates large winnings, while a high Margin of Failure indicates large losses.

Specializations: Card Games, Electronic Games, Mechanical Games

Gunnery/Aerospace

Gunnery/Aerospace confers proficiency with weapons systems for conventional aircraft and aerospace vessels, including "small craft" DropShips of 200 tons or less. A character with the skill uses his Gunnery/Aerospace Skill target as a base to-hit number when firing such weapons. Note that the heavy cross-training required to learn the weapons systems of the various aircraft and aerospace vessels prevents Gunnery/Aerospace from being specialized for specific weapon classes.

Specializations: Aerospace Fighters, Conventional Aircraft, Small Craft, VTOLs

Gunnery/Artillery

Gunnery/Artillery confers familiarity with all conventional strategic weaponry, including all static weapon emplacements and vehicle-mounted artillery-class weapons (including Arrow IV Missile Artillery). A character with the skill uses his Gunnery/Artillery Skill target as a base to-hit number when firing such weapons, plus the following modifiers: +5 for onboard fire, +7 for offboard fire. This skill is required for forward observers acting as spotters to adjust fire, who must make a successful skill roll.

Gunnery/Artillery does not confer skill with artillery systems mounted in BattleMechs.

Specializations: NA

Gunnery/BattleMech

Gunnery/BattleMech confers proficiency with all BattleMech weapons systems, including 'Mech-mounted artillery. A character with the skill uses his Gunnery/BattleMech Skill target as a base to-hit number when firing such weapons.

Specializations: Artillery Weapons, Ballistic Weapons, Energy Weapons, Missile Weapons

Gunnery/Battlesuit

Gunnery/Battlesuit confers familiarity with all Clan and Inner Sphere battle-armor weapon systems. A character with the skill uses his Gunnery/Battlesuit Skill target as a base to-hit number when firing such weapons. Note that Gunnery/Battlesuit is also used when firing battlesuit-mounted secondary weapons that would normally require the Small Arms Skill to use.

Specializations: NA

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Gunnery/Conventional

Gunnery/Conventional confers proficiency with all conventional vehicle-mounted weapons, including those used on motorized-infantry APCs, tanks, and naval vehicles. A character with the skill uses his Gunnery/Conventional Skill target as a base to-hit number when firing such weapons.

Specializations: Ballistic Weapons, Energy Weapons, Missile Weapons

Gunnery/Spacecraft

Gunnery/Spacecraft confers familiarity with the weapons systems on large spacecraft such as DropShips, JumpShips and WarShips. The Gunnery/Spacecraft Skill enables a character to fire any such weapons, regardless of type. A character with the skill uses his Gunnery/Spacecraft Skill target as a base to-hit number when firing such weapons.

Specializations: Artillery Weapons, Ballistic Weapons, Energy Weapons, Missile Weapons

Impersonation

The Impersonation Skill enables characters to impersonate others. Generally, this skill is used in conjunction with the Disguise Skill.

To use Impersonation, a character makes an Impersonation Skill Roll when he begins the impersonation and repeats the roll at any critical times. Such times include meetings with friends or family of the impersonated figure or any time when the character comes under scrutiny. The gamemaster should modify these rolls depending on the circumstances. For example, a character who meets the spouse or lover of the impersonated figure might need to make a Impersonation Skill Roll with a modifier of +5 or higher.

Impersonation Skill Rolls may also be modified according to the figure being portrayed. "Generic" impersonations, such as a character pretending to be a military officer or BattleMech technician, may receive low or no modifiers at all. Impersonating a specific individual or a well-known figure may require skill rolls with high modifiers.

Whenever an Impersonation Skill Roll fails, the character's impersonation fails.

Specializations: Acting (Stage/Tri-Vid), Mime, Voice Mimicry

Interrogation

As explained in **MW II**, characters may use the Interrogation Skill when interrogating other player characters or NPCs or when they are the subjects of interrogations themselves. When both the subject of the interrogation and the character conducting the questioning possess the Interrogation Skill, Opposed Skill Rolls are made. If desired, the gamemaster may determine what, if any information is revealed based on the characters' Margins of Success or Failure.

In cases where a player has been captured and is undergoing interrogation by an NPC, the gamemaster should start the questioning with roleplaying to set the tone for the interroga-

tion. After setting the tone, the gamemaster can direct the player to make an Interrogation Skill Roll to determine whether he reveals information.

If characters prove particularly tough interrogation subjects, an NPC interrogator may isolate and threaten another, weaker player character in an attempt to extract information from the subject.

The specializations listed below indicate particular expertise or resistance to specific interrogation methods.

Specializations: Chemical, Polygraph, Torture, Verbal



Jump Pack

The Jump Pack Skill confers expertise in the operation and maintenance of jump packs (see p. 101 for details). Jump Pack Skill Rolls are used whenever a character attempts a particularly difficult maneuver, such as deploying from a moving vehicle or jumping in a hazardous area. A character may also make a Jump Pack Skill Roll when hit by an attack during a turn in which he used jump movement. A successful roll enables the character to land without injury. Landing in difficult terrain requires a Jump Pack Skill Roll modified as indicated on the Terrain Conditions Table, p. 61.

Specializations: NA

Leadership

The Leadership Skill enables characters to inspire or otherwise bolster their authority over their subordinates.

When using Leadership to deliver an inspiring speech to troops, characters make a Leadership Skill Roll with a +2 modifier, in addition to any other modifiers the gamemaster deems appropriate. For example, if the troops are facing an overwhelming enemy or oppressive conditions, the gamemaster may assign additional modifiers to the roll. If the player actually roleplays part or all of the speech, the gamemaster may reduce the roll's target number.

If the Leadership Skill Roll succeeds, all the characters in the leader's command—including NPCs—receive 1 extra Edge point. This increase lasts for the duration of the current battle. Additionally, NPCs in the command receive an increase of 2 in their Guts Ratings for the battle (see **Guts Ratings**, p. 59 of **Running the Game**).

Specializations: Commercial, Military, Political

CHARACTERS

Medtech

The Medtech Skill is used to treat wounds and promote healing (see p. 59, **MW II**). When making Medtech Skill Rolls to treat wounds, the roll should be modified for the circumstances of the treatment attempt as well as the patient's Wound Factor. For example, if a character is treating a wounded comrade in the middle of a snow storm, the Medtech Skill Roll would receive a +2 modifier for the effects of the storm in addition to any modifiers based on the wound. The Medtech Modifier Table provides some examples of circumstantial modifiers.

Specializations: Dentistry, Extended Care, First Aid, Pharmaceuticals, Prosthetics, Surgery, any medical specialty field

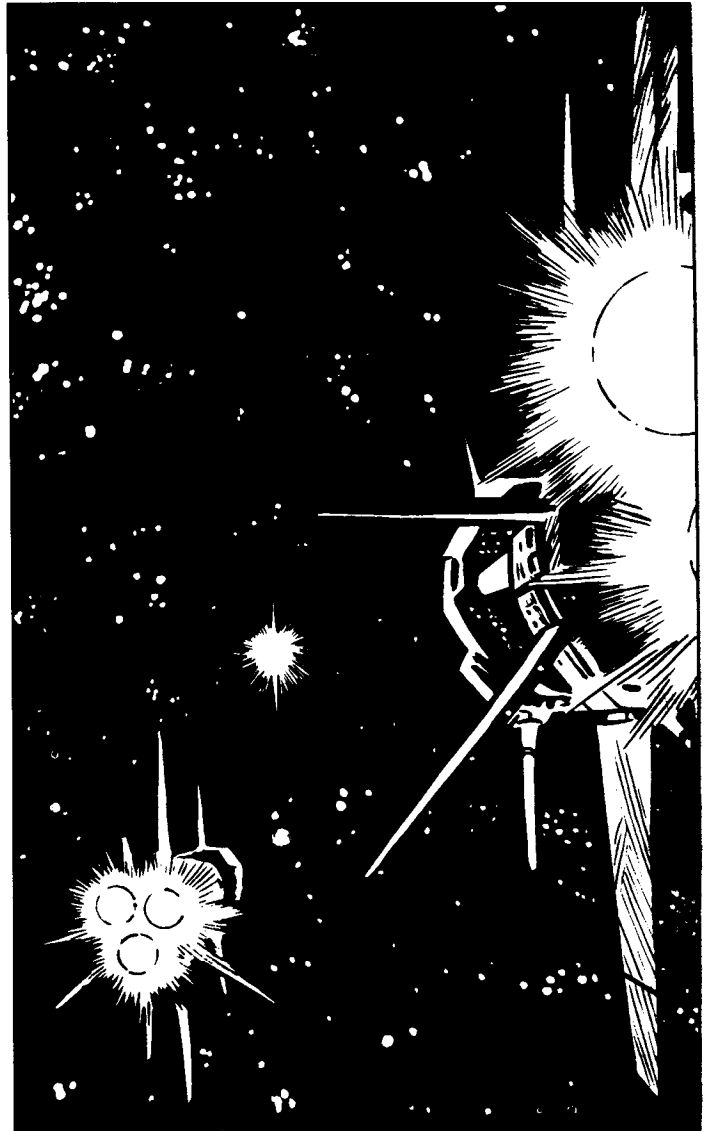
MEDTECH MODIFIER TABLE

Circumstance	Modifier
Outdoors	+1
Limited medical equipment	+1
No medical equipment	+3
Poor visibility	+1
Rain or snow (w/no shelter)	+2
Hospital	-2
Advanced Hospital	-3

Navigation

The Navigation Skill enables characters to calculate jump points for FTL spacecraft travel. The gamemaster should modify the Navigation Skill Roll depending on the conditions. For example, if the character is calculating a non-standard (pirate) jump point under combat conditions, the roll may receive a +4 modifier (+2 for the pirate point, and +2 because the character's JumpShip is under attack while he's calculating the point).

The Hyperspace Jump Times table shows the time required to plot a jump under various conditions and perform other jump-related tasks. Note that the calculation times are affected by the Margin of Success/Failure of the Navigation Skill Roll.



HYPERSPACE JUMP TIMES

Calculations for:	Time Required
Zenith or Nadir	
With computer	2D6 x 10 minutes (-5 minutes x Margin of Success; +5 minutes x Margin of Failure)
Without computer	2D6 hours (-30 minutes x Margin of Success; +1 hour x Margin of Failure)
Non-standard (pirate) jump point	
With computer	2D6 x 30 minutes (-15 minutes x Margin of Success; +15 minutes x Margin of Failure)
Without computer	Impossible
Drive Programming	3D6 minutes
Program Initiation	2D6/2 minutes
Jump Process	[(Light years traveled/2) x DropShip capacity] seconds

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More information about jump travel can be found in the **BattleSpace** rulebook, pp. 42–46. However, when playing **MechWarrior**, use the Hyperspace Jump Times table on p. 19 rather than the table supplied on p. 45 of **BattleSpace**.

Specializations: NA

Negotiation

Generally, negotiations among player characters and NPCs are best handled with roleplaying. However, characters with the Negotiation Skill may substitute Negotiation Skill Rolls for roleplaying if desired. The gamemaster determines how roll results affect negotiations.

Specializations: Bribery, Clan Bidding, Contract, Haggling, Persuasion

Perception

Perception Skill Rolls are used for such tasks as conducting searches and eavesdropping. Often, characters need to make Perception Skill Rolls even though they do not possess the Perception Skill. In such cases, characters must observe the untrained skill use rules. In place of Perception Skill Rolls, an untrained character rolls 3D6 against his Mental Characteristic, totalling the two lowest dice to determine the roll result.

Specializations: NA

Piloting/Aerospace

The Piloting/Aerospace Skill confers familiarity with atmospheric and aerospace craft and “small craft” DropShips of 200 tons or less. Characters make Piloting/Aerospace Skill Rolls whenever attempting difficult or dangerous maneuvers with such vessels.

Specializations: Light Fighters, Medium Fighters, Heavy Fighters, Small Craft, VTOLs

Piloting/BattleMech

The Piloting/BattleMech Skill confers familiarity with BattleMechs. Characters make Piloting/BattleMech Skill Rolls whenever attempting difficult or dangerous maneuvers with 'Mechs. See **Combat**, p. 39, for more information on using the Piloting/BattleMech skill and integrating the **MechWarrior** and **BattleTech** games.

Specializations: Light, Medium, Heavy, Assault, Jump-capable, Quad

Piloting/Battlesuit

The Piloting/Battlesuit Skill confers familiarity with battle armor. Characters make Piloting/Battlesuit Skill Rolls whenever attempting difficult or dangerous maneuvers with battle armor.

Note that the Piloting/Battlesuit Skill is based on the Athletic Characteristic, rather than the Physical like other Piloting skills. See **Infantry and Battle Armor**, p. 45 for detailed guidelines on using battle armor in **MechWarrior** play.

Specializations: NA

Piloting/Spacecraft

The Piloting/Spacecraft Skill confers familiarity with large spacecraft, such as DropShips, JumpShips, and WarShips. Characters make Piloting/Spacecraft Skill Rolls whenever attempting difficult or dangerous maneuvers with such craft.

When combining **BattleSpace** and **MechWarrior**, use the pilot/navigator's or the captain's Piloting/Spacecraft Skill target (whichever is worse) as the base target number for Control Rolls.

Specializations: DropShips, JumpShips, Small Craft, WarShips

Protocol

The Protocol Skill provides characters with a wide knowledge of social customs. Characters may make Protocol Skill Rolls when identifying important political and business figures, interacting with royalty or other powerful persons, and interacting with persons of an unfamiliar culture.

Specializations: Specific House, kingdom, or Clan

Quickdraw

The Quickdraw Skill enables characters to quickly draw small weapons. Additionally, a successful Quickdraw Skill Roll enables a character to perform 1 incidental or simple action before Initiative is rolled, subject to gamemaster approval.

Specializations: Blades, Pistols

Riding

The Riding Skill confers familiarity with all forms of natural land transportation, from horses to more exotic riding animals. The skill also confers the ability to drive carriages and wagons drawn by beasts.

Characters make Riding Skill Rolls whenever they attempt difficult or dangerous maneuvers while riding an animal or operating a carriage or wagon. The gamemaster sets roll modifiers based on the type of maneuver attempted, the creature's temperament, and the character's familiarity with the animal. At the gamemaster's discretion, a failed roll may result in the beast simply continuing to move forward or even throwing its rider.

Specializations: Horse, Camel, Elephant, Odessan Raxx, and other specific riding animals

Running

The Running Skill enables characters to run farther and faster than characters without the skill (see p. 29, **MW II**, for details). Characters who specialize in sprinting calculate their Running MP allowance using their Skill Level –1, but their Sprinting MP allowance is figured using their Skill Level +1. Characters who specialize in marathon running calculate both Running and Sprinting MP using their Skill Level –1, but can move at Running speed for (BLD + Running Skill Level) hours before requiring rest.

Specializations: Marathon, Sprinting

Scrounge

The Scrounge Skill allows characters to locate a contact who can provide rare or restricted items. To do so, the character

CHARACTERS

makes a Scrounge Skill Roll. The gamemaster provides a modifier for the roll based on the item sought and the contact. The modifier should range from -1 to -3. This skill is particularly valuable for characters who do not possess the Contact Advantage.

Specializations: Ammunition, BattleMech Parts, Food, Liquor, Weaponry

Security Systems

The Security Systems Skill confers familiarity with security systems. Characters may make Security Systems Skill Rolls when attempting to defeat security systems or when operating sensors.

For attempts to defeat locks with Security System Skill Rolls, the gamemaster should first assign difficulty ratings to all locks. Simple or archaic locks should have negative ratings, while advanced locks should have positive ratings. A lock's rating is used to modify the Security Systems Skill Roll of any characters attempting to defeat the lock.

Additionally, defeating some advanced locks may require special equipment. Such equipment can be found in security bypass kits (**Equipment**, p. 103), or obtained through the use of the Scrounge or Streetwise skills. Attempting to open a complicated electronic lock with no equipment at all is futile; the character might as well destroy the door.

When a character with the Security Systems Skill uses remote sensors (p. 103), the gamemaster should substitute Security Systems Skill Rolls for the Mental Characteristic Saving Rolls used to interpret sensor signals.

Specializations: Electronic Locks, Mechanical Locks, Sensors, Traps

Seduction

A character with the Seduction Skill can charm anyone of the character's choosing. Note that this skill can be used on individuals of any gender because it does not necessarily involve lustful advances. Rather, the Seduction Skill involves a careful application of compliments and ego boosting that lowers the target's guard and brings him into the seducing character's confidence.

Characters make Seduction Skill Rolls to determine if their attempts to seduce a character are successful. The gamemaster modifies the roll based on the target's feelings toward the character and character's general approach. The roll may be modified based on the information the character seeks from the target or the actions he wants the target to perform.

Aside from acquiring information, Seduction can also be used to gain trust, favors, or preferential treatment in certain situations.

Specializations: NA

Small Arms

Characters with the Small Arms Skill use their skill target as the base to-hit number when using small-arms weapons. Because of the wide variety of weapon types in the small-arms category, the gamemaster may wish to require that all characters specialize when acquiring the Small Arms Skill. This will offer more individuality to each character, especially if the player characters are all infantry or special forces operatives.

Specializations: Dart/Tranq Guns, Flamers, Gauss Weapons, Gyrojet Weapons, Laser Pistols, Laser Rifles, Needlers, Shotguns, Slug-throwing Pistols, Slug-throwing Rifles, Submachine Guns, Sonic Stunner

Special Interest (SI)

The Special Interest Skill denotes expertise in a field of special interest to a character. Characters may use the skill in any appropriate situation.

The most common Special Interest specializations are languages and dialects. All **MechWarrior** characters are assumed to speak fluent English, which is generally accepted as the language of trade across the Inner Sphere and Clan space, although the Clans speak a slightly different dialect of English. On isolated worlds or among special groups, however, other languages may be spoken. Note that all second languages must be learned as Special Interest Skills, even if a character comes from a region that is widely bilingual, such as the Draconis Combine.

When using language specializations, a Level 1 in Special Interest confers the ability to converse, although true fluency is not acquired until Level 2. At the gamemaster's option, a character may be given a "free" Level 1 Special Interest (Language) Skill if his background calls for it.

Specializations: Various, depending on interest

Stealth

The Stealth Skill enables characters to move quickly and quietly through all types of terrain and situations. When attempting to use the skill in the presence of guards or other active observers, an Opposed Skill Roll must be made pitting the sneaking character's Stealth Skill against the observer's Perception Skill.

Specializations: Camouflage, Hiding, Moving Silently

Strategy

The Strategy Skill is most often used in combination with the Tactics Skill. Successful Strategy Skill Rolls enable a character to understand how the current small-scale battle fits into the "big picture." This may allow a certain amount of foresight, enabling the player character's units to respond more effectively to the next stage of a campaign.

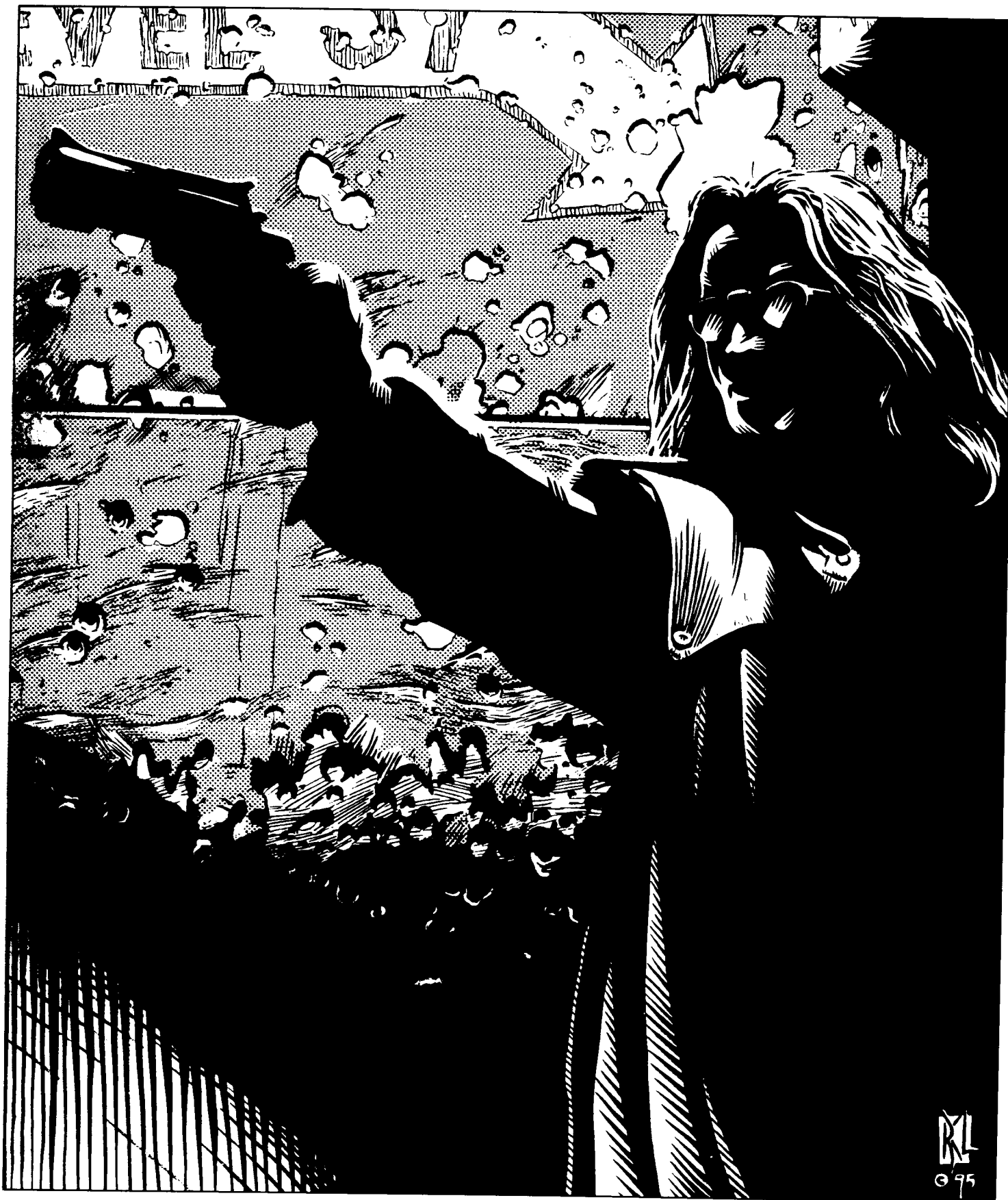
Specializations: Specific military organization or Clan

Streetwise

The Streetwise Skill confers familiarity with the customs and workings of criminal and underworld subcultures. Successful Streetwise Skill Rolls may enable characters to correctly interpret veiled messages or other hidden comments in the speech of criminal and underworld figures, identify criminal hierarchies, and deal effectively with underworld figures. As with all skills, the gamemaster should ensure that Streetwise Skill Rolls do not replace roleplaying.

Specializations: Specific regions or criminal organizations

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Support Weapons

The Support Weapons Skill confers expertise with support weapons. Characters with the Support Weapons Skill use their skill target as the base to-hit number when using such weapons. Because of the wide variety of weapon types in the support-weapons category, the gamemaster may wish to require that all characters specialize when acquiring the Support Weapons Skill. This will offer more individuality to each character, especially if the player characters are all infantry or special forces operatives.

Specializations: Energy Support Weapons, Gauss Weapons, Grenade Launchers, Heavy Flamer, Machine Guns, Mortars, Recoilless Rifles, Rocket/SRM Launchers

Survival

The Survival Skill enables characters to survive unprotected in hostile environments that might otherwise prove lethal.

Characters who are exposed to hostile environments for long periods must make weekly Survival Skill Rolls to remain healthy. A failed roll means the character takes Lethal damage equal to the Margin of Failure. The damage is only healed when the character is removed from the hostile environment to a more hospitable one or if successful weekly skill rolls are made. Each successful roll reduces the damage by 1 point.

Specializations: Arctic, Desert, Forest, Jungle, Mountains, Plains, Savannah, Subterranean, Tundra, and other specific environments

Swimming

A character with the Swimming Skill knows the basics of swimming. The skill level indicates the character's confidence and expertise. For example, Level 1 indicates a knowledge of basic swimming strokes, while Level 5 or higher indicates a mastery of advanced abilities that enable the character to perform water rescues or dangerous diving missions. Characters attempting difficult or dangerous maneuvers in the water must make Swimming Skill Rolls.

Specializations: Diving, Endurance, Lifesaving, Racing, Scuba

Tactics

The Tactics Skill confers expertise in combat tactics. Characters make Tactics Skill Rolls when formulating attack plans, predicting the enemy's actions, or making other tactical decisions. Successful rolls indicate the character makes effective decisions or accurate predictions. As with all skills, the use of Tactics should not replace roleplaying.

When combining **BattleTech** and **MechWarrior**, the standard Initiative Roll may be replaced with an Opposed Tactics Skill Roll between each side's commander. For more details, see **Combat**, p. 43.

Specializations: Air, BattleMech, Clan, Conventional Armor, Infantry, Naval/Submarine, Space

Technician/Aerospace

The Technician/Aerospace Skill provides knowledge of aerospace fighters, conventional aircraft, and VTOL craft. Characters use Technician/Aerospace Skill Rolls when attempting to repair such craft. Note that the Technician/Aerospace Skill also confers knowledge of all weapons systems used on such craft.

Specializations: Aerospace Fighters, Conventional Fighters, VTOLs

Technician/BattleMech

The Technician/BattleMech Skill provides knowledge of BattleMechs and BattleMech systems. Characters use Technician/BattleMech Skill Rolls when attempting to repair 'Mechs. Note that the Technician/BattleMech Skill also confers knowledge of all 'Mech weapons systems.

Because of the wide variety of systems in this category, the gamemaster may wish to require that characters specialize when acquiring the Technician/BattleMech Skill. This will offer more individuality to each character, especially if several player characters are technicians.

Specializations: Armor, Cockpit Systems, Cooling System, Fusion Engines, Internal Structure, Myomer/Actuators, Sensors, Weapons

Technician/Battlesuit

The Technician/Battlesuit Skill provides knowledge of all types of battle armor and the various battle-armor weapon systems. Characters use Technician/Battlesuit Skill Rolls when attempting to repair and maintain battle armor.

Specializations: NA

Technician/Electronics

The Technician/Electronics Skill confers familiarity with various types of electronic devices. Characters make Technician/Electronics Skill Rolls when repairing, constructing, or maintaining such devices.

This skill can also be used in conjunction with the Security Systems Skill to bypass advanced security systems. The gamemaster should allow the character to make a skill roll for each skill during the attempt. If either roll succeeds, the system is bypassed. If the character possesses only the Technician/Electronics Skill, his skill rolls receive a +2 modifier during attempts to bypass security systems.

Specializations: Communications, Computers, Security

Technician/Mechanic

The Technician/Mechanic Skill provides expertise with all types of mechanical equipment. The skill can also be used in conjunction with the Security Systems Skill to bypass low-tech security systems. The gamemaster should allow the character to make a skill roll for each skill during the attempt. If either roll succeeds, the system is bypassed. If the character possesses only the Technician/Mechanics Skill, his skill rolls receive a +2 modifier during attempts to bypass security systems.

Specializations: Construction Equipment, Conventional Vehicles, Industrial Machinery

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Technician/Spacecraft

The Technician/Spacecraft Skill enables characters to maintain and repair large spacecraft, including Small Craft, DropShips, JumpShips, and WarShips.

Specializations: DropShips, JumpShips, Small Craft, WarShips

Technician/Weapons

The Technician/Weapons Skill enables characters to maintain, repair, and build weapons. Because of the wide variety of weapon systems in this category, the gamemaster may wish to require that characters specialize when acquiring the Technician/Weapons Skill. This will offer more individuality to each character, especially if several player characters are technicians.

Note that the Specializations for this skill are divided by weapon type, not size or use. Therefore, a character with the Technician/Weapons (Slug-throwers) Skill could build and repair pistols, SMGs, and 'Mech-mounted autocannon with equal expertise.

Specializations: Archery, Blades, Dart/Tranq Guns, Gauss Weapons, Grenade Launchers/Mortars, Gyrojet Weapons, Lasers, Needlers, Particle Weapons, Rocket/Missile Launchers, Slug-throwers, Stun Weapons



Throwing Weapons

The Throwing Weapons Skill confers expertise with all throwing weapons, including knives, spears, tomahawks, and even grenades (note that this expands the weapons covered by the Throwing Weapons Skill described in **MW II**). Characters with the Throwing Weapons Skill use their skill targets as base to-hit numbers when using such weapons. For characters throwing grenades, add a +1 to-hit modifier to reflect the fact that grenades almost always bounce and scatter before detonating.

Specializations: Darts, Grenades, Knives, Shuriken, Spears, Tomahawk

Tinker

The Tinker Skill enables characters to convert and modify equipment and gear. However, the gamemaster should carefully monitor the use of this skill to prevent characters from performing such outlandish feats as converting toasters into Gauss rifles and drastically altering the balance of play.

Generally, characters must use the Tinker Skill in conjunction with another skill related to the task at hand (note that this

is an alteration of the Tinker Skill described in **MW II**). For example, a character wishing to rig his 'Mech's SRM-6 to fire one missile at a time should make an Engineering or Technician/Weapons skill roll along with the Tinker Skill Roll. The gamemaster determines how the roll results affect the character's attempted action.

Specializations: NA

Tracking

The Tracking Skill enables characters to trail and follow individuals. Gamemasters should modify all Tracking Skill Rolls based on the environment, the subject being tracked, and the character doing the tracking. Successful rolls enable the character to keep pace with his subject. A high Margin of Success moves the character closer to the subject. Failed rolls may mean that the subject notices the character tracking him, the character temporarily loses the subject's trail, or the character loses the trail permanently.

Specializations: Arctic, Desert, Forest, Jungle, Mountains, Plains, Savannah, Subterranean, Tundra, Urban, and other specific environments

Training

The Training Skill allows a character to teach skills to other characters. (However, characters still must spend the appropriate AP and Skill Points to learn new skills.)

Additionally, a character with the Training Skill can impart Skill Points to other characters. If the training character teaches at least ten hours of class a week, all characters in his class gain 1 Skill Point for the skill being taught, provided the trainer makes a successful Training Skill Roll. The trainer must spend 1 of his own Skill Points for each such roll.

Note that characters may only teach skills they possess.

Specializations: Any specific skill

Unarmed Combat

The Unarmed Combat Skill confers expertise in martial arts or other schools of unarmed combat. Characters with Unarmed Combat use their skill target as the base to-hit number during all unarmed fighting and when using improvised weapons.

For characters that are particularly skilled in martial arts, the gamemaster may apply negative modifiers to the to-hit number for unarmed combat.

Specializations: Grapple/Tackle, Punch

Zero-G Operations

The Zero-G Operations Skill confers experience in zero-gravity environments. Characters with this skill do not suffer from disorientation or space sickness and may perform actions in a zero-G environment that require Physical or Athletic Skill Rolls (using those skills or the Zero-G Operations Skill, whichever is worse) without adding the usual +4 modifier (see **Zero Gravity**, p. 58 for further information on zero-G environments).

Specializations: NA

CHARACTERS

MASTER SKILL LIST

Skill Name	Suggested Specializations	Characteristic
Acrobatics	Break Fall, Dodging, Jumping, Tightrope Walking Tumbling	Athletic
Administration	Commercial, Military, Political	Mental
Alternate Identity	NA	Mental
Appraisal	Antiques, Artwork, Gems, Precious Metals, Technology	Mental
Archery	Bows, Crossbows	Athletic
Blade	Clubs, Coshing, Knives, Swords, Vibro-weapons, Whips	Athletic
Bureaucracy	Commercial, Military, Political	Social
Career Skills	Vary depending on character's occupation	Mental
Climbing	Mountaineering, Spelunking, Urban	Athletic
Communications/Conventional	ECM, Field, Spacecraft, Surveillance	Mental
Communications/ Hyperpulse Generator	NA	Mental
Computer	Intrusion, Programming, Security	Mental
Cryptography	Encoding, Decoding	Mental
Demolitions	Booby Traps, Commercial Demolition, Disarming, Mines	Mental
Disguise	Clothing, Hair, Makeup, Props	Mental
Drive/Ground	Hover, Tracked, Wheeled	Physical
Drive/Naval	Submarines, Surface Vessels	Physical
Engineering	Aerospace Fighter, BattleMech, Computer/Electronics, Conventional Vehicle, DropShip, JumpShip, Weaponry	Mental
Escape Artist	NA	Physical
Forgery	Antiques, Artwork, Currency, Handwriting, Verigraphs	Mental
Gambling	Card Games, Electronic Games, Mechanical Games	Mental
Gunnery/Aerospace	Aerospace Fighters, Conventional Aircraft, Small Craft, VTOLs	Physical
Gunnery/Artillery	NA	Physical
Gunnery/BattleMech	Artillery Weapons, Ballistic Weapons, Energy Weapons, Missile Weapons	Physical
Gunnery/Battlesuit	NA	Physical
Gunnery/Conventional	Ballistic Weapons, Energy Weapons, Missile Weapons	Physical
Gunnery/Spacecraft	Artillery Weapons, Ballistic Weapons, Energy Weapons, Missile Weapons	Physical
Impersonation	Acting (Stage/Tri-Vid), Mime, Voice Mimicry	Social
Interrogation	Chemical, Polygraph, Torture, Verbal	Social
Jump Pack	NA	Athletic
Leadership	Commercial, Military, Political	Social
Medtech	Dentistry, Extended Care, First Aid, Pharmaceuticals, Prosthetics, Surgery, any other medical specialty field	Mental
Navigation	NA	Mental
Negotiation	Bribery, Clan Bidding, Contract, Haggling, Persuasion	Social
Perception	NA	Mental
Piloting/Aerospace	Light Fighters, Medium Fighters, Heavy Fighters, Small Craft, VTOLs	Physical
Piloting/BattleMech	Light, Medium, Heavy, Assault, Jump-capable, Quad	Physical
Skill Name	Suggested Specializations	Characteristic
Piloting/Battlesuit	NA	Athletic
Piloting/Spacecraft	DropShips, JumpShips, Small Craft, WarShips	Physical

CHARACTERS

MASTER SKILL LIST

Protocol	Specific House, kingdom, or Clan	Social
Quickdraw	Blades, Pistols	Physical
Riding	Horse, Camel, Elephant, Odessian Raxx, any other riding animal	Athletic
Running	Marathon, Sprinting	Athletic
Scrounge	Ammunition, BattleMech Parts, Food, Liquor, Weaponry	Social
Security Systems	Electronic Locks, Mechanical Locks, Sensors, Traps	Mental
Seduction	NA	Social
Small Arms	Dart/Tranq Guns, Flamers, Gauss Weapons, Gyrojet Weapons, Laser Pistols, Laser Rifles, Needlers, Shotguns, Slug-throwing Pistols, Slug-throwing Rifles, SMGs, Sonic Stunner	Physical
Special Interests (SI)	Vary depending on character's interests	Mental
Stealth	Camouflage, Hiding, Moving Silently	Physical
Strategy	Specific military organization or Clan	Mental
Streetwise	Specific regions or criminal organizations	Social
Support Weapons	Energy Support Weapons, Gauss Weapons, Grenade Launchers, Heavy Flamer, Machine Guns, Mortars, Recoilless Rifles, Rocket/SRM Launchers	Physical
Survival	Arctic, Desert, Forest, Jungle, Mountains, Plains, Savannah, Subterranean, Tundra, and other specific environments	Mental
Swimming	Diving, Endurance, Lifesaving, Racing, Scuba	Athletic
Tactics	Air, BattleMech, Clan, Conventional Armor, Infantry, Naval/Submarine, Space	Mental
Technician/Aerospace	Aerospace Fighters, Conventional Fighters, VTOLs	Mental
Technician/BattleMech	Armor, Cockpit Systems, Cooling System, Fusion Engines, Internal Structure, Myomer/Actuators, Sensors, Weapons	Mental
Technician/Battlesuit	NA	Mental
Technician/Electronics	Communications, Computers, Security	Mental
Technician/Mechanic	Construction Equipment, Conventional Vehicles, Industrial Machinery	Mental
Technician/Spacecraft	DropShips, JumpShips, Small Craft, WarShips	Mental
Technician/Weapons	Archery, Blades, Dart/Tranq Guns, Gauss Weapons, Grenade Launchers/Mortars, Gyrojet Weapons, Lasers, Needlers, Particle Weapons, Rocket/Missile Launchers, Slug-throwers, Stun Weapons	Mental
Throwing Weapons	Darts, Grenades, Knives, Shuriken, Spears, Tomahawk	Mental
Tinker	NA	Mental
Tracking	Arctic, Desert, Forest, Jungle, Mountains, Plains, Savannah, Subterranean, Tundra, Urban, and other specific environments	Mental
Training	Any specific skill	Social
Unarmed Combat	Grapple/Tackle, Punch	Athletic
Zero-G Operations	NA	Physical

INNER SPHERE ARCHETYPES

ARMORED INFANTRY TROOPER

The armored infantry trooper carries on the ancient tradition of the foot soldier. These troopers, however, wield weapons their predecessors never dreamed of—cutting-edge suits of battle armor that enable a squad of trained troopers to take on a light BattleMech. These tough soldiers are the Inner Sphere's answer to the Clan Elemental and can prove equally devastating on the battlefield.

Most Inner Sphere militaries include small numbers of battle-armored infantry. The suits are barely beyond the prototype stage, and the intense training and strength needed to operate them limits the number of candidates suitable for assignment to these elite units.

Attributes

BLD 6 (6+)
REF 5 (7+)
INT 5 (7+)
LRN 3 (9+)
CHA 3 (9+)

Characteristics

Athletic (7+)
Physical (8+)
Mental (10+)
Social (10+)

Advantages

Extra Edge (1 pt)
Toughness

Skills

Advanced Academy Package
Armored Infantry MOS

Blade	1	(6+)
Gunnery/Battlesuit	3	(5+)
Medtech	1	(9+)
Piloting/Battlesuit	3	(4+)
Small Arms	2	(6+)
Survival	1	(9+)
Tactics	2	(8+)
Technician/Battlesuit	1	(9+)
Unarmed Combat	2	(5+)

Edge: 2

Assets: 500 C-bills

Equipment

Deluxe Field Kit
Flak Vest
Pistol w/5 reloads

Battle Armor: Inner Sphere



INNER SPHERE ARCHETYPES



DROPSHIP CAPTAIN

Underappreciated and overworked, the DropShip captain garners none of the attention or glory that MechWarriors command. However, his task is as vital—perhaps more vital—to victory. The DropShip captain must ensure that his ship's cargo—whether 'Mechs, vehicles, infantry troops or aerospace fighters—arrive safely on the battlefield. Plenty of opponents will do whatever they can to make sure he fails. DropShips can come under attack from JumpShips, WarShips, enemy DropShips, and aerospace fighters. Once a DropShip makes planetfall, it becomes a favored target for 'Mechs, combat vehicles, and artillery batteries. The DropShip captain must also guard constantly against sabotage aboard his ship and must mediate the typically stormy relations between his crew and any troops traveling aboard his ship.

Attributes

BLD	3	(9+)
REF	5	(7+)
INT	6	(6+)
LRN	6	(6+)
CHA	4	(8+)

Characteristics

Athletic	(10+)
Physical	(7+)
Mental	(6+)
Social	(8+)

Advantages

Extra Edge (1 pt)
Well-Equipped (1 pt)

Skills

Advanced University Package
DropShip/JumpShip Pilot MOS

Communications/		
Conventional	2	(4+)
Computer	2	(4+)
Gunnery/Spacecraft	2	(5+)
Leadership	1	(7+)
Medtech	1	(5+)
Navigation	1	(5+)
Pilot/Spacecraft	3	(4+)
Small Arms	1	(6+)
Strategy	1	(5+)
Zero-G Operations	3	(7+)

Edge: 2

Assets: 500 C-bills

Equipment

Basic Field Kit
Basic Tool Kit
Flak Body Suit
Light Environment Suit
Mini Stunstick
Personal Communicator
Pump Shotgun w/15 reloads
Vibroblade

INNER SPHERE ARCHETYPES

GUERRILLA FIGHTER

Guerrilla wars have long raged on numerous worlds throughout the Inner Sphere. Millions of guerrilla fighters have taken up arms in these wars to battle oppressive governments and the Great Houses that support them. In recent years, a number of guerrilla wars have erupted on planets in the troubled Sarna March as well as Clan-held planets in the Clan-occupied zones. A number of Inner Sphere powers openly support these guerrilla movements, providing money and materiel. A few have even hired mercenaries to foment such wars.

Most guerrillas lack the firepower and resources of their powerful opponents. As a result, the guerrilla must rely on the support of the indigenous population, unorthodox tactics, and his own ingenuity to ensure victory.

Attributes

BLD 5 (7+)
REF 6 (6+)
INT 5 (7+)
LRN 3 (9+)
CHA 3 (9+)

Characteristics

Athletic 7+
Physical 7+
Mental 10+
Social 10+

Advantages

Extra Edge (1 pt)
Sixth Sense

Skills

Guerrilla Fighter Package

Blade	1	(6+)
Demolitions	1	(9+)
Disguise	1	(9+)
Drive/Ground	1	(6+)
Impersonation	1	(9+)
Medtech	1	(9+)
Perception	2	(8+)
Scrounge	1	(9+)
Security Systems	1	(9+)
SI/Philosophies of Leader	1	(9+)
Small Arms	3	(4+)
Stealth	2	(5+)
Survival	2	(8+)
Tracking	1	(9+)
Unarmed Combat	2	(5+)

Edge: 2

Equipment

Basic Field Kit
Flak Vest
Hold-Out Pistol w/5 reloads
Knife
3 Microgrenades
Minigrenade
SMG w/2 reloads





MARINE

These soldiers are trained in boarding maneuvers and other extra-vehicular activities (EVA) and form a vital component of any DropShip's or JumpShip's defenses. During EVA, the marine carries few weapons and is often exposed to fire from enemy weapon turrets and aerospace fighters. These conditions make the marine's job one of the most dangerous in modern warfare. As a result, marine duty attracts a special breed of individuals who thrive in high-risk environments and crave the adrenaline rush produced by confronting potentially lethal dangers.

Attributes

BLD	6	(6+)
REF	6	(6+)
INT	5	(7+)
LRN	4	(8+)
CHA	4	(8+)

Characteristics

Athletic	(6+)
Physical	(7+)
Mental	(9+)
Social	(9+)

Advantages

Well-Equipped (3 pts)

Skills

Basic Academy Package
Marine MOS

Acrobatics	1	(5+)
Blade	1	(5+)
Climbing	1	(5+)
Demolitions	2	(7+)
Gunnery/Spacecraft	1	(6+)
Jump Pack	1	(5+)
Medtech	1	(8+)
Piloting/Spacecraft	1	(6+)
Small Arms	2	(5+)
Support Weapons	2	(5+)
Survival	2	(7+)
Swimming	1	(5+)
Tactics	1	(8+)
Unarmed Combat	1	(5+)
Zero-G Operations	1	(5+)

Edge:1

Assets: 500 C-bills

Equipment

Advanced Security Bypass Kit
C8 Blasting Block
Demolition Kit
Flak Body Suit
Flak Helmet
Heavy Gyrojet Gun w/10 reloads
Jump Pack
Long-Range Personal Communicator
Marine Combat Environment Suit
Medipack
5 Medkits
5 Microgrenades
5 Minigrenades
Needler Pistol w/10 reloads
Sonic Stunner
Vibroblade



SPECIAL FORCES OPERATIVE

Comparing the special forces of 31st-century armies to the regular infantry is like comparing BattleMechs to the first tanks introduced on Terra's battlefields during the 20th century. The elite of the armed services, the special forces operative is a member of a specialized profession that links him more closely to the intelligence services than to the military.

Carrying out missions of murder, assassination, sabotage, or terrorism, special forces personnel are among the most effective fighters in the **BattleTech** universe. Whether Death Commandos, DEST, or Loki, all special forces operatives are infamous for their lethal combat capabilities. Regular troops are fortunate that most nations reserve special forces for missions of the greatest importance.

In the eyes of these men and women, no mission is too difficult and no enemy unstoppable. Their intensive training makes special forces operatives potentially the most dangerous and also the rarest of agents.

Attributes

BLD	5	(7+)
REF	6	(6+)
INT	5	(7+)
LRN	4	(8+)
CHA	2	(10+)

Characteristics

Athletic	7+
Physical	7+
Mental	9+
Social	11+

Advantages

Extra Edge (1 pt)
Well-Equipped (2 pts)

Skills

Advanced Academy Package
Specialist/Recon MOS

Acrobatics	1	(6+)
Blade	2	(5+)
Escape Artist	1	(6+)
Medtech	1	(8+)
Perception	2	(7+)
Security Systems	2	(7+)
Small Arms	3	(4+)
Stealth	2	(5+)
Streetwise	1	(10+)
Support Weapons	1	(6+)
Unarmed Combat	3	(4+)

Edge: 2

Assets: 500 C-bills

Equipment

Ablative/Flak Bodysuit
Basic Security Bypass Kit
Climbing Gear
Deluxe Field Kit
Helmet
High-Capacity Military Power Pack
Intek Laser Rifle w/IR Sniper Scope and JAF-05 Flash Suppressor
2 Maxigrenades
2 Medkits
10 Microgrenades
6 Minigrenades
Personal Communicator
Pistol w/10 reloads
Rangefinder Binoculars w/IR Scanner
Respirator
Rifle w/10 reloads and Grenade Launcher
Rorynex SMG w/10 reloads
Vibro dagger

INNER SPHERE ARCHETYPES



TANKER

In the 31st century, the term "tank" is still used to refer to tracked armored ground vehicles. Though the origin of the term has been lost to antiquity, the hardy individuals who operate combat vehicles—tracked, wheeled, and hovercraft—are still known as "tankers." Because operating a vehicle does not confer the same prestige as operating a 'Mech, tankers tend to be practical men and women more interested in fighting than receiving medals or recognition. And tank crews are often the first choice of skilled soldiers who do not have the connections, money, or luck to land an assignment in a 'Mech unit.

Attributes

BLD	5	(7+)
REF	5	(7+)
INT	6	(6+)
LRN	4	(8+)
CHA	4	(8+)

Characteristics

Athletic	(8+)
Physical	(7+)
Mental	(8+)
Social	(8+)

Advantages

Well-Equipped (1 pt)

Skills

Advanced Academy Package
Cavalry MOS

Drive/Ground	3	(4+)
Gunnery/Artillery	2	(5+)
Gunnery/Conventional	3	(4+)
Medtech	1	(7+)
Small Arms	2	(5+)
Support Weapons	1	(6+)
Survival	1	(7+)
Technician/Mechanic	2	(6+)
Unarmed Combat	1	(7+)

Edge: 1

Assets: 500 C-bills

Equipment

Ablative Vest
Deluxe Field Kit
Flak Body Suit
Helmet
Personal Communicator
Pistol w/5 reloads
Vibroblade

Vehicle: Heavy

CLAN ARCHETYPES

CRUSADER ELEMENTAL

The typical Crusader Elemental is a young and eager warrior who has taken the so-called shortcut to greatness: enhanced-imaging neural implants. These implants, which resemble elaborate tattoos, provide the Crusader Elemental with an unparalleled level of control over his battlesuit. However, EI implants present a grave cost to the user; their side effects often cause eventual insanity and, in some cases, death. The willingness to assume such risks testifies to the Crusader Elemental's intense drive to excel and his dedication to the total victory of the Clans over the Inner Sphere.

Occasionally, Crusader Elementals re-examine their beliefs and abandon the Crusader cause for the Warden camp. Their former comrades consider such reformed Crusaders traitors and view them as favored targets on the battlefield.

Attributes

BLD 7 (5+)
REF 7 (5+)
INT 5 (7+)
LRN 3 (9+)
CHA 2 (10+)

Characteristics

Athletic (4+)
Physical (6+)
Mental (10+)
Social (11+)

Advantages

Enhanced Imaging Neural Implant
Toughness

Skills

Elemental Package

Blade	1	(3+)
Gunnery/Battlesuit	3	(3+)
Interrogation	1	(10+)
Medtech	1	(9+)
Piloting/Battlesuit	3	(1+)
Small Arms	2	(4+)
Survival	1	(9+)
Tactics	1	(9+)
Technician/Battlesuit	1	(9+)
Unarmed Combat	2	(2+)

Edge: 1

Assets: 500 C-bills

Equipment

Basic Field Kit
Flak Body Suit
2 Medkits
Pistol w/15 reloads



CLAN ARCHETYPES



CRUSADER MECHWARRIOR

The Crusader MechWarrior epitomizes the Crusader creed: that the Clans are superior to their Inner Sphere brethren and have a duty to conquer the Inner Sphere and restore the Star League. Crusader MechWarriors' fierce desire to excel on the battlefield and fanatical dedication to the Crusader cause lead many of them to voluntarily receive EI neural implants. These EI neural implants provide a MechWarrior with a significant edge in BattleMech combat, but may produce side effects such as permanent nerve damage, insanity, and death.

Reformed Crusader MechWarriors, on the other hand, see value in the cultures of the Inner Sphere and recognize the fallibility of Clan civilization. Their backgrounds make them especially well-suited to fight their former Crusader comrades.

Attributes

BLD	5	(7+)
REF	7	(5+)
INT	5	(7+)
LRN	4	(8+)
CHA	4	(8+)

Characteristics

Athletic	(6+)
Physical	(6+)
Mental	(9+)
Social	(9+)

Advantages

Enhanced Imaging Neural Implant
Extra Edge (1 pt)

Skills

Primary MechWarrior Package

Gunnery/Mech	4	(2+)
Interrogation	1	(8+)
Leadership	1	(8+)
Medtech	1	(8+)
Piloting/Mech	3	(3+)
Small Arms	2	(4+)
Survival	1	(8+)
Tactics	2	(7+)
Technician/Mech	2	(7+)
Unarmed Combat	1	(5+)

Edge: 2

Assets: 500 C-bills

Equipment

Basic Field Kit
Flak Body Suit
2 Medkits
Pistol w/15 reloads

CLAN ARCHETYPES

DROPSHIP/JUMPSHIP PILOT

As a subcaste of the warrior caste, DropShip and JumpShip pilots live on the edge of warrior society. Though the Clans have traditionally chosen not to use their vessels in combat, Clan commanders have recently begun to abandon that tradition in response to Inner Sphere attacks on Clan DropShips. Consequently, the prestige of DropShip and JumpShip pilots has been growing. Despite this change, however, these highly skilled pilots remain the least prestigious of all front-line warriors.

Attributes

BLD 3 (9+)
REF 6 (6+)
INT 6 (6+)
LRN 5 (7+)
CHA 4 (8+)

Characteristics

Athletic (9+)
Physical (6+)
Mental (7+)
Social (8+)

Advantages

Extra Edge (1 pt)
Well-Equipped (1 pt)

Skills

Computer	1	(6+)
Gunnery/Spacecraft	2	(4+)
Leadership	1	(7+)
Navigation	3	(4+)
Piloting/Spacecraft	4	(2+)
Small Arms	1	(5+)
Technician/Spacecraft	1	(6+)
Zero-G Operations	1	(8+)

Edge: 2

Assets: 500 C-bills

Equipment

Basic Field Kit
Basic Tool Kit
Flak Body Suit
Light Environment Suit
Personal Communicator
Sonic Stunner
Vibroblade





MERCHANT

Clan warriors look down on members of the merchant caste, but these individuals form the backbone of the Clan military machine. The merchants operate the Clans' supply line which made the invasion possible and continue to provide the occupying Clan armies with needed materiel. Often, Clan merchants work closely with the populations of occupied worlds to procure supplies and occasionally they must foray into Inner Sphere territory to find needed goods. Most Clan merchants must be skilled DropShip pilots as well, because warrior pilots consider themselves above such mundane duties as ferrying supplies.

Attributes

BLD 2 (10+)
REF 4 (8+)
INT 5 (7+)
LRN 4 (8+)
CHA 4 (8+)

Characteristics

Athletic (12+)
Physical (9+)
Mental (9+)
Social (9+)

Advantages

DropShip (1 pt)

Skills

Administration	1	(8+)
Appraisal	2	(7+)
Bureaucracy	1	(8+)
Communications/		
Conventional	1	(8+)
Gunnery/Spacecraft	1	(8+)
Negotiation	2	(7+)
Piloting/Spacecraft	3	(6+)
Scrounge	2	(7+)
Zero-G Operations	1	(11+)

Edge: 1

Assets: 500 C-bills

Equipment

Light Environment Suit

DropShip: Light (up to 3,000 tons)

SCIENTIST

Scientists within Clan society specialize in two different fields: genetics research and enhancement, and improving overall technology. Both areas of research are of prime importance to the Clans, and the scientist caste is almost as highly regarded as the warrior caste.

Clan scientists rarely appear within the Clan occupation zones, because most of their work can be performed in the relative safety of the Clan homeworlds. In the Inner Sphere, Clan scientists are always involved in field research tied to the military or in intelligence-gathering. They care little for the warrior caste, but are nonetheless subservient to that caste's demands.

Attributes

BLD 3 (9+)
REF 4 (8+)
INT 5 (7+)
LRN 6 (6+)
CHA 4 (8+)

Characteristics

Athletic (11+)
Physical (9+)
Mental (7+)
Social (9+)

Advantages

Extra Edge (1 pt)
Well-Equipped (2 pts)

Skills

Administration	1	(6+)
Computer	4	(3+)
Medtech	3	(4+)
Perception	2	(5+)
Technician/Electronics	1	(6+)
Training	2	(7+)

Edge: 1

Assets: 500 C-bills

Equipment

Deluxe Field Kit
Electronics Repair Kit
Hold-Out Laser Pistol
Laser Scalpel
Light Environment Suit
Medipack
10 Medipatches
5 Medkits
Noteputer
Personal Communicator
2 Preserving Sleeves
Respirator
Tri-Vid Set





TECHNICIAN

Members of the technician caste are regarded as little more than necessary tools of the warrior caste. Made up largely of freebirths and unlucky truebirths who failed their Trials of Position, the technician caste possesses little clout. However, technicians play a key role on the battlefield, often risking their own lives in front-line positions. Their intimate knowledge of Clan technology makes them valuable prizes for kidnappers from the various Houses bent on gaining advantages over their fellow governments. For this reason, many warriors would kill or die to protect their techs, despite their relatively low status.

Attributes

BLD	3	(9+)
REF	4	(8+)
INT	6	(6+)
LRN	5	(7+)
CHA	3	(9+)

Characteristics

Athletic	11+
Physical	8+
Mental	7+
Social	9+

Advantages

Well-Equipped (3 pts)

Skills

Computer	3	(4+)
Engineering	2	(5+)
Piloting/Mech	1	(7+)
Security Systems	1	(6+)
Technician/Electronics	1	(6+)
Technician/Mech	4	(3+)
Technician/Mechanic	1	(6+)
Tinker	1	(6+)

Edge: 1

Assets: 500 C-bills

Equipment

Advanced Security Bypass Kit
 BattleMech Repair Kit
 Deluxe Field Kit
 Deluxe Tool Kit
 Electronics Repair Kit
 Flak Vest
 Light Environment Suit
 Mechanic Repair Kit
 Noteputer
 Personal Communicator
 Pulse Laser Pistol
 Scanalyzer
 Solar Recharger

COMBAT

The **BattleTech** universe is a place of unending war, and so combat forms the centerpiece of many **MechWarrior** adventures. This section supplements the **MW II** combat system, offering several optional rules to make fights more detailed, dangerous, and exciting. The expanded guidelines for integrating **MechWarrior** and **BattleTech** games provide a unified system when characters pilot or attack BattleMechs and vehicles. The section also includes **MechWarrior** and Level 3 **BattleTech** rules covering the use of dual-cockpit BattleMechs. These rules enable a pilot and copilot (or teacher and student) to control a single machine in tandem, thus increasing the BattleMech's overall performance.

PERSONAL COMBAT

The simple personal-combat rules presented in **MW II** were designed for maximum playability and flexibility. Players who want more detail and options when playing out combat may wish to incorporate the optional rules presented in the following sections. Gamemasters and players may incorporate any or all of these rules to expand the complexity and scope of **MechWarrior** combat. As always, the gamemaster and players should confer before adding new rules to a game.

ADDITIONAL ATTACKS

Under the Additional Attacks rule, skilled characters may make two attacks in a single round. Each attack constitutes a separate Simple Action, and both must be the same type of attack with the same weapon. For example, a character can take two shots with his Sternsnacht pistol or throw two punches, but cannot fire the pistol once and then punch his target. However, a character with the Ambidextrous Advantage may make one attack with each of two hand-held weapons.

Both attacks have a +3 to-hit modifier and are resolved separately for all purposes. These attacks may not be combined with other special attacks such as burst fire, aimed shot, careful aim, coshing, or all-out attack.

In addition, a character making two attacks in the same round must concentrate on his actions closely, making him more vulnerable to the attacks of others. As a result, all to-hit rolls for weapons fire directed against the character receive a -1 modifier.

Note that a character making an attack using the untrained-skill use rule may never take more than 1 attack action per round.

ARMOR-DEFEATING HITS

Armor-defeating hit options allow characters to fire through most forms of armor. Even full-coverage armor may be penetrated with a lucky or very well-aimed attack. Gamemasters may incorporate any or all of the following armor-defeating hit options in their games. However, using these rules with support weapons and explosives may make a **MechWarrior** campaign excessively deadly.

All armor-defeating hits inflict full damage to the target regardless of armor protection. Such hits do not affect the Damage Capacity of the target's armor.

Critical Hit

Under the critical-hit option, any shots that produce a critical hit on the Damage Location Table (p. 56, **MW II**) become armor-defeating hits. Note that critical hits do not inflict double damage when using this option.

Lucky Shot

Under the first lucky-shot option, any to-hit roll that produces a Margin of Success of 8 or greater is considered an armor-defeating hit.

Under the second lucky-shot option, the attacking player makes the to-hit roll as normal. If the roll produces a result of 12, the player immediately makes a second to-hit roll. If the second roll succeeds, the shot produces an armor-defeating hit.

The Vulnerable Spot

Under the vulnerable-spot option, the attacking player first makes an aimed shot, announcing the weak point he is targeting (see **Aimed Shot**, p. 54, **MW II**). The gamemaster applies the aimed-shot modifier for the targeted area (see the Ranged Combat Modifiers table, p. 54, **MW II**), plus an additional modifier from +3 to +6, based on the size of the targeted area. To have any chance of hitting the target, most characters will have to spend several actions taking careful aim (see **Careful Aim**, p. 54, **MW II**) before attempting the shot. If the roll succeeds, the shot strikes the targeted area, and so the attacking player does not roll on the Damage Location Table. Note that this means the vulnerable-spot option cannot produce critical armor-defeating hits.

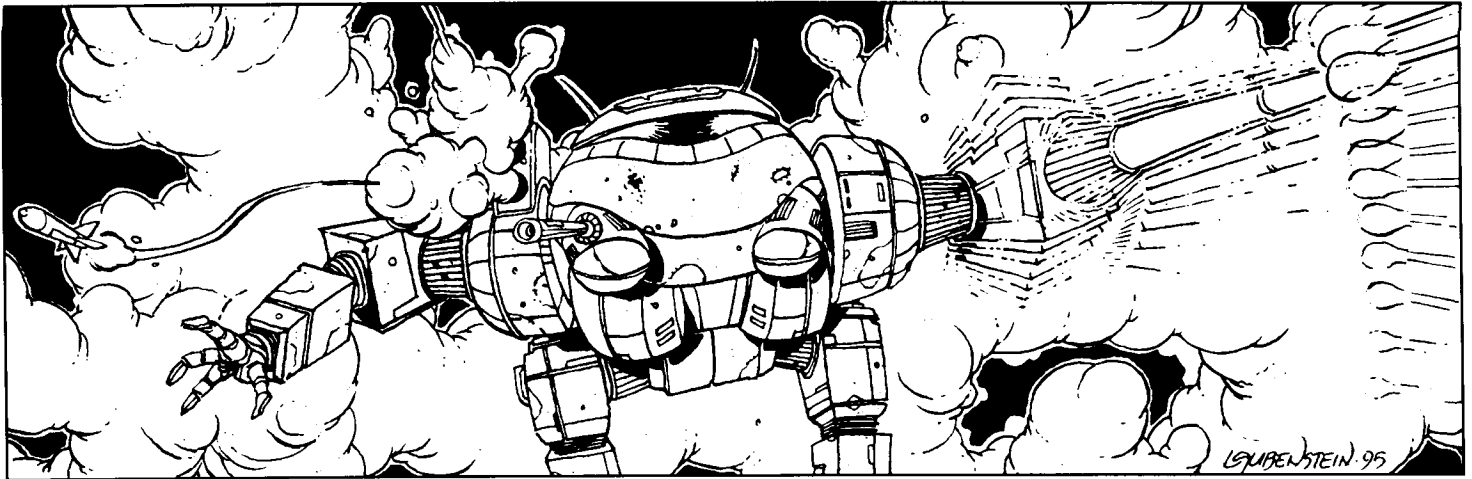
Mark announces that his character is aiming for the faceplate of an Elemental in battle armor. This is an aimed shot for the head, so a base modifier of +6 applies. The gamemaster decides that the faceplate is a small but highly visible target, and applies an additional +4 modifier, producing a final To-Hit Modifier of +10. If the attack hits, it inflicts full damage to the Elemental's head.

BURST-FIRE OPTIONS

The following burst-fire options may be used in place of the basic burst-fire rule presented on p. 54 of **MW II**.

These options may be used with weapons that always fire in bursts, such as machine guns. Divide the number of shots the weapon expends by 4 to determine how many "shots" are expended from these types of weapons.

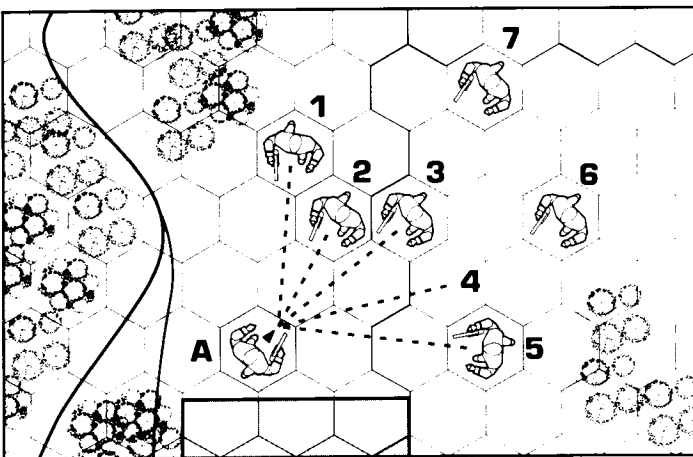
COMBAT



Multiple Targets

The multiple-targets option enables a character to spray weapons fire across a line of targets. All targets must be in hexes adjacent to each other, and no characters or solid obstacles may lie between the attacking character and the targets. (The attacking character may declare an empty hex as a "target" to fire at non-adjacent characters, however.)

The attacking character may expend up to 20 shots in a multiple-target attack—4 per target. The attacking player makes a separate to-hit roll for each target. Each roll receives a -2 base modifier, plus a +1 modifier for each target of the shot. Reduce the weapon's damage by the total number of targets.



Lt. Richter is blasting away with his SMG at an advancing horde of Clan solahma infantrymen. Richter sees three Clanners in adjacent hexes, plus a fourth that is only 1 hex away. He decides to fire at the empty hex to get a shot at that Clanner as well. The to-hit roll is modified by +3 (-2 base modifier, +5 modifier for 5 targets). A separate to-hit roll must be made against each target, and each character hit takes $3D6 - 5$ damage. The attack expends 20 shots from Richter's SMG clip.

Single Target

The single-target option enables a character to group all the shots of a single burst at a single target. To-hit rolls for single-target attacks receive a +1 to-hit modifier. If the shot hits, it inflicts double its normal damage. When resolving damage effects and armor protection for single-target attacks, treat the attack as two separate attacks with only one to-hit roll. A single-target attack expends 4 shots from the weapon.

Standard Burst

A standard-burst attack receives a -2 to-hit modifier and does normal damage to the target. Characters within 1 hex of the target receive 1/3 of the weapon's damage, rounded to the nearest whole die. For example, a portable MG, which has a base damage of $4D6 + 3$, would do $1D6 + 1$ damage to adjacent targets. However, a semi-portable particle cannon would do $3D6 + 3$ damage to adjacent targets. A standard-burst attack expends 4 shots from the weapon.

Suppressing Fire

Characters may use suppressing-fire attacks to fill a straight row of adjacent hexes with weapons fire. To make a suppressing-fire attack, the attacking character first designates the targeted row of hexes. The number of hexes in the row may not exceed the number of damage dice of the weapon. The row may lie perpendicular, parallel, or diagonal to the line of fire, but must lie within the weapon's short range.

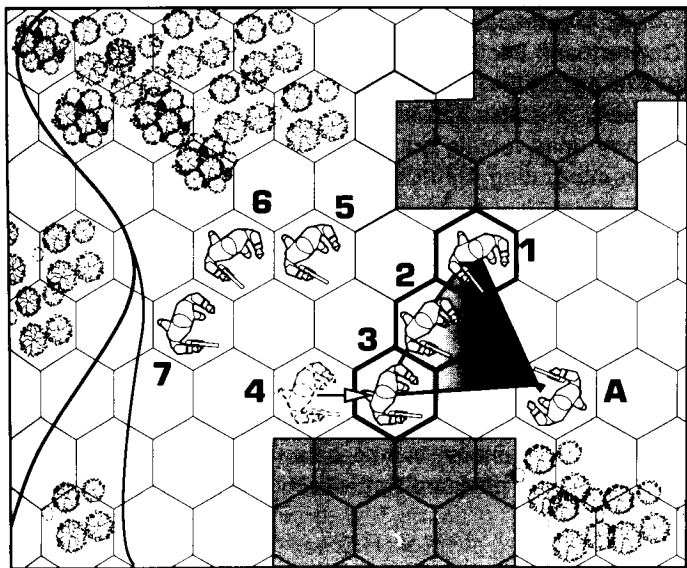
The attacking character makes a separate to-hit roll for each character in any of the target hexes when the attack begins. Additionally, characters come under fire any time they enter a new hex in the targeted area or enter the targeted area for the first time. Characters who exit and re-enter a targeted hex come under fire when they re-enter the hex as well. If a suppressing-fire attack is sustained for more than one round, any characters who remain in targeted hexes come under attack during each round. Apply -4 to-hit modifiers to all to-hit rolls made for a suppressing-fire attack.

Any character hit takes standard damage. The suppressing-fire attack expends 20 shots from the attacker's weapon per

COMBAT

round and may be sustained from round to round as long as the weapon has ammunition remaining. The suppressing-fire attack is a Complex Action.

Because sustained firing may cause weapons to jam or overheat, any character making a suppressing-fire attack must roll 2D6 at the end of each round. After 2 consecutive rounds of suppressing fire, add 1 to the roll result. After 3 consecutive rounds, add 2 to the result, and so on. If the modified roll result is 12 or more, the weapon malfunctions. It cannot be fired again until it is repaired by a trained weaponsmith. On the battlefield, a character with Technician/Weapons or an appropriate weapon skill can clear the jam (or cool the coils, or whatever) by spending a Complex Action and making a successful Skill Roll with a +3 modifier. If the same weapon is used again for suppressing fire, however, all "jam rolls" receive an additional +2 modifier.



Julie's character is holding off an advancing platoon with a portable machine gun. Quickly sizing up the situation, she sees that three enemy infantrymen in adjacent hexes are only 3 hexes away, within the short range of her weapon. She declares a suppressing-fire attack against the 3 hexes the infantrymen occupy. She makes to-hit rolls (with -4 modifiers) for each trooper, and each of her targets take damage. During the round, another enemy trooper enters one of the targeted hexes, and so she repeats the to-hit roll for that character.

At the end of the round, Julie rolls 2D6 to determine if her machine gun has jammed. The roll result is 10, and so the weapon continues to operate smoothly.

DAMAGE EFFECTS

Once a character has taken damage, he cannot function as effectively as before. **MW II** provides a few rules for simulating

the debilitating effects of Lethal damage (pp. 57–58). The damage-effects option simulates the debilitating effects of all types of damage. When using this option, a character's Wound Factor is used as a modifier for all skill rolls the character makes while damaged. For example, a character with a Wound Factor 3 (Poor condition) would receive a +3 modifier for all skill roll target numbers. Additionally, the Wound Factor may be used as a negative modifier to reduce the results of Initiative Rolls. Thus, the same character's Initiative Rolls would all be reduced by 3.

See p. 57, **MW II**, for a description of Wound Factors.

DIVE FOR COVER

Characters may use the dive-for-cover option to escape the targeted area of an area-effect attack or explosion. To use the option, a character makes an Athletic Characteristic Saving Roll or Acrobatics Skill Roll after the attacker declares the Area of Effect and before the attacker makes his to-hit roll or determines scatter. If the targeted character's dive roll succeeds, the character may move 1 hex in any direction (2 hexes if the character has the Acrobatics Skill).

The dive for cover is a Simple Action that can be performed by any standing character. If the character has not yet acted in the round, he may still perform one non-movement Simple Action, as well as any desired Incidental Actions at the appropriate time later in the round.

Characters may execute a dive for cover even if they have already acted in the current round. However, in such cases the dive roll receives a +2 modifier, and the character may take no actions in the following round.

FALLING DAMAGE

The damage a character sustains from falling may vary greatly, depending on conditions. A character can survive even a fall from a great height if there are updrafts, tree branches to break the fall, or a soft surface to land on. The falling-damage option simulates these variables.

When using the option, the gamemaster rolls 1D6 – 1 damage for every 3 meters or fraction thereof a character falls. This damage is Lethal damage if the character falls on a hard or sharp surface, such as concrete, stalagmites, or steel. The damage is Bruise damage if the character lands on a soft surface, such as sand, water, or grass.

Armor protects against falling damage as if it were Melee damage. However, no form of armor may reduce falling damage by more than half.

TACTICAL INITIATIVE

Characters trained in tactics have an advantage in personal combat, because they can evaluate a situation and predict their opponents' actions better than an untrained character. The tactical-initiative option allows a character to add his Tactics Skill Level to the result of his Initiative Roll. For tie-breaking purposes, characters may add their Tactics Skill Levels to their Intuition ratings (see p. 52, **MW II**, for rules on determining Initiative).



INTEGRATING BATTLETECH

The highlight of many **MechWarrior** adventures is a battlefield engagement in which characters climb into their BattleMechs and vehicles and square off against enemy forces. After all, **MechWarrior** is the **BattleTech** roleplaying game, and so the two games will be used in combination quite a bit during the course of a campaign.

The most basic level of **MechWarrior/BattleTech** integration is described on p. 5 of **MWII**. The brief rules found in those three paragraphs are expanded greatly in this section, allowing complete integration of all types of **MechWarrior** characters into the **BattleTech** game.

Although it would be possible to place **BattleTech**-scale units on the **MechWarrior** mapsheet, the integration would be quite complicated. Instead, the following guidelines use the **BattleTech** scale and rules, applying them to **MechWarrior** characters when necessary. Aside from being simpler to execute, this arrangement facilitates the use of non-player MechWarriors, who are simply treated as standard **BattleTech** pilots. Likewise, non-player infantry and armor units are treated just as they would be in normal **BattleTech** play. Only those units containing player characters or important NPCs need to be treated any differently.

The following rules assume the use of the standard Level 2 **BattleTech** rules found in the **BattleTech Compendium: The Rules of Warfare**. These rules can also be used with the **CityTech, Second Edition** boxed set.

SKILLS

As described in **MW II**, a character's **MechWarrior** Gunnery and Piloting Base Target Numbers are used in place of the equivalent **BattleTech** Gunnery and Piloting Skills. Naturally, this also applies to vehicle drivers and aircraft pilots. Infantry units remain greatly abstracted in **BattleTech**, even when integrating **MechWarrior**. In the case of battle armor units, however, their standard Base To-Hit Number of 4 should be replaced with the worst Gunnery/Battlesuit Base Target Number in the Point/Squad.

GAME SCALE

There are two "scales" of play used when integrating **BattleTech** and **MechWarrior**. In this case, scale refers to the number and type of units in play, not the distance each hex represents or the amount of time a turn represents. The following rules assume a standard **BattleTech** 30-meter hex and 10-second turn.

Large Scale

If many NPCs are on the battlefield, players may choose to use "large-scale" rules. In large-scale play, the players roll Initiative for each side, rather than for all units, and observe all standard **BattleTech** rules unless specifically noted.

Small Scale

If the opposing forces consist of few units that are piloted or commanded by fully defined **MechWarrior** characters, players may choose to use "small scale" rules. Under small scale rules, play progresses according to the rules for a **MechWarrior** round, rather than a standard **BattleTech** turn. The **BattleTech** Movement, Reaction, Weapon Attack, and Physical Attack phases are combined into a single Action Phase for each unit. During that Action Phase the unit may perform any number of incidental Actions, and 2 Simple Actions or 1 Complex Action, unless otherwise noted (see p. 52, **MW II**, for guidelines on classifying actions). Note that the damage inflicted during a unit's Action Phase takes effect immediately, rather than all units' damage taking effect simultaneously as in a standard **BattleTech** turn.

COMBAT

Note that the performance of some units changes in small-scale play to work better within the **MechWarrior** actions framework. These changes are intentional.

SEQUENCE OF PLAY

Some special rules apply to the sequence of play when using **MechWarrior** characters in **BattleTech**. The following passages describe these rules, as well as some of the basic **MechWarrior/BattleTech** integration rules.

Initiative

In a large-scale battle, the commanders of each side make an Opposed Tactics Skill Roll. The side with the highest Margin of Success wins the Initiative for that entire turn. Play then progresses exactly as a standard **BattleTech** game, with the exceptions noted below.

In small-scale games, each player character rolls Initiative individually, adding his Piloting/Drive Skill Level and Tactics Skill Level to the roll result (not REF as in standard **MechWarrior**). Because infantry units lack Piloting or Drive Skills, they add double their commander's Tactics Skill Level.

Movement

In a small-scale battle, each unit moves during its Action Phase. Units may move before or after taking other actions.

Walking/Cruising is considered an Incidental Action. Running/Flanking or Jumping is a Simple Action, and Sprinting or Evading are Complex Actions. Infantry units may not use different movement modes; they use their normal allotment of MP as a Simple Action.

An Evading unit moves at its Running/Flank speed, and all attacks against it receive an additional +1 to-hit modifier. Evading generates 2 Heat Points per turn, just like Running.

A Sprinting unit expends MP equal to twice its current Walking/Cruising MP. All Piloting Rolls made by a Sprinting unit receive a +2 modifier. A Sprinting unit may not move backwards or enter Water hexes of Depth 1 or deeper. All attacks against a Sprinting unit receive a -1 to-hit modifier, although the standard target movement modifier for hexes traversed still applies. Sprinting generates 3 Heat Points per turn.

A 'Mech equipped with MASC may engage that system and Sprint in the same turn. This gives the 'Mech MP equal to 2.5 times its current Walking MP. However, the player must make a successful Piloting Skill Roll (with the +2 modifier for Sprinting) to avoid falling in the hex before any movement occurs. If the roll fails, the 'Mech falls down.

Reaction

In small-scale play, a standard torso/turret twist is an Incidental Action. As an optional rule, BattleMechs may make a two-hexside (120 degree) torso twist as a Simple Action. However, this unbalances the 'Mech somewhat, and so all of the MechWarrior's Piloting Skill Rolls receive a +1 modifier for the remainder of the turn.

Weapon Attacks

In small-scale play, a unit may fire one or more weapons as a Simple Action. Each weapon may be fired only once as in a **BattleTech** Weapon Attack Phase. All other standard rules apply to weapon attacks in small-scale play. The gamemaster may use any or all of the following optional rules as well.

First, players may use a Complex Action to fire all of their units weapons at multiple targets without suffering the normal +1 multiple target modifier.

A second option enables players to use Complex Actions for attacking with LRM indirect fire. These attacks do not receive the standard +1 modifier for indirect fire, but all other modifiers appropriate to the attack apply.

A third option allows players to use a Simple Action to take Careful Aim once per turn, provided the aiming unit does not move and has LOS to its target. For each turn a unit executes a Careful Aim action with one or more weapons against the same target, it receives a -1 bonus to the to-hit number for weapons fire against that target (the bonus may not drop lower than -3). Once the aiming unit makes the attack, the bonus is used up. If the aiming unit switches targets, fails a Piloting Skill Roll, or the target moves out of LOS before the shot is fired, the careful aim is interrupted and any accumulated bonus is lost.

See p. 54, **MWII**, for further information on Careful Aim.

Physical Attacks

In small-scale games, physical attacks require actions. Simple Actions include punching, kicking, pushing, clubbing or hatchet attacks. Complex Actions include charges or death-from-above attacks (the movement required for such attacks is included in the Complex Action).

To better reflect the skill of the pilot, replace the physical attack Base To-Hit Number with the pilot's Piloting Skill Level. All standard modifiers also apply to this roll, including the charging modifier for the relative Piloting Skill Levels of the attacker and the target. Each type of attack also has its own modifier, shown on the table below.

PHYSICAL ATTACK MODIFIERS

Attack	Modifier
Punching	-1
Clubbing	-1
Pushing	-1
Kicking	-2
Charging	—
Death from Above	—

At the gamemaster's discretion, the Piloting Skill Level substitution can be used in large-scale games or even normal **BattleTech** games. However, keep in mind that this substitution may increase the number of successful physical attacks if several Veteran and Elite pilots are playing.

COMBAT

Heat Phase

In small-scale games, the Heat Phase is handled in the same way as in standard **BattleTech**. After all units have performed their actions, all 'Mechs adjust their heat scales. Heat effects occur simultaneously.

Replace the dice roll to avoid shutdown with a Computer Skill Roll. Apply the appropriate modifier from the Shutdown Modifiers Table.

This option may be used in large-scale battles as well, at the gamemaster's discretion. NPCs without **MechWarrior** game statistics use the normal rules for avoiding shutdown.

SHUTDOWN MODIFIERS TABLE

Heat Scale	Computer Skill Modifier
14	-4
18	-2
22	—
26	+2
30	Shutdown unavoidable

End Phase

The End Phase in large- and small-scale games works the same way as in standard **BattleTech**. However, use the rules provided on p. 57, **MWII**, for Consciousness Rolls. For other rules regarding damage, see **Damage** below.

DAMAGE

Any time a **MechWarrior** character takes damage in a **BattleTech** engagement, resolve the damage using **MechWarrior** rules. Characters receive Lethal or Bruise damage and apply it to their Condition Monitors as if they received damage in personal combat. Location for damage is determined per standard rules.

A character may only wear the following armor in a cockpit: a neurohelmet, any type of vest, or a **MechWarrior** suit. The following entries provide **MechWarrior** rules for determining damage characters may receive when inside their 'Mechs or vehicles.

Damage from Head Hits

Any time a BattleMech's head is damaged, the **MechWarrior** inside is tossed about violently and takes 2D6 Lethal damage. Even the relatively secure command couch provides the pilot with little protection in such situations, although personal armor reduces such damage as if it was Melee damage.

Damage from Falling

Whenever a character's BattleMech falls down, the piloting player must make a Piloting Skill Roll to control the 'Mech's body and reduce the impact of the fall. If the skill roll succeeds, the **MechWarrior** takes 1D6 Bruise damage. If the skill roll fails, the **MechWarrior** takes 2D6 Lethal damage. Any personal armor the character is wearing reduces the damage as if it was Melee damage.

Damage from Ammo Explosions

Feedback from ammunition explosions in a 'Mech send painful electrical shocks to the piloting **MechWarrior** through the neurohelmet. Whenever a 'Mech suffers an ammunition explosion, the **MechWarrior** suffers 1D6 Lethal damage applied directly to his head, and another 3D6 Bruise damage applied to his Condition Monitor (no location rolled). No form of armor protects against such damage.

Damage from Excess Heat

The cockpit life-support system of a BattleMech is vital to the survival of a **MechWarrior**. If the life-support system is damaged through a critical hit, the **MechWarrior** suffers 2D6 Bruise damage every turn that the BattleMech's Heat Scale registers between 15 and 25 at the end of the Heat Phase. Every turn that the Heat Scale registers 26 or higher, the **MechWarrior** receives 4D6 Bruise damage. Personal armor does not reduce such damage.

Damage from A Failed Ejection

Failing a Piloting Skill Roll when ejecting from a BattleMech results in 3D6 - 2 Bruise damage to the **MechWarrior**. Armor protects against such damage as if it was Melee damage, although no form of armor may reduce the damage by more than half. Aside from the damage inflicted by a failed Piloting Skill Roll, ejection is handled per standard **BattleTech** rules.

Cockpit Destruction

Normally a critical hit to a BattleMech's cockpit or the destruction of a BattleMech's head kills the piloting **MechWarrior** instantly. However, a player character or prominent NPC piloting a 'Mech may survive in such circumstances by ejecting at the last minute. To do so, the character must make a Perception Skill Roll with a +3 modifier. (If the character has the Sixth Sense Advantage, apply an additional -2 modifier.) If the roll succeeds, the character sees the attack coming and ejects as if the 'Mech had suffered an ammunition explosion. If the roll fails, the character is killed.

Characters in Ground or Naval Vehicles

Whenever a 1 is rolled on the Vehicle Critical Hits Table (Crew Stunned) all characters in the vehicle take 4D6 Bruise damage. Apply such damage to armor as if it was Ballistic damage. (See p. 63, **BattleTech Compendium: The Rules of Warfare**, for the Vehicle Critical Hits Table.)

If a 4 (Crew killed), 5 (Fuel tank hit), or 6 (Ammo/power plant hit) is rolled, all characters in the vehicle take 2D6 Lethal damage. (Apply such damage to the characters' Condition Monitors with no hit location rolled. Personal armor provides no protection.) Additionally, each character takes 6D6 Bruise damage. Armor protects against this damage as if it was Ballistic damage.

Any characters who remain conscious may attempt to exit the vehicle during the Movement Phase of the next turn. Exiting the vehicle requires an Athletic Characteristic Saving Roll with a +1 modifier. If the roll fails, the character suffers an additional

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1D6 points of Lethal damage (no armor protection) and 3D6 Bruise damage. Subsequent exit rolls receive an additional +1 modifier, cumulative for each attempt.

Characters who have exited a damaged vehicle may help trapped characters exit. Such help eliminates the modifiers to the trapped character's Athletic Characteristic Saving Roll. However, if the roll fails both the trapped character and the helping character take 1D6 Lethal damage (no armor protection) and 3D6 Bruise damage.

Characters in damaged naval vessels receive the same damage as those in ground vehicles. (see p. 63, **BattleTech Compendium: The Rules of Warfare**, for the Naval Critical Hits Table). Characters may exit naval vehicles in the same manner, but must make successful Swimming Skill Rolls as well. Also, a result of 4, 5, or 6 on the Naval Critical Hits Table against a submerged submarine results in the loss of all hands on board, including player characters.

Characters in VTOLs

If a 1 or 4 (Crew Killed) is rolled on the VTOL Critical Hit Table (p. 65, **BattleTech Compendium: The Rules of Warfare**) each character in the vehicle takes 2D6 Lethal damage, applied to the characters' Condition Monitors with no hit location rolled (personal armor provides no protection). Additionally, each character takes 6D6 Bruise damage, which armor reduces as if it was Ballistic damage. The VTOL's cockpit is rendered inoperative, but any conscious character may make an emergency landing. Emergency landings are resolved as if the VTOL's rotor has been destroyed (see p. 65, **BattleTech Compendium: The Rules of Warfare**). After the emergency landing is resolved, any conscious characters may exit the VTOL as if they were exiting a damaged ground vehicle (see **Characters in Ground or Naval Vehicles**, above).

If a 5 (Fuel Tank Hit) or 6 (Ammo/Power Plant Explodes) is rolled on the table, any characters in the VTOL take 2D6 Lethal Damage, applied to their Condition Monitors with no hit location rolled (armor provides no protection). Additionally, each character takes 6D6 Bruise damage, which armor reduces as if it was Ballistic damage. Characters suffer an additional 1D6 of Lethal damage (no armor protection) and 3D6 Bruise damage each turn they remain in an exploding/burning VTOL. Bailing out of an exploding VTOL is impossible, but any character that survives the explosion and remains conscious may make an emergency landing.

If a VTOL explodes (see **VTOL Explosions**, p. 65 of the **BattleTech Compendium: The Rules of Warfare**), all characters on board suffer 12D6 Lethal damage. This damage is applied as flame damage, so most forms of armor offer no protection.

Characters in Spacecraft

Aerospace fighter pilots take damage similarly to MechWarriors in BattleMechs (see preceding **Damage** entries). A cockpit hit is treated as a head hit, and a cockpit armor breach offers the same chance for last-minute ejection as the destruction of a BattleMech head. Excess heat has the same

effect, as does ammunition-explosion feedback. A failed **AeroTech** Blackout Roll inflicts 3D6 Bruise damage directly to the character's Condition Monitor (do not roll location). No armor reduces such damage.

Damage to characters on larger craft such as DropShips, JumpShips, and WarShips must be handled differently. Because the crews of such vessels can move about more freely, they will often have a chance to dive for a bulkhead or quickly zip up a pressure suit in the event of critical damage to the ship. As a result, the gamemaster determines the exact effects of ship damage on crew members, using the rules for other vehicles in this section as guidelines. Roleplaying these situations allows the characters use their Acrobatics and Zero-G Operations Skills and may prove the best way to resolve damage.

Resolve emergency landings of spacecraft in the same manner as emergency landings for VTOLs.

If characters end up in open space as a result of damage to their ship, see **Running the Game**, pp. 60–63, for rules on loss of atmosphere and gravity.

INFANTRY AND BATTLE ARMOR

The task of integrating **BattleTech** and **MechWarrior** becomes most complex when player characters are infantrymen or have exited their 'Mechs or vehicles during a battle. The following rules are designed to simplify integration in such circumstances to avoid slowing down game play.

Players and gamemasters should keep in mind that death can come quickly to an infantry trooper in the **BattleTech** universe, even one protected by heavy battle armor, and to characters caught outside their vehicles on a battlefield with active 'Mechs. The gamemaster should make this abundantly clear to the players before their characters willingly enter into such situations.

Deployment

Characters on the field are considered solitary units or parts of existing battle-armor or infantry platoon units in a **BattleTech** game. All battle-armored characters must be assigned to a battle armor unit. Similarly, most unarmored characters must be assigned to standard infantry platoons. These units are assigned counters on the map board and the appropriate record sheets (either Infantry or Battle Armor).

Character units are categorized by their mode of transportation. Units are considered Motorized Infantry if they travel with enough small vehicles (such as cars or motorcycles) to transport all members of the entire unit. If all unit members are equipped with jump packs, the unit is considered Jump Infantry. If some or all of the unit members are moving on foot, the unit is considered Foot Infantry.

Character units are further classified by the weapon used by the majority of unit members—Rifle, Machine Gun, Flamer, Portable Laser, or SRM. If no weapon choice predominates, the troops are considered a Rifle unit by default. (See **Infantry**, pp. 66–70, **BattleTech Compendium: The Rules of Warfare** for a description of **BattleTech** infantry rules.)

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General Rules

Generally, infantry units containing **MechWarrior** characters may use standard **BattleTech** infantry rules. However, if an infantry unit is composed entirely of player characters, the gamemaster may allow the unit to launch individual attacks at a battlefield target, rather than firing as a unit (see **Individual Attacks**, below).

When an infantry unit containing **MechWarrior** characters attacks another infantry unit containing **MechWarrior** characters, the gamemaster may resolve the combat using the standard **MechWarrior** personal-combat rules. Determine the range between the units by multiplying the **BattleTech** hex range by 6 to determine the equivalent **MechWarrior** range. The gamemaster sets situation modifiers for the target and attacker.

Individual Attacks

At the gamemaster's discretion, an infantry unit that consists entirely of player characters may choose to attack a battlefield unit as individuals, rather than grouping their fire together per **BattleTech** infantry rules. Depending on the characters' weapons, skill, and luck, this individual-attack option may provide them with more or less firepower than standard **BattleTech** rules. However, the individual-attack option always provides more opportunities for heroic exploits by single characters.

Under the individual-attack option, each character's shot is resolved using the **MechWarrior** rules with the following special modifiers.

First, determine the range between the character and the

target by multiplying the **BattleTech** hex range by 6 to determine the equivalent **MechWarrior** range.

Then apply the appropriate **MechWarrior** to-hit modifiers for range, attacker situation, and special situations (see Ranged Combat Modifiers Table, p. 54, **MW II**). If the character's unit has moved during the turn, consider the character as having used Running movement when determining to-hit modifiers.

Disregard the target situation modifiers from **MW II** when infantry troops fire at 'Mechs and vehicles. Instead, apply the appropriate target and terrain modifiers from the **BattleTech** Weapons Fire Modifiers Table (p. 37, **BattleTech Compendium: The Rules of Warfare**). Additionally, apply a -3 modifier to the to-hit number.

Most personal weapons have little effect on the heavy armor of battlefield units. If a character's attack hits, roll the **MechWarrior** damage for the weapon. Each result of 6 on the roll does 1/2 point of **BattleTech** damage. (A "+ 6" or higher in a **MechWarrior** weapon's damage code—such as "2D6 + 10"—counts as 1 result of 6 for resolving damage.) Round fractions down to the nearest whole point, then determine hit location per standard **BattleTech** rules.

Frank's character has been moving from tree to tree to avoid the fire of nearby enemy 'Mechs. He sees one through a gap in the tree cover, and it looks near enough to hit with his LAW. He raises the weapon to his shoulder and fires.

*The target 'Mech is 3 **BattleTech** hexes away in Clear terrain. That makes the **MechWarrior** range to the target 18 ($3 \times 6 = 18$), within the LAW's medium range (+2 modifier). The two intervening hexes are Light Woods (+2 modifier) and the character has moved during the turn (+2 modifier). The target is a 'Mech (-3 modifier) that walked across 4 hexes during the turn (+1 movement). Frank's character's Support Weapons Base Skill Target is 4, so his Modified To-Hit Number for the attack is 8 ($4 + 2 + 2 + 2 - 3 + 1 = 8$).*

*Frank rolls an 11 and so the shot hits! The LAW does $4D6 + 6$ damage (**MechWarrior** rules). Frank rolls 4D6 and gets results of 6, 2, 6, and 6. He rolled three sixes, and the weapon's + 6 modifier to damage counts as another "6," so the shot inflicts 2 points of damage to the BattleMech ($4 \times 1/2 = 2$). Not bad for one lonely ground-pounder!*

BATTLEMECH AND VEHICLE FIRE AGAINST CHARACTERS

BattleTech provides simple rules for resolving weapons fire directed at infantry units. These rules are designed to speed up game play and keep the focus on the BattleMechs. The following rules provide a greater focus on the infantry units, to reflect the greater importance of individual characters in **MechWarrior**. For the same reason, the rules increase the survivability of infantry in the face of BattleMech attacks. After all, the characters must live long enough to become heroes, even

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when stranded on a battlefield facing incredible odds.

BattleMech or vehicle to-hit rolls for shots at **MechWarrior** infantry characters are resolved per standard **BattleTech** rules. However, damage is applied differently if the attack hits.

Each point of a weapon's **BattleTech** damage is treated as $5D6 + 3$ **MechWarrior** damage. Therefore, a small laser (3 points of **BattleTech** damage) will do $15D6 + 9$ points of damage, while the massive slug from a Gauss rifle delivers $75D6 + 45$ damage! Note that personal armor provides no protection against such damage. The only exception is battle armor, which is specifically designed to resist direct BattleMech attacks (see **Battle Armor**, p. 95).

Generally, a single character does not receive all the damage inflicted by a BattleMech or vehicle attack. Instead, the damage from such attacks is distributed among the characters in the infantry unit, based on the type of attack. For this purpose, all attacks are divided into two groups: single-target attacks and multiple-target attacks. The Attack Table lists a breakdown of the various BattleMech and vehicle attacks.

ATTACK TABLE

Single Target	Multiple Target
ER Lasers	Artillery
Gauss Rifle	Autocannon
Lasers	Flamers
PPCs	LRMs
Club/Hatchet	Machine Guns
Kick	Pulse Lasers
Punch	SRMs
	Streak SRMs
	Death-from-Above
	Thrashing Attack

Single-Target Attacks

A single-target attack inflicts most of its damage on a single character. To determine which character is hit by the attack, all characters in the targeted unit roll 2D6. The character who rolls the lowest number is hit by the attack. In the event of a tie between a player character and an NPC, the NPC is hit. In a tie between player characters or between NPCs, the character with the lowest Intuition score is hit. Resolve any further ties with another dice roll. (Player characters may spend Edge Points to re-roll the dice in these situations.)

The character hit by the attack receives the full amount of damage, and personal armor offers no protection. Player characters may spend an Edge Point to re-roll the damage if the first roll would result in the character's death.

Any characters who tied with the target character on the 2D6 roll receive collateral damage. For collateral damage, each point of the weapon's **BattleTech** Damage Points equals 1D6 **MechWarrior** Damage Points. Personal armor reduces this damage.

Multiple-Target Attacks

Weapons such as long-range missiles and artillery are particularly effective against infantry because they spread their damage over an area. Some direct-fire weapons such as autocannons and flamers also affect multiple targets when fired at infantry units, because attackers spray fire from these weapons across the entire unit rather than concentrating on a single target.

Damage to multiple targets is divided as follows. SRM damage is divided into 2-point groups (2 points of **BattleTech** damage, meaning $10D6 + 6$ **MechWarrior** damage). Damage from all other multiple-target weapons is divided point by point ($5D6 + 3$ points of **MechWarrior** damage for every point of **BattleTech** damage).

The characters in the targeted unit then roll 2D6 to determine who takes damage first. The character with the lowest roll result takes the first point or points of damage. The character with the second lowest result takes the next point or points of damage, and so on until all the characters have taken a point of damage or all the points have been distributed, whichever comes first. Personal armor provides no protection against this damage.

See **Single-Target Attacks** for rules on resolving ties that occur during the 2D6 rolls. Player characters may spend Edge points to repeat these rolls.

*Larry's character is traveling with an infantry platoon of 7 NPC troopers. The platoon is hit by an LRM-10. The attacker rolls on the Missile Hits Table, which results in 4 missiles hitting the unit. This attack does 4 points of **BattleTech** damage, each of which inflicts $5D6 + 3$ **MechWarrior** damage. To determine the distribution of this damage, Larry rolls 2D6 for his character while the gamemaster rolls 2D6 for each of the NPC troopers. Larry rolls a 3, while the NPC troopers receive results of 2, 5, 7, 7, 8, 9, and 10. Because Larry achieved the second-lowest result, he will take the second point of damage. To avoid this, Larry spends an Edge Point and repeats the roll for a result of 8. This means the NPC troopers with the four lowest rolls each take $5D6 + 3$ damage and Larry's character remains unscathed.*

ANTI-BATTLEMECH SWARM AND LEG ATTACKS

Infantry characters can directly assault a BattleMech by climbing onto the 'Mech and planting explosives or firing weapons at its vulnerable locations. Although these anti-BattleMech swarm and leg attacks are highly dangerous, they can enable a character to critically damage or even destroy a 'Mech. Before permitting player characters to make such attacks, the gamemaster should stress the danger and difficulty they entail.

Anti-BattleMech training will greatly enhance a player character's chances of making such attacks successfully. Characters who have completed this training possess the following skills at the minimum levels listed: Acrobatics 2, Climbing 4, and Demolitions 4.

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Anti-BattleMech attacks consist of three tasks—climbing/jumping onto the target, planting the charge or firing the weapon, and getting off the target. In some cases, characters will have to hang on to the target as well.

Climbing/Jumping on to the Target

To make an anti-BattleMech attack, a character must be in the same hex as the target. After selecting a leg or torso hit location on the BattleMech, the player character may climb to the selected area by spending a Simple Action and making a successful Climbing Skill Roll. When the character is attempting to reach a leg, the skill roll receives a +2 modifier. When the character is trying for a torso location, the skill roll takes a +3 modifier. If the target 'Mech is walking, the roll receives an additional +2 modifier. If the target used Running or Jumping movement in the current turn, the skill roll receives an additional +5 modifier. Apply a -3 modifier if the character is using a grapple rod (p. 90, **MW II**).

Characters with jump packs may jump onto the BattleMech rather than climbing. In this case, replace the Climbing Skill Roll with a Jump Pack Roll. Similarly, characters in jump-capable battle armor can jump onto the target by making a successful Piloting/Battlesuit Skill Roll. A grapple rod does not help characters jumping onto a 'Mech. Skill roll modifiers for climbing also apply to jumping.

If any of these skill rolls fail, the character fails to reach the target but remains in the hex with no ill effects.

Note that a character cannot climb or jump from the ground directly to a 'Mech's head. However, characters may climb/jump onto the 'Mech and then climb up to its head. See **Getting Off/Hanging On to the Target** for details.

Planting the Charge/Firing the Weapon

After climbing/jumping onto the 'Mech, the character must plant a demolition charge or locate a vulnerable spot to shoot with a hand weapon. Each of these actions is a Simple Action. Planting a charge on a moving 'Mech requires a Demolition Skill Roll. If the 'Mech is walking, the roll receives a +2 modifier; if the 'Mech is running, a +3 modifier; and if the 'Mech jumped during the turn, a +4 modifier. Locating a vulnerable spot at which to fire a weapon requires a successful Perception Skill Roll. After locating a vulnerable spot, the character may use a Simple Action to fire a small arms-class weapon at the spot. The shot hits automatically.

Damage for weapon attacks and explosive charges is resolved by rolling the **MechWarrior** damage dice for the weapon or explosive. If a single 6 is rolled, the attack causes 1 point of **BattleTech** damage to the 'Mech location, with no other effects. For each additional 6, the character rolls 2D6. A result of 8 or higher means 1 critical hit is scored on the 'Mech location, even if no internal structure took damage in the attack.

As long as the character remains on the 'Mech, he may spend an unlimited number of Simple Actions to repeat attacks. Demolition charges may be equipped with timed fuses as well.

Getting Off/Hanging on to the Target

Characters may climb or jump off the targeted 'Mech at any time by performing a Simple Action. Reaching the ground without taking damage requires a successful Acrobatics (or Jump Pack, or Piloting/Battlesuit) Skill Roll to land safely. A failed roll results in a fall from 10 meters, so the character takes 4D6 - 4 Bruise damage (see **Damage from Falling**, p. 44).

Executing even the simplest anti-'Mech attacks will take more than a single turn, so characters will most likely want to hang on to the target. Doing so requires a Simple Action in every turn until the character breaks off the attack. Any time the BattleMech moves, the character must make a successful Climbing Skill Roll to hang on. The roll receives a +2 modifier if the 'Mech is walking, a +3 modifier if the 'Mech is running, and a +5 modifier if the 'Mech is jumping. If the Climbing Skill Roll fails, the character falls 10 meters and receives the appropriate falling damage. The falling damage is doubled if the BattleMech jumped during the turn.

Once a character is hanging on to the 'Mech, he may climb to an adjacent location by spending a Complex Action and making a successful Climbing Skill Roll. If the 'Mech is walking, the roll receives a +2 modifier; if the 'Mech is running, a +3 modifier; and if the 'Mech jumped during the turn, a +4 modifier. If the roll fails, the character falls off the 'Mech and takes appropriate falling damage.

If the BattleMech falls, the character may jump off by making a successful Acrobatics Skill Roll. However, the character takes 3D6 - 3 falling damage. If the Acrobatics Roll fails, the character fails to get off the 'Mech in time. If the 'Mech hit location the character is clinging to takes damage as a result of the fall, the character is crushed to death. Note that a character can spend Edge Points to repeat the Acrobatics Skill Roll.

Dislodging Characters

MechWarriors piloting BattleMechs may perform several different maneuvers to dislodge characters making anti-'Mech swarm attacks (p. 77, **BattleTech Compendium: The Rules of Warfare**). Characters may resist these maneuvers by making skill rolls as described below.

During the Physical Attack Phase (or for a Simple Action in a small-scale game) a 'Mech can make a modified punch against a character on any of its front torso locations. If the attack hits, the character takes half the damage normally inflicted by the punch (see **Damage**, p. 44). If the character remains conscious, he may hang on by making a successful Climbing Skill Roll with a +5 modifier.

If the 'Mech enters water that would submerge the character (Depth 1 for a character clinging to a 'Mech's legs, Depth 2 or greater for characters at any other locations), the character must make a Climbing Skill Roll to hang on. If this roll fails, the character loses his grip and must swim to the surface as his next action. If the Climbing Skill Roll succeeds, the character must make a Swimming Skill Roll during the End Phase of each turn he remains submerged. If a Swimming Roll fails, the character begins to drown and must swim to the surface as his next action.

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If the BattleMech enters a burning hex, the character takes 1D6 flame damage during the End Phase of every turn that the 'Mech is in the fire, plus an additional 3 consecutive turns after the 'Mech leaves the burning hex.

Attacks on Vehicles

Characters can also climb onto moving vehicles and execute pointblank attacks. The gamemaster assigns skill rolls for such attacks, using the anti-BattleMech attack rules as guidelines. Such attacks proceed in much the same fashion as anti-BattleMech attacks, although the hit locations and specific circumstances are somewhat different. Characters can only climb on to a vehicle's Front, Right Side, Left Side, or Rear. A vehicle's Turret (if any) may be reached by further climbing or by characters with jump packs.

DUAL COCKPIT

BattleMech designers have long recognized the advantages of dual-cockpit BattleMechs. Such dual configurations enable two MechWarriors, usually a pilot and gunner, to operate a single BattleMech simultaneously. Theoretically, this arrangement substantially increases the battlefield effectiveness of the 'Mech for several reasons.

First, many tacticians believe that a coordinated two-pilot team can exploit the capabilities of a BattleMech more fully than a single MechWarrior. In the most common pairing, for example, a designated gunner may concentrate solely on identifying targets and firing the machine's weapons, while the second MechWarrior pilots the 'Mech. The dual configuration also provides an extra pilot who can assume control of the 'Mech in the event one MechWarrior is wounded or killed. The extra pilot greatly extends the amount of time a unit can serve on active field duty as well.

Perhaps most important, the dual-cockpit 'Mech enhances the ability of commanders to direct their troops from the battlefield. With a second MechWarrior controlling the movements and weapons of the command BattleMech, a commander can ride into the thick of battle, gain immediate knowledge of the ebb and flow of the engagement, and react accordingly. The second MechWarrior frees the commander from having to fend off attacks on the command 'Mech and enables him to focus his entire attention on overall tactics and strategy. The duplicate set of controls enables the commander to assume control of the 'Mech immediately if necessary. The command advantages offered by dual configurations are so great, in fact, that the first dual-cockpit machines were used by regimental commanders.

BattleMech designers first began exploring the feasibility of installing dual cockpits in BattleMechs during the height of the Star League's technological development. The earliest dual configurations appeared in *BattleMasters*. Apparently, designers chose the assault-weight 'Mech so that the final design could retain a substantial amount of armor and armament despite the space and weight requirements of a dual cockpit. This practice continues today, and all current versions of the dual-cockpit con-

figuration are fitted to heavy and assault 'Mechs. Technological advances and evolving strategies may eventually prompt the construction of special-use dual-cockpit machines—scout 'Mechs carrying energy-based weapons, long-distance combat 'Mechs, or close-combat 'Mechs—but a scarcity of resources and technical capabilities confines such machines to the 'Mech designer's drawing board for the present.

The dual-cockpit 'Mech has fueled many fierce debates throughout the history of its development. For example, technicians commonly argue the merits of various configurations of seats and control panels, as well as the suitability of various 'Mech designs as dual-cockpit platforms. Also, though nearly all strategists agree the dual-cockpit 'Mech is most valuable when used as a command vehicle, few agree on the best tactical use of such machines or the experience level each MechWarrior should possess. Weapons, heat sinks, and other systems are often sacrificed to accommodate the weight and space requirements of dual-cockpit controls, producing a 'Mech that may prove difficult for less experienced or skilled MechWarriors to control in extreme situations. As a result, some strategists contend that two pilots highly skilled in different areas provide the best dual-cockpit team. However, others argue that both MechWarriors should be competent enough to take full control of the 'Mech if necessary.

Each of the Successor State militaries employs dual-cockpit 'Mechs in a unique manner, stemming from the unique philosophy and fighting style of each army. As a result of these differing uses, each Great House's dual-cockpit designs exhibit distinct characteristics.

For example, Liao commanders often fight close to the front line of a battle against numerically superior forces. As a result, Capellan dual designs are configured more as combat machines than command platforms. Marik commanders, on the other hand, tend to keep their command vehicles far from the front lines. Typical Marik designs feature long-range weaponry and impressive mobility.

Because Clan traditions, mindset, and honor all center on the individual warrior, dual cockpits are never found in Clan BattleMechs.

BATTLETECH RULES

The following rules describe the game effects of a dual cockpit in the **BattleTech** game. Rules for the **MechWarrior** game are presented in the following section, **MechWarrior Rules**.

Note that the dual cockpit differs significantly from the command console presented in the **BattleTech Tactical Handbook**. The command console is used primarily for command and control, while the dual cockpit is more of a tandem-fighting upgrade. The command console contains extensive computer and communications equipment, which makes it significantly heavier than the dual cockpit. The command console provides greater space for the commander as well. The dual cockpit's pilot and gunner seats are cramped and uncomfortable.

The dual cockpit rules are considered Level Three rules: that is, optional rules for advanced players and therefore not

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legal for standard tournament play. In fact, the use of the dual cockpit is discouraged unless the roleplaying framework of **MechWarrior** is being used also. The time and training required to use the dual cockpit help offset the advantage it provides its MechWarriors. In **BattleTech** play, however, little exists to offset this advantage, and so dual cockpits may disrupt the balance of the game.

Each member of a dual cockpit team must have a special skill called Dual Cockpit Operation. The **MechWarrior** rules below allow characters to acquire and improve that skill. If using dual cockpits in **BattleTech**, assume that all dual cockpit MechWarriors are fully trained (Skill Level 3).

Pilot Effects

The primary benefit a dual cockpit team receives is a special modifier to all Piloting Skill Rolls for the 'Mech. This modifier is based on the pilot's Dual Cockpit Operation Skill Level and is summarized in the following table.

DUAL-COCKPIT PILOTING MODIFIERS

Dual Cockpit Operation Skill Level	Piloting Skill Modifier
1	+1
2	0
3+	-1

The pilot of a dual-cockpit team makes a Piloting Skill Roll after the 'Mech takes 30 or more points of damage in a single phase, rather than the usual 20 or more points of damage.

Because a dual-cockpit pilot can concentrate his total attention on controlling his 'Mech's movement, his evasive maneuvers are more effective. Whenever another unit fires at the dual-cockpit 'Mech, apply the following target-movement modifiers to the attacker's to-hit number rather than the standard target movement modifiers found on the Weapons Fire Modifiers Table, p. 37, **BattleTech Compendium: The Rules of Warfare**. Use the standard modifier for jumping movement when appropriate. These modifiers apply to the rolls of an attacker firing on a dual-cockpit 'Mech.

DUAL-COCKPIT TARGET MOVEMENT MODIFIERS

Number of Hexes Target Moved	Target Movement Modifier
0	0
1-2	+1
3-4	+2
5-6	+3
7-9	+4
10+	+5

Gunner Effects

The gunner of a dual-cockpit team receives a special modifier to all weapon attack to-hit numbers (the dual-cockpit configuration has no effect on physical attacks). The modifier is based on the gunner's Dual Cockpit Operation Skill Level and is summarized in the following table.

DUAL COCKPIT GUNNER SKILL MODIFIERS

Dual Cockpit Operation Skill Level	Modifier
1	+1
2	None
3	-1

Because a dual-cockpit gunner can concentrate his total attention on targeting and firing his Mech's weapons, he is better able to compensate for his own 'Mech's movements and fires its weapons more accurately. Apply the following modifiers to the dual-cockpit gunner's to-hit rolls in place of the standard movement modifiers found on the Weapons Fire Modifiers Table, p. 37, **BattleTech Compendium: The Rules of Warfare**.

DUAL COCKPIT ATTACKER MOVEMENT MODIFIERS

Attacker	Modifier
Movement	
Stationary	None
Walked	None
Ran	+1
Jumped	+1
BattleMech Damage	
First Sensor Hit	+1
Second Sensor Hit	No weapons fire allowed
Prone	+1
Target	
Secondary Target	None
Tertiary Target	+1

The gunner of a dual-cockpit Mech possesses Gunnery Skill 4 and fires an AC/20. The pilot moves the 'Mech 4 hexes during the turn. The target 'Mech is 7 hexes away and moved 6 hexes during the turn. The attacker has clear LOS to the target. No intervening terrain exists.

The dual-cockpit gunner has a Modified To-Hit Number of 9+, calculated as follows: Base To-Hit Number 4; long range (+4); target 'Mech movement of 6 hexes (+2); attacking 'Mech walked (0); attacking

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gunner skill modifier (-1). Under the same circumstances, a standard Mech would use a Modified To-Hit Number of 11+.

Dual Cockpit Team

To activate a dual-cockpit 'Mech, the pilot and gunner must synchronize their neurohelmets. Both team members must be in the 'Mech cockpit to perform the complex process.

If one team member becomes incapacitated during combat, the other member of the team can take over both sets of controls, with the following consequences.

Pilot only active: The pilot loses all piloting advantages if the character actively engages in combat (fires a weapon). Add a +1 modifier to weapon attack to-hit numbers.

Gunner only active: The gunner loses all gunnery advantages. Add a +1 modifier to all Piloting Skill Rolls.

Construction

A dual cockpit weighs 4 tons, 1 ton more than a standard cockpit. If a 'Mech has already reached its total tonnage limit, components or systems such as weaponry, ammunition, armor, electronics, or a heat sink must be removed to allow installation of the cockpit. (Note that the total number of heat sinks may not drop below 10). Apply all standard BattleMech construction rules as given in the **BattleTech Compendium: The Rules of Warfare**.

The dual cockpit occupies Slots 3 and 4 of the Head section of the Critical Hit Table. Label these sections "Cockpit: Pilot" and "Cockpit: Gunner," respectively. While a critical hit against either location may not disable the entire cockpit, the unit suffers the penalties described in **Dual Cockpit Team** if one of the team members is disabled or killed.

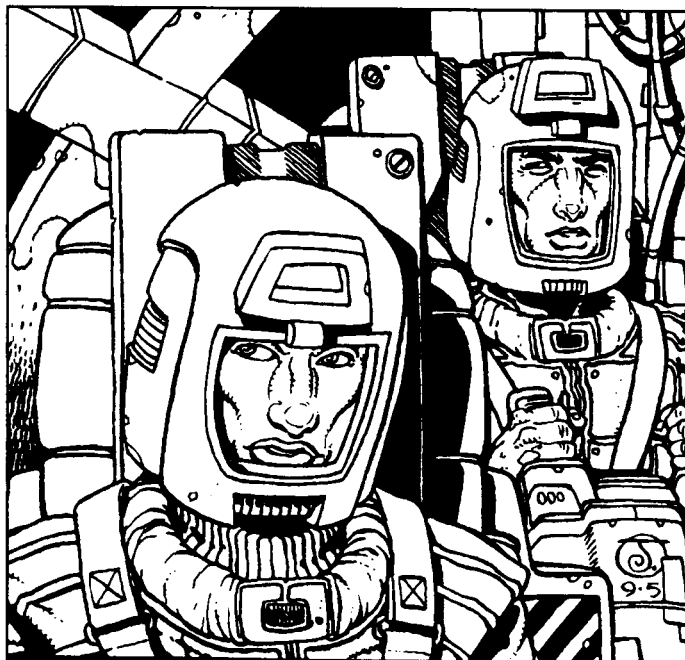
The dual cockpit upgrade costs 200,000 C-bills.

The gamemaster should encourage players to construct dual-cockpit 'Mechs from vehicles appropriate to the character's House affiliation. If a player must remove systems to make room for the dual cockpit, encourage the player to remove systems that the affiliated House might reasonably remove in keeping with its tactical style (see **House Conversions** below).

MECHWARRIOR RULES

Characters must have the special skill Dual Cockpit Operation to use the special capabilities of a dual-cockpit 'Mech. A character may use the Dual Cockpit Operation Skill only when operating a dual-cockpit 'Mech with his usual co-pilot and/or training partner.

At the gamemaster's discretion, the Dual Cockpit Operation Skill may be made available as an elective in the BattleMech Pilot MOS of the Advanced Academy or Advanced University skill packages. To increase the Dual Cockpit Operation Skill, the characters of a dual-cockpit team must train together and spend the appropriate Skill Points and Adventure Points. Whenever a character is forced to take on a new partner, his Dual Cockpit Operation Skill level drops to 1 and he must train with his new partner to regain his previous skill level. Although no Adventure Points need to be spent to regain levels



lost in this way, each team member must spend 10 Skill Points to regain level 2 and another 10 Skill Points to reach level 3. Characters may only train with one dual cockpit team at a time.

Converting a 'Mech to Dual Cockpit

Converting an existing 'Mech to a dual-cockpit 'Mech requires a fully functional 'Mech repair facility or factory and at least one technician with the following minimum skill levels: Technician/Mech 4, Technician/Electronics 3, Engineering 4, Computer 3. The modification requires at least a week of full-time work even in the best of circumstances. Due to the detailed nature of the conversion, adding additional techs to the job will not significantly reduce the time required.

HOUSE CONVERSIONS

Each House fields unique configurations of the dual-cockpit 'Mech and uses them in accordance with its unique battlefield tactics. The following information suggests likely dual-cockpit conversions for each Successor State and how the converted 'Mechs fit into each House's military tactics.

Note that functional dual-cockpit 'Mechs are quite rare. Gamemasters should use them sparingly, perhaps making the acquisition of one the focus of an adventure or series of adventures.

Free Worlds League

House Marik commonly uses the following conversions to create dual-cockpit 'Mechs:

BattleMech

ON1-V *Orion*, ON1-M *Orion*
MAD-3M *Marauder*,
MAD-5D *Marauder*

Component Changed

Remove 1 ton SRM-4 ammo

Remove 1 heat sink

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Historically, House Marik fields an unusually factionalized military force best characterized as many independent troops coordinated by a cooperative of leaders who answer to a specially selected general. The Byzantine command structure places great importance on maintaining consistent leadership, and so Marik commanders rarely place themselves in potentially fatal combat situations such as close combat or even long-range artillery support. The dual-cockpit configurations serve Marik troops as command and tactical coordination posts. Because the Marik dual-cockpit configurations rarely see combat, the sacrifice of missile ammunition or a single heat sink is viewed as an acceptable tradeoff for the increased mobility of the command unit.

Federated Commonwealth

House Davion commonly uses the following conversions to create dual-cockpit 'Mechs:

BattleMech	Component Changed
BLR-1G <i>BattleMaster</i> ,	
BLR-3M <i>BattleMaster</i>	Remove 1 heat sink

One of the AFFC's greatest strengths is the bond House Davion encourages between its officers and enlisted men. The High Command has instituted many practices, such as inter-regimental competitions and few distinctions between the uniforms of officers and soldiers, that foster camaraderie, greater loyalty and more efficient operations among its troops. Commanders direct their troops from the thick of battle, keeping a certain distance from the front lines but going where they are needed to shore up failing defenses or lift morale. The assault-class *BattleMaster* gives the commander ample protection and sufficient firepower to move freely around the battlefield, and the single heat sink removed for the conversion to dual cockpit is a small sacrifice to make for such mobility.

Lyran Alliance

House Steiner commonly uses the following conversions to create dual-cockpit 'Mechs:

BattleMech	Component Changed
ZEU-6S <i>Zeus</i>	Remove 1 medium laser
ZEU-9S <i>Zeus</i>	Remove 1 heat sink
AS7-D <i>Atlas</i> , AS7-K <i>Atlas</i>	Remove 1 ton LRM-20 ammo

The Lyran military developed an early and lasting passion for heavy and assault Mechs, a passion that stemmed partly from the need to offer adequate protection to inept commanders—the heavier 'Mechs allowed the badly organized and poorly commanded Lyran forces to survive longer against a skillful enemy. The Alliance's ample supply of 'Mechs and numerous manufacturing facilities provide a wide selection of vehicles to convert to the dual-cockpit configuration. The *Atlas* offers the command advantage of a satellite uplink and carries ample armor and armament, even in the dual cockpit conversion. Because Steiner

commanders usually surround themselves with a heavy or assault unit, removing ammunition or armaments from the command 'Mech increases their risk only minutely.

Draconis Combine

House Kurita commonly uses the following conversions to create dual-cockpit 'Mechs:

BattleMech	Component Changed
DRG-5K <i>Grand Dragon</i>	Remove 1 medium laser
WHM-6R <i>Warhammer</i>	Remove 2 small lasers
WHM-7M <i>Warhammer</i>	Remove 1 medium laser

Though Coordinator Theodore Kurita has made great strides toward modernizing his nation's military, remnants of his ancestors' philosophy of throwing money at the armed forces still remain. The DCMS recognizes the inherent usefulness of the dual-cockpit 'Mech as a command vehicle but has failed to find a unique field application for this configuration. This failure does not prevent the Draconis High Command, however, from continuing to order the conversion 'Mechs.

Gamemasters and players may find many plot-driven reasons to use a dual-cockpit 'Mech in the Draconis Combine. For example, player characters may find themselves training for a dual-cockpit team with someone they have been ordered to watch or subvert—or who has been ordered to watch them. Or perhaps a DCMS officer wants to test a tactical concept using the dual-cockpit 'Mech away from the watchful eyes of his superiors and chooses to train the player characters in the strategy. Even the Coordinator himself might plan to fine-tune the use of dual-cockpit 'Mechs in small-unit tactics to incorporate in the Explorer Corps venture.

Capellan Confederation

House Liao commonly uses the following conversions to create dual-cockpit 'Mechs:

BattleMech	Component Changed
CP 10-Z <i>Cyclops</i>	Remove 1 ton AC/20 ammo
CP 11-A <i>Cyclops</i>	Remove 1 ton Gauss rifle ammo
WHM-6L <i>Warhammer</i>	Remove 1 flamer
WHM-7M <i>Warhammer</i>	Remove 1 medium laser

The Capellan military machine is streamlined and efficient. While its officers and administrators are not encouraged to demonstrate initiative, commanders are expected to lead their men by example and to personally turn the tide of battle if necessary. Officers assigned to dual-cockpit 'Mechs have earned the opportunity to do both with a greater chance of success: they can direct the battle more effectively and protect their valuable 'Mechs more efficiently with a teammate sharing the piloting-gunnery tasks. Because Liao military doctrine assumes that commanding officers will engage the enemy at close range, all Capellan dual-cockpit configurations retain as much firepower as possible.

RUNNING THE GAME

A roleplaying campaign is usually described as a series of adventures united by a common theme or goal. For example, a player character's search for his missing brother, the attempts of a vengeful warlord to harm the players, or the player group's attempts to make their way home through hostile star systems may provide the basis for a campaign. In **MechWarrior**, campaigns enable players to develop their characters over the course of several adventures, allow gamemasters to embellish and develop the universe for their players, and provide player characters with long-range goals—all of which set the stage for more rewarding and realistic adventures.

Gamemastering campaigns and adventures in any roleplaying game involves certain general tasks. Such tasks are discussed in the **MW II** rulebook. This section supplements the gamemastering information provided in that book and discusses gamemastering concerns unique to **MechWarrior**. It also includes new guidelines on creating and running campaigns, campaign options, and adventure ideas.

THE BATTLETECH UNIVERSE: SETTING THE STAGE

Almost all roleplaying games contain a combat system. Generally, these systems consist of game mechanics used to resolve battles. In **MechWarrior**, however, combat is far more than the last resort in a conflict situation. It is the force that drives the universe. The **BattleTech** universe is a war-torn place where the Great Houses, ComStar, the Clans, and countless smaller factions constantly struggle against one another to forward their political agendas using a variety of methods ranging from open warfare to diplomatic negotiation and covert missions. These struggles—some of which are described in the various **BattleTech** and **MechWarrior** game products and novels—form the backdrop for **MechWarrior** campaigns and adventures.

To create the illusion that the players are truly a part of the **BattleTech** universe, the gamemaster must understand how profoundly these struggles—and the war mentality they have spawned—affect all levels of society. Public attitudes toward war, the deprivation it causes, and the logistics involved with keeping a military juggernaut in motion are a few examples of things with which he should be acquainted. Furthermore, the wars and conflicts of the **BattleTech** universe can provide the starting point for numerous campaigns and adventures.

BACKGROUND AND SETTING

As most gamemasters know, detail becomes vital when creating a setting for a campaign or adventure in any roleplaying game, and **MechWarrior** is no different. To create a realistic setting for a **MechWarrior** adventure, the gamemaster must know the laws, customs, terrain, population, culture, political situation, technological level, and numerous other characteristics about the planet where the adventure takes place.

Similarly, becoming acquainted with the broader history and political conditions of the **BattleTech** universe will enable gamemasters to create realistic and rich campaigns. After determining the political "big picture," the gamemaster can use the larger conflicts to provide a context for the players' adventures.

For example, House Steiner may want to obtain more power within the Inner Sphere. Meanwhile, Clan Ghost Bear may plan to edge into an area claimed by Clan Smoke Jaguar, and House Kurita may plan to throw its entire might against the Clans in hopes of driving them back. (The long-term goals of the Inner Sphere powers and Clans may be drawn from **BattleTech** and **MechWarrior** products and novels, or the gamemaster may invent his own.)

After determining the broad agendas of the various powers, formulate the strategies and tactics these powers will use to achieve their aims. For example, House Steiner may orchestrate an assassination campaign to weaken House Davion, its former ally. In turn, House Davion may retaliate with border strikes. Meanwhile, a third power may decide the time is right to strike at one of its distracted enemies. House Steiner, House Davion, the third power—any of these groups might hire a player-character mercenary group or use a player-character unit to perform a mission.

Meanwhile, the Ghost Bears may begin staging raids against Smoke Jaguar border worlds, provoking a protracted fight with the rival Clan and creating an opportunity for House Kurita forces to harass one or both Clans. In this situation, the player characters' unit can be part of the Inner Sphere attack force, or perhaps serve as a forward intelligence-gathering unit. The Kurita attacks may prompt another Inner Sphere power to contribute troops to repel the Clan counter-assault, providing further opportunities for player-character units.

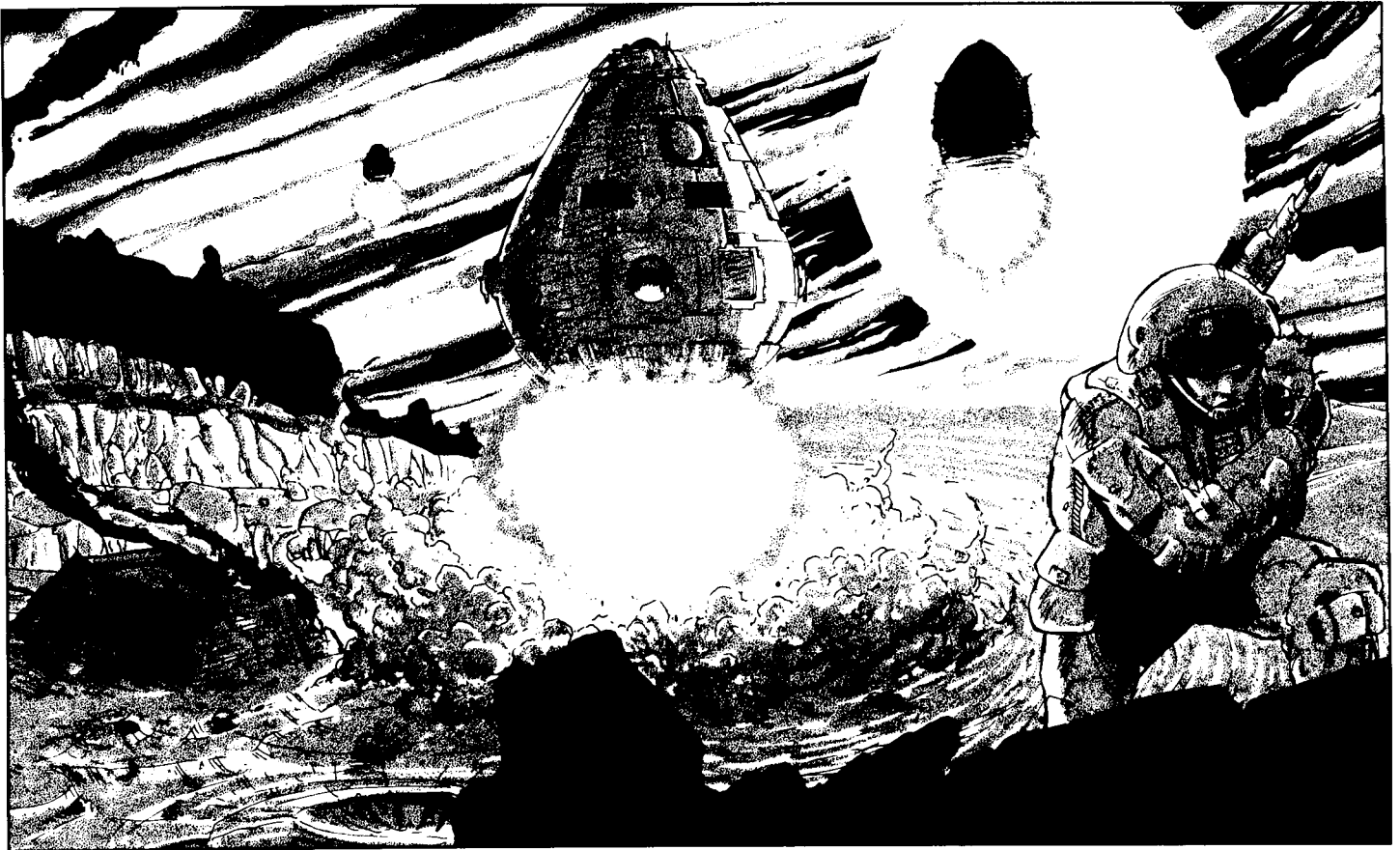
As a gamemaster, take a good look at the agendas and strategies of the major powers. Look for instances where plot-lines intersect—these will present excellent material for creating adventures. For example, consider the House Kurita advance into Clan occupied territory and the internecine war between Clans Ghost Bear and Smoke Jaguar. 'Mech combat, troop combat, uneasy wartime alliances, scouting missions—this conflict will have it all.

Worlds at War

Nearly all the worlds of the **BattleTech** universe are either at war, have recently been at war, or will soon be at war. As a result, the player characters likely will belong to a military or mercenary unit, will be employed by a warring faction or will be affected by war in some way. The gamemaster can use all of these conditions to provide backgrounds, settings, and ideas for adventures.

Even the most peaceful planets, far from the battle lines, will have 'Mech garrisons, and most worlds bear the scars of battles. Pieces of wrecked war machines lie scattered among

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the fields, cities are filled with damaged buildings, people mourn loved ones lost in the fighting. Such devastation provides numerous opportunities to create adventures for the player characters. War can lead to raids on their planets and homes, the deaths of family or friends, and the like.

Military life can also provide plenty of background and adventure possibilities. All military organizations are plagued by bureaucracy, for example. Military personnel cannot escape the paperwork nightmare, and mistakes are inevitable. Orders and requisitions are frequently lost, shipments of materiel are misrouted or hijacked. Bureaucracy can be integrated into adventures in a number of ways. A useless person may be mistakenly assigned to an outfit, and so the group of 'Mech pilots expecting a relief technician may receive an accountant who believes he is under orders to perform an audit. The player characters, assigned to kidnap the technician, later discover they have grabbed a clerk who just wants to go home and needs help. Or brief the players on one situation and throw them unprepared into another. For example, the player characters may be assigned to garrison duty on a friendly planet and end up being mistakenly dropped into an enemy-held city.

The gamemaster may also create moral dilemmas for the player characters by providing them with inhumane or distasteful orders. For example, the player characters' unit may be ordered to attack a settlement that they later discover is com-

prised of unarmed civilians. Or an unscrupulous commander might send the unit on raids that turn out to be lining his pockets with C-bills, rather than winning the war. Of course, player characters with impressive military records can often get away with defiance and even outright disobedience, as long as the unit's overall objectives are met.

As with bureaucracy, problems with logistics can greatly affect play. To raise tension, simply withhold needed supplies or, better yet, substitute worthless goods. Whether the player characters are waiting for parts to fix their 'Mechs or for weapons with which to stage an underground rebellion, the arrival of two hundred cases of office supplies is bound to be an event of great concern. Logistics also provides opportunities for adventures. Guarding normal supply lines, trying to break a supply blockade, or scrounging for vital supplies are just a few logistics-related tasks that can be easily worked into any existing campaign.

CREATING CAMPAIGNS

Gamemasters may organize a **MechWarrior** campaign around any number of factors, including the player group's unit, the unit's mission, political developments in the **BattleTech** universe, and so on. The following sections explore some of these possibilities.

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UNIT-BASED CAMPAIGN OPTIONS

The following list provides ideas for several unit-based **MechWarrior** campaigns. These may be used "as is" or as models for creating your own **MechWarrior** campaigns.

Small Mercenary Unit

The Small Mercenary Unit campaign involves a mercenary unit no larger than a company. Because the unit is small and probably inexperienced, it ends up taking most of its jobs from various small factions and petty rulers—employers that cannot afford larger and more experienced units. Such jobs may gradually enhance the unit's reputation, but the majority of these factions are tight on funds and can easily be overthrown, leaving the unit high and dry.

This type of campaign is good for beginning gamemasters because it requires the least amount of preparation to establish the unit. Independent-minded players tend to prefer a Small Mercenary Unit campaign over other types because they can control the unit's actions directly. Player characters should comprise most of the unit members, with a few non-player characters to round out the group.

Large Mercenary Unit

In the Large Mercenary Unit campaign, the players belong to a battalion- or regiment-sized mercenary unit. Though the unit may be inexperienced, its size commands attention and attracts the notice of major Inner Sphere powers. The unit sees extensive combat, because House leaders prefer to sacrifice mercenaries in dangerous war zones rather than expending House troops.

The Large Mercenary Unit campaign may prove demanding for both the players and gamemaster to run, because larger merc units are often more difficult to manage than smaller units. There is a greater chance of gaining riches and fame, however, as well as greater opportunities for subplots.

Small House Unit

In the Small House Unit campaign, the player characters are members of a small unit in the army of a Great House. This type of campaign has many of the same advantages as the Small Mercenary Unit campaign, with the added benefit that the unit avoids most of the supply and refit problems that mercenaries face. Unfortunately, such units are often considered expendable. Dangerous deep-strike and recon missions will challenge the players' abilities to the fullest.

Large House Unit

The player characters are members or commanders of a large House unit in this type of campaign. Though this unit can be accurately characterized as big and nasty, the unit often plays a supporting role to the mercenary troops slugging it out on the front lines and jumps in only if things go bad. The unit is far from safe, however. Large units are called in for major planetary assaults, one of the most dangerous types of missions. Also, the prestige and high visibility of major House units make them favored targets for sneak attacks and raids by units eager to build their own reputations.

Merchant

In the Merchant campaign, the player characters are independent merchants and their accompanying bodyguards conducting trade between planetary systems. The Merchant campaign contains just as many, if not more, economic pitfalls as any mercenary-based campaign, and the action can get just as hot. Merchants carry their own defense—often 'Mechs—and the characters may alternatively serve as hired guns riding along in case of trouble.

The Merchant campaign can operate on any scale. The merchants may operate on one world, shopping their cargoes from city to city, or they may own a DropShip and travel between worlds. In this case, they must contend with such threats as pirates and unfriendly political powers.

Pirate

In the Pirate campaign, the player characters form a pirate unit that raids various planets and loots what it can. Though most pirates are characterized as evil, the player characters' band may simply raid to obtain the supplies they need for survival. Pirates may also be disreputable merchants, stealing someone else's goods and reselling them to the highest bidder. A variation on this theme is a "Robin Hood" unit that raids wealthy and corrupt bandit kings to supply the poor or to bankroll a righteous rebellion.

Most pirate bands hole up on sparsely inhabited, out-of-the-way worlds. However, some lucky pirate units may find themselves in better standing and reside on more developed worlds. Successful pirate leaders may eventually rise to become planetary dictators, known as bandit kings.

A pirate's life is hard and dangerous. Insufficient supplies and the constant threat of retribution from an angered power can bring about the unit's demise at any time. However, crafty bandits can always hire themselves out as cut-rate mercenaries.

As a rule, pirate units possess their own DropShip and JumpShip transport, though these ships are rarely acquired legally.

Treasure Hunter

In the Treasure Hunter campaign, the player characters scour the Inner Sphere and Periphery looking for relics of ages past, most notably Star League lostech. Treasure Hunter campaigns can take the player characters to many exotic and dangerous parts of the Inner Sphere and Periphery, and present a wide variety of challenges.

The characters in this type of campaign can either be an independent operation consisting of prospectors and thrill-seekers, or a fully-funded expedition sponsored by a Great House or major corporation. In the former case, the unit will have the same economic difficulties as a small mercenary unit. In the latter case, the unit is likely to be accompanied by a liaison officer and an armed escort. Generally, this arrangement makes the expedition safer and more effective, but it costs the player characters a measure of autonomy as well.

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MISSION-BASED CAMPAIGN OPTIONS

Specific missions may also provide the basis for entire **MechWarrior** campaigns. Completing a complex or involved mission, for example, may encompass several different adventures. Alternatively, a mission may entail a single adventure that leads to additional adventures, which evolve into an ongoing campaign.

The following paragraphs list some appropriate missions that can form the theme for **MechWarrior** campaigns. Feel free to modify them for use in your games or use them as models to create your own missions.

Rescue

Rescue missions to recover friends, prisoners of war, hostages, and the like from unfriendly forces or kidnappers can provide an excellent basis for **MechWarrior** adventures. Such missions may require the player characters to collect large amounts of intelligence and travel to distant, unfamiliar locales.

The rescue mission can become a campaign as the player characters find that recovering the hostage is only a small part of their job. They may need to discover why the hostage was taken in the first place and face enormous obstacles while getting the rescued captive back to safety. Or they may find themselves trapped on a hostile world, hunted by a heavily armed expeditionary force. In another twist, the player characters may discover that the person they are supposed to rescue does not want to leave his or her captors.

Guerrilla Operations

The Clan invasion has trapped many people behind a virtual wall of military might, cut off from family, friends, and military assistance. As a result, many governments now hire small mercenary units to infiltrate the Clan occupation zones, where they resupply, refit, reinforce, train, or even form guerrilla armies. Alternatively, player units may be hired by political separatists, religious factions, and the like to support or create guerrilla armies on numerous Inner Sphere worlds. Depending on which side wins the guerrilla war, the player characters may be hunted down as war criminals or become leaders of a new government.

Guerrilla operations provide ample opportunities to test the self-sufficiency and resourcefulness of player characters. Also, because the player characters will not be operating as part of a regular military unit, such operations provide opportunities for plenty of interaction with civilian characters.

Kidnapping/Assassination

Political intrigue and conflict drive the **BattleTech** universe. When normal politics or warfare fails, groups and individuals do not hesitate to employ ruthless methods such as kidnapping or assassinating their opponents or their kin. Player characters may be hired to perform such acts, to prevent them from happening, or they may simply stumble onto a kidnapping or assassination plot.

This type of adventure can become even more intense if a friend or relative of one of the player characters is the target of an attack. Depending on how events unfold, this situation might evolve into a Rescue mission.

Intelligence

The success of any military operation depends on the quality of intelligence on which it is based. As a result, employers in the **BattleTech** universe often hire player characters to gather intelligence on their opponents. Depending on their mission, player characters hired for such tasks may find themselves behind enemy lines on a hostile world or simply assessing threats on a friendly world. Alternatively, player characters may be drawn into an intelligence intrigue inadvertently by befriending a spy or unknowingly interfering with an intelligence mission.

Because intelligence operatives must often adopt alternate identities and operate in hostile environments or worlds, campaigns based on intelligence missions can provide ample opportunity for complex roleplaying and suspense.

Exploration

The **BattleTech** universe provides many opportunities for aspiring explorers. For example, player characters may be attached to one of the ComStar Explorer Corps missions exploring the far reaches of the known universe. Numerous prospectors and colonists seek their fortunes in the Periphery as well, and any of these individuals may hire mercenaries to provide protection from pirates or unknown threats.

Exploration missions may set the stage for ongoing campaigns or adventures that lead player characters to ancient, long-lost Star League-era cultures and untamed worlds filled with exotic and potentially lethal life forms. By taking the player characters out of the reaches of known space, exploration missions provide the gamemaster with an unrestricted opportunity to create new worlds and challenges.

Industrial Espionage

Virtually all of the militaries of the Inner Sphere, as well as many governments and corporations, depend on technology for their success—sometimes even for their survival. As a result, numerous employers regularly hire player characters to steal designs and prototypes of new technologies. Player characters may be hired to raid the laboratories of opposing governments or corporations, or hired to infiltrate Clan occupation zones to capture samples of Clan technology. Alternatively, player characters may be hired to pose as researchers and infiltrate an opponent's labs to monitor the status of technological research. Still other missions may lead the player characters to perform acts of sabotage or to rescue or kidnap important scientists or researchers.

With the reintroduction of long-lost technologies into the present-day **BattleTech** universe, the threat of nuclear and biological weapons has returned as well. Player characters may be hired to retrieve, destroy, or suppress the use of such devices.

Regardless of the specific mission, all groups are fiercely protective of their technological research and will not hesitate to use lethal force to protect it.

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Crime

Crime remains part of human society in the **BattleTech** universe and provides an opportunity for player characters to act as crime fighters or criminals.

In crime-fighting missions, player characters may be employed to hunt smugglers or thieves, recover stolen goods, or track violent terrorists across hundreds of light-years of space. Powerful organized crime leaders with extensive contacts and vast resources make excellent villains in crime-fighting campaigns.

Alternatively, circumstances may force the player characters to take to crime to survive. For example, player characters on a poor, isolated planet ruled by a tyrannical government may form a "Robin Hood" type group, robbing from the rich and giving to the poor. Or the player characters may be framed for a crime they did not commit. Forced to flee from the law, they must search for evidence to clear their names. This is more easily said than done among the war zones of the Inner Sphere.

FLESHING OUT THE CAMPAIGN

The preceding sections provided numerous frameworks for campaigns and adventures. The sections that follow discuss important elements used to flesh out campaigns and adventures. Incorporating these elements in your campaign can make it live and breathe.

ADVERSARIES

A long-term adversary provides an excellent way to create interest in a campaign. In fact, battling the machinations of a well-developed opponent may even form the basis of a campaign. Such adversaries need not follow a set pattern. Some may be open about their plans and make direct attacks, while others may prefer to keep their plans hidden and use more subtle means of harassing the player characters.

Keep in mind that adversaries need not be particularly evil. Even the most unassuming non-player character may be used as a long-term adversary. An influential merchant may hold a grudge against the player characters' unit for turning down a job offer. As a result, the characters may find it hard to buy ammunition in certain sectors of space. Another example is the rival mercenary company. The competition for contracts and constant one-upmanship can provide many opportunities for active roleplaying, even though the two units may never face one another on the battlefield.

Seemingly harmless characters can also become deadly enemies. For example, the poor farmer who seeks revenge for the death of his son/daughter at the hands of one of the player characters may track the player characters' group for several adventures, plotting his revenge. The farmer may turn out to be a retired MechWarrior hero from the last war, a professional thief hiding out, or a sleeper agent buried undercover.

Generally, the best long-term adversaries do not engage



player characters directly. Instead, they devise plots and use other non-player characters to enact them. When a strong adversary actually confronts the player characters directly, the battle almost always takes place on the adversary's home turf and on his or her terms.

SUBPLOTS

In many respects, a campaign should run like a good novel. Most novels are non-linear—instead of having a single plot line, they have several plots that unfold simultaneously. These subplots spark the interest of the reader and give the story a lifelike feel. In roleplaying games, subplots perform the same function, as well as drawing attention away from the main plot and keeping the players off-guard.

For **MechWarrior** campaigns, gamemasters are advised to include at least one subplot. More than three subplots in a single campaign will probably become more of a hindrance than a help. Subplots are usually loosely linked to the main plot. For example, if the main campaign plot has the player characters attempting to destroy a competing mercenary unit, a subplot might involve an operative from the rival unit infiltrating the player characters' unit.

Subplots should constantly evolve, but keep them in the background. Bring them to the forefront only at carefully selected, critical times for the player characters. This will prevent subplots from overshadowing or spoiling the flow of the main plot. Be careful to ensure that players do not get carried away in a subplot and neglect their characters' primary mission. Finally, remember that almost all subplots are potential launching points for further adventures.

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VARIETY

When designing adventures and campaigns, remember that **MechWarrior** is more than a **BattleTech** supplement. It is possible—and sometimes desirable—to create adventures and campaigns that do not include BattleMech combat. Adventures without 'Mech combat can force player characters to view war from a different perspective and can provide a variety of role-playing situations, keeping the campaign fresh and exciting. A few examples of non-'Mech adventures are described in the following paragraphs.

If the player characters become trapped behind Clan lines without their BattleMechs, for example, they face a challenging dilemma. They may choose to work with the local population to organize a rebellion, in which case this long-term goal might entail several preliminary raiding missions as the rebels gather the weapons and supplies needed to launch an effective attack. Alternatively, the player characters may decide that rebellion is either too difficult or would take too long. In this case, escape might become their top priority. However, getting off an occupied enemy world is difficult at best. It will take a heavy dose of fast-talking, disguises, and computer work—along with more than a little luck. Just the right ingredients for an action-packed adventure!

Missions involving research or intelligence-gathering can take the player characters out of the cockpit and right into the action as well. For example, discovering the location of the pirates' hideout or finding the location of a Star League cache requires plenty of footwork. Player characters may lack certain skills needed in such situations, but that lack can provide an opportunity for some good roleplaying that can help keep everyone involved and entertained.

A long space voyage, especially on an exploration mission, is another option for getting the characters out of their 'Mechs for a long time. Instead of glossing over this aspect of 31st-century life, make it a vital part of the campaign. A liaison officer or new crew member might turn out to be a spy or saboteur—mysterious malfunctions can leave a trail of clues for the player characters to follow. Or the ship's arrival at a jump point might be met unexpectedly by pirates or enemy forces. A savage boarding action provides an excellent opportunity for battle in unfamiliar conditions, where the stakes are high. Stellar anomalies, jump-drive mishaps, and other more spectacular events can also provide countless adventure opportunities in the vast reaches of space.

KEEPING IT ON COURSE

During the course of a **MechWarrior** campaign, the player characters may take the game in unexpected directions and cause unforeseen problems for the gamemaster. The following sections—**Character Creation**, **Building A Unit**, **Non-Player Characters**, and **Coping with Change**—provide guidelines, general advice, and optional rules to help the gamemaster deal with some common problems that might arise in such situations. Feel free to use or disregard any of the suggestions, depending on your campaign needs.

CHARACTER CREATION

Even before the campaign begins, the most important parts of it are taking shape: the player characters. Rather than turning this critical stage of the campaign completely over to the players, the gamemaster would be wise to monitor this process and make suggestions when appropriate. The line between interference and assistance may be quite fine, but a gamemaster who has invested—or plans to invest—a lot of time into plotting a campaign will want a balanced team of well-rounded characters.

Simply telling the players what type of campaign they will be playing is an excellent way to help ensure that their team will possess the skills it needs for a satisfying game. If the majority of the action will take place on the battlefield, a team comprised solely of MechWarriors will probably be fine. However, if the campaign will focus on out-of-'Mech activities, the players would be well advised to give their characters a few useful secondary skills.

Using Flexible Priorities

The **MW II** rulebook provides a Flexible Priorities option that allows players to assign Priorities from a pool of 10 Character Points when creating their characters. Players are quick to figure out the optimum point distributions for the highest possible Attributes and Skills, and so the system often produces player teams that consist of "carbon copy characters."

To avoid this pitfall, explain the potential problems to the players before allowing the Flexible Priorities option in your campaign. Ask them to discuss their choices among themselves to ensure that their characters differ from one another. Most players will see the advantages of diversity.

Another option is to place restrictions on point distribution. For example, the gamemaster may require that only one area may receive 4 points and only one area may receive 0 points. Such restrictions tend to balance point distribution. As a last resort, the gamemaster may simply forbid the Flexible Priorities option.

Attributes, Advantages and Skills

Players may also be tempted to create a team of duplicate characters when assigning their characters' Attributes and Advantages. Characters with high Reflexes and Intuition ratings do well in the **BattleTech** side of the universe, and it is not uncommon for every member of a team to strengthen their characters in these areas. The players may gravitate toward the same low-cost, combat-type Advantages for their characters, and they are likely to select similar Skill Packages.

If the gamemaster explains that the campaign will call heavily on non-combat skills, players may see the wisdom of creating well-rounded characters and/or a well-balanced team of characters whose special strengths complement one another. The gamemaster can also encourage players to select some of the less common Advantages by crafting a plot that will reward characters with such Advantages. During character generation, mention that such Advantages may prove useful during the campaign. At least one player is sure to catch the hint.

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BUILDING A UNIT

After the players create their characters, they must form a cooperative team, usually within some sort of military organization. Aspects of military organization, such as rank and unit affiliations, may present some obstacles to creating such a team, but with a little work these potential obstacles can be used to create new roleplaying possibilities.

Rank

Generally, characters who are serving in a military unit will have a rank, which means they give orders, follow orders (to some extent), and are held accountable for their actions. But what if the team is comprised of nothing but officers? No officers? Some military and some civilian characters?

Ultimately, orders are orders, and if the characters hold rank they fall into a set pecking order. Good roleplayers should understand this and act accordingly. Whether the player characters' unit includes a senior officer or an NPC commander, the player characters must follow orders. However, avoid using orders from above to drive the campaign, because this will make the players feel powerless. Instead, de-emphasize the impact of orders in most missions and let the players make most of the decisions.

If all the player characters are officers, you may also expand the size of their unit so that each player commands a lance. One player character may still serve as the overall commander, if desired. This type of arrangement may increase the scale of your campaign, but it will help avoid conflicts between player characters of similar rank.

Player characters of varied ranks and specialties may also be combined in a "special unit" whose mission or goal requires the unique talents of each character. Establish a chain of command within the unit, with one officer retaining rank, another as the "acting" senior enlisted officer and the rest as "acting" enlisted personnel. Characters may still be awarded the full benefits and respect due their ranks when outside the unit.

The chain of command in a mixed team of military and civilian personnel may vary according to the type of adventure being played. If the adventure involves a civilian operation not under military direction, the military personnel can be assigned as liaison and support personnel to the team. If the adventure is a military operation, the civilian characters may act as specialists to assist in the operation.

House/Clan Affiliation

What if the players are set on being from different Houses? Or worse, what if some wish to play Clan characters and others Inner Sphere characters?

Such potential problems can be handled in a number of ways. Perhaps the simplest way is to declare that the Houses and/or Clans of the characters have temporarily allied for the adventure or campaign and the player-character team is a joint unit. A good example of such a unit is the 1st Somerset Strikers, a team comprised of characters from the Draconis Combine and the Federated Commonwealth.

If the player characters are affiliated with Houses and/or Clans that cannot plausibly become allies, arrange for some of the characters to be deep-cover agents. Such agents are under orders to rise as high as they can within the player-character team, and so they follow the team's mission objectives to the fullest extent. This arrangement provides additional opportunities for future plot twists as well, because one day the deep-cover agent may receive new orders that put him or her in conflict with the other player characters.

NON-PLAYER CHARACTERS

The success of any roleplaying game depends on good interaction between the player characters and the non-player characters (NPCs). The following paragraphs introduce some special rules and advice for handling NPCs in **MechWarrior**. These guidelines become particularly useful as the player characters advance in skill and reputation.

Guts Rating

Not all NPCs are mindless thugs who will fight until dead. Indeed, most will attempt to flee if they begin to suffer grievous damage—just like real people. To simulate this, gamemasters may assign a Guts Rating to their NPCs. The rating ranges from 1 to 6 and represents the NPC's courage and determination to defeat opponents. Most civilian NPCs should have a Guts Rating of 1 or 2. Hired thugs should have a Guts Rating of 3 or 4. Only hardened veterans and major characters should have Guts Ratings greater than 4.

In game terms, the Guts Rating indicates how long NPCs will remain in a fight and corresponds to the Wound Factor column on the NPC's Condition Monitor. For example, an NPC with a Guts Rating of 3 bows out of a fight when he suffers enough damage to place him in Poor condition. An NPC with a Guts Rating of 6 fights to the death.

Feel free to alter or disregard NPCs' Guts Ratings depending on the specific situation at hand. As always, the gamemaster should strive to control his NPCs' actions in a consistent and logical fashion. The numbers are just there to help.

NPC Edge

Edge is normally restricted to player characters. It sets them apart from other characters and often enables them to turn defeat into victory. To beef up major villains, gamemasters may assign them Edge Points. Use these Edge Points in the same fashion as player character Edge Points, and reserve them for especially important die rolls. By using NPC Edge, the gamemaster can allow the campaign villain to narrowly escape capture again and again without breaking the rules.

Reputation

Fame can be both a blessing and a curse to experienced **MechWarrior** teams. On the plus side, a strong public reputation can garner the player characters special treatment, such as the best living quarters, equipment, and contracts. On the down side, the team may receive countless requests for their services. For example, the group may arrive on a world for some long-awaited

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rest and recreation only to find themselves besieged with requests to help the local guerrillas with their revolution.

Player characters' fame is reflected in the Reputation Rating. To determine a player character's Reputation Rating, add up the character's earned Adventure Points (AP), including those spent, and divide by 40, rounding down. To determine a team's Reputation Rating, add all the characters' earned AP and divide the sum by the number of characters. Then divide that figure by 20, rounding down.

Whenever NPCs make Protocol or Streetwise Skill Rolls to identify a character or player-character team, reduce the skill roll target number by the character's or team's Reputation Rating.

COPING WITH CHANGE

Sometimes it's not just the players who throw wrenches into a gamemaster's carefully planned campaign. **FASA** changes to the **BattleTech** universe usually arrive unannounced and can have devastating effects on the plot of a campaign. Who could have foreseen the Davion/Steiner merger? Who would have guessed that House Kurita would recognize Rasalhague's independence? And how about the Clan invasion and the subsequent Truce of Tukayyid?

Gamemasters can always choose to ignore changes in the **BattleTech** universe, but once a game splits off from the standard timeline of events, getting it back on track may prove nearly impossible. However, gamemasters may deal with universe changes and maintain the integrity of their plotted campaigns in a number of other ways.

Perhaps the simplest way is to implement **FASA** universe changes and temporarily abandon any plot lines that conflict with the new events. Generally, governments go on the defensive until new policies can be implemented (as the Houses did with the Clan invasion). Abandoned policies or plot lines can always be brought back at a later date, should events allow, so gamemasters need not throw out plot lines they have already prepared.

Alternatively, designing flexible campaigns and policies in your games may enable you to retain them even when drastic universe changes occur. This may be achieved by having the Houses and Clans in your game concentrate on a small number of goals so that they have ample resources in reserve to respond to unforeseen events. By holding between one-quarter and one-half of their 'Mechs, troops, supplies, and other resources in reserve, the Houses and Clans in your game should be able to weather the most drastic changes.

ENVIRONMENTS

The **BattleTech** universe contains more than 2,000 planets that encompass a diverse range of environments. A surprisingly large number are similar to Terra, with comparable (but not identical) patterns of evolution and environments that enable them to support human life. However, many others are only marginally habitable or even hostile to human life.

The environments of all these worlds may contain conditions that affect the daily lives of player characters. This section

provides rules for simulating these various environmental conditions, as well as conditions in space.

GENERAL ENVIRONMENT

The diversity of environmental conditions on even a single world makes it impossible to describe them all in detail, let alone provide a detailed breakdown of all conditions in the Inner Sphere, the Periphery and beyond. The following rules apply to Terra-like worlds, which comprise the majority of planets in the **BattleTech** universe. The effects of non-Terran atmosphere and gravity are discussed in following subsections.

Visibility

Many environmental conditions limit visual perception and thus affect ranged combat and other actions. The exact impact depends on the severity of the obscuring condition, with modifiers ranging between +1 (light mist) and +5 (sandstorm). Add these modifiers to the target numbers for visual perception rolls as well as to the to-hit numbers for ranged attacks. Some artificial aids, such as IR goggles, reduce or eliminate these penalties. However, some man-made smoke compounds defeat even these technological aids.

Dense vegetation may obscure visibility as well. A boreal forest, consisting mostly of coniferous trees with little undergrowth, imposes a +2 penalty, with a few tree trunks blocking line of sight. By comparison, a temperate deciduous forest imposes a penalty of +3 or +4, with large trees and abundant undergrowth that obstruct line of sight considerably. A tropical rainforest or jungle may impose a +5 or higher penalty and obscure line of sight almost completely.

Terrain

The terrain of an environment may severely affect the amount of cover available and directly influence certain types of skills. Terrain conditions include dry sandy deserts, icy wastes, prairies, open terrain, dense woodland, and jungles.

Terrain conditions affect three main areas: visibility, movement, and skill use. The effects on movement and skill use depend on the type of terrain. The table on page 61 contains suggested difficulty modifiers, ranging from 0 (normal) to +3 (difficult), as well as visibility penalties for numerous terrains. Add the difficulty modifiers to any MP costs for movement and to the target numbers for Physical or Athletics skill rolls in such terrain. Apply the visibility modifiers to ranged combat tests and other skill rolls that involve the character's visual perception.

Certain terrains are classed as hazardous. Characters who move across such terrain without appropriate equipment must make Reflexes Saving Rolls to avoid falling and taking damage. Hazardous terrain is noted in the table by the letter H after the difficulty modifier. The damage column shows the damage a falling character takes in such terrain.

GRAVITY

Most **MechWarrior** characters will spend the majority of their lives in space or on various planets, either with artificial

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TERRAIN CONDITIONS TABLE

Terrain Condition	Difficulty Modifier	Visibility Penalty	Damage
Ferrocete	0	0	
Light wind	0	0	
Grassland	0 or +1	0	
Snow (settled)	+1 or +2	0	
Snow (falling)	+1 or +2	+1 to +5 (depending on severity)	
Mud	+2 (H)	0	1D3 Bruise (1D6/2)
Strong Wind	+1	+2	
Desert	+1 or +2	0	
Ice	+3 (H)	0	1D6 Lethal
Tundra	+1	0	
Storm Force Wind	+2 (H)	+4	1D3 Lethal
Boreal Forest	+1	+2	
Light Woodland	+2	+3	
Heavy Woodland	+2	+4	
Jungle	+3 (H)	+5	1D3 Lethal

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gravity or no gravity at all. The following paragraphs describe the game effects of the zero-gravity and artificial-gravity environments common to space travel and the high- and low-gravity environments that player characters will encounter on different planets.

Zero Gravity

Zero gravity (correctly termed micro-gravity) is disorienting to anyone not acquainted with its effects. Normal perceptions of up and down do not apply because there is no downward force to provide orientation, and the sight of people floating at varied angles often disturbs the inexperienced.

The new skill, Zero-G Operations (see **Skills**, p. 24), reflects the experience and training gained by the crew of JumpShips and DropShips. Characters with the skill may operate in zero-G conditions with little or no penalty. Characters without the skill, however, must add a +4 modifier to the target number of any Athletics or Physical skill roll they make in zero-gravity environments.

Characters without the Zero-G Operations Skill must also roll 2D6 whenever they first enter a zero-gravity environment. If the result is greater than 8, the character suffers "space sickness," and a +1 penalty applies to all skill tests while in the zero-gravity environment.

Zero-gravity conditions affect the movement of all characters. Those without the Zero-G Operations Skill move at one-tenth their normal speed. Characters with the Zero-G Operations Skill move at half their normal rate.

Firing recoil-inducing weapons in zero gravity poses problems as well. (Consider laser, PPC, gyrojet, needler, and bow weapons as recoilless for this purpose. All other weapons are recoil-inducing.) Any character firing a recoil-inducing weapon must make a Reflexes Saving Roll. If the roll fails, the recoil of the weapon propels the character backward. The character strikes a nearby bulkhead and suffers 2D6 points of Bruise damage. A character who braces himself against a bulkhead or other solid surface before firing the weapon may skip the saving roll.

Artificial Gravity

Artificial gravity may be produced in two ways. Most simply, a spacecraft may accelerate to produce the illusion of gravity. Almost all JumpShips and space stations carry rotating grav-decks as well. These grav-decks create artificial gravity by means of centrifugal force. The artificial gravity produced by grav-decks, known as spin-gravity, has a few interesting side effects that prove almost as disorienting to neophyte spacers as zero gravity. Unlike zero-gravity conditions, no training will enable a character to overcome the effects of spin gravity.

Most grav-decks carried by JumpShips are small, usually only 100–250 meters in diameter. As a result, anyone on such a grav-deck suffers mild dizziness, resulting from different parts of their body rotating at slightly different speeds. Add a +1 modifier to the target numbers for all Athletic and Physical skill rolls in such conditions. The grav-decks carried by space stations and some WarShips are considerably larger, and so the effects are less severe.

Spin gravity affects the use of ballistic weapons, because projectiles in spin gravity appear to dive, climb, or curve. As a result of these effects, a drastic reduction in accuracy occurs. For every 10 meters (2 **MechWarrior** hexes), increase the to-hit number by +1.

Acceleration-induced gravity has few adverse effects. The only noticeable complications arise when the craft is accelerating or decelerating at a rate of one and a half gravities (1.5 Gs) or greater (see **Low- and High-Gravity Environments**, below, for the exact effects).

Low- and High-Gravity Environments

Few worlds have gravities identical to Earth's. However, the gravitational pulls of most inhabited worlds fall within 1.5 or 0.5 Gs. Such small differences have little impact on characters. On planets with more varied gravitational pulls, the effects are pronounced. The following rules reflect such effects.

For each tenth of a G below 0.5 Gs, or each quarter of a G above 1.5 Gs, add a +1 modifier to the target numbers for all Physical and Athletic skill rolls.

Large variations in gravity also affect the effective range of projectile weapons. To find the effective range to a target, multiply the actual range by the gravity. Use this range to determine the range bracket and appropriate modifier for the to-hit roll. If the effective range is beyond the maximum range of the weapon, the firer cannot hit the target. The ranges of all energy weapons remain unchanged by the effects of gravity.

A Liao infantryman fires a rifle at a target 60 meters (12 hexes) away. In standard gravity, the target would be at medium range. On a 1.5 G world the effective range of the target would be 18 hexes (1.5 x 12). On a 0.5 G world the effective range would be 6 hexes (0.5 x 12).

The range any object can be thrown is also influenced by low and high gravities. To determine this range, divide the distance an object travels under standard conditions by the gravity of the environment, rounding up. For example, a grenade thrown 15 meters (3 hexes) under standard conditions will travel 6 hexes on a 0.5 G world ($3 \div 0.5$). The same grenade will travel 2 hexes on a 2 G world ($3 \div 2$). However, objects thrown beyond their standard maximum range suffer a +8 To-Hit Modifier.

Gravity affects movement as well. Higher gravity slows movement, and lower gravity speeds movement. Multiply all MP costs by the gravity of the environment (note that MP costs cannot drop lower than 0.5 MP). If the gravity is higher than a character's Build Attribute, the character cannot move in the environment without artificial aids. If gravity is below 0.5 Gs, characters must make Reflexes Saving Rolls when moving at any speed other than walking. If the roll fails, the character falls and takes 1D6 points of Bruise damage.

ATMOSPHERE

Changes in atmospheric pressure or composition can affect characters as well. Terran-standard atmosphere has a

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pressure of roughly 100,000 Pascals. The oxygen partial pressure (the pressure of oxygen, irrespective of other gases) must be within the range 13,500 to 32,000 Pascals for the atmosphere to support human life. Virtually all populated worlds of the **BattleTech** universe have Terran-standard atmospheres.

However, when traveling in space or carrying out assignments in non-standard atmospheres, characters may be exposed to a number of dangerous atmospheric conditions. For example, damage to a DropShip's exterior bulkhead may cause extreme pressure loss within the ship, as the air inside the vessel leaks out into the void of open space. Any characters within the ship are exposed to pressure loss and oxygen starvation. Other dangerous atmospheric conditions include excess oxygen and atmospheric taints.

Exposure to any of these conditions may cause temporary or permanent loss of Attribute Points. Temporary losses return at a rate of 1 point per week or 1 point per day (gamemaster's discretion) if the character receives medical attention.

Oxygen Starvation

Oxygen starvation occurs whenever characters are exposed to an atmosphere in which oxygen partial pressure falls below the Terran-standard range. The condition may cause marked declines in the characters' mental functions.

For every 6 rounds that oxygen partial pressure is below the safe level, each character must make a Build Saving Roll. If the roll fails, the character's Learn and Intuition Attributes are reduced by 1. Characters fall unconscious if either of these Attributes drops to 0. Additionally, the character takes 1D6 points of Bruise damage every 6 rounds of exposure. Once all the Bruise damage boxes on the character's Condition Monitor are filled, additional damage becomes Lethal damage. At that point the character's skin begins to take on the bluish tint of cyanosis, an indication of insufficient oxygen in the blood. For every row of Lethal damage the character takes, the possibility of permanent damage increases. The character dies if his or her Condition Monitor fills with Lethal damage.

If atmospheric oxygen partial pressure drops to 0 (or near 0, as in open space) each character must make the Build Saving Roll every round. If the roll fails, the character's Learn and Intuition Attributes are reduced by 1 and the character falls unconscious. All characters, unconscious or not, take 1D6 points of Bruise damage per round in such conditions. Resolve damage as above.

If an affected character receives sufficient oxygen before dying, the character makes a Build Saving Roll. Increase the target number by the character's Wound Factor. If the roll fails, the character's Learn and Intuition Attributes are permanently reduced by 1.

Characters may delay the effects of oxygen starvation temporarily by hyperventilating immediately before being exposed to an oxygen-starved environment. Every 2 rounds spent hyperventilating delays the onset of oxygen starvation penalties for 1 round. However, hyperventilating elevates blood-oxygen levels. Hyperventilating for more than 4 rounds produces penalties similar to excess-oxygen conditions (see below).

Excess Oxygen

Whenever atmospheric oxygen partial pressure rises above Terran-standard levels, characters may begin to act in a drunken manner. For every 6 rounds that oxygen partial pressure is above the standard level, each character must make a Build Saving Roll. If the roll fails, the character's Learn, Intuition and Reflexes Attributes are each reduced by 1. If any of these Attributes drops to 0, the character falls unconscious. Unlike oxygen starvation, these drops do not cause any lasting effects and return to normal when standard oxygen pressure levels are restored.

Pressure Loss

A reduction in overall atmospheric pressure is more noticeable than oxygen-starvation or excess-oxygen conditions. Pressure losses are marked by physical signals (character's ears "popping") indicating small drops in pressure and extreme atmospheric movement indicating larger drops. As atmospheric pressure drops, oxygen pressure is reduced as well, producing oxygen-starvation conditions (see **Oxygen Starvation**, above).

When extreme atmospheric pressure loss occurs (10,000 Pascals or lower), the boiling points of liquids (including blood) begin to change. Under such circumstances characters suffer 1D6 points of Lethal damage per each round of exposure. This damage results from bursting blood vessels and makes the character appear badly bruised.

A character may delay these effects for 1 round by holding his breath. If the outside pressure drops while a character is holding his breath, however, the relative pressure of the air inside the character's lungs becomes too great. As a result, the character suffers 4D6 points of Lethal damage per round while holding his breath.

Atmospheric Taints

The presence of exotic gases in the atmosphere may prove dangerous to characters as well. The most common atmospheric taint is carbon dioxide (CO₂), which is toxic to humans if the partial pressure of the gas exceeds 400 Pascals. Exposure to such levels of CO₂ causes 1D3 (1D6/2) points of Lethal damage for every 6 rounds of exposure. However, a respirator or filter mask will scrub CO₂ molecules from air.

Other taints range from irritants to instantly lethal compounds. A mild taint, such as smoke, may cause some discomfort and possibly Bruise damage (1D6 per round). A more toxic agent, such as chlorine, may cause up to 4D6 points of Lethal damage per round.

Biological taints, such as viral agents, bacteria, and the like, form another category of atmospheric taints. The effects of biological taints range from minor irritation such as that produced by a common cold virus, to harmful such as that produced by smallpox, to lethal such as that produced by the Marburg filovirus.

In the modern Inner Sphere, vaccinations are available for most viral and bacteriological agents, and so biological taints are not a major threat. However, in the Periphery and other outlying areas of space, the dangers presented by both known and unidentified biological taints are extremely high.

THE CLANS

This section offers hints on understanding the Clan mindset, behavior, and code of honor to help players immerse themselves in the intricacies of roleplaying Clan characters and to allow gamemasters to convincingly portray Clan NPCs. This section also provides in-depth descriptions of the various Clan trials, as well as first-person examples of how Clan members challenge their peers and superiors, and how those challenges are resolved. The final part of this section outlines themes and possible encounters that can serve as springboards for the gamemaster to create ongoing adventures and campaigns.

ROLEPLAYING

All "typical" Clan characters view life from the same perspective. Clan warrior characters share nearly identical views regarding other castes, the Inner Sphere, honor, freebirths and other issues, and may share identical reactions to certain situations. The **Wolf Clan**, **Jade Falcon**, and **Invading Clans** sourcebooks show how widely individual Clans differ from each other in lifestyles, philosophies, motivations and even military tactics, but the Clan way is unmistakably based on a few common guiding principles: that the warrior caste stands above all others; that Clan society exists to return the Inner Sphere to rule by a reborn Star League; that the Clan way is superior to all other ways.

Though Nicholas Kerensky established that Clan members owed their loyalty to their Clan before any other affiliation, a political and philosophical difference eventually split each Clan between Wardens; those who believed Nicholas's injunction to re-establish the Star League in the Inner Sphere meant for them to strengthen Clan society and stir the Clans' courage to defend the planets of their ancestors from hostile invaders if need be; and Crusaders, who believed Nicholas intended the Clans to physically return to the Inner Sphere and impose the order of a new Star League. These dichotomous views polarized the Clans that invaded the Inner Sphere.

The number of members of the invading Clans who adhere to the Crusader view of the Clans' mission in the Inner Sphere has grown dramatically wider since the truce of Tukayyid. The number of Wardens grows smaller each year, and the destruction of Clan Wolf, the staunchest Warden Clan, sent a large percentage of those remaining into exile deep in the Lyran Alliance. Clan Jade Falcon, the most vocal Crusader Clan, was decimated far beyond its ability to lead a new offensive against the Inner Sphere—that role will fall to another Clan if the invaders choose to break the truce.

Gamemasters should encourage players to affiliate their Clan characters with the Warden or Crusader camps, and then use those choices to create dramatic tension in the game, or even as major plot elements or motivations in an adventure or campaign.

CLAN PERSPECTIVES

Even though the Clans descended from inhabitants of the Inner Sphere who left in the great journey known as the Exodus, their outlook on almost every facet of life is very different from the outlook of those who stayed behind. The following overviews may be used as a guide by gamemasters and players to round out their characters' personalities and styles. For details of the Clan lifestyle and customs as established by Nicholas Kerensky, players should consult the **Wolf Clan Sourcebook**. Gamemasters should also encourage their players to choose, create, or elaborate upon unique customs and practices for the Clan to which their characters belong using the **Jade Falcon** and **Invading Clans** sourcebooks.

Though the following views represent the majority Clan attitudes, characters who belong to the exiled Clan Wolf and the Warden faction may hold more moderate views of these issues. Because Khan Phelan Kell was born and raised in the Inner Sphere, he recognizes the inherent value and rights of the people of the Successor States and respects many individuals, even though he may believe that the Clan way offers a better approach to many aspects of life and death. A percentage of Clan Wolf agrees with its Khan and shows an interest in combining the Clan and Inner Sphere philosophies to create an even stronger, more vital society.

View of Themselves

The Clans see themselves as the destiny of mankind. They venerate both Aleksandr and Nicholas Kerensky, regarding them with the reverence usually given to gods. Historically, however, they acknowledge that Aleksandr Kerensky was one of the greatest figures in recorded time, and that the Clans are, in fact, the descendants of the members of the SLDF that he led from the Inner Sphere in order to preserve what was right and good in the universe.

The Clans believe that fate and history ordain them to one day re-establish the glory of the Star League. Because their warrior caste is genetically enhanced to achieve optimal performance in their field, and all other castes also specialize, the Clans feel vastly superior to the current inhabitants of the Inner Sphere.

The Inner Sphere

Clansmen treat the people of the Inner Sphere as children, too blind and uninformed to comprehend the richness and value of their surroundings. They firmly believe that the Clans are superior to their antecedents in every way, and that the residents of the Inner Sphere waste all they possess. They see the House rulers as substandard humans with little grasp or understanding of the power and glory that existed during the age of the Star League.

Star League relics, buildings, and lands are worshipped as holy sites, places known only in legend. The Clans were appalled to find what they considered to be little more than barbaric children living on these sacred worlds.

THE CLANS

According to Clan history, the Great Houses of the Inner Sphere destroyed the Star League. Stefan the Usurper may have held the gun to Richard Cameron's head, but the Houses stood back and let the Star League crumble in the name of personal power. The Successor States added insult to injury by invading and occupying the Terran Hegemony following the SLDF's departure.

The Clans say that their invasion will bring about a new age of enlightenment by restoring the great Star League. Clan members need a strong ego to survive to adulthood, and that same ego prevents their acknowledging anything positive about Inner Sphere inhabitants, even when their opponents' strengths are proven. No room for self-doubt exists in the Clan psyche; if they are doing things right, everyone else must be doing things wrong.

Mercenaries

The Clans despise mercenaries and consider them the worst type of warrior—one without honor. Units that can trace their heritage back directly to the Star League are held in great respect in the Inner Sphere, but the Clans especially disdain these units. After all, they had the chance to depart with the Great Kerensky and forge the Clans, but failed to grasp the opportunity. Units that sell their services are little better than whores in the eyes of most Clansmen, and battlefield salvage is a degenerate custom far below the stature of the warrior caste.

By far the most hated unit in the Clans' eyes is Wolf's Dragoons, the unit that betrayed the Crusader cause.

The Periphery

The Periphery is simply a collection point for the worst of everything the Inner Sphere represents. Amaris the Usurper came from the Periphery. New Vandenburg, whose rebellion sparked the series of events that led to the civil war that destroyed the Star League, rests in the Periphery. In their invasion of the Inner Sphere, the Clans found the Periphery filled with pirate scum and dishonorable warriors who fought with no dignity.

In the words of the late Thelos Auburn, "The Periphery is where technology goes to die." In the view of the Clans, it is also where the morals of mankind go to die. In their view, much of what exists in the Periphery is corrupt and must be eradicated. The fighting in the Inner Sphere is harsh and fierce, but what the Clans have in store for the Periphery is even worse.

The Great Houses

House Kurita's Draconis Combine holds many values in common with the Clans. The Combine was quick to comprehend the Clan bidding system and to use it against the Clan enemy. Though the defeat of the Smoke Jaguars by Draconis Combine forces on Wolcott and again on Luthien was humiliating to the Clans, those losses proved that the Combine was indeed a worthy opponent.

The Federated Commonwealth also proved a daring opponent to the Clan invasion and earned the respect of their Clan adversaries.

Houses Liao and Marik are unknown entities to the Clans. The Clans generally hold them in low regard, because those

two Houses had ample opportunity to take part in the war but passed on the chance. No Clan member avoids battle, or admires anyone who does.

BLOODNAMES

To a Clan warrior, Bloodnames are both symbolically and spiritually important. In a society that rejects all links to its past and denies nationalistic heritage, Bloodnames are the only distinction warriors can earn. The contests for Bloodnames are violent, bloody affairs, and warriors risk their lives willingly to win.



COMBAT STYLE

A warrior should fight his own battles. In combat, a Clan warrior acquires a target and fights that enemy until it is destroyed. This is the principle of *zellbrigen*. Massing firepower against an enemy is a coward's tactic, acceptable only after the enemy attacks multiple targets. For example, if an enemy attacked one member of a Star of 'Mechs, the 'Mech under attack would be the only one to respond. If the attacker fired on several members of the Star, however, all 'Mechs fired upon could join in for the kill. Often, an opponent who fires on more than one attacker opens the battle to a grand melee.

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TRIALS

Clan trials create an equal opportunity for all warriors to receive justice and punishment, determine possession, distinguish right and wrong, and settle all kinds of grievances. Because Nicholas Kerensky chose to codify the conflicts he considered to be a basic part of human nature rather than forbid them in an attempt to avoid war, he was able to limit the destruction and waste the Clans would cause each other through combat. The Clans give all conflicts equal importance: a personal insult and an offense committed against an entire Clan may both be redressed with a Trial of Grievance.

The trial system culls lesser fighters, slower thinkers, and poor strategists and tacticians from the ranks of the warrior caste, ensuring that only the superior Clan members' opinions, beliefs, and genes shape future Clan society. Though the trial system might seem to select only for the most skilled and powerful fighters, the superior thinker often succeeds against a physically more powerful opponent by virtue of better planning and tactics. Flexibility of thought and the guts to change strategy quickly in response to an opponent's attack win more trials than simple brute force.

Simply winning a trial, however, is not enough. The ultimate goal of any trial is to enhance a warrior's personal glory and honor, increase a warrior's prestige, and thereby strengthen his or her claim to a Bloodname or other prize.

Only warrior caste members may use the trial system. Non-warrior (lesser) caste members must resolve their disputes privately. If lesser caste members see a need to challenge another Clan to obtain technological, scientific or economic advantages, they must convince their Clan Council of the validity of their claims and allow the warrior caste to issue an appropriate batchall.

Gamemasters should feel free to tailor the trial system to meet the needs of their game. While the Clan way may reward those who obey all Clan tenets to the letter, the fiction of the **BattleTech** universe proves that the Clan system also rewards those who accept the Clan way and then find creative solutions to the challenges that system presents.

THE BATCHALL

All trials begin with the batchall. The warrior or Khan making the challenge or attack states his name and rank, the type of trial he or she is declaring, and the object of the trial. The batchall ends with a request for a declaration of the forces defending. In answer to the batchall, the defender names the defending forces, the location of the trial and, if desired, a prize—some condition of the battle or physical item that allows the defender to raise the stakes.

One purpose of the batchall is that it compels both opponents to declare the forces they will use for the trial. As soon as the defender describes the forces he will use to protect the asset under attack, the attacker allows the commanders of his forces to begin bidding for the right to execute the attack. According to Clan honor, the outcome of the bidding binds the winner to the final bid. To request additional forces above the final bid brings great dishonor to the attacking commander. The

potential for earning dishonor prevents either side from escalating the conflict, limiting damage to the opponents and minimizing collateral damage, and allowing a participant to gain greater glory by defeating a near-equal or even superior opponent.

The batchall system also allows each opponent to choose certain conditions of the conflict in order to balance the odds of victory or defeat. The challenger chooses the type of battle to be fought when he identifies the forces participating in the battle. For a large-scale battle, the challenger usually identifies only the general composition of the force. For personal combat, the challenger may choose 'Mech to 'Mech, armed or unarmed, and so on. The challenger may choose the means of conflict that give him the greatest advantage. Because he chooses the venue and time, the defender can use his choice to offset the advantages the attacker may possess.

During one of Phelan Wolf's battles in his successful Trial of Bloodright for the Bloodname Ward, his opponent, an Elemental, chose to fight barehanded. At a severe disadvantage as a MechWarrior in unaugmented combat with an Elemental, Phelan chose as his venue a DropShip 'Mech repair bay in orbit, knowing that the zero-G environment would eliminate most of the Elemental's advantage of mass and strength.

The opponents may also determine victory conditions during the batchall. Each type of trial has typical victory conditions, but most trials last until one of the participants is unable to continue or until first blood. Opponents may create alternate victory conditions to satisfy the aim of the trial or to prevent unnecessary waste of resources.

A witness usually serves the function of Oathmaster or judge and can declare the battle over when he or she decides the victory conditions have been met.

Though the batchall is a long-standing tradition in Clan warrior society, the failure of Inner Sphere commanders to understand or abide by the rules of the batchall has forced the Clan Khans to reconsider the usefulness of this system against non-Clan opponents. While still iKhan, Ulric Kerensky acknowledged that the batchall had served very little useful purpose against the Successor States. He further overruled one Clan's accusation that another Clan had acted in a dishonorable and unClanlike manner by not adhering to the tradition of the batchall. Whether the remaining invading Clans will abide by this ruling remains to be seen.

MechWarrior player characters should include all standard elements when declaring a batchall. For example, if a player character was found guilty of a crime and wished to invoke the Trial of Refusal, the proper batchall could be stated, "I, Warrior Oprea of Clan Diamond Shark, invoke the Trial of Refusal for the verdict levied against me. What forces defend the verdict?"

BIDDING

After a challenger issues his batchall and receives the defender's response, bidding begins among the challenging

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opponent's officers to determine who will win the right to execute the attack and what forces will be used. The purpose of bidding is to cut to a minimum the personnel and materiel committed to a trial. In addition to controlling collateral damage and conserving resources, bidding allows warriors to gain honor by taking an objective using the smallest force considered adequate for the job.

Particularly daring or rash bidders will drop their bid below the cutdown, or minimum, bid, but winning the bid only wins the warrior honor if he or she then also wins the objective. If the winner of the bid discovers that he has bid his forces down too low to take the objective, he may request additional troops up to the force originally bid. Though requesting reinforcements earns the commander a loss of honor, failing to win the objective is a greater dishonor. An officer who requests reinforcements may be forced to concede part of his winnings to the officer who lost the final bid.

In trials that require bidding, Clan officers compete with others of like rank to win the right to pursue the will of their Clan. Each opponent makes an opening bid of forces, then begins to work toward a winning bid by removing units from that bid in response to the assets his opponent cuts. Each type of unit fits a specific hierarchy: front-line troops are more valuable than second-line troops; BattleMech units are more valuable than fighter units, which are more valuable than Elemental units. Because defeating an inferior opponent brings little glory, bidders also usually match the tonnage of the units bid to the tonnage of the defending units.

In a Trial of Possession against Clan Smoke Jaguar for the genetic material of Star Captain Alfa Bowen, Star Colonel Paul Vishio of the Ghost Bears' 304th Assault Cluster gave the right to bid for the conflict to Star Captains Dillan Vong and Vegara Ortiz. Each had access to the entire Cluster's OmniMechs and Elementals. Star Captain Dillan Vong opened with a bid of two Stars of OmniMechs from his assault Trinary, but was underbid when Star Captain Ortiz bid the Cluster's Elemental Binary. Star Captain Vong countered with a bid of one assault Star, but was unprepared to bid lower when Vegara Ortiz bid three Points of Elementals and two OmniMechs.

TRIAL OF POSSESSION

The Trial of Possession, the most common Clan trial, determines the ultimate owner of physical property, genetic materials, or other possessions. A Clan may call this trial when the ownership of something is disputed, or when one Clan seeks to claim something that belongs to another Clan, or, as in the case of the planets of the Inner Sphere, to determine what Clan (or unit) has the right to conquer new territory. The Trial of Possession favors commanders who use minimal forces to accomplish their goals.

Entire units and Clans or one warrior can participate in a Trial

of Possession. A single warrior might fight in a Trial of Possession for the Star's only OmniMech, or a Cluster might declare a trial for the right to invade a planet (the winner must then declare a Trial of Possession against the planet's owner). A Clan might engage another Clan for the rights to a shipyard's output or the genetic legacy of a particular warrior. The Trial of Possession is the closest thing the Clans have to war-for-conquest.

Every Trial of Possession begins with the formal batchall, followed by bidding (when appropriate) between the challenging forces.

To his surprise, MechWarrior Solrac discovered that the replacement Warhawk for his Star was being assigned to a warrior fresh from the Homeworlds. Confident of his own abilities and believing the untested warrior had no right to the powerful OmniMech, he challenged her to a Trial of Possession. He issued his batchall directly to MechWarrior Rez: "I, MechWarrior Solrac, veteran of Tukayyid and bringer of death to many Com Guard warriors, demand the right to pilot the Warhawk in Krait Star, Trinary Alpha, First Viper Guards. What do you use to defend your misplaced right to pilot this OmniMech?"

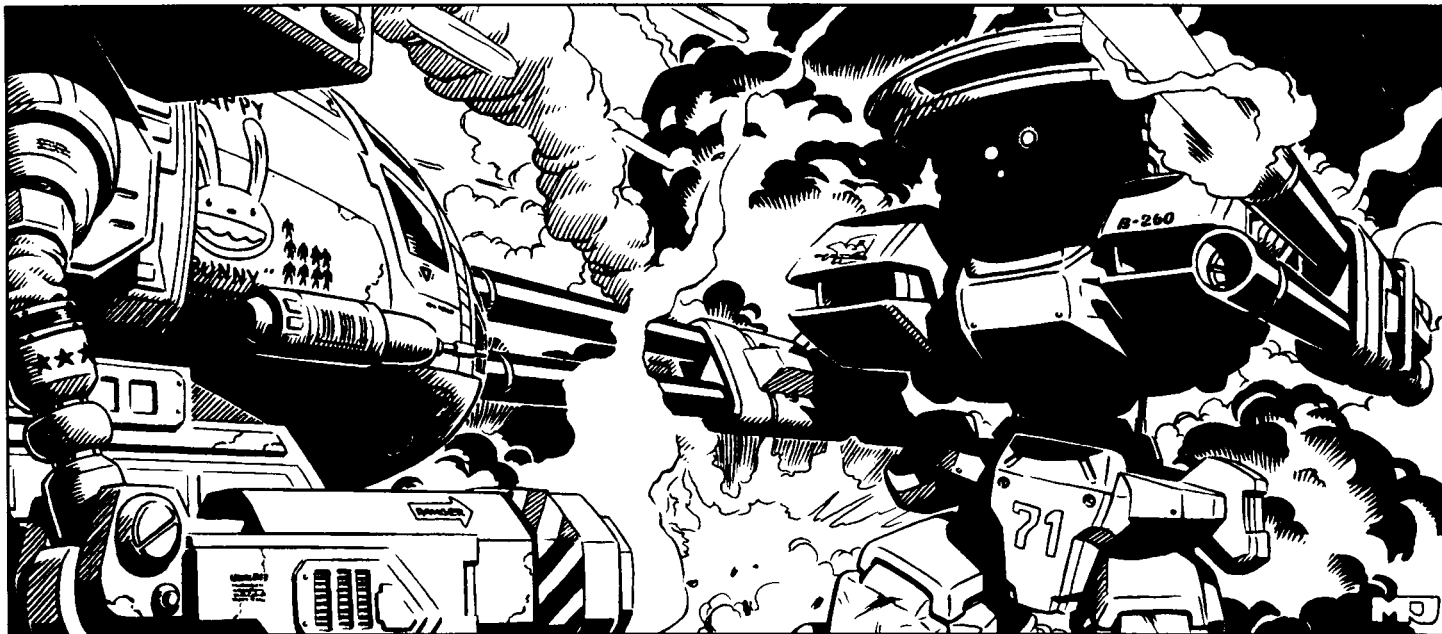
TRIAL OF POSITION

Clan warriors must succeed in many Trials of Position throughout their careers. The earliest Trial of Position determines whether a sibko member will become a warrior, and if he or she will be promoted to the next level of training. The final Trial of Position during training ranks the cadet as a warrior, and two of these trials usually take place on a field at the same time. A warrior also may fight a Trial of Position to attain a new rank (especially if his or her record is in question), and may use this type of trial to challenge a superior officer's fitness to lead.

The Trial of Position that determines if a candidate becomes a member of the warrior caste usually consists of two parts, a test of survival and the trial against the candidate's superiors. The test of survival offers excellent roleplaying opportunities. The character must make his way from a designated starting point to the equipment ('Mech, aerospace fighter or Elemental armor) he will use in the trial, overcoming various obstacles and opponents that require both physical and mental effort. The Clans expect only the best candidates to survive this test. Though this task should be difficult and offer multiple opportunities for failure, in the scope of the **MechWarrior** game every player character should succeed in this part of the trial.

As soon as the warrior candidate activates his equipment, the Trial of Position begins. The candidate faces three warriors of equal or better skill, and must battle each warrior individually. If the candidate engages an additional target before defeating his current target or engages an opponent of the second warrior candidate, the trial becomes a melee. Some warriors have used this rule to their advantage. Because the number of opponents defeated determines the warrior candidate's initial rank, it is possible for the warrior candidates to cooperate and initiate a

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melee, allowing one candidate to defeat four or more opponents and earn a higher initial rank. The Clans' fiercely competitive nature rarely accommodates this tactic.

In the same way as groups playing mercenary units, **MechWarrior** groups playing Clan units must deal with the issue of rank, though the Clan hierarchy is far more rigidly structured and allows far less latitude for roleplaying. The section **Running the Game** offers suggestions for handling the military structure integral to **BattleTech** in a **MechWarrior** game, and the Trial of Position represents another gamemaster tool for distributing authority equally throughout a group. For example, rather than undergoing a Trial of Position that offers the standard rewards for achievement, gamemasters may choose to customize the victory conditions to give each warrior member of a group a unique responsibility in his or her unit. The group may also agree that one warrior should lead the group, and then only that warrior would engage in a Trial of Position to determine his or her rank within the greater command structure of the Clans. Though responsibility for managing the military chain of command ultimately falls to the gamemaster, he should consult with his players to find a method of determining rank that all members of the group find acceptable.

MechWarrior Trial of Position

The initial Trial of Position for MechWarriors can be accomplished using the standard **BattleTech** rules, the dueling rules from the **Solaris VII** boxed set and **The Reaches**, or by roleplaying and avoiding the mapboard entirely. Roleplaying the Trial of Position allows the gamemaster to more easily tailor the outcome of the trial and allows the player to find more creative solutions to the challenges of the trial than the rules of the board game permit.

The player should choose the 'Mechs to be used for the trial. Freeborn characters may use either BattleMechs or OmniMechs,

but must use a standard configuration of the OmniMech. Trueborn characters must use an OmniMech (unless the gamemaster's campaign prohibits the use of OmniMechs) and may give their 'Mechs individual configurations.

All Trials of Position fought to earn the status of warrior follow the same sequence. The opponents engage the candidate in order of experience from least to most, piloting a lighter-weight 'Mech, a similar-weight 'Mech, and a 'Mech heavier than the 'Mech piloted by the candidate, respectively. A unit is considered defeated according to specific criteria established for the trial, usually when it loses a leg, the pilot is killed or knocked unconscious, or when the BattleMech is destroyed per the rules of the **BattleTech Compendium**. The gamemaster can set the victory conditions for a trial, which will allow him to control the potential rank of the candidate.

In standard MechWarrior Trials of Position, the number of foes defeated determines the warrior's rank: one foe defeated means the candidate becomes a warrior, two foes defeated means the candidate enters the Clan ranks as a Star Commander, three foes defeated means the candidate becomes a Star Captain, four or more defeated means the candidate becomes a Star Colonel.

Aerospace Pilot Trial of Position

The Trial of Position that determines if an aerospace candidate joins the warrior caste can be conducted using **AeroTech** rules, the AeroBattle rules in the **BattleSpace** game or by roleplaying. Again, roleplaying this trial allows both gamemaster and player the greatest latitude in determining the outcome of the battle.

This Trial of Position proceeds in the same way as the MechWarrior Trial of Position, though the aerospace pilot earns different ranks. Defeating one opponent means the candidate earns a place in the warrior caste, a candidate who defeats two

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foes earns the rank of Point (Wing) Commander and the responsibility for one other pilot, defeating three opponents means the pilot commands a Star, and defeating four or more opponents earns the candidate the rank of Star Captain. Aerospace candidates may begin their trial in planetary atmosphere or in space at the discretion of the gamemaster and player.

The Oathmaster informed candidate Siobhan that her Trial of Position would begin with a test of survival that required her to leave the shuttle that had carried her into space and, wearing an EVA suit, travel to her fighter, currently adrift in a ship graveyard above Strana Mechty. She must then board her fighter and maneuver it out of the dead ships and debris and engage her three opponents. Though Siobhan secretly attributed her success in training so far at least partly to luck, she was determined to honor the Bloodlines that created her by her performance in this trial.

Elemental Trial of Position

Gamemasters may conduct the Trial of Position that earns an Elemental his place in the warrior caste using **MechWarrior** rules or the **ClanTroops** rules for the **BattleTroops** system. Because innovative infantry tactics often turn the tide on the battlefields of the 31st century, Elemental players are more likely to perform actions not easily governed by the rules of **BattleTech**. Roleplaying the Elemental Trial of Position offers gamemasters and players the flexibility required to accommodate the greater variety of strategies Elemental player characters are likely to attempt.

Elementals put their speed, agility, toughness and strength to a greater test in their trials than do MechWarriors or aerospace pilots. Even when augmented with battle armor, an Elemental must rely heavily on his own physical prowess to succeed in his Trial of Position, and so Elementals rarely defeat three or more opponents.

The Elemental Trial of Position proceeds in the same way as the MechWarrior Trial of Position, though the Elemental earns different ranks. Defeating one opponent means the candidate earns a place in the warrior caste; defeating two opponents earns the candidate the rank of Point Commander and places him in charge of four other Elemental warriors. A candidate who defeats three opponents earns the rank of Star Commander and leads a Star of twenty-five Elementals.

Challenging an Officer's Leadership

Rather than initiating a Trial of Refusal to express his dissatisfaction with a superior officer's performance, a warrior may choose to challenge his leader to a Trial of Position. The challenger is, in effect, claiming that he or she can lead the unit more effectively than the current commander. Every leadership position can be challenged, from Point Commander to Khan.

In this Trial of Position, the challenger initiates the trial by issuing a batchall in which he declares the leader unfit to fill his

position. Contrary to the standard rules of batchall, however, the commander (as defender) may choose the method of combat and the challenger chooses the location and time of the battle. The outcome of such a Trial of Position is also subject to unique conditions. If the challenger wins the trial, he does not simply assume his commander's position. The winning challenger must hold a rank immediately subordinate to the rank of his commander or must possess a codex that demonstrates potential ability to competently assume the new position, and be confirmed in that position by a superior officer. If a Khan is successfully challenged, the Clan must elect a new Khan according to the standard procedure.

Enraged by her Star Captain's failure to win a battle from which her unit should have emerged victorious at very little cost, Star Commander Rea challenged him to a Trial of Position for leadership of the Trinary. Obviously unaware of Rea's combined Elemental and MechWarrior bloodlines, the Star Captain chose to fight unaugmented. Rea handily won the challenge and awaited confirmation of her promotion from her Star Colonel, confident that her codex, showing her skill as a warrior and natural leadership talents, would carry her to the position of Star Captain.

Clan warriors rarely resort to this type of trial to resolve disputes with their commanding officers: player characters must be able to offer an iron-clad justification for issuing such a batchall, and gamemasters should strongly discourage players from taking this step. The group may, however, choose to use this Trial of Position as a way to effect a periodic change of command in their player-character unit—if the gamemaster can arbitrate a fair approach to running such a combat. The goal of this type of challenge is to add an element of chance to determining the unit chain of command, and the conflict should offer good roleplaying opportunities and foster good-natured rivalry between player characters. The gamemaster must, however, prevent players from issuing such a challenge in the heat of a disappointing gaming session or as an attempt to address personal conflicts between players rather than characters.

TRIAL OF GRIEVANCE OR HONOR DUEL

The Trial of Grievance, also known as the Honor Duel, is used to settle disputes between two warriors. A wide range of circumstances may result in Trials of Grievance, ranging from seemingly trivial slights to an individual's honor to severe insults to the honor of a warrior's unit or Clan.

Technically, the two parties of a Trial of Grievance must first appeal to the Clan Council or Grand Council for mediation in the dispute, and the council members ensure the fairness of the trial. More often, warriors settle Trials of Grievance or Honor Duels immediately, although superior officers may order opponents to defer a trial until a later date. Trials of Grievance take place in a Circle of Equals, often consisting of a ring of warriors

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or BattleMechs, which defines the boundaries of the combat and ensures the rules of conduct are observed. The opponents define the Circle of Equals and choose the mode of combat with a batchall. Typically, Trials of Grievance continue until one participant cannot fight, although more serious trials may continue until one opponent dies.

Any warrior may call for a Trial of Grievance. However, higher-ranking warriors may refuse the challenge of a lower-ranking warrior, although such a refusal brings dishonor to the warrior. Lower-ranking warriors must accept challenges from higher-ranking warriors or receive a severe beating. Similarly, trueborn warriors may refuse the challenge of a freeborn warrior, while freeborn warriors must accept a trueborn's challenge.

Finding herself and her Star on patrol duty in a murky swamp on a backwater world for the third week in a row, Star Commander Leesa confronted her Star Captain, demanding an explanation.

"Star Commander, your unseemly fraternization with filthy freebirths has left a foul stench clinging to you and your 'Mech," he said. "I have assigned you to the swamp because I know of no other way to mask the reek."

Enraged at the insult, Star Commander Leesa demanded an Honor Duel. The two quickly agreed to an unarmed combat, and a group of MechWarriors present agreed to serve as a Circle of Equals. With a fierce yell the Star Commander leapt at the Star Captain. Using a series of well-executed martial-arts maneuvers, Star Commander Leesa quickly knocked the Star Captain to the ground and proceeded to break his arm. At that point, the surrounding MechWarriors suggested the matter had been settled, and both opponents agreed.

TRIAL OF BLOODRIGHT

Earning a Bloodname is perhaps the ultimate achievement for a Clan warrior. The honor brings great distinction to a warrior, opens the path of advancement in the Clan to him, and ensures that his genes will live on in future generations of the Clan's warriors. However, only 25 warriors may possess a given Bloodname at any single time. When a slot—or Bloodright—opens up, competition is always fierce.

Whenever a Bloodright becomes available, the leader of the Bloodname's house (usually the oldest warrior possessing the Bloodname) calls for a Trial of Bloodright. Each of the 24 current warriors of the Bloodname house sponsors a warrior genetically related to that Bloodname's particular lineage who wishes to compete for the Bloodright. The house leader chooses 7 additional warriors, for a total of 31.

The thirty-second slot is reserved for warriors genetically related to the Bloodname who wish to compete for it but who lack sponsors. Any eligible warriors may participate in the grand melee used to determine who wins the spot. The survivor of the melee then becomes the final candidate in the Trial of Bloodright.

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The trial itself consists of a tournament. First, each candidate is paired off with an opponent. The two contestants then present *dogids* (personalized medallions) to the Oathmaster overseeing the trial. Then the Oathmaster, who is usually the head of the Bloodname house, drops the dogids into a gravity well—the Well of Decision. The contestant whose dogid lands on top becomes the “hunter” for the bout and chooses the mode of combat—unarmed, personal lasers, BattleMechs, and so on. The other contestant chooses the venue.

Bouts are fought simultaneously, and each winner faces another victorious candidate almost immediately, until one ultimate victor emerges. That warrior earns the Bloodname and ensures his line will live on for generations to come.

TRIAL OF REFUSAL

The Trial of Refusal enables Clan warriors to challenge the decisions or orders of a superior or a ruling body.

First, the dissenter announces his intention to challenge the decision and states whom he represents—himself, a military unit, or an entire Clan. If the dissenter is challenging a decision or order of an individual, such as a warrior challenging the order of a commanding officer, the individual generally represents himself in the Trial of Refusal. If the dissenter is challenging the decision of a ruling body, the body designates a champion to defend its decision and declares the Circle of Equals in which the Trial of Refusal will take place.

Next, the dissenter declares the forces he will use to prosecute the trial. In a small-scale trial, the dissenter himself may constitute his forces. The champion then responds with his forces. If the trial involves a decision of a ruling body, the champion's forces may outnumber the challengers according to the vote ratio of the body's decision. For example, if the challenger is challenging a decision that passed on a 2:1 vote, the champion may employ twice as many forces as the challenger. However, most often the champion will bid down until his forces are nearly equal to the challenger's.

If the champion wins the Trial of Refusal, the decision or order stands. If the challenger wins, the decision or order is rescinded. However, the losing side may immediately call for a second Trial of Refusal to challenge the result.

The winner of a Trial of Refusal may also petition the Clan or Grand Council for the Right of Absorption. If the council grants the winner this right, the winner may absorb all personnel and materiel assets of the loser—including the genetic legacies of the losing side's Bloodnamed warriors. Of course, a council's decision to grant this right may be challenged in a Trial of Refusal.

Large-scale Trials of Refusal, such as those involving entire Clans, may evolve into long-running battles that may disrupt a planned campaign or adventure. For this reason, gamemasters may wish to discourage players from initiating such trials. However, small-scale trials can provide excitement in a campaign without derailing the plot line. Such trials might include a player character or small fighting unit challenging an order from its commanding officer.

Star Captain Glen Osis of Trinary Command, 1st Jaguar Guards, issues a command for deployment that his subordinate Star Commander Carla of Bravo Command Star views as wrong. The Star Commander then initiates a Trial of Refusal with the following batchall: "I, Star Commander Carla of Bravo Command Star, Trinary Command, 1st Jaguar Guards, declare a Trial of Refusal against the deployment orders of Star Captain Glen Osis. As we are not currently engaged in a military action, I demand resolution of this matter immediately. I will use my Summonerto defend my refusal."

Seeing that he could only lose honor and respect by refusing the Star Commander's request, the Star Captain accepted the challenge and instructed the other MechWarriors present to form a Circle of Equals. ...

TRIAL OF ANNIHILATION

The rarest of the Clan trials is the Trial of Annihilation. Only a unanimous vote of the Grand Council or a Clan council can invoke this trial and only for the most heinous crimes against Clan society. A Trial of Annihilation almost always results in the destruction of the targeted individual or group. All official records of the annihilated target are destroyed, as is the genetic material of the annihilated target.

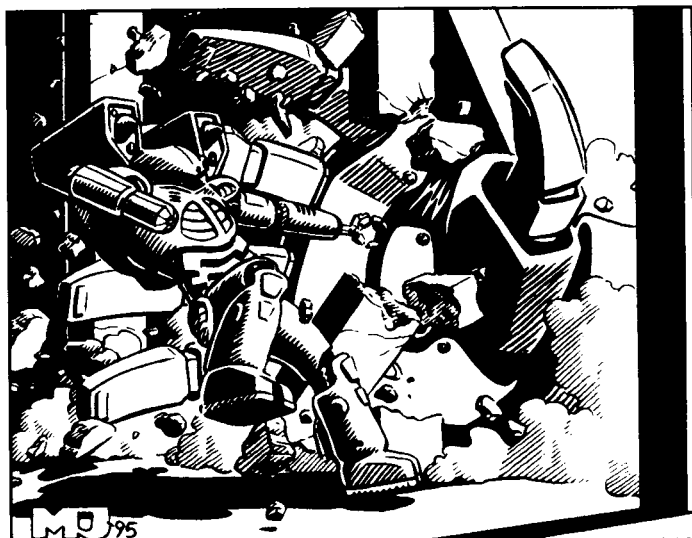
After a council invokes a Trial of Annihilation, the council appoints a champion to prosecute the trial. The champion's forces need not observe Clan combat traditions such as the batchall and zellbrigen. The champion's forces may attack targeted units whenever and wherever they find them, with whatever strength they have available.

Trials of Annihilation have been declared against individual warriors, Stars, and Clusters. Once, an entire Clan—the infamous Not-Named Clan—was targeted in a Trial of Annihilation. Because of the drastic nature of such trials, gamemasters may want to severely restrict their use in **MechWarrior** games.

More than a century ago, Star Captain Derek and his Binary were outraged about their reassignment to garrison duty on a backwater world of little worth, inhospitable climate, and no strategic value. Derek declared a Trial of Refusal against his Galaxy Commander on behalf of his Binary.

Star Colonel Derek and his Binary lost the ensuing trial and immediately retaliated against their commander. This insubordination outraged Galaxy Commander Werther Hazen, who requested that the Jade Falcon Clan Council approve a Trial of Annihilation against the Binary. The council granted the commander's request and appointed him the champion of the trial. The commander and his troops then proceeded to destroy the Binary, its genetic materials, and all records of the unit.

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DISHONORABLE CONDUCT

Clan rules of combat are strictly defined yet manage to offer a great deal of leeway in trials. Once finalized, a bid must not be violated, or the terms and conditions of the trial are void. Any force that appears to be losing a trial may call on the item or unit he or she last bid away, but doing so invalidates that force's claim to victory.

In **MechWarrior**, any player who cheats by using more forces than his or her character initially bid automatically loses 4 Edge Points and all AP earned during the adventure. The character would also face a harsh judgment from his superiors and a possible loss of position within the Clan.

Using the forces last bid away in order to win costs the player character 1 point of Edge and half the AP earned during the adventure.

During a trial, all honorable warriors observe the principle of zellbrigen. Each engages only his chosen target and will not mass firepower against a foe unless attacked or provoked into doing so.

In **MechWarrior**, any violation of these standards of conduct costs a player character 2 points of Edge and all AP earned during the adventure.

Losing a trial means a serious loss of face for a Clan warrior, and results in the loss of 1 point of Edge.

CLAN ADVENTURES

The following suggestions outline a few ideas for Clan-based **MechWarrior** story lines.

HONOR STRIKE

In the honor strike scenario, a Clan player character is humiliated in battle. To regain some of the honor the defeat has cost him, the warrior leads a raid against the opponent that caused his defeat.

TO THE HOLY LANDS

Although the Truce of Tukayyid prevents the Clans from capturing and occupying worlds "south" of the Tukayyid Line, the truce does not prohibit them from raiding such planets. And because the Clans believe the worlds of the former Terran Hegemony contain relics of the Star League—relics with mythic and holy properties—they are drawn to these historic sites. Of course, the Inner Sphere units along the borders of the Clan occupation zones are not likely to take such actions lightly.

CIVIL CONTROL

A successful guerrilla operation has emerged on one of the Clan-controlled worlds. The guerrillas are responsible for a string of assassinations, bombings, and riots, and the Khan is willing to begin killing the locals on a large scale if the reign of terror does not end. The mission: locate and destroy the insurgents. They have support from the Inner Sphere and the local population, making this mission a tough one even for a Clan warrior.

THE HUNTER

During the invasion of the Inner Sphere, most garrison forces were evacuated or crushed under the Clan onslaught. Some have survived, however, and are making trouble on a Periphery world conquered early in the invasion. Now the player characters' unit is all that stands between this renegade military force and the honor of the Clan.

INTERNAL STRIFE

The player character's bravery and honor has so distinguished him that another Clan has set their sights on that warrior's genetic heritage. They seek a Trial of Possession for the genetic material, and only the player character and his allies stand between that Clan and the bloodline they covet.

TECH GRAB

One of the Houses or ComStar has a weapons research center not far from the occupation zones. Rumor says that the technology being developed there could change the face of warfare in the Inner Sphere. Is this a trap, or a perilous threat to the Clans?

CRY HAVOC

Clan support for the Truce of Tukayyid agreement is not unanimous. Some Crusaders are even calling for a rebellion against the present Clan leadership and a renewed push to Terra. Others would like to lure the Inner Sphere into triggering a renewed war. The player characters must infiltrate the Crusader elements within their own Clan and expose that faction's operations before a new war breaks out.

FIELD TEST

The scientists of the player characters' Clan have developed several prototype battle armor suits, which have been stolen by local rebel cells on one of the occupied worlds. The rebels are using them to wreak havoc, and the player characters have been assigned to hunt down the elusive outlaws.

CREATURES

The **BattleTech** universe spans thousands of charted worlds, each with a unique environment. Many of these worlds are dull, lifeless rocks useful only for their strategic importance. However, most contain plant and animal life. Together, these planets represent countless billions of species waiting to be discovered. Some may be helpful, others harmful, but all creatures provide an excellent way to introduce variety into your **MechWarrior** games. For example, a group of player characters performing garrison duty on some isolated backwater world might encounter alien predators with a taste for human flesh—quite a change of pace from the opponents player characters usually face. Or perhaps that cute little furry thing the players adopt as a mascot might not be as harmless as it looks.

This section provides gamemasters with rules for using exotic creatures in **MechWarrior** games. Included are guidelines for creating new creatures, rules for using them in game play, and a selection of ready-to-use creatures.

CREATING CREATURES

Because the size and strength of creatures may vary tremendously, gamemasters may wish to use the following guidelines for building creatures based on their descriptions, rather than a strict point-based system. Feel free to modify these guidelines to suit your games and taste.

In game terms, treat creatures as specialized NPCs. They have Attributes just as human characters do, as well as special abilities that work much like Advantages. Because creatures can have no skills, they also do not have Characteristics. In circumstances where Characteristic Rolls would normally be made, substitute the most appropriate Attribute Saving Roll. For instance, melee attacks by a creature would be made using Reflexes Saving Rolls.

CREATURE ATTRIBUTES

All creatures have Attributes rated on the same scale as those of human characters, and these Attributes represent the same capabilities. With the exception of Size, no creature Attribute should be higher than 10. Use the following guidelines to generate Attributes for creatures in **MechWarrior**.

Build

The Build of creatures is based on mass, although some smaller creatures may have a disproportionately high Build due to their sheer ferocity.

The Build Attribute of some creatures, particularly large ones, may be split into two ratings. The first is the creature's Build, the second is its "Size." Substitute the Size rating in place of the creature's Build when filling out the Condition Monitor. Very large creatures will have high Size ratings and will be very hard to kill. The Build rating is used for most other purposes, including Attribute Saving Rolls.



CREATURES

The Creature Build Table provides guidelines for determining the Build of various creatures.

CREATURE BUILD TABLE

Example	Size	Build Rating Range	Size Rating Range
Raccoon, Eagle, Turtle	Small	1-2	1-2
Human, Leopard, Wolf	Medium	3-6	3-6
Bear, Horse, Tiger	Large	7-8	7-12
Elephant, Rhinoceros	Very Large	9	13-18
Large Dinosaur, Whale	Monstrous	10	19-24

Reflexes

Agility is an area where many animals completely overshadow humans. Clumsy or ponderous animals will have Reflex Attributes of 1-3, while quicker creatures can have Reflexes as high as 10.

Intuition

A creature's Intuition reflects its perception and instinct. Herd animals and other relatively slow-witted creatures will have Intuition Attributes of 2-5. Predators and intelligent animals such as primates have Intuition Attributes in the 5-10 range.

Learn

Although rumors persist of sentient species living in the deep Periphery, no known creatures have a Learn Attribute or skills of any kind. If game circumstances call for a creature to have a Learn Attribute, consider the Attribute to be 0.

Charisma

A creature's Charisma represents its ability to intimidate or frighten humans and other creatures, as well as its ability to resist fear and hold its ground when other animals might flee. In general, predators have Charisma Attributes in the 4-6 range, while more timid creatures have a Charisma of 1. Extremely large and fearsome creatures can have Charisma Attributes as high as 10. Domesticated creatures have an extra point or two of Charisma due to their familiarity with humans.

Lou is creating a cheetah-like creature called the kempala. To make it more ferocious than a simple Terran cheetah, he decides it will be larger and stronger. To add a touch of the alien to it, he decides to give it a strong barbed, prehensile tail for defense.

A large creature, the kempala has a Build of 7/10. The 10 represents the Size of the creature, and is used to generate its Condition Monitor. The kempala is also sur-

prisingly agile for its size. Lou decides to keep the creature's abilities within reason, however, so he gives it a Reflexes Attribute of 5. As a clever predator, the creature has Intuition 8. Because the kempala is fierce and huge, Lou decides a Charisma Attribute of 7 is appropriate.

CREATURE ABILITIES

All creatures have certain abilities that are not defined by their Attributes alone. These abilities largely define a creature and determine how it interacts with player characters.

Movement

A creature's movement is not derived from its Build, Reflexes, and Running Skill, as is a human character's movement. Instead, creatures have Walking, Running, and Sprinting movement rates listed along with their other abilities. When creating your own creatures, remember that 1 MP in **MechWarrior** equals 1.8 kph, or about 1 mph. It should be easy to convert the creature's desired maximum speed into Sprinting MP. As a rough guide, divide that number by 2 to find the creature's Running MP, then divide the Running MP by 3 to find the creature's Walking MP.

Some creatures can fly or glide. In such cases, list the Flight MP separately from ground movement. The Flight MP is divided into Cruising MP and Full MP. Cruising MP is used when the creature is gliding or riding thermals or air currents. Full MP is used when the creature is actively flying as fast as it can.

Lou must decide how fast the kempala can run. A real-world cheetah can run more than 60 mph for short bursts, so he decides the kempala has a Sprinting MP of 60. Dividing this number by 2 gives the creature a Running MP of 30. The Running MP is further divided by 3 to give the creature a Walking MP of 10.

Attacks and Damage

Unless they are completely docile, creatures always have some form of attack. Use the Melee Weapons Table on page 102 of **MW II** as a general guide for the damage a creature's attacks should do.

In most cases, a fist, hoof, or other blunt attack does 1D6 damage plus the creature's Build or Size, whichever is higher. If the creature has claws, teeth, or other natural weapons, the base damage should be increased. If the creature is small, add +1 to the damage. Medium-sized creatures increase the damage by +2 or +3, while large creatures add another 1D6 or more.

The number of attacks a creature receives per round depends on its coordination and the number of appendages it has. See **Creatures in Combat** for more on creature attacks.

Special Attacks

Creatures have evolved a dazzling variety of unique attack forms that go far beyond simple claw and bite attacks. Poison, musk, quills, and disease are but a few examples. Far too many unique attack forms exist to list them all. As a rule of thumb,

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most of these abilities should inflict extra damage or incapacitate a victim. Use the special attacks listed with the example creatures at the end of this section as guidelines when creating your own creatures.

Special Defenses

Many creatures have thick hides or scales that provide them with protection in addition to their Build Attributes. These special defenses work like armor, except that they have no Damage Capacity and will continue to block damage until the creature dies.

Other special defenses include chameleon-like camouflage, the ability to deflect projectiles, or even slimy coatings that cause burns when touched. The possibilities are nearly endless. Again, use the creatures at the end of this section as a guide.

Other Abilities

Some of the abilities creatures possess have nothing to do with combat. For example, many animals can see in the dark as well as humans see in bright light, and most sea-dwelling creatures can breathe water. The unusual environments on other worlds may also require other adaptations. The only limit is the gamemaster's creativity.

Lou wants the kempala to be a devastating opponent in combat. Using the creature's Size as a guide, he decides the kempala's claws inflict 2D6 + 7 damage each, while the bite causes a nasty 2D6 + 10 damage. The barbed tail of the kempala is a special case, so he decides to make it a special attack form. As finishing touches, Lou decides the creature's furred hide reduces the damage from melee attacks by 1 point, and he gives it perfect night vision.

The finished kempala looks like this:

KEMPALA

Attributes:

BLD 7/10
REF 5
INT 8
CHA 7

Attacks:

Bite: 2D6 + 10
2 Claws: 2D6 + 7 each

Defenses:

Furred Hide (Melee: 1 point)

Movement:

Walk: 10
Run: 30
Sprint: 60

Special Abilities:

Night Sight: The kempala suffers no modifiers to perception or combat due to darkness.

Tail Grab: Any character unfortunate enough to be behind the creature in melee combat will be attacked by the tail. If the tail hits, the target is grabbed, suffering 1D6 + 1 damage in the process. The grabbed target may take no action until he or she breaks free, using the rules for escaping a grapple on page 55 of MW II. Each turn the target remains grabbed, he or she takes another 1D6 + 1 damage during the kempala's action. Armor lighter than battle armor will not protect a character from this crushing damage.

CREATURES IN COMBAT

In most important respects, creatures act in combat just as human characters do. However, in many cases the gamemaster must apply some judgment, especially when dealing with radically non-humanoid creatures. The following text should help in most of these cases. When all else fails, try to keep combat simple, even when dealing with strange and powerful creatures.

MULTIPLE ATTACKS

Many creatures have the ability to launch multiple attacks in a single round. This ability will help them face better-equipped human characters on a more even footing.

Unless specified otherwise in its description, a creature can attack one target with all its various appendages as a single Simple Action. However, dividing its attacks among multiple foes requires a Complex Action.

HIT LOCATION

Obviously, the standard **MechWarrior** Damage Location Table gives strange results when resolving attacks on non-humanoid targets. Rather than listing dozens of special tables for creatures of all shapes and sizes, **MechWarrior** leaves the specific resolution of hit location to the gamemaster.

When fighting four-legged creatures, the standard table can be used, with arm results reading as "foreleg." When fighting more bizarre creatures, the gamemaster may ignore the hit location table. Simply roll 2D6. A result of doubles indicates a Critical Hit, which causes double damage. If the creature has an unusual appendage such as a stinger or wings, a Critical Hit may affect that area and remove the special ability associated with it.

FLIGHT

Some creatures are endowed with the power of flight. The description of such creatures includes "Flight MP." Following are descriptions of some of the more common forms of flight and suggested ways of handling them in **MechWarrior** play.

Wings

By far the most common form of flight, feathered or membranous wings can grant full flying capability. A winged flyer can take off without a running start or high altitude and is fairly agile in the air. Most winged flyers are clumsy on the ground, however.

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A winged flyer must spend 2 MP to take to the air. Flying straight ahead costs 1 MP per hex. A flyer may make up to two 1-hexside facing changes during its move at no cost in MP. Ascending costs 2 MP per 5 meters, and a controlled descent costs 1 MP per 10 meters. Winged flyers can also dive at very high speeds to launch an attack. Such attacks cause +1D6 extra damage and usually take the victim by surprise.

Normally, winged flyers may not hover in place. They must move forward at least 1 hex every round. Some smaller flyers, such as a hummingbird or honeybee, can hover by flapping their wings very quickly. These types of flyers cannot engage in effective diving attacks, however.

Gliding

Some creatures have limited flight capabilities. These creatures may only manage gliding flight on air currents and thermals. To achieve flight, a glider must start at a high altitude. Gliding straight ahead costs 1 MP per hex. A glider may make one facing change of 1 hexside during its movement at no MP cost. Normally, a glider will descend 5 meters per round. This can be increased if the glider spends 1 MP, in which case it will descend 10 meters.

Floating

Creatures with special bladders or other organs filled with light gases may float in the atmosphere. The creature's diet or respiration process creates these gases, which allow them to float on currents of air. Many free-floating creatures cannot control the

direction or speed of their flight. Others can control their direction and flight with vectored thrust or wings that would be too weak to lift their full weight. Graceful floaters appear to "swim" through the air, lending a strange and alien appearance to any sky.

SAMPLE CREATURES

The following entries provide examples of the variety of creatures characters may encounter in a **MechWarrior** campaign. **Common Beasts** provides a selection of common creatures found on worlds across the Inner Sphere. The entries following that selection represent a small fraction of the millions of strange creatures that characters may meet during the course of their games.

COMMON BEASTS

As humanity settled the far-flung worlds of known space, they brought their animals with them. Horses, camels, and other beasts of burden became common sights on worlds hundreds of light-years from Terra. Many of these far-off worlds also contained indigenous life forms, some of which bore striking resemblance to Terran animals. Scientists still debate the significance of these findings, but in game play it means certain animals can be found throughout the Inner Sphere with only minor genetic differences. Wary characters should try to avoid expecting familiar behavioral patterns, however. Assuming a gorilla will not attack unless provoked could be the last mistake a character ever makes.

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BEAR

Bear-like creatures are found in the forests and tundras of worlds throughout the Inner Sphere and also on Clan homeworlds. The following statistics represent a normal-sized brown bear. By comparison, the legendary Ghost Bear, namesake of one of the most powerful Clans, is said to stand more than five meters tall.

Attributes:

BLD	7/9
REF	4
INT	5
CHA	6

Attacks:

Bite: 2D6
2 Claws: 1D6 each

Defenses:

Furred hide (Melee: 1 point)

Movement:

Walk: 5
Run: 7
Sprint: 10

Special Abilities:

None



CAMEL

An ill-spirited animal many Terrans would have preferred to leave behind, the camel has proven its worth on the dozens of desert planets settled by humanity.

Attributes:

BLD	8/12
REF	3
INT	4
CHA	3

Attacks:

Bite: 1D6 + 1

Defenses:

None

Movement:

Walk: 8
Run: 12
Sprint: 16

Special Abilities:

The camel can survive for a week or more without food or water.

DOG

These popular domestic animals are found on nearly every planet occupied by humans. Dogs of all sizes and shapes are primarily kept as pets, though many serve a useful purpose on farms.

Attributes:

BLD	2
REF	5
INT	6
CHA	4

Attacks:

Bite: 1D6 + 1

Defenses:

None

Movement:

Walk: 6
Run: 8
Sprint: 12

Special Abilities:

None

ELEPHANT

The elephant is far rarer than other domesticated Terran animals due to its size. However, its size and strength make the elephant and similar species valuable workers on planets too poor to afford utility 'Mechs.

Attributes:

BLD	9/18
REF	2
INT	4
CHA	5

Attacks:

Trunk: 2D6 Bruise damage
Tusks: (1D6 + 4) x 2

Defenses:

Thick Hide (Melee: 2 points)

Movement:

Walk: 5
Run: 8
Sprint: 12

Special Abilities:

None

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HORSE

Still a popular sport and utility riding beast in the 31st century, the horse has been introduced to hundreds of worlds. Many worlds also contain indigenous species so similar to horses that they can interbreed, creating many magnificent and unusual hybrids.

Attributes:

BLD	7/11
REF	4
INT	5
CHA	3

Attacks:

Bite: 1D6

Defenses:

None

Movement:

Walk: 8
Run: 16
Sprint: 24

Special Abilities:

None

MULE/DONKEY

While not as widespread as horses, mules and donkeys have been brought to many of the poorer worlds of the Inner Sphere for use as beasts of burden.

Attributes:

BLD	7/10
REF	2
INT	3
CHA	3

Attacks:

Bite: 1D6

Defenses:

None

Movement:

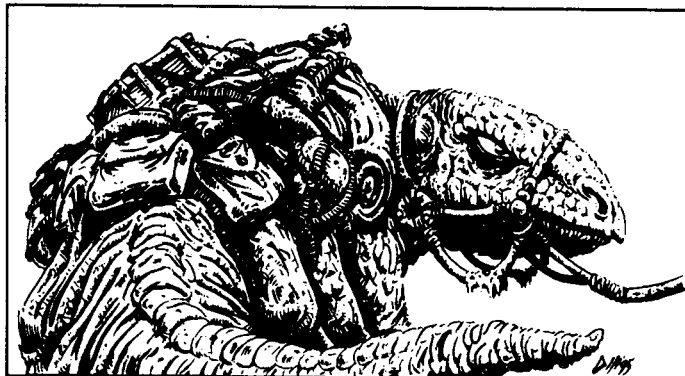
Walk: 6
Run: 8
Sprint: 10

Special Abilities:

Instead of biting, the donkey or mule may kick a target standing behind it with both hind legs. This attack does 1D6 + 1 damage for each leg.

ODESSAN RAXX

The massive, six-legged raxx possesses high intelligence, a gentle disposition, and unmatched durability that make the docile reptilian creature an ideal mount and pack animal. As a result, the adaptable species has been introduced to countless worlds throughout known space. Despite the raxx's usual gentle nature, the animals are fiercely protective of their young and will defend their nesting grounds to the death.



Attributes:

BLD	9/16
REF	2
INT	3
CHA	6

Attacks:

Horns: 2D6 x 2
Kick: 1D6 + 8 Bruise damage

Defenses:

Scaled Hide (Ballistic: 1/4, Energy: 2 points, Melee: 1/2)

Movement:

Walk: 6
Run: 9
Sprint: 12

Special Abilities:

The raxx can survive without food or water for two weeks or more.

TABIRANTH

Tabiranths, often affectionately referred to as "tabis," are large feline creatures native to the Marik world Jardine. Their keen senses have made them highly prized hunting mounts, and tabiranths are an important export item for Jardine.

Attributes:

BLD	7/9
REF	5
INT	7
CHA	6

Attacks:

Bite: 2D6 + 6
2 Claws: 1D6 + 4 each

Defenses:

Furred Hide (Melee: 1 point)

Movement:

Walk: 9
Run: 18
Sprint: 30

Special Abilities:

None

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CRANA

—Excerpt from the testimony of Captain Roderick Sirling, archives of the AFFS

Four days after the forced landing of the *Romulus*, I led a group of crew members out in search of some sign of civilization on the planet. Ferguson, Romming, and Li stayed with the ship to continue repair attempts and await any rescuers who might have received the distress signal we sent out before our transmitter died. The rest of us walked for two days, eating rations from the ship and sleeping in a tent we had fashioned from some tarps. On the morning of the third day, we came on an isolated, abandoned farmhouse.

As we got closer, we noticed that the house was covered with what appeared to be hundreds of dead, black, insect-like creatures. Each specimen measured nearly a meter long. All were covered in thick bony scales and had large claws and tube-like mouths. Despite the disturbing appearance of these creatures, we entered the house, where we found no signs of recent habitation. Disappointed, we began making our way to the structure's single doorway when we heard rustling sounds from the roof and outside walls. We exited the house as quickly as we could, stepping over the black creatures that now scurried in our path. Collins was bringing up the rear and seemed to be clear of the house when he suddenly let out a scream. He whirled around and we saw one of the black things hanging from his back. We watched in horror as it inserted its tube-like mouth into his neck and began draining the very life from him. Then he fell to the ground, still screaming, and a wave of the black creatures began to descend on him. We were able to drive them back with our flamers, but the one refused to surrender its grip on Collins. At that point we turned our flamers on him. It was the only merciful thing to do.

Game Information

Crana are found on scattered worlds throughout the Inner Sphere and Clan space. These ferocious creatures attack by clawing onto a victim, then attempting to insert their mouths into a major blood vessel. The crana's mouth contains a paralyzing toxin that immobilizes the victim. Then the crana drains the victim's blood. If a victim is human-sized or larger, crana may deposit up to 50 eggs in the victim's carcass (crana are asexual and can lay eggs once every 25 days).

If cranas cannot find food, they enter a dormant state. Then, when any warm-blooded animal (humans included) approaches within 2 hexes, they awaken. Crana are attracted to heat sources in general and seek these out. Often they cling to the venting ports of BattleMech heat sinks.

Crana prefer warm jungle environments but can survive almost anywhere. Additionally, crana of the 31st century have developed immunity to even the most deadly toxins.

Attributes:

BLD	1	INT	4
REF	4	CHA	3



Attacks:

Claws: (1D6 - 1) x 4

Bite: 1D6 + poison (see below)

Defenses:

Chitin (Ballistic: 1 point, Melee: 1/4)

Movement:

Walk: 3

Run: 5

Sprint: 7

Special Abilities:

Immune to poison

To bite its victim, the crana must first grab onto it by scoring a hit with at least two claws. In the next round, the creature attacks with the bite only. If the bite attack succeeds, the crana injects a paralytic poison into the target. The target must make an immediate Build Saving Roll or become paralyzed for 4D6 rounds. In the round after the victim is paralyzed, the crana will begin to inject eggs.

The eggs hatch in 1D6 + 16 days. During that time, the victim will be quite sick. If the character can be brought to a medical facility, the eggs can be removed if the tech makes a successful Medtech Skill Roll, modified by +2. Otherwise, the character will die when the eggs hatch and the crana larvae burrow out of his body.

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HODSON'S FLIER

—Excerpt from *Fisherman's Guide to the Inner Sphere*, by Bayb Quinkelmann, Zebko Press, 3051

The deep-sea game fish known as the Hodson's Flier can be found in temperate saltwater oceans on planets throughout the Inner Sphere. Virtually all populations of this powerful fish descend from stocks exported from the Marik world of New Olympia, which has long been known for its aquaculture. Oddly enough, the inhabitants of New Olympia initially considered the

Hodson's Flier a harmful pest because specimens often attacked cultivated fish stocks. Simple protective measures largely solved that problem, however, and soon the Hodson's Flier became the centerpiece of a thriving sport fishing industry on the planet.

I'll never forget my first experience with the flier. I was on New Olympia fishing for the elusive starred marlin when I hooked into my first flier. Within seconds my guide informed me that only one type of fish in New Olympian waters could put up such a fight. After three long hours of struggling with the fish, I finally brought it to the surface. I'll never forget the sight as it broke the water behind the stern of our boat, which suddenly seemed very small. The twelve-footer shot out of the water like a missile and flew nearly thirty feet into the air. I'll tell you, when I saw that thing I was glad my guide had a laser strapped to his side. Within twenty minutes I had brought the fish up to the boat and the crew were standing ready with stunsticks, slugthrowers, and just about any blunt object they could lay their hands on. Despite their precautions, two of them were injured—one severely—when the fish leapt from the water just as we were about to bring it onto the boat. Two men were knocked to the deck under its writhing body, and in a flash it attached its lamprey-like mouth to one crewman's chest. Within moments the crew had killed the fish, but they had to cut off its head to release it from the injured deck hand.

Game Information

Hodson's Flier is a hardy, lamprey-like game fish that can grow up to 4 meters long and leap up to 10 meters out of water. The fish feeds by attaching its mouth to its prey, then sucking the bodily fluids out of the unfortunate animal. Although the Hodson's Flier normally feeds on other large marine animals, specimens have been known to attack and kill unwary fishermen and swimmers.

Attributes:

BLD	8/11	INT	4
REF	4 (1 out of water)	CHA	5

Attacks:

Bite: 3D6 + 6 (see below)

Defenses:

Scales (Ballistic: 1/4, Energy: 2 points, Melee: 1/4)

Movement:

Walk: NA
Run: NA
Sprint: NA
Swim: 8
Glide: 6

Special Abilities:

A Hodson's flier can leap out of the water to an altitude of 10 meters, then use its gliding ability to move above the surface of the water.

The flier attaches itself to a target if its bite attack succeeds. It then inflicts 3D6 damage per round until it is killed.

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MEGASAUR

—Excerpt from a survey report on the planet Mesozoa, courtesy of the New Avalon Institute of Science

Before dropping onto the planet, we knew the world contained some large life forms, thanks to our preliminary instrument survey. I remember that gave me some concern, and I had wanted to hold up on the landing until we had a little more data. But we were on a tight schedule, and our client was anxious for word on the planet's mineral resources. The preliminary profile showed potentially huge ore deposits, and the back office wanted some kind of confirmation either way. Still, I was in charge of the survey operation, and I take full responsibility for what happened.

Five of us formed the landing party. Because of the potential risk factor, we debarked in the small AgroMechs we carried along for just such cases. I remember Jones joked about it, but I wasn't taking any chances. We landed in a clearing on the edge of one of the large, thickly forested swamps that covered the planet. Then we split into two groups and made our way into the swamp to check out those projected ore deposits. The heavy tree cover and the soft ground made the going slow, and I found myself beginning to daydream when Jones's voice came over the commlink. I couldn't make out what he said, but I could hear that his usual cockiness had been replaced with fear. We immediately turned our 'Mechs toward Jones's and Misovec's position and made our way toward them. When we finally got through the thicket of trees that separated us we momentarily froze in our tracks. Jones's 'Mech lay on the ground, its head torn off, and Misovec's machine was grappling with what I can only describe as a dinosaur. Without thinking, I moved my AgroMech to a nearby tree and tore it from the spongy ground. Wellman and Rodriguez followed suit, and within minutes we had surrounded the thing and began spearing and clubbing at it with our makeshift weapons. Eventually it fled from our attack, but not before damaging Misovec's 'Mech beyond repair. ...

Game Information

The megasaurs, literally "great lizards," are a group of reptile-like creatures that range in size from roughly 2 to 60 tons. The group includes a wide variety of individual species that include both plant-eaters, meat-eaters, and omnivores. Megasaurs include both bipeds and quadrupeds. Some of the smaller carnivorous megasaurs have been known to feed on humans, but otherwise these animals are largely indifferent to such prey. However, some varieties display strong territorial instincts and have been known to attack—and sometimes destroy—BattleMechs that stray into their areas.

The megasaur described below is a large, bipedal carnivore, similar to the tyrannosaurus of prehistoric Terra.

Attributes:

BLD	9/17	INT	6
REF	4	CHA	10



Attacks:

Bite: 5D6 + 12 (see below)

Tail lash: 3D6 Bruise damage

Defenses:

Tough hide (Ballistic: 1/4, Energy: 1 point, Melee: 1/4)

Movement:

Walk: 8

Run: 16

Sprint: 36

Special Abilities:

A successful unmodified bite To-Hit Roll of 12 indicates the target has been grabbed and lifted from the ground. If the target is man-sized and unconscious, it is swallowed whole and killed. Otherwise, it takes 3D6 additional damage and is dropped to the ground.

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NEOPITHECANTHROPUS

—Excerpt from the diary of anthropologist Rodney Tatum, Delmonde Press, 3055

Made first contact today with the group of pithecanthropoids that live by the lake. I took along some thanoor steaks from the logging camp kitchen and set them out by the path,

then sat down and waited. After about two hours, a few members of the group came by to investigate, but none came closer than 20 meters or so. For about 15 minutes they huddled together and glanced over at me, averting their gazes every time I looked in their direction. They seemed to be conversing among themselves! I wasn't close enough to discern if they were truly using language, but they definitely seemed to be responding to one another's verbalizations.

Then one of the larger males, the one I've named Stefan, grabbed a large stick and began charging at me, yelling at the top of his voice. I fought my impulse to run and averted my gaze from him. I looked down at the ground in front of me and held as still as I could. He came within a meter or two of me and continued his display, shouting unintelligibly and waving his makeshift club in the air. After a few minutes he stopped and slowly stepped back, watching me the entire time. He continued to watch me as he made his way over to the pile of thanoor steaks and began gathering them up with his free hand. Then he backed away for several meters before he turned and ran back to his waiting companions. Stefan turned and looked at me one more time before the entire group made its way back into the forest.

Game Information

The neopithecantropus, or "new ape-man," is a highly intelligent hominid species that seems to inhabit a middle ground between humans and animals. Specimens have been observed on planets scattered throughout the Inner Sphere and Periphery, where they live in extended family groups that survive by hunting and gathering. Neopithecantropus groups seem to shun humans, and so little is known about the reclusive species. Recent observations of neopithecantropus groups seem to suggest that the creatures use a primitive language and possesses the ability to fashion crude tools and weapons. According to rumors, neopithecantropus groups have attacked isolated human settlements and even carried off captives on occasion, but none of these stories have been confirmed.

Attributes:

BLD	4	INT	6
REF	5	CHA	5

Attacks:

Punch: 1D6 + 4 Bruise damage

Defenses:

None

Movement:

Walk: 4
Run: 10
Sprint: 12

Special Abilities:

These creatures are at least as intelligent as Terran chimpanzees, and have been known to use crude clubs as weapons.

CREATURES

TRACHAZOI

—Excerpt from *Danger Is My Business: Memoirs of a Mercenary*, by Nadalya Estrada, Utap Press, 3056

... And sometimes humans are the least of the dangers a mercenary faces. Take trachazoi, for instance. Just the thought of the damn things makes me cringe with disgust. The first—and hopefully last—time I encountered the vile creatures was some thirty years ago. I was with Marco's Marauders, a small merc unit operating in the Periphery. I'd been with the unit for about a week when we signed on with the Federated Suns to pacify a small world that I'd rather not name. I remember it was a beautiful place. Clear, swiftly running rivers and streams cut through its thick hardwood forests, feeding countless emerald lakes. Of course, after what happened later it seemed a lot less beautiful.

After we dropped onto the planet, we set up camp and suited up to go out and get to work. The heavy forests made 'Mechs—and just about any other vehicle, for that matter—useless, so we set out on foot to track down the scattered guerrilla resistance on the world. Ten weeks later we had pretty much finished the job. We were all feeling pretty smug and satisfied with ourselves when it happened. I remember we were sitting around a fire under a large tree, passing around a bottle of Arcturan blotz someone had saved for a special occasion when a bunch of the damned things dropped down from the branches. The next thing you know, half of the squad's screaming and writhing on the ground and rounds are flying everywhere. The things were no bigger than small dogs, but I've never seen anything crack open a man's skull faster. The lucky victims died quickly. A few others lingered on, with these big gaping holes in the tops of their heads and pieces of brain dripping out. We had to put them out of their misery—there was nothing else to do.

"Trakazoi, trakazoi," our scouts shouted excitedly as they scooped up the dead things. Then they stuck them on long sticks and began turning them over the fire. That was when the captain lost it. ...

Game Information

Trachazoi, more commonly known as "brain-eaters," are small, powerful carnivores that prey on large primates—including humans. These rare arboreal creatures inhabit woodlands on a variety of planets and generally hunt at night, waiting for prey to pass under the trees where they perch. Using powerful foreclaws, they split their preys' skulls and consume the brains within.

Attributes:

BLD	2	INT	6
REF	4	CHA	3

Attacks:

Claws: 2D6 x 2

Defenses:

None



Movement:

Walk: 4
Run: 6
Sprint: 8

Special Abilities:

The trachazoi normally attacks by dropping down from the trees, aiming for the head of the target. This is an all-out attack to the head from a higher elevation, for a net modifier of +0 to the to-hit roll. The target must make a Perception Skill Roll with a +3 modifier to the target number to notice the creature as it falls. If the Perception Roll fails, the attack has an additional -1 modifier.

If the creature hits the target, it grabs the head and digs in with both claws. It then makes two separate rolls of 2D6 Lethal damage. The attack is resolved as a grapple from that point forward, but the creature inflicts another 2D6 damage each round it remains on the target's head.

If the trachazoi misses the target, it will try to run away. These small creatures have no stomach for direct conflict with humans.

EQUIPMENT

MechWarrior, Second Edition (MW II) contained a selection of equipment common to the Inner Sphere and Clan space. The **BattleTech** universe is a big place, however, with thousands of companies constantly introducing a near-infinite variety of new high-tech gear. This section contains a selection of new equipment that may prove useful to player characters, as well as new rules for weapon legality and the black market. Before introducing any of this equipment or these rules into a game, however, gamemasters should read the entire section, especially Personal Weapons. The gamemaster should decide which gear will be available and which rules will apply before starting play.

LEGALITY

Warfare has been raging for more than three centuries in the **BattleTech** universe, and weapons are commonplace. Despite this fact, much of the weaponry and other equipment listed in the original rules as well as in this book is technically illegal or restricted on many planets. Before starting play, the gamemaster should determine the legality of all weapons and

equipment on all worlds the player characters visit. The following legality table provides guidelines for this task. These codes generally apply to civilians in non-military situations. If a planet is under attack or a local mercenary unit is garrisoning a city, these rules should be relaxed or suspended.

Because the gamemaster is effectively the law in his campaign, he will have absolute control over when legality codes come into play. Used properly, legality codes can help remind the players that their characters live in civilized societies and provide some tense roleplaying opportunities as well.

The weapon and equipment tables in the back of the book provide Legality Ratings for previously published items. The Legality Table on p. 85 offers general guidelines for determining the legality of other weapons and equipment. The legality of certain weapons may vary depending on the particular planet and the situation. Levels of enforcement may vary as well. For example, a planet may ban all firearms but lack the resources necessary to effectively enforce the ban. These types of situations give rise to black markets, where anyone with enough C-bills can purchase any type of weapon or equipment.



EQUIPMENT

LEGALITY TABLE

A — Unrestricted. Legal on most worlds.

Bayonet	Cudgel/Blackjack
Bow Weapons	Dagger/Knife
Club	Stunstick

B — Restricted. Legal on most worlds, but must be licensed.

Dart Gun	Sword
Neural Whip	Tranq Gun
Shotguns	Vibroblades
Sonic Stunner	

C — Controlled. Illegal on most worlds. On other worlds, owner must register with local government.

Flamers	Needlers
Grenades	Pistols
Gyrojet Weapons	Rifles
Lasers	Submachine Guns

D — Military. Illegal on most worlds, will be confiscated if discovered by authorities.

Support Weapons

THE BLACK MARKET

The player characters may find that much of the equipment they want is illegal on many of the worlds they travel to. Fortunately, the huge sums of money that can be made selling proscribed goods have bred sufficient corruption to create a thriving black market economy throughout the **BattleTech** universe.

The black market can provide illegal gear (or services) such as heavy weapons, and legal gear below the usual cost (it fell off a DropShip ...). The black market also enables the characters to purchase weapons and gear anonymously.

Dealing with the black market can be an adventure on its own. Simply finding the black market for the first time on a new world can be a little tricky. Have the players make several Streetwise Rolls to find the right spaceport, the "bad" part of town, and the proper contact. Failing any of these rolls by a sufficient margin may attract the attention of the authorities, who might seize any or all restricted equipment the player characters possess. On some worlds, authorities may even fine or imprison the player characters. And getting past the authorities may be only the first hurdle. Encounters with dangerous underworld merchants in seedy bars to make illicit transactions can be very exciting if the gamemaster plays up the inherent tension. As always, the key is to play interesting NPCs.

Gamemasters may set the black market prices for items depending on the settings and situations of their games. Alternatively, the Black Market Price Multiplier Table may be used to determine prices. Simply find the appropriate multiplier

based on the legality and Availability of the item. Then multiply the base cost of the item by the multiplier. The resulting figure is the black market cost. Black market prices can be quite steep, so MechWarriors seeking black market goods are advised to be ready to haggle skillfully or bring a lot of C-bills.

BLACK MARKET PRICE MULTIPLIER TABLE

Legality	Availability			
	A	B	C	D
A	0.5	1.0	1.5	2.0
B	1.0	2.0	3.0	4.0
C	2.0	4.0	6.0	8.0
D	3.0	6.0	10.0	15.0

POWER PACKS

Most modern equipment and many weapons are powered by high-density rechargeable batteries called power packs. The standard pack is about 5 centimeters long and fits neatly into the handle of a pistol-type weapon. Other types of packs are available that meet the various needs of field personnel. Satchel batteries are heavier, but contain five times as much energy as a standard power pack. They are normally carried on the belt or slung over the shoulder. Military power packs are worn as backpacks and provide ten times as much energy as a standard power pack. Satchel batteries and military power packs feature sturdy cables and built-in adapters so they can be plugged in to any device that accepts standard power packs.

Additionally, all types of power packs come in standard, quick-charge, or high-capacity versions. Quick-charge power packs store half as much energy as standard packs but can be recharged twice as quickly. For every point from a recharger, quick-charge packs gain 2 power points. High-capacity packs store one and a half times as much energy as standard packs, but take twice as long to recharge. For every 2 points from a recharger, a high-capacity pack gains only 1 power point.

STANDARD POWER PACK

Tech Level: 2
Availability: A
Legality: A
Cost: 5 C-bills
Weight: 250 grams
Power Capacity: 20

QUICK-CHARGE POWER PACK

Tech Level: 3
Availability: B
Legality: A
Cost: 10 C-bills
Weight: 300 grams
Power Capacity: 10

EQUIPMENT

HIGH-CAPACITY POWER PACK

Tech Level: 3
Availability: B
Legality: A
Cost: 15 C-bills
Weight: 300 grams
Power Capacity: 30

SATCHEL BATTERY

Tech Level: 2
Availability: A
Legality: A
Cost: 20 C-bills
Weight: 2 kilograms
Power Capacity: 100

QUICK-CHARGE SATCHEL BATTERY

Tech Level: 3
Availability: B
Legality: A
Cost: 40 C-bills
Weight: 3 kilograms
Power Capacity: 50

HIGH-CAPACITY SATCHEL BATTERY

Tech Level: 3
Availability: B
Legality: A
Cost: 60 C-bills
Weight: 3 kilograms
Power Capacity: 150

MILITARY POWER PACK

Tech Level: 2
Availability: A
Legality: B
Cost: 40 C-bills
Weight: 4 kilograms
Power Capacity: 200

QUICK-CHARGE MILITARY POWER PACK

Tech Level: 3
Availability: B
Legality: B
Cost: 80 C-bills
Weight: 6 kilograms
Power Capacity: 100

HIGH-CAPACITY MILITARY POWER PACK

Tech Level: 3
Availability: B
Legality: B
Cost: 120 C-bills
Weight: 6 kilograms
Power Capacity: 300

MEDICAL EQUIPMENT

Slowed to a crawl by the collapse of the Star League, medical research has become a priority of the scientific community in recent years. As a result, several research institutions—led by the renowned New Avalon Institute of Science—have announced major new innovations in battlefield medicine, such as bionic replacements and myomer-implantation devices.

The medical gear described below supplements the items presented in **MW II**.

ARTIFICIAL LIMBS

Many kinds of artificial limbs have been used to replace limbs destroyed or severed in combat. In pre-industrial times, simple hooks or pegs served as replacement limbs. Such crude artificial limbs have now been replaced by prosthetic limbs that can perform all the functions of the original limb. Despite advances in modern medical technology, artificial limbs cannot be made stronger than the original limb. Although superstrong limbs can be constructed, the remaining natural muscles in the wearer's body cannot accommodate the high stresses caused by such limbs.

Any character with a Medtech Skill Level of 2 or higher can install a Type I Artificial Limb. More advanced limbs are available only in fully equipped hospitals and must be fitted by a doctor with a Medtech Skill Level of 5 or higher.

Characters who receive artificial limbs must train for six weeks to gain full use of the new limb. Actions attempted before the end of the training period are resolved as if the character is still missing the limb.

Artificial limbs absorb the same damage as natural limbs before becoming inoperative. However, damage to artificial limbs does not cause characters Incapacitated or Disabled damage as specified in **MW II**. Any damage taken by artificial limbs can be repaired by using the appropriate skills, such as Electronics for Type III and IV limbs. Damaged myomer limbs may be repaired with a Myomer Implantation Device or at a specially equipped hospital.

Characters may install accessories in Type II, III, and IV artificial limbs, although installation costs are usually high. Common installations include concealed weapons—such as a three-shot laser—in the arm, micro-communicators in the palm, and hidden tools in a finger. Installation cost is 10 times the base cost of the device plus an additional 25,000 C-bills for limb modification. Only two items may be installed per limb, and all installations must be made at the same time. (Feel free to alter these guidelines to suit your games.) All weapons concealed in artificial limbs are legality code C, regardless of the base legality code of the weapon.

Type I: Simple Limb

Tech Level: 1
Availability: A
Legality: A
Cost: 75 C-bills

EQUIPMENT

These primitive artificial limbs include rudimentary functional prostheses, such as hooks or pegs, and crude cosmetic replacements. Any Athletic or Physical Skill Rolls requiring the use of Type I arms or hands take a +3 modifier. A character with a Type I leg cannot run and his walking movement is reduced to one-fourth its original value. If the character has two Type I legs, his walking movement is reduced to one-eighth its original value. A character with two Type I legs must use a cane or crutches when walking or make a successful Reflexes Saving Roll each round to keep from falling to the ground.

Type II: Useful Limb

Tech Level: 2

Availability: A

Legality: A

Cost: Arm/Hand, 750 C-bills; Leg, 250 C-bills

Type II replacements perform more functions than Type I replacements. For example, a Type II hand replacement might be a mechanical claw; a Type II leg replacement, an artificial leg with springs to aid movement.

A character with a Type II hand may not be able to use some equipment (such as guns) because finger holes may be too small or the device might have a keyboard that requires the use of fingers. However, characters may acquire equipment specially modified for use with Type II limbs. Typically, such equipment costs twice as much as standard equipment, at the gamemaster's discretion.

A character with a Type II limb receives a +2 penalty to any action that requires manual dexterity with the limb. A character with a Type II leg cannot run and his walking movement is reduced to one-half its normal value. The walking movement of a character with two Type II legs is reduced to one-fourth of the original value.

Type III: Prosthesis

Tech Level: 2

Availability: B

Legality: A

Cost: Arm/Hand, 7,500 C-bills; Leg, 10,000 C-bills

A Type III replacement is shaped and operates like the original limb but is made from dull, flesh-colored plastic. A Type III replacement enables a character to use all equipment he could normally operate with a natural limb, although his actions are somewhat slower.

Characters with Type III limbs receive a +1 penalty to any action that requires manual dexterity in the limb. A character with a Type III leg can walk and even run at normal speed. Characters with two Type III legs cannot run, however.

Type IV: Advanced Prosthesis

Tech Level: 3

Availability: C

Legality: A

Cost: Arm/Hand, 25,000 C-bills; Leg, 17,500 C-bills



These metal and plastic limbs do not look like flesh and blood, but can be covered with a fairly convincing latex sheath at a nominal cost. Close inspection or combat damage reveals the limb as a prosthesis. A Type IV replacement functions with slightly less dexterity than the original limb, but can perform all the same functions. Characters with Type IV limbs receive a +1 penalty to any action that requires fine control of the artificial limb, but have no restrictions on their movement.

Type V: Myomer Replacement

Tech Level: 4

Availability: D

Legality: A

Cost: Hand, 100,000 C-bills; Arm, 200,000 C-bills; Foot, 50,000 C-bills; Leg, 125,000 C-bills

Myomer replacements are prohibitively expensive but are the most lifelike replacements available. An additional 5,000 C-bills per limb buys detailed cosmetic finishing that makes the replacement virtually indistinguishable from the original limb without a medical examination. Characters with Type V limbs have no limitations or restrictions on movement or motor control. For all practical purposes, the Type V replacement functions as a natural limb.

EQUIPMENT

MYOMER IMPLANTATION DEVICE (MID)

Tech Level: 4
Availability: D
Legality: B
Cost: 175,000 C-bills
Myomer Cost per Use: Hand, 50,000 C-bills; Arm, 100,000 C-bills; Foot, 25,000 C-bills; Leg, 75,000 C-bills
Weight: 5 kilograms

The MID is a Star League-era innovation that replaces or repairs damaged human musculature with myomer fibers. The underlying technology that makes the MID possible is no longer understood in the Inner Sphere, but this does not prevent doctors from using the devices.

To perform a myomer transplant with an MID, a character with a Medtech Skill Level of at least 5 must make a Medtech Skill Roll. A successful roll means that an Incapacitated or Disabled arm or leg can be returned to normal in less than an hour. Additionally, the myomer muscle may absorb a one-time hit of 5 Damage Points as if it were a piece of armor. A failed roll means the MID does not work and the transplant fails (additional rolls are not allowed).

Unfortunately, nearly all MIDs are at least two centuries old, so some of them may malfunction horribly. At the gamemaster's discretion, an unmodified Medtech Skill Roll result of 2 indicates a malfunction. A second Medtech Skill Roll determines the nature of the malfunction. A result of 2 means the MID burns out and the patient dies.

BIONIC EAR REPLACEMENT

Tech Level: 3
Availability: B
Legality: A
Cost: 100,000 C-bills per ear

A functional replacement for the human ear has been available since the 21st century. Modern technology has improved the device so that hearing can be fully restored with no difference in sound tone or quality. Only characters with Medical Skill Levels of 4 or higher can implant these devices, and they must do so in a fully equipped hospital. A successful Medtech Skill Roll means the ear replacement succeeds. A failed roll indicates that the replacement surgery is unsuccessful and additional attempts will not succeed.

BIONIC EYE REPLACEMENT

Tech Level: 3
Availability: D
Legality: A
Cost: 220,000 C-bills per eye

Bionic eyes have been available for the past 600 years, but their complexity has made them expensive and rare even among the Clans. These implanted replacements perform as well as human eyes, but only the best medical facilities can

support the complex surgery bionic-eye installation requires.

Implanting bionic eyes requires a minimum Medtech Skill Level of 5, as well as a fully equipped hospital. A +2 modifier applies to the Medtech Skill Roll. A successful roll indicates the implantation succeeds. A failed roll indicates that the replacement surgery is unsuccessful and additional attempts will not succeed.

MEDIPATCH

Tech Level: 3
Availability: A
Legality: A
Cost: 10 C-bills
Weight: 10 grams

Medipatches are placed directly on the surface of a wound and function like automated bandages. The patch injects painkillers, antiseptics, and other chemicals to help speed the wound's healing.

The patch instantly heals 1D6 – 2 points of Lethal damage to any location (minimum 1 point). If left on the wound until medical care is provided, the patch applies a –1 modifier to the target number of any Medtech Skill Rolls made by an attending medic.

Medipatches also relieve almost all the pain the wearer is suffering. Reduce by 1 any skill-roll or initiative-roll modifiers resulting from Wound Factor for the character. This effect lasts up to 1 hour if the character is inactive or 30 minutes if active.

Only one medipatch can be applied to a body location at any time.

SEDATIVE PATCH

Tech Level: 3
Availability: A
Legality: B
Cost: 30 C-bills
Weight: 12 grams

This small electronic device was originally designed to replace chemical anesthetics and sedatives. When applied to the skin of a subject, the sedative patch emits an electric signal that travels through the subject's neurons to his brain. The signal lulls the subject to "sleep" in a matter of seconds. In recent years the sedative patch has gained popularity as a non-lethal weapon as well.

Applying the patch to a willing subject is easy. Slapping it onto an active enemy in combat is another matter. The attacker must make an Unarmed Combat attack against the target with an appropriate aimed-shot modifier to place the patch on an exposed area. The minimum modifier for this attack is +2, even if the target is wearing no protective clothing. The patch's signal cannot penetrate armor or heavy clothing, so a character completely covered in armor is immune to such attacks.

If the patch touches the target's skin, the character must make a Build Saving Roll with a +3 modifier to the target number. If the roll succeeds, the target remains conscious and may use a Simple Action to remove the patch during the next round.

EQUIPMENT

If the character does not remove the patch, he must repeat the Build Saving Roll at the end of the next five rounds. After 6 consecutive rounds, the patch runs out of energy and falls off. If any of the Build Saving Rolls fail, the character falls unconscious for 2 hours.

ARMOR

Personal protective armor is a must for most **MechWarrior** characters. The **BattleTech** universe is very violent and often times armor is the only thing that stands between a character and certain death. Even in the confines of a BattleMech cockpit, armor can often spell the difference between a few simple scratches and serious injury.

This section clarifies previously published material on using armor in **MechWarrior** combat. The section explains how armor affects weapon damage and provides concise game statistics for all common types of armor available in the **BattleTech** universe.

USING ARMOR

Personal armor reduces or eliminates the amount of weapon damage a character receives from attacks. Different types of armor provide different levels of protection and absorb various amounts of damage before wearing out.

Weapon damage is divided into three general categories: Energy, Ballistic, and Melee. Energy weapons use charged beams or plasma and include lasers and PPCs. Ballistic weapons expel projectiles toward the target and include firearms, gyrojet pistols and rifles, bows, needlers and tranq guns, as well as explosives and grenades. Melee weapons generally refer to hand weapons used for close combat. These include clubs, swords, vibroblades, stunsticks, and neural whips. Damage from unarmed physical attacks is considered Melee damage as well. Unless specifically noted, armor has no effect on damage from fire or flamer attacks. If a question ever arises about which category damage falls into, the gamemaster's decision is final.

The following armor entries include "Energy," "Ballistic," and "Melee" headings that list the item's capacity to absorb each type of weapon damage. These capacities may be expressed as fractions or set numbers of points per hit (if the capacity is expressed as a fraction, round up to the nearest whole point). Every time an armored character is hit, the appropriate amount of damage is subtracted from the hit before it is applied to the character's Condition Monitor.

Star Captain Claire is wearing a ballistic plate vest. She is hit in the chest by a pistol shot that produces 10 points of damage. Because ballistic plate armor absorbs 2/3 of Ballistic damage, she only takes 3 points of damage from the hit ($2/3$ of 10 equals 6 and $2/3$, rounded up to 7). If the weapon had been a laser pistol, she would have taken 7 points, since a plate vest only absorbs 1/4 of energy-weapon damage.



Remember that armor only protects certain areas of the wearer. For instance, a vest will not affect shots to the head, arms, or legs. The areas protected by each piece of armor are listed after the "Coverage" heading in each entry.

A piece of armor can only absorb so much damage before it becomes useless. This amount is usually determined by the size and thickness of the armor, and is listed in each entry after the "Damage Capacity" heading. Every time a piece of armor absorbs damage, that damage is applied to the armor's Damage Capacity. When the armor runs out of Damage Capacity, it is destroyed and no longer provides protection against weapon damage.

Armor always has its full effect on a hit until it is destroyed. The hit that destroys the armor is still reduced by the appropriate amount, even if this would result in the armor absorbing more damage than its current Damage Capacity.

The Damage Capacity of MechWarrior Greg's flak vest stands at 20. He is hit by a heavy SRM missile for 50 points of damage. (This has been a bad day for Greg!) Fortunately, the missile hit him in the torso, so his armor absorbs 1/2 of the damage. He takes 25 points of damage, and his armor is reduced to shreds. Note that the hit was reduced by the full 25 points, even though the armor's Damage Capacity was only 20.

EQUIPMENT

Armor Encumbrance

Armor provides valuable protection against weapon damage but may seriously reduce the agility and mobility of a character as well. To reflect this, each armor entry includes movement, physical, and athletic modifiers. The movement modifier is expressed as the fraction of movement the armor allows. This modifier affects the wearer's Walking, Running, and Sprinting MP accordingly. The physical and athletic modifiers are applied to the target numbers of appropriate skill and saving rolls.

The gamemaster decides when these modifiers should be applied. For instance, a bulky body suit may not have an effect on Pistol Shot Skill Rolls, but it might interfere with the character's Quickdraw skill. Generally, armor encumbrance should have little or no effect on the use of Small Arms and Support Weapons skills, although the specific situation may call for a modifier.

Stacking Armor

Separate pieces of armor may be worn on different parts of the body. When wearing armor in this fashion, use the least favorable movement modifier among all the pieces worn. If different types of armor overlap, use the best protection offered by the armor pieces covering the area. The damage absorbed by this protection is always applied to the Damage Capacity of the outermost armor piece, until that piece is destroyed.

Wearing two pieces of armor on the same body area inflicts a +1 modifier to the target numbers for all appropriate Athletic and Physical skills, in addition to any modifiers already imposed by each piece of armor separately. No more than two pieces of armor may be worn on the same body location.

MechWarrior Smith invests in an ablative body suit and wears a flak vest over it. Although she is considerably encumbered by this new armor, it provides significant protection. When she is hit by a laser attack to the torso, all the damage is absorbed by the ablative armor. However, it is applied to the Damage Capacity of the flak vest, since that is the outermost armor on that area. If the laser had hit her in the leg, the damage would be applied to the ablative armor instead.

Armor Repair

Most types of armor can be repaired with special armor patches. Armor repair kits are easy to use, although a character with the Technician/Weapons skill can repair armor more quickly than an untrained character. Each patch takes 20 minutes to apply (10 minutes for a character with Technician/Weapons skill) and restores 5 points of Damage Capacity. Armor patches cannot be used to raise the Damage Capacity of armor beyond its original value. The correct patch must be applied to the armor based on its type—ablative patches for ablative armor, flak patches for flak armor, and so on. Armor can be patched as long as it retains some Damage Capacity. Once a piece of armor has been totally destroyed, it must be replaced entirely.

FLAK ARMOR

Tech Level: 2
Availability: A
Legality: A
Patch Cost: 10 C-bills
Energy: 2 points
Ballistic: 1/2
Melee: 1/4

Flak armor has been around since the 20th century, when slug-throwing pistols and rifles were the main weapons of war. Flak armor is relatively cheap and lightweight, which makes it a favorite among spies and scouts on a budget. However, it offers little protection against lasers and other energy-based weapons.

Flak Vest

Cost: 50 C-bills
Coverage: Torso
Damage Capacity: 25
Movement: Full
Physical: 0
Athletic: 0

Flak Jacket

Cost: 100 C-bills
Coverage: Torso, Arms
Damage Capacity: 30
Movement: Full
Physical: +1
Athletic: +1

Flak Pants

Cost: 75 C-bills
Coverage: Legs
Damage Capacity: 25
Movement: Full
Physical: 0
Athletic: +1

Flak Body Suit

Cost: 150 C-bills
Coverage: Torso, Arms, Legs
Damage Capacity: 40
Movement: Full
Physical: +1
Athletic: +2

Flak Helmet

Cost: 25 C-bills
Coverage: Head
Damage Capacity: 10
Movement: Full
Physical: 0
Athletic: 0

EQUIPMENT

ABLATIVE ARMOR

Tech Level: 3
Availability: B
Legality: B
Patch Cost: 20 C-bills
Energy: All
Ballistic: None
Melee: None

Laser-ablative armor offers excellent protection from all types of energy weapons but provides no protection against ballistic and melee weapon damage. Ablative armor was quite popular until the development of ablative/flak combined armor. Now ablative armor is rarely used except in combination with other armor.

Ablative Vest

Cost: 400 C-bills
Coverage: Torso
Damage Capacity: 30
Movement: Full
Physical: 0
Athletic: 0

Ablative Jacket

Cost: 750 C-bills
Coverage: Torso, Arms
Damage Capacity: 40
Movement: Full
Physical: +1
Athletic: +1

Ablative Pants

Cost: 500 C-bills
Coverage: Legs
Damage Capacity: 30
Movement: 1/2
Physical: 0
Athletic: +2

Ablative Body Suit

Cost: 1,000 C-bills
Coverage: Torso, Arms, Legs
Damage Capacity: 50
Movement: 1/2
Physical: +1
Athletic: +3

Ablative Helmet

Cost: 200 C-bills
Coverage: Head
Damage Capacity: 20
Movement: Full
Physical: 0
Athletic: 0



EQUIPMENT

ABLATIVE/FLAK ARMOR

Tech Level: 3
Availability: B
Legality: B
Patch Cost: 15 C-bills
Energy: 1/2
Ballistic: 1/2
Melee: 1/4

The most popular form of armor available, ablative/flak armor offers good protection against most types of personal weapons. The thick padding of ablative/flak armor encumbers the wearer significantly, although most individuals feel that the protection ablative/flak armor provides outweighs this drawback.

Ablative/Flak Vest

Cost: 300 C-bills
Coverage: Torso
Damage Capacity: 20
Movement: Full
Physical: 0
Athletic: 0

Ablative/Flak Jacket

Cost: 600 C-bills
Coverage: Torso, Arms
Damage Capacity: 25
Movement: Full
Physical: +1
Athletic: +1

Ablative/Flak Pants

Cost: 400 C-bills
Coverage: Legs
Damage Capacity: 20
Movement: 1/2
Physical: 0
Athletic: +1

Ablative/Flak Body Suit

Cost: 800 C-bills
Coverage: Torso, Arms, Legs
Damage Capacity: 35
Movement: 1/2
Physical: +1
Athletic: +2

Ablative/Flak Helmet

Cost: 150 C-bills
Coverage: Head
Damage Capacity: 10
Movement: Full
Physical: 0
Athletic: 0

BALLISTIC PLATE ARMOR

Tech Level: 2
Availability: A
Legality: B
Energy: 1/4
Ballistic: 2/3
Melee: 1/2

This heavy armor consists of solid plates of composite metal and plastic. Designed for use by police and special forces in highly dangerous areas, ballistic plate armor is generally considered too encumbering for infantry. However, many soldiers believe the extra protection plate armor affords is well worth the loss of mobility.

Ballistic plate armor cannot be repaired with patches.

Plate combat armor comes equipped with a built-in respirator and personal communicator.

Plate Vest

Cost: 600 C-bills
Coverage: Torso
Damage Capacity: 30
Movement: 2/3
Physical: 0
Athletic: +2

Plate Combat Armor

Cost: 1,600 C-bills
Coverage: All
Damage Capacity: 60
Movement: 1/3
Physical: +2
Athletic: +4

Helmet (Standard Issue)

Cost: 250 C-bills
Coverage: Head
Damage Capacity: 15
Movement: Full
Physical: 0
Athletic: 0

SPECIAL ARMOR

Generally, the following unusual and advanced forms of armor are available only to members of certain elite organizations. Occasionally such items become available on the black market, but they command high prices.

DEST Infiltration Suit

Tech Level: 3
Availability: D
Legality: B
Cost: 50,000 C-bills
Power Use: 3 points per hour (faceplate)
Energy: 1/2

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Ballistic: 1/2
Melee: 1/4
Coverage: Full
Damage Capacity: 40
Movement: Full
Physical: 0
Athletic: +1

The Draconis Elite Strike Teams (DEST) have used a version of the famous DEST infiltration suit since the fall of the Star League. The latest version incorporates the features that existed in the original design.

Based on the body suits favored by the ancient *ninja* of medieval Japan, the DEST infiltration suit is woven from synthetic fiber interlaced with ballistic kevlar for protection against shrapnel and low-velocity weaponry. The suits also incorporate a layer of thermoconductive mesh that absorbs heat from the wearer's body and bleeds it evenly into the air around him, reducing his infrared silhouette. The black fabric used in the suit also helps to hide the wearer. Recent innovations to the design include insulation against extreme temperatures and body-status monitors that constantly update the wearer on his physical condition.

The faceplate of the suit, perhaps the most impressive aspect of the design, features an infrared viewer as well as anti-glare polarization. The computer-enhanced vision system, however, displays the design's real strength. This system turns the faceplate into a high-resolution video screen that displays the environment around the wearer in a compressed format, showing the 180-degree arc to the wearer's rear as a panoramic view at the top of his normal view screen. This unique feature makes it virtually impossible to outflank the wearer.

For game purposes treat the DEST suit as a combined IR and camo sneak suit (see p. 85, **MW II**). The IR faceplate and computer-enhanced vision system modify the wearer's base target number by -3 for all Perception Skill Rolls. The faceplate also acts as an IR scope, prevents the wearer from being blind-sided and protects the wearer from the effects of flash grenades.

MechWarrior Combat Suit

Tech Level: 4
Availability: C
Legality: B
Cost: 20,000 C-bills
Energy: 4 points (8 on torso)
Ballistic: 1/4 (1/2 on torso)
Melee: 1/4
Coverage: Torso, Arms, Legs
Damage Capacity: 16
Movement: 3/4
Physical: 0
Athletic: +1

The MechWarrior combat suit (MCS) was first developed for the personal guards of House Kurita and eventually became available throughout the Inner Sphere. The suit is a multifunctional, full-body unit, complete with a specially designed neuro-helmet for BattleMech control (see **Combat Neurohelmet**, p. 94, for armor values).

The MCS provides the wearer with a powerful integral cooling system to combat the high temperatures inside a 'Mech's cockpit. This cooling system is designed into a close-fitting, flexible undersuit. The outside of the suit is covered with a strong, heat-resistant polymer fabric that protects the wearer from shrapnel and some small-arms fire. A rigid vest fits over the chest to further protect the pilot.

The full-coverage MSC helmet provides the neurolink between pilot and 'Mech and provides a constant supply of fresh air from the cockpit's life-support system through a set of connecting lines in the side of the helmet. These lines also link the helmet's communications gear into the 'Mech's powerful main systems. When these lines disconnect, the helmet's internal systems automatically take over, providing breathable air through a 6-hour internal supply, and 12 hours of communication time using the small integral communicator, which has a 10-kilometer range.

The MCS also features a fitting that accepts the MechWarrior combat medipack (see p. 81, **MW II**). The medipack attaches to a hook-up point on the wearer's thigh and monitors the pilot's condition, automatically injecting any necessary combination of painkillers and stimulants to keep the pilot functioning.

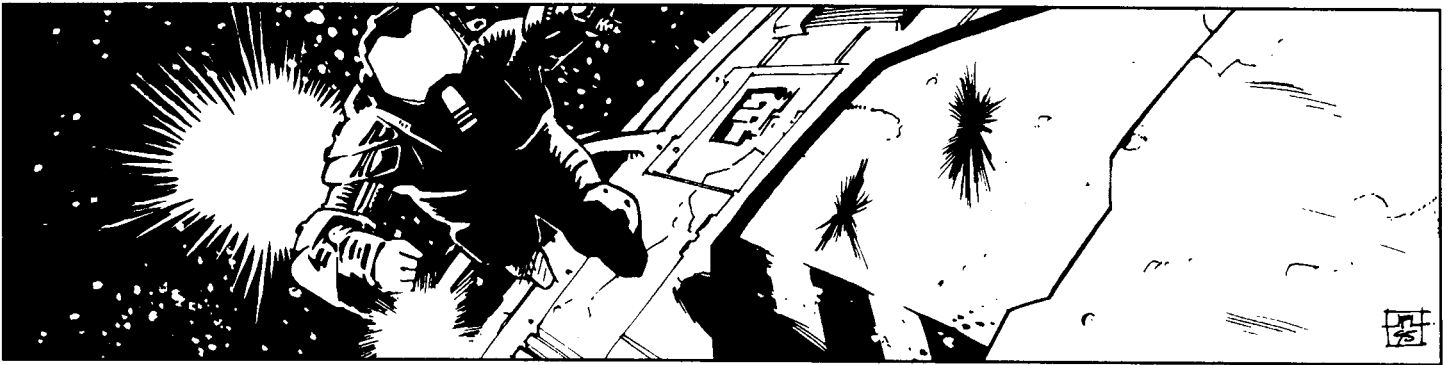
Marine Combat Environment Suit

Tech Level: 3
Availability: B
Legality: B
Cost: 15,000 C-bills
Energy: All
Ballistic: 1/2
Melee: 1/2
Coverage: Full
Damage Capacity: 50
Movement: 1/2
Physical: +1
Athletic: +2

The marine combat environment suit is designed for use in deep space boarding actions and other hostile environment missions, including undersea operations. The suit is heavily armored and contains an 8-hour supply of air along with a backup system that functions like a filter mask (see p. 84, **MW II**).

The suit's armor will protect the pressurized underlayer until its Damage Capacity is completely depleted. A built-in power pack that functions in the same way as a high-capacity satchel battery (see p. 86) provides power for the wearer's weapons and other equipment without compromising the suit's pressure seal. Small compressed-air jets in the suit's arms and

EQUIPMENT



legs provide propulsion in space, while the gloves and boots are equipped with lightweight electromagnets that allow the wearer to grip onto a ship's hull with ease. The faceplate of the suit functions like rangefinder binoculars and displays body-status monitors that constantly update the wearer on his physical condition and remaining air supply.

For extended operations, the marine combat environment suit can accommodate a supplemental air tank that provides an additional 8 hours of life support. The addition of this tank increases the wearer's Athletic modifier to +4 and reduces ground movement to one third of normal rates.

NEUROHELMETS

The neurohelmet provides the vital link between MechWarrior and BattleMech. The helmet protects the MechWarrior's head as well, which can be quite important in the cockpit of a falling 'Mech. The following entries describe some of the common neurohelmet designs used by Inner Sphere and Clan MechWarriors.

Note that the cost of a basic neurohelmet is included in the price of a BattleMech. A beginning character does not have to pay for a neurohelmet unless he wants a more advanced version.

Neurohelmet

Tech Level: 2
Availability: A
Legality: A
Cost: 900 C-bills
Energy: 1/4
Ballistic: 1/4
Melee: 1/2
Coverage: Head
Damage Capacity: 20
Movement: Full
Physical: 0
Athletic: +2

The standard-issue neurohelmet is a bulky design, favored by many MechWarriors for its superior Damage Capacity. Although the sturdy helmet can withstand considerable damage, the helmet's delicate systems are easily disrupted and cease to function when the helmet's Damage Capacity falls below 10.

Combat Neurohelmet

Tech Level: 3
Availability: A
Legality: A
Cost: 1,400 C-bills
Energy: 1/4
Ballistic: 1/2
Melee: 1/4
Coverage: Head
Damage Capacity: 15
Movement: Full
Physical: 0
Athletic: +1

The smaller and more comfortable combat neurohelmet design offers substantial protection against all types of damage. In addition, the helmet's systems can withstand considerable shock, so the combat neurohelmet will continue to function until it is destroyed. The combat helmet also features a self-sealing faceplate for use in case of ejection, with a built-in 1-hour air supply.

Clan Neurohelmet

Tech Level: 3
Availability: C
Legality: A
Cost: 5,000 C-bills
Energy: 1/2
Ballistic: 1/2
Melee: 1/4
Coverage: Head
Damage Capacity: 10
Movement: Full
Physical: 0
Athletic: 0

The Clans have miniaturized the design of the neurohelmet so that it fits snugly on the head without resting on the shoulders, freeing the MechWarrior's arms to allow a full range of motion. Its compact design limits its effectiveness as a protective device, however. The Clan neurohelmet includes a built-in personal communicator, self-sealing faceplate, and 1-hour air supply.

BATTLE ARMOR

More than a century ago the Clans developed the first operational Elemental battle armor suits. The original suits, cumbersome and geared specifically for different types of terrain, soon evolved into the uniform Elemental battle armor used by all the Clans. Armed with short-range missiles, ripping claws, and an arsenal of secondary weapons, the Elementals of the Clans have proved a major threat not just to infantry, but to BattleMechs as well.

The Elemental suits are equipped to operate in every environment, from vacuum to urban settings. They are self-sealing; when an Elemental warrior loses an arm or leg in combat, the suit seals itself to protect the warrior. Additionally, they are equipped with life-support units that enable an injured warrior to continue fighting.

The Inner Sphere responded by fielding the first of their own attempts at Clan-style battle armor in 3051. Prototypes developed by the NAIS were given to the Gray Death Legion and the 1st Somerset Strikers. These suits did not have Clan-style life support units and carried far fewer weapons and protection, but still gave the elite infantry of the Inner Sphere a fighting chance against their Clan counterparts. By the end of 3057, all of the major Inner Sphere militaries had developed some form of battle armor, although none of them field armored infantry in any large quantity.

Using Battle Armor

Successful operation of battle armor requires a BLD Attribute of 3 or higher, as well as the Piloting/Battlesuit and Gunnery/Battlesuit Skills. The Gunnery Skill is used to resolve all of the suit's weapon attacks. The Piloting Skill allows operation of the suit's other systems, including jump jets and systems used in physical combat. Unlike other Piloting Skills, Piloting/Battlesuit is based on the Athletic Characteristic.

Unskilled characters can use battle armor, but it will be difficult and physically taxing. Not only must an untrained character make all battlesuit-related rolls following the Untrained Skill Use rule (p. 11, **MW II**), but the character may also take Bruise damage merely from using the suit. The character must make a BLD Saving Roll at the end of every round in which the suit moved. The target number for this saving roll is modified according to the following table, and all applicable modifiers are cumulative. If the saving roll fails, the character takes 1D6 Bruise damage.

UNTRAINED BATTLESUIT USE BLD SAVE MODIFIERS

Inner Sphere Armor	+0
Clan Armor	+2
Walked	-1
Ran	+0
Sprinted or Jumped	+1
Fought in Melee Combat	+1



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In addition, each suit is specially fitted to its wearer, making operation difficult for anyone else. Whether the wearer has the appropriate skills or not, using another person's suit imposes a +1 modifier on target numbers for all battlesuit-related skill rolls. If a Clan Elemental is attempting to use an Inner Sphere suit, or an Inner Sphere trooper attempts to use a Clan suit, this modifier is increased to +2.

Although battle armor is remarkably agile for its size and bulk, it still restricts the wearer's movement and dexterity to a degree. Each type of armor lists Athletic and Physical modifiers to be applied as described under **Armor Encumbrance** (p. 90). However, do not apply these modifiers to the use of the Piloting/Battlesuit or Gunnery/Battlesuit Skills.

Battle Armor Capabilities

The primary function of battle armor is to cover the trooper in a nearly impenetrable shell. This shell is flexible enough to allow surprisingly agile movement, yet rigid enough to withstand heavy weapons fire. Unlike any other form of personal armor, battle armor provides its full protection against all types of weapons, including the massive armaments carried by BattleMechs.

The protective aspect of battle armor functions in the same way as other forms of armor, as outlined in the rules above. However, all types of battle armor grant the wearer immunity to all melee weapon and unarmed combat damage except for that inflicted by vibroblade-type weapons. The armor absorbs half the damage from vibroblade attacks. The battle armor's energy weapon capacity also protects the wearer against fire and flamers. The specific protection and Damage Capacity of each suit is listed in its individual entry, beginning on p. 98.

The myomer muscles that power a battlesuit's limbs provide the wearer increased speed and strength as well as acting as a protective armored shell. Each suit's entry lists a BLD modifier, which is added to the wearer's BLD attribute when calculating Movement Points, unarmed combat damage, and the results of a grapple/tackle attack. This modifier does not affect the Athletic Characteristic or Skills, nor does it have any effect on the character's Condition Monitor or his ability to sustain damage. Saving rolls are still made with the character's basic BLD attribute.

Most battle armor suits are equipped with jump packs as well. A battle armor jump pack functions in the same way as a standard jump pack (see p. 101), but because it is built into the armor, it does not inflict any movement or Athletic penalties on the wearer.

Battle Armor in Combat

Characters wearing battle armor may not stack other armor with it. Each character may only wear one battle armor suit.

Battle armor suits are equipped with a Heads Up Display (HUD) in the faceplate that presents an enhanced view of the battlefield as well as data on the suit's condition, ammunition supply, and the health of the trooper. The HUD also combines the capabilities of rangefinder binoculars and starlight goggles.

The HUD display aids in tracking and targeting, applying an additional -1 modifier to the to-hit number when taking Careful Aim. The maximum total bonus for Careful Aim also increases from -3 to -4. The trooper may use Careful Aim when firing a single weapon or multiple weapons as described in the following paragraph.

A battle armor-equipped trooper may fire one weapon as a Simple Action. In addition, the suit's sophisticated targeting system allows the operator to fire multiple weapons in a single round. As a single Simple Action, two weapons may be fired at the same target or two separate targets. However, a +3 To-Hit modifier applies to both shots. Alternatively, the trooper may use a Complex Action to fire any or all of the suit's weapons, with a +1 to-hit modifier applying to all such shots.

Most types of battle armor are equipped with a manipulative claw or fist, as indicated in each individual entry. Used in melee combat, the claw inflicts standard unarmed combat damage based on the character's suit-enhanced BLD. However, the character should use the Piloting/Battlesuit Skill rather than the Unarmed Combat Skill when making such an attack.

Because battle armor restricts movement of the arm and hand, a battle armor-equipped character cannot make use of weapons that are not installed in the suit.

Life Support

All battle armor suits are environmentally sealed, allowing them to operate in a variety of hostile areas. The trooper can choose to breathe filtered outside air, or switch to an internal air supply that lasts for twelve hours. Battle-armored troops may enter water, but the suits' design and weight does not allow their wearers to swim along the surface. Battle-armored troops entering water will sink, and may move slowly across the bottom of the body of water. A Simple Action allows movement at half the normal walking rate, while a Complex Action allows movement at walking rate. The suit's jump pack will not function while submerged.

Inner Sphere battle armor suits are equipped with a medipack to keep the trooper fighting for as long as possible even in savage combat. Rules for this item appear on p. 81, **MW II**.

Clan Elemental suits are equipped with a Life Support Sustaining Unit (LSSU), a more advanced version of the medipack that provides the injured Elemental warrior with painkilling drugs. The LSSU can also monitor and control blood flow at various points in the trooper's body, applying pressure in the case of injury so that the warrior can remain conscious and continue to fight.

The LSSU functions in the same way as the medipack, except that the system holds twice as many doses (24) and each failed Consciousness Roll inflicts only 1D6 - 2 damage (with a minimum of 1). The LSSU allows a trooper to ignore the effects of Incapacitating wounds until he falls unconscious or the battle is over, at which point a -1 modifier applies to the target number of all relevant saving rolls. Disabling wounds take effect immediately, though the -1 modifier also applies to the target numbers of saving rolls required for them.

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Outfitting A Battle Armor Unit

The modular design of most battle armor suits accommodates a variety of weapon configurations. The specific entry for each type of armor lists the number of primary and secondary weapons it can carry, plus any additional weapons available. The trooper may equip his armor to suit the mission at hand according to the following guidelines.

Primary weapons are generally used in heavy combat or anti-BattleMech operations. All troopers in a given squad are armed with the same type of primary weapon. The table below lists all available primary weapons. Each listing includes the **BattleTech** weapon type, its **MechWarrior** equivalent, and the amount of ammunition carried. Primary energy weapons are designed to operate on two satchel batteries, installed into standard ports on either side of the jump pack.

BATTLE ARMOR PRIMARY WEAPONS

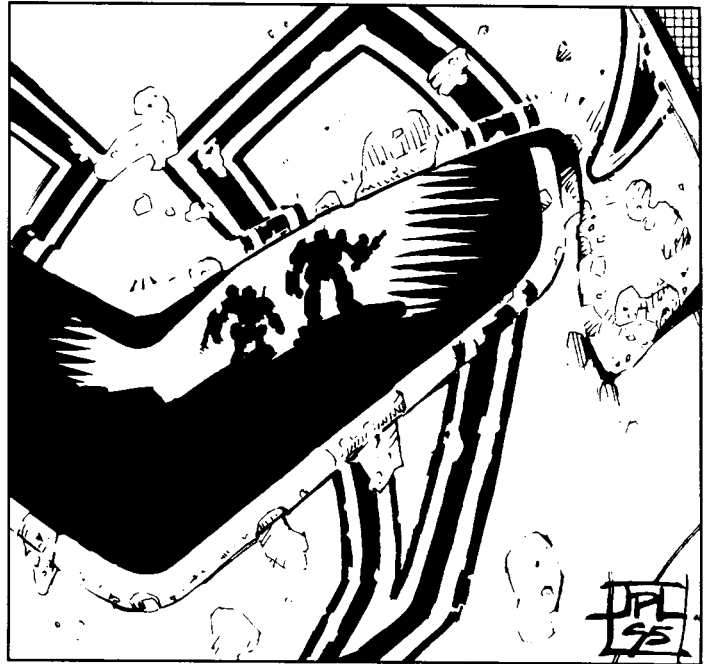
Weapon	MechWarrior Equivalent	Ammunition
Flamer	Heavy Flamer	10
Machine Gun	Support Heavy Machine Gun	40
Small Laser	Support Heavy Laser	Pwr Use: 10
SRM 2*	Heavy SRM Launcher	4

*Only Inner Sphere battle armor carries the SRM launcher as a primary weapon. It functions exactly as the SRM-2 pack carried by Clan Elementals, except that it cannot be jettisoned when empty.

Secondary weapons carried by battle armor units are mainly used as backup when the primary weapon has expended its ammunition, though they can also play important roles in antipersonnel missions. Any personal weapon that requires the Small Arms Skill to use can be installed as a secondary weapon; the more common choices appear on the table below. Secondary energy weapons are designed to operate on two power packs, installed into standard ports on the arm holding the weapon.

COMMON BATTLE ARMOR SECONDARY WEAPONS

Weapon	Ammunition
Flamer	20
Gyrojet Rifle	20
Laser Rifle	Pwr Use: 5
Needler Rifle	40
Pump Shotgun	30
SMG	100



Acquiring weapon pods for battle armor is easy enough for a character who is attached to a House or Clan infantry unit. However, these items are difficult to obtain outside of the largest militaries. Battle armor weapon pods might turn up on the black market, and should be given Availability and Legality ratings equal to those of the suit on which they would be installed. Alternatively, a character with Technician/Battlesuit Skill may attempt to convert a standard weapon to fit on a battlesuit. For this difficult task he needs the desired weapon, plus additional materials that cost ten times as much as the weapon itself. A +2 modifier applies to the target number for the skill roll to create the weapon pod. A failed skill roll results in an apparently usable weapon that breaks down after its first firing.

Battle Armor Critical Damage

Even though a suit of battle armor is built to withstand direct hits from BattleMech weapons without losing effectiveness, there is a chance that attacks striking the armor will damage its weapons and other systems.

Each time a character in battle armor is hit with Lethal damage, compare the damage done to the Damage Threshold of the area hit, using the battle armor-enhanced BLD rating. If the damage exceeds the Damage Threshold, roll 2D6. On a result of 11 or higher, a critical system in the armor is damaged. The specific system damaged depends on the area hit, as indicated below:

Head: HUD system disabled, will not function until repaired.

Torso: Life Support disabled. This damage has no effect unless trooper is in a hostile environment.

Arm: Weapon and/or claw (if any) in the arm hit is destroyed.

Leg: Jump jets disabled, unit cannot jump until repaired. This damage has no effect on units without jump capability.

EQUIPMENT

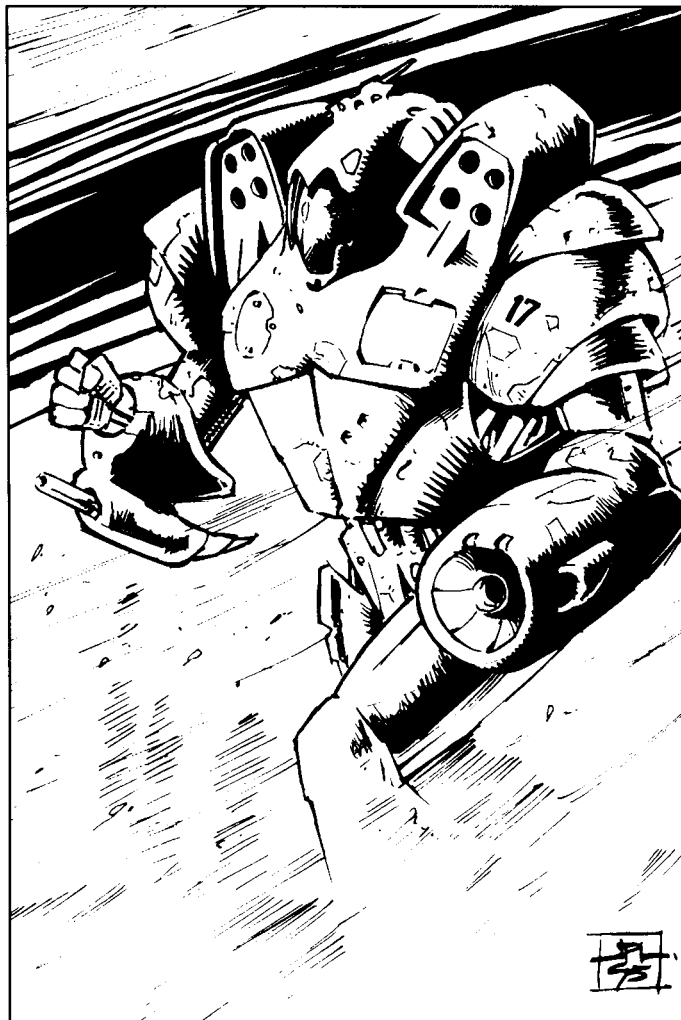


Clan Elemental Battle Armor

Tech Level: 4
 Availability: D
 Legality: D
 Cost: 500,000 C-bills
 Energy: 2/3
 Ballistic: 2/3
 Melee: Special
 Coverage: Full
 Damage Capacity: 125
 Movement: Full, with jump
 Physical: +2
 Athletic: +3
 BLD: +3

Clan Elemental battle armor mounts one primary and one secondary weapon, plus a detachable SRM-2 pack. Treat the SRM pack as a heavy SRM launcher that can fire one or two missiles in a round (see p. 98, **MW II**). If two missiles are fired, the trooper may aim them at the same target or at two different targets that both lie within the firer's forward 90-degree firing arc. A +1 modifier applies to the to-hit number when firing two missiles at different targets. The launcher holds a total of four missiles. Once the missiles have been expended the launcher may be jettisoned, improving mobility by reducing the armor's Athletic modifier to +2.

The suit is also equipped with a strong manipulative claw that adds +1D6 to melee attack damage as well as a -2 modifier to Climbing Skill target numbers.

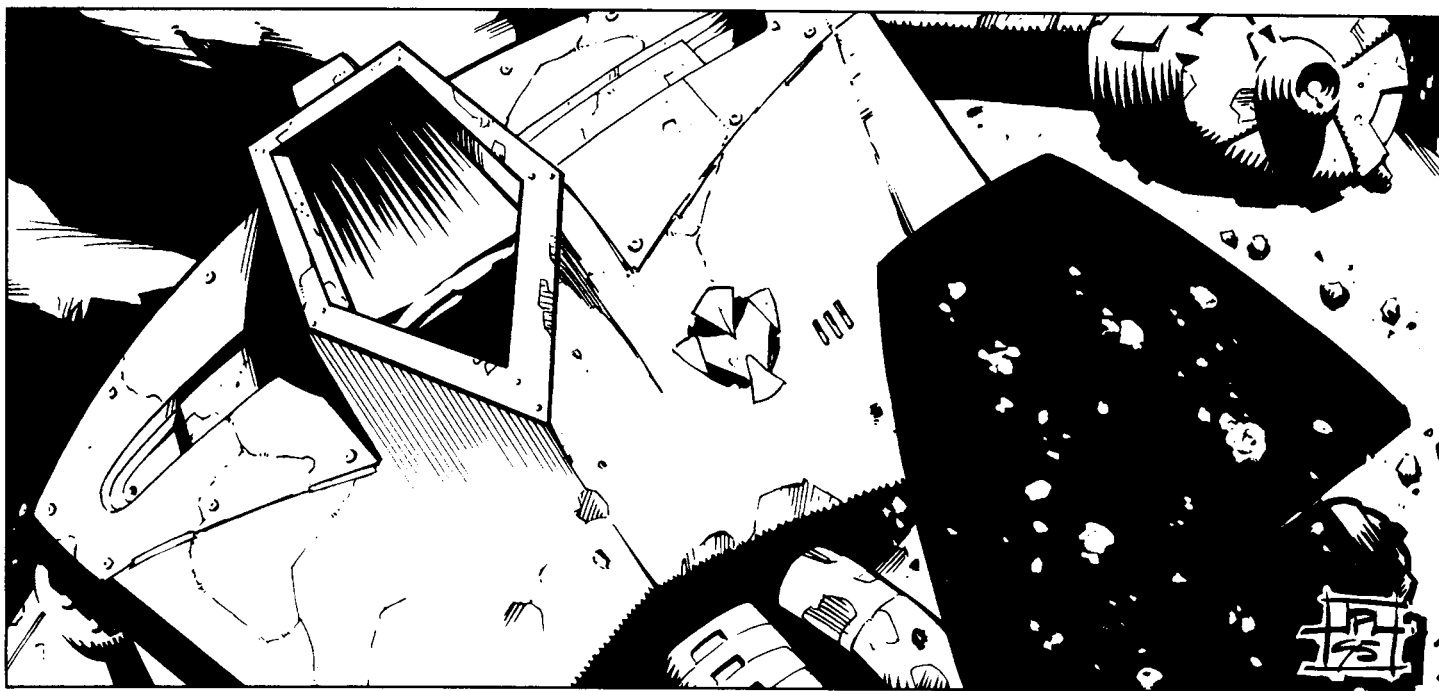


Standard Inner Sphere Battle Armor

Tech Level: 4
 Availability: C
 Legality: C
 Cost: 400,000 C-bills
 Energy: 2/3
 Ballistic: 2/3
 Melee: Special
 Coverage: Full
 Damage Capacity: 110
 Movement: Full, with jump
 Physical: +2
 Athletic: +4
 BLD: +2

Inner Sphere battle armor comes in a variety of shapes and sizes, but most share the same general performance profile (for exceptions, see Infiltrator and Sloth, pp. 99,101). Most Inner Sphere battle armor carries one primary weapon, which may be replaced with two secondary weapons for anti-personnel action. In both configurations, the armor retains its manipulative claw.

EQUIPMENT



Infiltrator Battle Armor

Tech Level: 3
Availability: D
Legality: C
Cost: 300,000 C-bills
Energy: 1/2
Ballistic: 1/2
Melee: Special
Coverage: Full
Damage Capacity: 60
Movement: Full, no jump
Physical: +1
Athletic: +4
BLD: +2

This remarkable suit of battle armor is based on Clan technology acquired during operations by the 1st Somerset Strikers. After a long prototype testing period, the Infiltrator was deployed in limited numbers across the Federated Commonwealth just before the secession of the Lyran Alliance in 3057.

Much of the technology required to construct this light reconnaissance unit has existed for some time, though only recently have tactical planners begun to appreciate all the possibilities of fielding such complicated and well-integrated systems in such a small package. The Infiltrator is lightly armed with a single grenade launcher. The relatively weak armor is meant to resist only small arms fire, and the grenades can provide only generalized defensive fire. The unit's strength lies in its remarkable ability to avoid sensors placed by hostile forces. Designed for fast tactical scout missions in heavily monitored enemy environments, the Infiltrator relies almost exclusively on radar and infra-red suppressive systems to achieve its goal of

blending in with overall ground clutter, using variations on effective conventional techniques. It is unclear how the unit defeats acoustic sensors, which have frequently provided an effective counter to similar mechanized stealth units. The Infiltrator mounts an impressive array of sensing and recording equipment, ranging from passive infrared heat sensors to sensitive magnetic-anomaly detectors. The ability to position such sophisticated intelligence-gathering equipment deep within enemy-occupied territory may well justify the staggering cost of producing the Infiltrator.

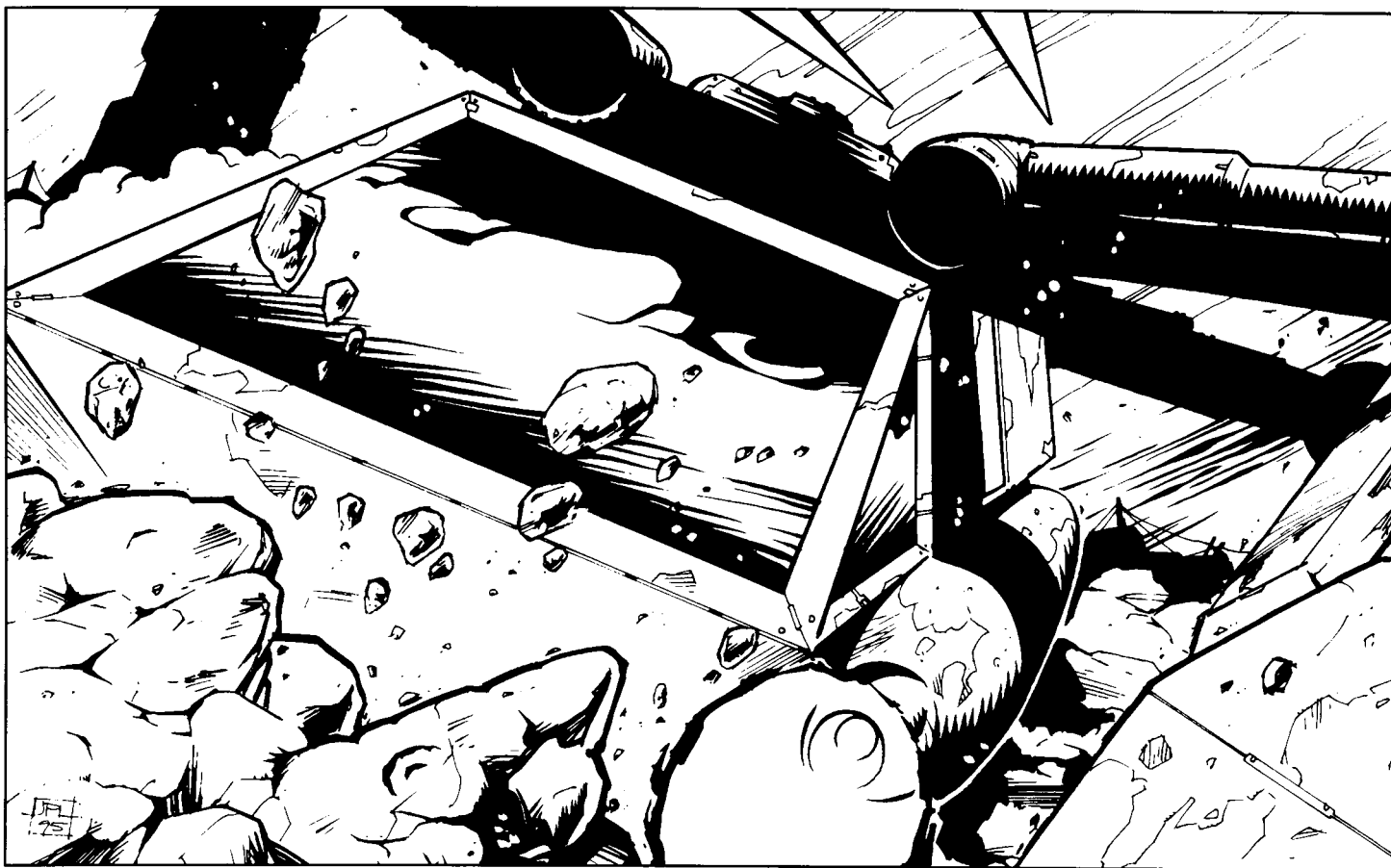
The Infiltrator's grenade launcher is mounted in the suit's left arm. It operates similarly to and has the same range as a standard automatic grenade launcher, but is considerably more effective (see p. 97, **MW II**). The grenade launcher holds a supply of 20 maxi-grenades of any type and combination desired. The firer must announce what type of grenades he is firing before resolving any to-hit rolls. The launcher can fire either a single grenade or a five-grenade burst in a round. The grenades in a burst may be aimed at the same hex, or each grenade may be aimed at a different hex, as long as all hexes targeted by the burst are adjacent to at least one other targeted hex. Each grenade requires separate to-hit and scatter rolls.

The Infiltrator is equipped with a powerful hand that is actually more agile than a Clan battlesuit's claw. When used in melee combat, the hand inflicts normal battle armor damage.

The stealth capabilities of the Infiltrator battlesuit function in the same way as a combination sneak suit with Electronic Countermeasures and Infrared Suppression capability (see pp. 85 and 87, **MW II**). Integral rechargers allow the suit's stealth systems to operate indefinitely.

For rules on the use of Infiltrator battle armor in **BattleTech** play, see p. 98 of the **1st Somerset Strikers** sourcebook.

EQUIPMENT



Sloth Battle Armor

Tech Level: 3
Availability: D
Legality: D
Cost: 300,000 C-bills
Energy: 1/2
Ballistic: 1/2
Melee: Special
Coverage: Full
Damage Capacity: 60
Movement: Full, no jump
Physical: +5
Athletic: +5
BLD: +4

Another development based on captured Clan technology, the Sloth originated from the battle suits acquired during operations by the 1st Somerset Strikers. As with the Infiltrator, the Sloth was deployed in limited numbers across the Federated Commonwealth just before the secession of the Lyran Alliance.

The Sloth has demonstrated its usefulness as a close-range fighting vehicle. Though currently incapable of severely damaging a BattleMech, the Sloth is effective against vehicles and Clan battle armor. The Sloth's quadruped design provides an extremely stable firing platform. FedCom engineers seem to

have gone the Clan model one better, installing a unique mine-launching system in the suit's aft-dorsal area.

The Sloth is armed with two small lasers. As these weapons can only cover the firer's 90-degree forward firing arc, players operating Sloth units should note the facing of the armor at all times. A character wearing the Sloth suit may choose to fire one or both lasers in a round, either at the same target or at two targets occupying adjacent hexes. The damage, range, and other statistics of the small lasers match those of the heavy support laser (see p. 114 of this section).

The Sloth's quadruped design gives it a low profile and stabilizes firing, but drastically reduces the pilot's ability to interact with equipment and the environment. The Sloth suit lacks hands or manipulative claws, so it cannot pick up or hold objects. It also inflicts severe penalties to all Athletic and Physical actions attempted by the trooper wearing it. However, the Sloth reduces the to-hit modifiers due to movement for ranged combat by -1 (to a minimum of 0). Also, any ranged attacks against it must be made as though it were Prone, applying a +1 modifier.

The Sloth's mine launcher can only be used to attack BattleMechs and vehicles. Mines cannot be fired at characters. For rules on the use of Sloth battle armor in **BattleTech** play, see p. 98 of the **1st Somerset Strikers** sourcebook.

EQUIPMENT

MISCELLANEOUS EQUIPMENT

NOTEPUTER

Tech Level: 2
Availability: B
Legality: A
Cost: 500 C-bills
Power Use: 1 / hour
Weight: 500 grams

This small hand-held computer can be used to send images, text and audio messages, and to record and store notes and large amounts of data. The noteputer can perform essential data-acquisition and management tasks, freeing administrators from the burden of copious paperwork.

The noteputer is about 15 centimeters square. It contains an address and appointment book, and a touch-activated screen with keyboard. It also features ports that accept portable phones and other transmission equipment, such as portafaxes. The noteputer can run numerous software applications such as language translator programs.

JUMP PACK

Tech Level: 3
Availability: B
Legality: B
Cost: 3,100 C-bills
Refuel Cost: 200 C-bills
Weight: 5.5 kilograms

The standard jump pack consists of a backpack with solid-propellant thrusters and forward-extended handles for controlling flight operations. Most models are equipped with personal communicators and a small, 3-shot rocket launcher used for marking targets.

In normal operation, jump packs enable a character to make a series of bounding leaps that allow rapid movement over difficult terrain. Each jump is a Simple Action that propels the character up to 18 hexes in any direction, regardless of intervening terrain and obstacles less than 18 meters tall. Hills, buildings, and other solid obstacles taller than 18 meters block the jumper's path. The character can land facing any desired direction. If the character lands in difficult terrain, a Jump Pack Skill Roll is required. If the test fails, the character falls and takes 2D6 Bruise damage.

Characters can also make extended flights using a jump pack, but only for short periods because such maneuvers consume enormous amounts of fuel. During an extended flight, the character may spend up to 24 MP per round. Note that hovering is possible, but a jump pack automatically expends 6 MP per round while airborne, regardless of actual movement. Moving forward costs 1 MP per hex. Facing changes cost 1 MP per hex-side. The jump pack may also move backward at a cost of 1 MP per hex, but changing direction costs 1 MP. Climbing in altitude



costs 2 MP per 5 meters, but a controlled descent only costs 1 MP per 10 meters. Controlling the jump pack during extended flights is a Complex Action.

Jump packs can be used for 1 to 2 hours before requiring refuelling. If more precise record keeping is desired, assume the pack contains 2,000 "points" of fuel. Each jump in normal operation consumes 5 of these points. When using extended flight, every MP consumes 1 point.

Jump packs are quite cumbersome and reduce a trooper's normal ground movement by half. Also, characters wearing jump packs suffer a +2 penalty to all Athletic skill target numbers.

ENHANCED IMAGING

The Clan enhanced-imaging system (EI) is an acquisition and targeting system vastly superior to anything currently fielded by the Inner Sphere. The most advanced EI systems consist of two components: a neural network implanted in the MechWarrior, and a computer. Using sensor data from all friendly platforms, along with pre-loaded terrain data, the computer constructs a virtual battlefield that can be viewed from any perspective. The MechWarrior is no longer restricted to an out-of-the-cockpit point of view; instead, he has a moveable "camera" that he can maneuver anywhere on the battlefield, providing any perspective he desires.

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EI simplifies the MechWarrior's view of the battlefield, giving him enough information to fight effectively without overloading him with extraneous detail or requiring him to look down at cockpit controls. The system projects all pertinent combat information onto the MechWarrior's battlefield view. Technical data on enemy forces can be called up by a simple thought command, and the display identifies all 'Mechs as hostile or friendly.

EI neural implants serve as a wireless neurohelmet as well as the second half of the enhanced imaging system. The implants enable the MechWarrior to assimilate the EI data instantaneously but also may cause sensory overload, resulting in permanent nerve damage, insanity, and death.

EI Neural Implant

The EI neural implant works in conjunction with the standard EI display system, enabling the MechWarrior to access and use his EI display simply by thought. Any unit equipped with an EI display can be operated much more effectively by a MechWarrior with an EI implant. Needless to say, the implant does not work with a vehicle that lacks EI equipment. Battle armor units may use EI implants, but every member of a Point must be implant-equipped in order for the Point to receive any benefit.

The neural implant only benefits BattleMech and battle armor pilots. Conventional vehicle drivers and aerospace pilots derive no benefit from the implant because their machines do not have a humanoid shape.

Only the most fanatical Clan warriors use the implant, as it has dangerous and painful side-effects. On the average, about 5 percent of all Clan MechWarriors have EI implants. Because they tend to operate in units with one another, however, the proportion seems somewhat higher to most Inner Sphere observers. The number of MechWarriors using EI implants is noticeably higher in Crusader Clans such as the Jade Falcons and the Smoke Jaguars.

Rules for the EI neural implant should only be used in Level Three **BattleTech** and **MechWarrior** play.

Using EI in BattleTech

The EI system can be switched on or off during the End Phase of any turn. When the system is off, the unit acts as though it did not have EI; the pilot gains no benefits, but also does not suffer feedback damage. The status of each unit's EI system must be clearly marked on its Record Sheet at all times.

While EI is on, the unit gains the following benefits:

- All Piloting Skill Rolls receive a -1 modifier. (This does not apply to battle armor units.)
- To-hit modifiers for shooting through woods and smoke are reduced, but normal line-of-sight rules for these types of terrain still apply. Firing through or into any number of Light Woods hexes adds a single +1 modifier. The penalty for firing through or into Heavy Woods or smoke-filled hexes is reduced from +2 per hex to +1 per hex.
- The night combat modifier does not apply.

- The unit may aim its direct-fire weapons at a specific location as though it had a targeting computer. The modifier for such an attack is +6 rather than the usual +3. A unit that has both EI and a targeting computer gains all the benefits of both pieces of equipment, and the called shot modifier for aiming at a specific location is reduced to +2.

EI systems have a serious drawback as well. Because EI connects the MechWarrior's brain directly with systems in his vehicle, any damage-induced feedback in the vehicle's internal systems delivers strong, potentially lethal electric shocks to the MechWarrior. The specific effects of the feedback vary, depending on the type of unit.

In BattleMechs, the pilot suffers 1 point of damage each time an attack damages the 'Mech's internal structure, unless the controlling player makes a 2D6 roll of 7 or better. A Sensors Critical Hit disables the entire EI system in addition to all other standard effects of the hit.

Elementals equipped with neural implants suffer 1 extra point of damage from every attack that hits them. For purposes of determining this damage, an attack refers to each hit that strikes a particular trooper, including clusters of LRMs and artillery damage.

Using EI in MechWarrior

In **MechWarrior**, any Clan character can begin play with an EI implant as a 1-point advantage. After initial character design, characters may obtain the implant through roleplaying—not any particular outlay of C-bills or Adventure Points. Gamemasters should point out to players that EI implants have serious physical and mental side-effects and brand the character as a Clan warrior for all to see. As a result, characters with EI implants will find it difficult, if not impossible, to infiltrate Inner Sphere settlements.

When engaging in BattleMech or vehicle combat, follow the **BattleTech** guidelines with the following changes. When a player's vehicle takes damage to its internal structure, players make Build Saving Rolls, instead of rolling 2D6, to determine if they take damage. If the pilot takes damage, roll 2D6 Lethal damage to determine the amount.

The gamemaster determines the specific mental side-effects of the neural implant, but in any case the character becomes increasingly mentally unstable. He degenerates over the course of a year or so until he is extremely abusive and paranoid. Clan scientists have developed special drugs and therapy that can delay this degeneration, but most player characters will not have access to such treatment. Even with the treatment, most EI subjects become so disturbed within three years that they are unfit for duty.

The neural implant confers bonuses in personal combat only on EI-implanted Elementals using EI-equipped armor. In this case, the Elemental gains a -1 modifier to all Piloting/Battlesuit target numbers. When launching ranged combat attacks, an EI-equipped Elemental can ignore darkness modifiers, and the battle armor reduces the Aimed Shot, Partial

EQUIPMENT

Cover, and Full Cover modifiers by -1. In addition, each Careful Aim action taken reduces the to-hit number by -2, to a maximum bonus of -6. This Careful Aim bonus replaces the normal -1 bonus granted to all battle armor units.

ESPIONAGE/SURVEILLANCE GEAR

The discovery in 3028 of the Gray Death memory core, named in honor of the Gray Death Legion mercenary unit that found the technological treasure-trove, has proved the single most important catalyst in the Inner Sphere's recent technological renaissance. The wealth of information in the core led directly to significant advances in holotechnology, communications, visual display, and information transfer. A more recent but perhaps equally important discovery was that of Jerome Blake's *Technology Primer* at the Hilton Head HPG station on Terra in 3052. ComStar's Precentor Martial Focht found the primer in the station's cornerstone, where it had apparently been hidden after the coup engineered by Stefan the Usurper. The discovery has demystified hyperpulse technology, aiding the spread of information throughout the Inner Sphere.

While the technological fruit of these developments has appeared most often on the battlefield, the intelligence services of the Successor States have recently begun to employ a generation of new and improved weapons and equipment. Certain new systems, such as the neural interrogation computer, were initially developed for individual intelligence agencies, and may therefore be difficult to obtain. Other systems, such as the security bypass kits and the remote sensors, are universally available.

MW II provided player characters with a number of espionage equipment items such as various sneak suits, a forgery kit, and lockpicks. This section provides more equipment for defeating security systems, as well as counter-espionage equipment such as the neural interrogation computer and various sensors.

SECURITY BYPASS KITS

Security bypass kits enable the user to detect and deactivate electronic and mechanical security systems and to open most security locks.

Two versions of the security bypass kit are available. The basic security bypass kit contains lock picks, files, pliers, and other mundane items for disabling primitive security devices. If a player tries to break into a mechanically based system, the basic security bypass kit gives him a -1 modifier to his base target number when making a Security Systems Skill Roll.

The advanced security bypass kit, only recently developed by most intelligence agencies, is a high-tech computer system designed to disable the most sophisticated electronic security measures. This easily concealed unit resembles a simple calculator with retractable clips that attach it to the target circuit. The advanced kit gives the user a -2 modifier to his Security Systems Skill Roll target number when breaking into any elec-

tronically based security system. When actively in use, the advanced kit also senses all electronic detectors, such as motion detection systems, within a 30-meter radius and alerts the user by vibrating. The advanced bypass kit can neutralize most electronic defenses within twenty seconds. The device also warns the user of any invisible alarms he may accidentally trip while disabling a security system, and even indicates the type of alarm activated.

Basic Security Bypass Kit

Tech Level: 1
Availability: A
Legality: B
Cost: 100 C-bills
Weight: 5 kilograms

Advanced Security Bypass Kit

Tech Level: 3
Availability: C
Legality: D
Cost: 900 C-bills
Power Use: 1 point per minute
Weight: 500 grams

NEURAL INTERROGATION COMPUTER

Tech Level: 3
Availability: D
Legality: D
Cost: 45,000 C-bills

The neural interrogation computer was originally designed for the treatment of battle shock and trauma, but intelligence agencies soon adapted it to their own specialized needs.

The computer creates a series of subsonic signals; when introduced to a subject's mind, these signals induce spasms lasting for approximately three-tenths of a second. Though the individual fits are not particularly powerful, continual repetition of these mind-wracking spasms reduces even the most strong-willed individuals to gibbering wrecks within minutes.

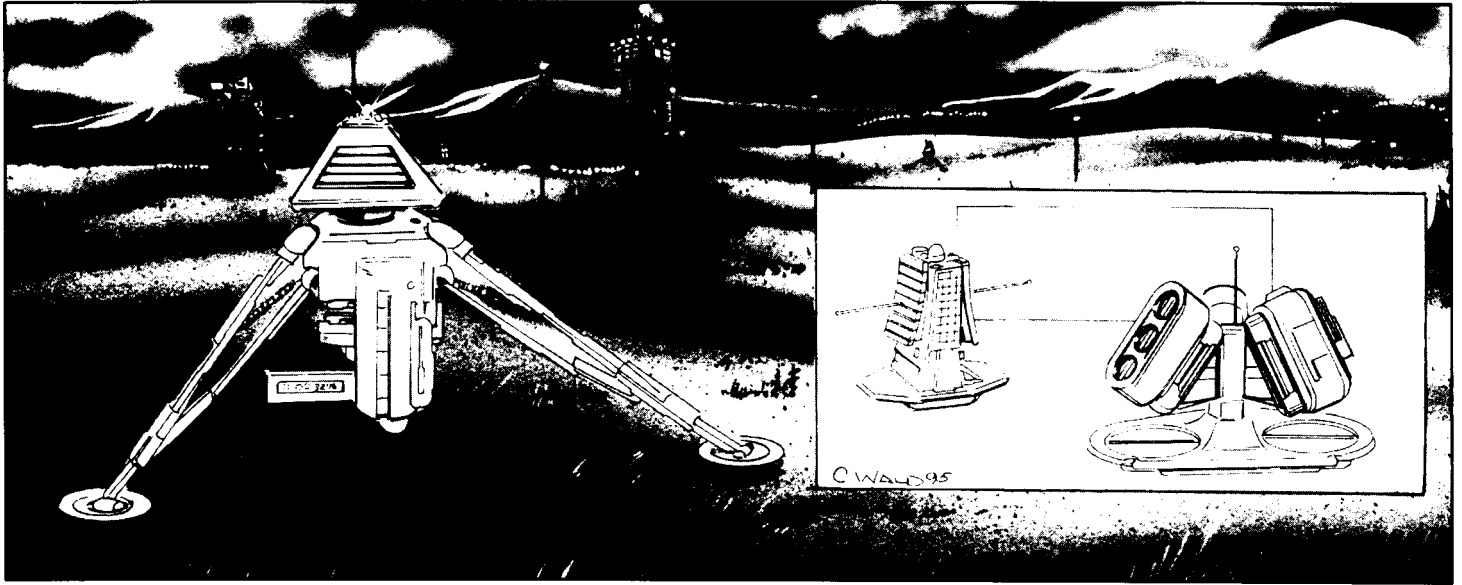
Although an effective interrogation system, the neural interrogation computer induces severe psychological trauma in roughly 90 percent of its subjects. Occasionally, it inflicts permanent brain damage.

For making an Interrogation Skill Roll, the neural interrogation computer modifies the user's base target number by -2. Once subjected to the effects of the computer, the target must make an Intuition Saving Roll. Subtract any margin of failure from his Intuition and adjust subsequent Characteristic and Skill Saving Rolls accordingly. Needless to say, the gamemaster should use this item sparingly.

REMOTE SENSORS

Remote sensors range from the simple trip wire attached to a can full of stones to the esoteric seismic sensor that literally listens for enemy footsteps. Remote sensors provide a distinct

EQUIPMENT



advantage over direct visual observation because the observer need not reveal his presence to detect a target.

Remote sensor systems normally monitor defensive perimeters or augment the intelligence-gathering activities of a scout or reconnaissance unit. Passive field sensors, such as motion and heat detectors, work especially well for the latter task. A reconnaissance unit can spread these detectors near suspected enemy travel routes and monitor an enemy column's movement without exposing itself to observation.

Most remote sensors detect one form of target signature, such as motion, heat, ground vibrations, radar profile, and so on. All remote sensors must be used with a basic field communications kit, which can monitor up to 15 individual sensors, depending on their type. (For information on the communications kit, see p. 91, **MW II**.)

Sensor systems detect targets, but they do not identify them. For example, a motion sensor registers any motion within 10 meters (2 hexes) but cannot differentiate between the target signatures of a small animal looking for a meal and a man approaching the position. Therefore, the system operator must interpret the signal. To do so, the gamemaster makes an "interpretation roll"—a saving roll against the character's Mental Characteristic to determine whether or not the character correctly identifies a detected target. Reduce the base target number by the appropriate sensor modifier or increase it by any modifiers the gamemaster deems appropriate.

On a successful roll, the gamemaster should tell the character what triggered the sensor ("human crawling through the grass" or "some animal scurrying about"). If the roll is unsuccessful, the signal data provides either a false reading or no information. The gamemaster should make the saving rolls for the players and mix some innocent contacts with the more dangerous ones to keep the players guessing. Make only one roll for each target.

Most sensors will work underwater as well as above the surface. However, an underwater sensor (Depth 1 or more) will

not work against targets on dry ground. Sensors on land may detect targets on the surface of a Water hex.

Portable Radar Sensor

Tech Level: 2

Availability: A

Legality: B

Cost: Monitoring Station, 5,000 C-bills;

Sensors, 2,000 C-bills each

Weight: Monitoring Station, 100 kilograms;

Sensors, 5 kilograms each

A portable radar sensor is a compact, tripod-mounted radar emitter that can detect the movement of anything larger than 0.5 cubic meters within a 10-kilometer radius and transmit its observations back to a monitoring station up to 50 kilometers away.

In addition, radar sensors can pick up any fighter that is within range and operating on an **AeroTech** Low-Altitude Map. Radar sensors do not give a picture of a target; rather, they indicate that something is moving, its position in relation to the sensor, and its range and direction of travel.

A radar unit will detect any object within its line-of-sight and its range. The gamemaster makes an interpretation roll to determine if the operator correctly identifies the detected target. If the target is a 'Mech, fighter, or vehicle, the roll modifier is -6. If the target is dismounted infantry, the modifier is -4. If the target is wearing an ECM suit, add 8 to the interpretation roll target number.

The radar sensor is the most effective remote sensor available. Because it actively emits radar waves, however, its targets can detect its presence quickly and take evasive action. Therefore, most radar sensors are used when their discovery will not compromise the mission, such as in perimeter defense of a well-known installation.

EQUIPMENT

Every time the gamemaster makes an interpretation roll, he also rolls 2D6. On a result of 5 or better, the target is alerted to the surveillance. The pilot of the target must make a successful saving roll against his Mental Characteristic to locate the sensor that has detected his vehicle.

Portable Motion Sensor

Tech Level: 2
Availability: A
Legality: B
Cost: Monitoring Station, 500 C-bills;
Sensors, 100 C-bills each
Weight: Monitoring Station, 10 kilograms;
Sensors, 250 grams each

Portable motion sensors detect motion of any object larger than 5 cubic centimeters within a 10-meter (2-hex) radius. They are normally deployed in groups of 10 and are tied into a central monitoring station. When a sensor detects a moving object, it transmits a signal to the monitoring station. All sensors must be placed within 10 kilometers of the monitoring station.

Motion sensors indicate only the existence of motion, not an image of what is creating the motion. To identify the source of detected motion, the gamemaster makes an interpretation roll with a -2 modifier regardless of the source.

Characters may use Stealth Skill to avoid detection by a motion sensor. To do so, the character makes an opposed skill test against the operator's interpretation roll. Note that the operator maintains his -2 Edge, so sneaking past motion sensors can be very difficult.

Portable Heat Sensor

Tech Level: 3
Availability: A
Legality: B
Cost: Monitoring Station, 1,000 C-bills;
Sensors, 200 C-bills each
Weight: Monitoring Station, 15 kilograms;
Sensors, 500 grams each

Portable heat sensors detect any heat source larger than a lit match within a one-kilometer radius. This means a heat sensor will detect any human intruder that passes within its range. Heat sensors do not give a picture of the heat source, but do indicate its direction and distance from the sensor.

One monitoring station may monitor up to 10 heat sensors as long as they are all within 15 kilometers of the station. Any target within a sensor's line-of-sight and range may be detected. The gamemaster makes an interpretation roll to determine whether the system operator correctly identifies the target. For 'Mechs or ground and naval vessels, a -4 modifier applies to the roll. For infantry, the modifier is -2. If the target is an individual wearing an infrared suppression suit, add a +4 modifier to the target number for the interpretation roll.

Portable heat sensors do not detect aerospace fighters or VTOLs and do not function in vacuum environments.

Portable Trip-Line Sensor

Tech Level: 1-3
Availability: A to C
Legality: B
Cost: Monitoring Station, NA to 5,000 C-bills;
Sensors, 1 to 100 C-bills each
Weight: Monitoring Station, NA to 50 kilograms;
Sensors, 100 grams to 2 kilograms each

Portable trip-line sensors are the most primitive of the field sensors. They respond when something breaks a pre-set string or the beam of a light source, such as a laser or infrared emitter. The main problem with the trip-line sensor is that it must be set up over a short area (about 10 meters, or 2 hexes) in a straight line. If an intruder notices the sensor, he can simply step over the beam or wire without setting off the sensor.

When something breaks the line, the trip-line sensor either makes a noise (from the rattle of stones in a can to a siren) or transmits a signal to a monitoring station, depending on the model. Some can even be attached to mines that explode when the sensors are tripped.

Seismic Sensor

Tech Level: 3
Availability: B
Legality: B
Cost: Monitoring Station, 5,000 C-bills;
Sensors, 1,000 C-bills each
Weight: Monitoring Station, 100 kilograms;
Sensors, 2 kilograms each

A seismic sensor detects the presence of motion on the ground, such as a man walking or a vehicle moving (including hover craft), in a manner similar to that of a vibrabomb. The seismic sensor indicates the distance, direction, and approximate size of any target it detects. The smallest target a seismic sensor can detect is a walking man.

Seismic sensors are passive and do not require a direct line-of-sight to the target as a radar sensor does. They detect objects moving within a 5-kilometer radius. Target identification is easier than with motion detectors, but not as good as that provided by radar or heat sensors. The gamemaster makes an interpretation roll to determine if the system operator correctly identifies the target. If the target is a BattleMech, a -4 modifier applies to the roll. For ground and naval vessels, the modifier is -2; identifying infantry units requires no modifier.

Seismic sensors must be within 20 kilometers of a monitoring station, which can monitor up to 5 seismic sensors.

Seismic sensors may not be used for surveillance of the atmosphere, though they may be used to observe underwater. When deployed underwater, a seismic sensor will detect all underwater units within range, regardless of line-of-sight or elevation; however, apply a -5 modifier to the interpretation roll. Seismic sensors cannot detect aerospace fighters or VTOLs.

EQUIPMENT

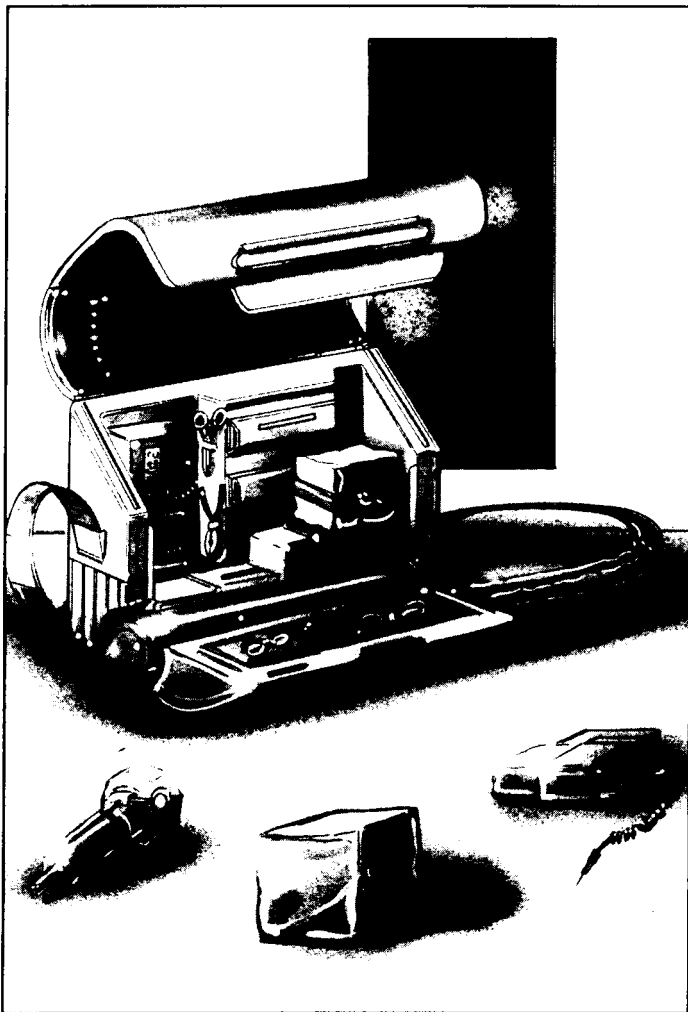
EXPLOSIVES

The blast of a mine or a handful of precisely placed satchel charges can topple even the mightiest 'Mech. The following entries describe the most common explosives found in the Inner Sphere and Clan space. See the description of the Demolitions Skill (p. 16) for rules on the use of explosives.

EMERGENCY FLARE

Tech Level: 2
Availability: A
Legality: B
Cost: 7 C-bills
Damage: 3D6 + 2
Weight: 600 grams

The emergency flare is common throughout the Inner Sphere and Clan space and consists of a solid fuel core with a pin-pull igniter. The flare can burn underwater and does considerable damage if touched. Its burning time is 30 minutes and its light is so bright that it can be seen for 150 hexes (750 meters) of unblocked terrain.



DEMOLITION KIT

Tech Level: 2
Availability: A
Legality: C
Cost: 200 C-bills
Weight: 2 kilograms

Common throughout the Inner Sphere, the standard demolition kit is a compact airtight carrying case with a number of tools and gear needed to rig booby traps and set explosives. A standard demolition kit has enough timers, blasting caps, tape, and other equipment to set up 12 simple timed or fused explosions or 3 complex booby traps.

C8 BLASTING BLOCK

Tech Level: 3
Availability: A
Legality: C
Cost: 1,000 C-bills
Weight: 1 kilogram

C8 blasting block is the most common plastique explosive currently in use. These malleable gray-green blocks require a demolition kit or electrical charge to set off. When triggered, a single C8 block does 8D6 Lethal Damage to all targets within the hex where it detonates and 6D6 to targets in all surrounding hexes. If applied to a BattleMech, a block of C8 does 1 point of **BattleTech** damage.

PENTAGLYCERINE

Tech Level: 3
Availability: B
Legality: C
Cost: 1,500 C-bills
Weight: 200 grams

Pentaglycerine is one of the most potent explosives known to man. A 200-gram block of this material contains as much blasting power as a kilo of C8, although pentaglycerine explosions cause less collateral damage than C8 explosions. This characteristic makes pentaglycerine more popular with industrial customers than military users.

Setting up a pentaglycerine blast requires a demolition kit and a great deal of caution. Pentaglycerine consists of pentathalmyne, glycerated and polymerized to stabilize this otherwise highly unstable substance. The resultant plastic-explosive blocks remain inert until exposed to an electrical detonation or excessive heat. The explosion of a block of pentaglycerine inflicts 10D6 Lethal damage to all targets in the hex where it detonates and 3D6 Lethal damage to targets in all surrounding hexes.

SATCHEL CHARGE

Tech Level: 3
Availability: B
Legality: C
Cost: 4,500 C-bills
Weight: 4 kilograms

EQUIPMENT

Satchel charges consist of plastic explosive equal to 4 blocks of C8 (see **C8 Blasting Block**, p. 106), a self-contained 15-second timer, and a carrying bag. The satchel charge may be fitted with a timer from a demolition kit as well. When triggered, a satchel charge does 12D6 damage to all targets in the hex in which it detonates, and 8D6 damage to targets in all surrounding hexes. Satchel charges are typically used by infantry troops making anti-BattleMech leg attacks (see p. 76, **BattleTech Compendium: The Rules of Warfare**).

ANTI-PERSONNEL MINE

Tech Level: 2
Availability: B
Legality: C
Cost: 380 C-bills
Weight: 2.5 kilograms

Anti-personnel mines are small explosive devices, usually buried or concealed beneath undergrowth. The devices may detonate whenever 8 kilograms or more of pressure is applied to them. To determine if a mine goes off, the gamemaster makes a to-hit roll. On a result of 8 or greater, the mine detonates. For every additional mine in a hex, apply a -1 modifier to the roll. Thus, a character moving through a hex with four mines in it would set off a mine on a roll of 5+.

A detonating anti-personnel mine does 6D6 Lethal damage to the legs of a character who steps on it. Divide the damage in half and compare to the leg Damage Threshold to determine the damage effects to both legs.

PERSONAL WEAPONS

The most common weapons in the **BattleTech** universe are listed in **MW II**. This section contains additional weapons. Gamemasters should review this section before deciding which weapons are appropriate for use in their campaign and let the players know which weapons will be available before starting play.

Some of these new weapons possess considerable power, and so gamemasters may want to place additional restrictions on certain weapons above and beyond the restrictions suggested by the Availability codes. For example, some weapons may be available only to military characters, or only through the black market or as battlefield salvage.

AMMUNITION

Weapons that can be used a limited number of times before reloading have either a Power Use Rating or a specific number of shots. Entries for energy weapons list their Power Use; these weapons must use one of the standard power packs described earlier in this section. Entries for standard weapons list the number of available shots. The Reload cost refers to a full reload of the weapon, not a single bullet.

In the case of weapons that are always fired in bursts, such as machine guns, the number of shots given represents the number of bursts that can be fired rather than the number of individual shots. Weapons that can be fired in either burst-fire

or single-shot modes, such as SMGs, list a normal number of shots and expend four of these shots each time a burst is fired.

RELOAD/RECHARGE TIME

Certain weapons, most often support weapons, cannot be fired in every turn. They require one or more turns between each shot in which to recharge or cool down, or for their users to reload them. Descriptions of such weapons include a Reload or Recharge Time; the time listed reflects the number of rounds that must be spent reloading or recharging before the weapon can be fired again.

For support weapons with multiple crewmen, the Reload Rate increases by 1 round for every crewman short of the required number. This increase does not apply to energy weapons with multiple crewmen.

MELEE WEAPONS

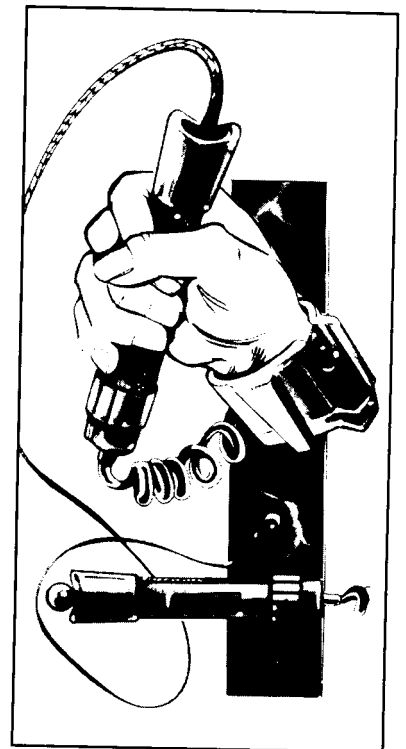
Despite the advanced technology of energy and ballistic weapons in the 31st century, major battles often hinge on the close-quarters combat of infantry troops. In such circumstances, melee weapons can become extremely important. Scouts and covert agents who prefer quick and quiet simplicity also favor such weapons.

Neural Lash

Tech Level: 3
Availability: C
Legality: C
Cost: 750 C-bills
Weight: 100 grams
Power Use: 1
Damage: 1D6 - 1 and special

Based on the same principle as the neural whip, the neural lash is a whip-like device that can deliver a jarring electrical jolt. The concealable device hangs from a wrist strap that contains the unit's power cells and features a control box that sits comfortably in the palm of the hand. The lash handle is connected to a short length of cord tipped with a weighted metallic ball.

When the user snaps his hand forward, the swinging weight draws more line from a spring-loaded reel in the control box. By timing the swing properly, the neural lash can be used as a whip, delivering a stinging jolt to a target. At the end of the swing the line is reeled back into the control box. A successful hit against an unarmored area forces the victim to make a Build Saving Roll or be knocked unconscious.



EQUIPMENT

Vibroaxe

Tech Level: 3
Availability: C
Legality: B
Cost: 150 C-bills
Weight: 500 grams
Power Use: 3/10 minutes
Damage: 3D6 + 3

The vibroaxe is a heavier version of the vibroblade. Ostensibly created for utility work, the vibroaxe's heavy axe head and high vibration frequency make it an extremely dangerous edged weapon.

Vibrokatana

Tech Level: 3
Availability: C
Legality: B
Cost: 350 C-bills
Weight: 520 grams
Power Use: 3/10 minutes
Damage: 2D6 + 5

Originally created for the Draconis Combine's DEST forces, the vibrokatana has gained considerable popularity among other fighting units. The vibrokatana is a subtler and sleeker version of the vibroblade. DEST forces are said to be able to use the vibrokatana against Elemental and battle-armored troops with stunning effectiveness.

SMALL ARMS

As a result of the high cost of interplanetary transportation, a vast number of small-arms manufacturers exist in the Inner Sphere and Clan space. These manufacturers produce a tremendous variety of rifles, SMGs, pistols, and other small arms. In the early years of the Star League, for example, more than 200 different types of laser rifles—each with its own capabilities and designed with different tactical needs in mind—could be found. Some military leaders were willing to sacrifice range for high damage potential, while others wanted range and were willing to sacrifice firepower. This same tendency has continued into the present era, resulting in a wide range of weapons for MechWarriors to choose from.

"Shredder" Heavy Needler

Tech Level: 3
Availability: B
Legality: C
Cost: 150 C-bills
Weight: 1 kilogram
Range: 1–3/4–5/6
Shots: 5
Reload: 3 C-bills
Damage: 4D6 + 4

Despite the vicious wounds caused by needlers to unarmored targets, the weapon's ineffectiveness against armored targets long restricted its use. OmniTech developed the Shredder to solve the problem. This heavy needler resembles a small, wide-barreled rifle. It uses numerous high-speed cutters to shred its heavy-flechette ammunition loads and propels them at higher speeds than standard needlers, producing a weapon that is effective against armored and unarmored targets.

Mandrake Hold-Out Gauss Pistol

Tech Level: 3
Availability: C
Legality: C
Cost: 750 C-bills
Weight: 100 grams
Range: 1/2–3/4–8
Shots: One-shot weapon
Damage: 4D6 + 2

Developed for House Liao's Maskirovka, the Mandrake Gauss Pistol is a single-shot pistol that uses Gauss technology to devastating effect. The pistol uses a magnetic charge to fire its round. Once fired, the weapon cannot be recharged or rearm and usually is discarded.

Covert agents especially prize the Mandrake for its carbon-ceramic casing, which prevents standard metal detectors from detecting the weapon. Because the Mandrake uses a stored charge to fire, it contains no chemical propellants that can be detected by chemical or spectrographic analysis. As a result, Maskirovka operatives can carry their Mandrakes through any spaceport in the Inner Sphere without detection.

Apparently, both the MIO and Loki are attempting to duplicate the Mandrake, but neither has been able to produce a working facsimile. According to rumors, the NAIS is offering a reward for anyone turning over a captured Liao Mandrake.

Blazer Pistol

Tech Level: 3
Availability: C
Legality: D
Cost: 3,000 C-bills
Weight: 2 kilograms
Range: 1–4/5–9/10–14
Power Use: 8
Damage: 3D6 x 2

The popular Blazer rifle delivers devastating firepower over a small area, but its bulkiness made it ill-suited for many applications. The Blazer pistol solves this problem. The Blazer pistol is a cut-down version of the original Blazer and resembles a sawed-off shotgun with two top-loading power pack receptacles.

Like its predecessor, the Blazer pistol delivers two hits to the same hit location every time it is fired. Energy conservation is still a problem, but two power packs supply enough ammunition for five shots, which is usually enough to get the job done.

EQUIPMENT

The Blazer Pistol is favored by commandos, assassins, and other individuals who want to kill rather than subdue their opponents. Because of its concealability and power, many Inner Sphere worlds have outlawed the Blazer pistol. Despite the widespread ban on the weapon, Blazer pistols are available on almost any black market.

Minolta 9000 Advanced Sniper System

Tech Level: 3
Availability: C
Legality: C
Cost: 1,000 C-bills
Weight: 6 kilograms
Range: 1-15/16-20/21-30
Shots: 10
Reload: 5 C-bills
Damage: 4D6

Specifically designed for the Death Commandos, the Minolta 9000 is one of the most sophisticated and accurate sniper weapons available. Constructed from ultralight endosteel, the Minolta 9000 can be carried easily and will not hamper the user's maneuverability.

The Minolta fires a modified 7.62mm shell and features a myomer-enhanced recoil suppresser. The weapon's sighting system provides the user with both telescopic vision and an infrared viewing system for reduced-visibility environments. These features enable the user to avoid the penalties normally incurred by firing in darkness or through smoke.

Intek "White Dwarf" Hold-Out Laser Pistol

Tech Level: 3
Availability: C
Legality: D
Cost: 250 C-bills
Weight: 250 grams
Range: 1-2/3-5/6-9
Power Use: One-Shot Weapon
Damage: 3D6

Small and inexpensive, hold-out weapons are traditionally used as weapons of last resort. The concealability of these weapons also makes them attractive to individuals who require a subtle weapon for covert or illegal activities. The designers at Intek have capitalized on this market segment by producing a laser weapon with several special features.

First, the White Dwarf's beam is tuned to a portion of the spectrum invisible to the naked eye. Second, the Dwarf is small enough to fit in the palm of the hand. A single stud on its curved surface extends the retractable barrel, locking it into place and priming the weapon for use. Pressing the stud a second time fires the weapon, which produces an impressive blast for something so small.

Unfortunately, several concessions had to be made to achieve this degree of miniaturization. First and foremost, the White Dwarf is a one-shot weapon. The specialized integral power pack holds a much more powerful charge than other units of its size, but is not rechargeable. The weapon also lacks an internal cooling system, so a single shot turns this marvel of modern science into a useless ball of fused scrap in less than a second.

The White Dwarf is very expensive for a disposable weapon, but for those who need concealable firepower, Intek's tiny marvel is a bargain at the price. It has become a favorite among Inner Sphere intelligence communities.

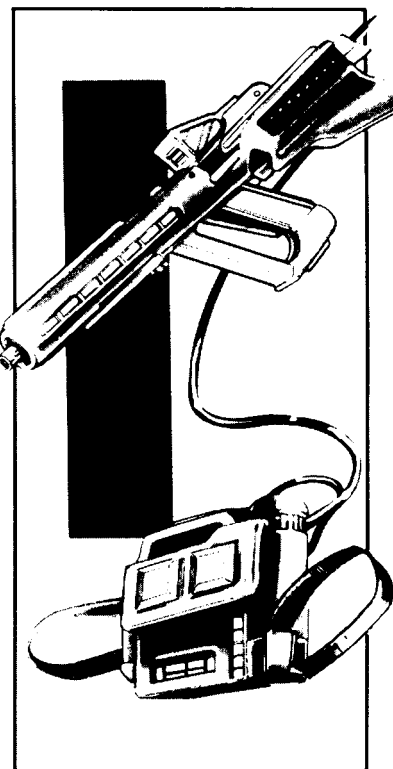
Starfire ER Laser Rifle

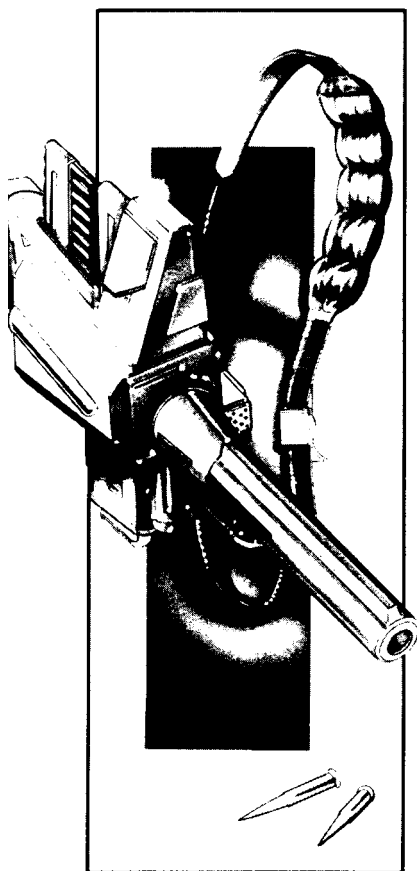
Tech Level: 3
Availability: C
Legality: C
Cost: 2,500 C-bills
Weight: 5 kilograms
Range: 1-18/19-63/64-120
Power Use: 6
Damage: 3D6 + 3
Recharge Rate: 1

Until the Starfire was developed, the Intek laser rifle was the longest-range man-portable laser weapon in existence. The Intek's beam dissipated quickly, however, resulting in relatively low damage. Utilizing the same technology developed for extended-range BattleMech lasers, the Nakama and Sunbeam corporations cooperated to produce a class of weapons capable of delivering more damage over longer ranges than ever before. The Starfire is the first of this new class of weapon, and orders for it have been placed by House Liao, House Kurita, and the Federated Commonwealth.

The Starfire also incorporates several features that make it an ideal sniper weapon. First, the rifle can be broken down into its component parts quickly and cleanly so that it can be stowed in a smaller space such as the armored field case or special briefcase that Nakama sells as accessories. Also, the Starfire's beam is tuned to a portion of the spectrum invisible to the naked eye, which renders the weapon's fire undetectable to all but infrared sensors.

Like extended-range 'Mech weapons, the Starfire consumes large amounts of energy and produces enormous amounts of heat. As a result, the Starfire runs off a military power pack and is equipped with receptacles for four standard power packs. Because of the Starfire's massive heat build-up, the weapon may only be fired every other turn or the plasma chamber will melt down and the optics will crack.





Federated Arms "Thunderstroke" Gauss Rifle

Tech Level: 3
Availability: D
Legality: C
Cost: 2,500 C-bills
Weight: 7 kilograms
Range: 1-6/7-18/19-54
Power Use: 6
Shots: 5
Reload: 3 C-bills
Damage: 4D6 + 9

The smallest of two Federated Commonwealth Gauss prototypes, the Thunderstroke is as large as a Federated Commonwealth Long Rifle, with an extended barrel housing that contains the magnetic "rails" that accelerate its projectile load. Ammunition is fed from a clip through a top-loading port.

The Thunderstroke is fired from the hip and features a shoulder strap that

the operator may use to balance the unwieldy device. Despite its size, the Thunderstroke can be used effectively by almost anyone because of its lightweight construction and simplicity of operation.

SUPPORT WEAPONS

Support weapons are intended for use against vehicles and infantry. Many support weapons require a crew to operate, and entries for support weapons describe the size of the crew. Alternatively, some weapons may be attached to a support harness to enable one person to carry and fire the weapon. In the entries for these weapons, a notation of "1 with harness" appears after the Crew requirement. Harness units cost 1,000 C-bills and enable users to maneuver such weapons as though they were heavy rifles. However, such weapons' encumbrance factors reduce wearers' movements by half and add a penalty of +3 to any Athletic Skill attempts. The harness requires a minimum Build of 4 to use.

Setting up or tearing down a support weapon takes 1 round per crew member. For example, setting up/tearing down a support weapon that requires a crew of four would take all 4 troopers 4 rounds. Any characters setting up/tearing down a support weapon cannot move or fire while they are setting up/tearing down the weapon. Whenever a crew wishes to move a support weapon, it must spend the same amount of time both breaking down the weapon and setting it up at the new location.

If a support weapon does not have the necessary number of crewmen, add 1 round to the set-up/tear down time for each missing crewman. For example, a 2-person crew would have to spend 3 rounds to set up or tear down a heavy mortar that normally requires 3 crew members. Support weapons break down into loads evenly distributed among the crew.

Most infantry support weapons are lighter, smaller, and more simplified versions of their vehicle-mounted counterparts. Sometimes, the only change is removal of the complex targeting controls, or the infantry version may be smaller. Vehicle-mounted support weapons do not require set-up or breakdown time. However, crew must still reload vehicle-mounted support weapons. Add 1 turn to the reload time for each missing crewman.

Many support weapons described below list an Area of Effect number. This number indicates the radius of **MechWarrior** hexes that are affected by the weapon. All personnel in the Area of Effect are attacked by the hit, not just one target. An Area of Effect of 1 means that the target hex plus its 6 adjacent hexes are affected by the weapon's discharge. An Area of Effect of 2 means that the target hex and all surrounding hexes within a range of 2 hexes are affected. An Area of Effect of 3 indicates the target hex and all surrounding hexes within a range of 3 hexes, and so on.

Hellbore Assault Laser

Tech Level: 4
Availability: C
Legality: C
Cost: 2,500 C-bills
Weight: 10 kilograms
Range: 1-9/10-21/22-30
Power Use: 10
Damage: 8D6 + 8
Crew: 1 with harness

Heavy man-portable laser weapons have been used for nearly seven centuries in some form or another. The Hellbore represents the pinnacle of this technology. The design incorporates Star League lostech, and most armament experts concur that the Hellbore matches the quality of comparable laser weapons used by the Star League Defense Forces. Despite the Hellbore's considerable destructive power, however, the design has two serious drawbacks.

The first drawback is the incredible power required to charge the weapon's capacitors. Because of this characteristic, the Hellbore is usually paired with a military power pack, though it will accept a standard power pack as well.

The second drawback is the high heat buildup generated in the Hellbore's barrels. The weapon is equipped with a heavy-duty cooling system, but even this is barely sufficient to prevent the heat from a single shot from fusing the Hellbore and shattering its optics. To remedy this problem, the Hellbore incorporates a twin-barrel configuration. The two barrels fire alternately, providing extra time for each barrel to cool down.

Federated Arms "Grand Mauler"

EQUIPMENT

Gauss Cannon

Tech Level: 3
 Availability: C
 Legality: D
 Cost: 5,000 C-bills
 Weight: 14 kilograms
 Range: 1-9/10-27/28-81
 Power Use: 6
 Shots: 5
 Reload: 5 C-bills
 Damage: 5D6 + 17
 Crew: 1 with harness

Even while still on the drawing board, the Grand Mauler was being hailed as the ultimate infantry assault weapon. So far this powerful weapon has matched all expectations.

A bulky, unwieldy design, the Grand Mauler features a complex upper-body harness that provides a stable mount for the barrel and contains a backpack unit with power cells and induction coils for power. The operator uses both hands to aim and fire the weapon, using an elegant system of pivots and counterweights.

Grand Mauler production has been limited so far, primarily due to the extensive training needed to operate the weapon. Getting into or out of Mauler harness alone takes a trained operator at least 4 rounds. At present, only the 7th Crucis Lancers RCT fields any significant quantity of Maulers. However, two members of the design team defected to the Capellan Confederation immediately after the first prototype was finished, and many observers believe the Capellan military will soon be fielding its own version of the design.

Tsaumi Heavy Gauss Rifle

Tech Level: 3
 Availability: C
 Legality: D
 Cost: 5,500 C-bills
 Weight: 12.5 kilograms
 Range: 1-9/10-30/31-85
 Power Use: 8
 Shots: 5
 Reload: 5 C-bills
 Damage: 6D6 + 14
 Crew: 1 with harness

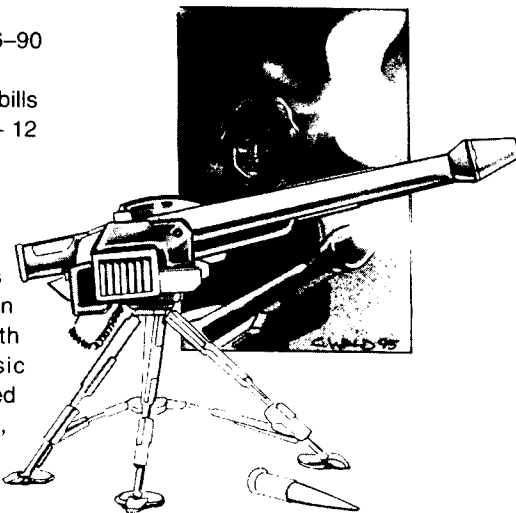
Developed by House Kurita under tight security, the Tsaumi Heavy Gauss Rifle was first used in combat by Kurita infantry troops during a raid against Clan Nova Cat forces on Tarnby. The Tsaumi proved a stunning surprise to the Nova Cats' Elemental forces, as it provided the Kurita troops with enough semi-mobile firepower to kill an Elemental warrior quickly and effectively. The Tsaumi is similar to the Federated Commonwealth's Grand Mauler, but it has a slightly longer range. The Tsaumi is slightly less bulky as well, though it requires more power than the Mauler.

According to intelligence observers, the Nova Cats and other Clans have created a Gauss rifle development program aimed at creating a similar weapon for their Elemental units.

Medium Recoilless Rifle

Tech Level: 2
 Availability: A
 Legality: C
 Cost: 2,000 C-bills
 Weight: 32 kilograms
 Range: 1-15/16-45/46-90
 Shots: 5
 Reload: 100 C-bills
 Damage: 5D6 + 12
 Crew: 2
 Reload Time: 1

The medium recoilless rifle has been in production since the mid-20th century. The basic design has changed little since then, except for considerable advances in the weapon's size and accuracy. The most common version of the medium recoilless rifle currently in use is Stein Armaments' Model BS-20. The Lyran arms manufacturer has produced the BS-20 since 2749, when the Star League Defense Forces placed its first order for the weapon.



Heavy Recoilless Rifle

Tech Level: 2
 Availability: A
 Legality: D
 Cost: 4,000 C-bills
 Weight: 60 kilograms
 Range: 1-25/26-55/56-100
 Shots: 5
 Reload: 180 C-bills
 Damage: 9D6 + 9
 Crew: 3
 Reload Time: 2

The heavy recoilless rifle's considerable firepower makes it a devastating weapon against infantry troops; it can also punch significant holes in vehicles and BattleMechs. Because the weapon's size and bulkiness make mobile placement difficult, these rifles are usually installed in buildings and pillboxes.

EQUIPMENT



Heavy Flamer

Tech Level: 2
Availability: B
Legality: D
Cost: 200 C-bills
Weight: 50 kilograms
Range: 1-8/9-14/15-18
Shots: 3
Reload: 200 C-bills
Damage: 4D6
Crew: 2
Area of Effect: 3

The heavy flamer is more akin to large BattleMech flamers than to smaller personal flamers. The heavy flamer covers a significantly larger number of target hexes than the personal flamer and does slightly more damage to targets as well. Any target moving through the flamer's area of effect takes 1D6 damage for each of the next 3 rounds.

Although the heavy flamer can be a highly effective weapon, it uses a highly combustible fuel that makes it hazardous to its crews. If the crew is hit by any type of ranged attack, the gamemaster rolls 2D6. On a result of 11 or greater, the heavy flamer's fuel source explodes and causes 8D6 damage to all units within a 4-hex radius.

Light Mortar

Tech Level: 2
Availability: A
Legality: C
Cost: 1,400 C-bills
Weight: 50 kilograms
Range: 1-10/11-20/21-45
Shots: 1
Reload: 25 C-bills
Damage: 2D6 + 6
Crew: 2
Area of Effect: 3

Mortars have been used for centuries, and the design of modern models has changed little from those used during Terra's Second World War. Thirty-first century light mortars feature targeting systems that provide much greater accuracy than those ancient designs, but the mortar's 80mm shells are still manually fed by the combat team, which provides a firing rate of once per turn.

Light mortars may also fire smoke rounds, which fill a 5-hex radius around their landing hex with smoke in a similar fashion to smoke grenades.

Heavy Mortar

Tech Level: 2
Availability: A
Legality: C
Cost: 5,000 C-bills
Weight: 220 kilograms
Range: 5-15/16-35/36-85
Shots: 1
Reload: 50 C-bills
Damage: 4D6 + 5
Crew: 3
Reload Time: 1
Area of Effect: 5

The heavy mortar is a large ground-mounted artillery piece with exceptional range. Typically, one crew member coordinates and targets the weapon, one manages the weapon's discharge, and the remaining crew member loads the mortar. Heavy mortars typically accept 100mm to 150mm shells, and crews normally carry a supply of 100 rounds. Because the heavy mortar has only limited effectiveness against "hard" targets, it is generally reserved for use against "soft" targets such as infantry.

Heavy mortars may fire smoke rounds, which fill an 8-hex radius around their landing hex with smoke in a similar fashion to smoke grenades.

Semi-Portable Machine Gun

Tech Level: 2
Availability: A
Legality: C
Cost: 1,100 C-bills
Weight: 20 kilograms
Range: 1-10/11-20/21-42
Shots: 25
Reload: 10 C-bills
Damage: 4D6 + 5
Crew: 2 (1 with harness)

Typically, the semi-portable machine gun is used as a close-range support weapon for infantry units. Most models use belt-fed ammunition. However, some designs, such as the Capellan Vipersting 211, use 200-round ammunition canisters. Because the semi-portable machine gun requires a crew of two, infantry squads rarely use it as a main weapon.

Support Heavy Machine Gun

Tech Level: 2
Availability: A
Legality: D
Cost: 1,750 C-bills
Weight: 40 kilograms
Range: 1-10/11-25/26-55
Shots: 20
Reload: 50 C-bills
Damage: 6D6 + 3
Crew: 2

EQUIPMENT

The support machine gun is similar in design to BattleMech machine guns. Generally, the support gun is a smaller caliber weapon than its 'Mech equivalent but possesses a higher rate of fire. Like 'Mech guns, support machine guns fire heavy low-point, carbon-tipped shells capable of shredding even heavy 'Mech armor when concentrated on a target.

Man-Pack Particle Cannon

Tech Level: 3
Availability: C
Legality: D
Cost: 7,000 C-bills
Weight: 40 kilograms
Range: 1-15/16-35/36-55
Power Use: 6/shot
Damage: 5D6 + 9
Crew: 2 (1 with harness)

The man-pack particle cannon (M-PPC) is a man-sized version of the 'Mech PPC. Because of the M-PPC's size and power, M-PPC fire does not exhibit particle dispersion at close ranges, as do 'Mech PPCs. Thus, the M-PPC has no minimum range restriction.

Although the M-PPC is relatively small, it is too heavy for one person to carry and fire "on the fly" in combat. Generally, 2-person crews man M-PPCs and fire the weapons from bipods. Special gyroscopic harnesses that enable one person to carry and fire the weapon are also available.

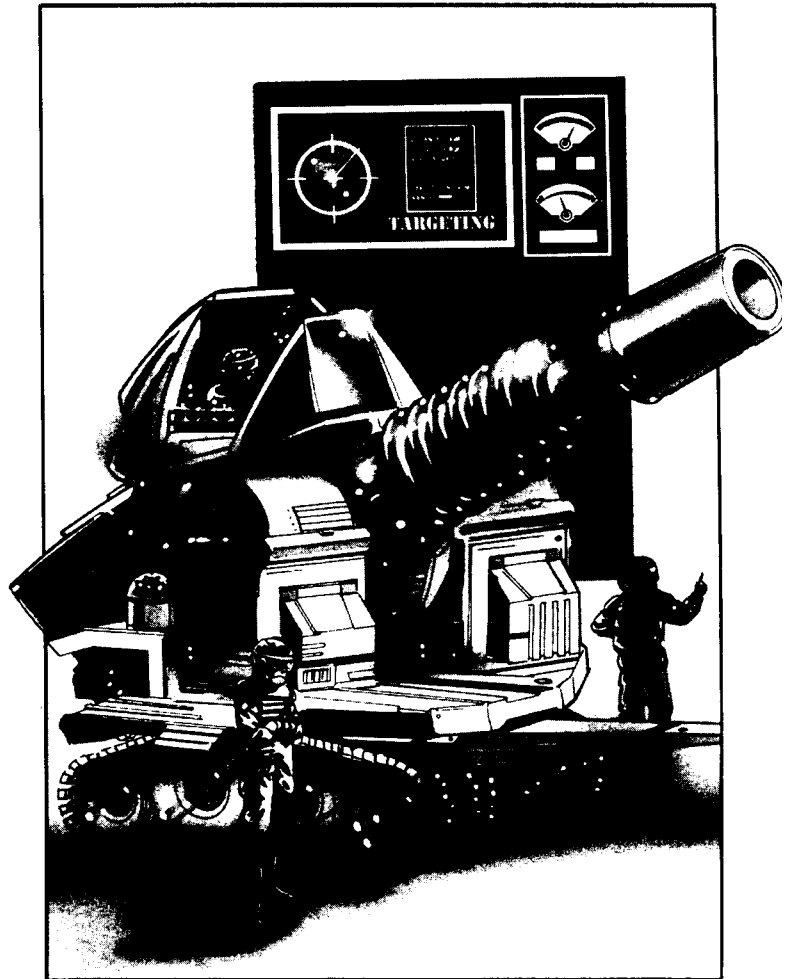
The M-PPC can be fired in either single-shot or burst mode. The M-PPC's cost and size have made it impractical for standard military operations, relegating its use to elite commando units.

Support Particle Cannon

Tech Level: 3
Availability: B
Legality: D
Cost: 45,000 C-bills
Weight: 180 kilograms
Range: 1-30/31-70/71-100
Power Use: 10/shot
Damage: 10D6 + 8
Crew: 5
Recharge Time: 2
Area of Effect: 1

The support PPC (S-PPC) is the heaviest support weapon commonly available to infantry units. Like the M-PPC, the S-PPC was developed from the vehicle version of the PPC, and its power makes it an effective weapon for anti-'Mech defensive operations.

The S-PPC's size prevents it from being carried by foot troops, but the weapon can be towed by a vehicle. Because of their effectiveness, S-PPCs are favored targets on the battlefields, and so most commanders protect these expensive



weapons by placing them in trenches, pillboxes, or other fortified gun emplacements.

The S-PPC may fire an automatic burst like that of an SMG. Any targets in the weapon's Area of Effect take the full damage of the weapon. Battlefield vehicles only take this damage once.

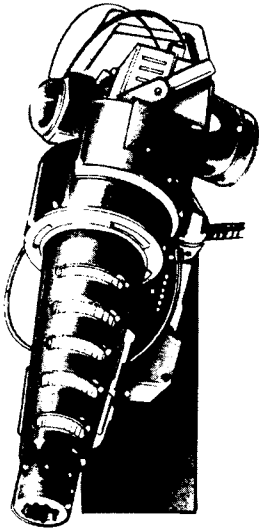
The S-PPC's large power pack must be carried in the towing vehicle or by an additional crewman. The 25-kilogram pack has 1,500 points of energy and costs 750 C-bills.

Semi-Portable Support Laser

Tech Level: 3
Availability: A
Legality: D
Cost: 5,000 C-bills
Weight: 40 kilograms
Range: 1-20/21-60/61-120
Power Use: 7
Damage: 7D6 + 12
Crew: 2
Recharge Time: 1

EQUIPMENT

The semi-portable support laser (SP-SL) is a powerful infantry laser designed for operation by a crew of two. Typically, one crew member fires the weapon, while the second assists in aiming and maintaining power hookups. The SP-SL is powered by a 100-point power supply that must be kept within 5 meters (1 hex) of the weapon during operations. The laser features a simple self-contained water-cooling system that requires only limited monitoring.



Heavy Support Laser

Tech Level: 3
Availability: A
Legality: D
Cost: 10,000 C-bills
Weight: 70 kilograms
Range:
1-30/31-80/81-140
Power Use: 10
Damage: 10D6 + 12
Crew: 3

This large version of the support laser is very similar to a small 'Mech mounted system. The heavy support laser (HSL) features a large attached cooling unit, an integral targeting and tracking system, and a 250-point power

supply attached to its base for additional support. The heavy support laser is cumbersome to break down and move, and so most are used in static defenses.

Dragonsbane Disposable Pulse Laser

Tech Level: 3
Availability: C
Legality: D
Cost: 5,000 C-bills
Weight: 7 kilograms
Range: 1-15/16-40/41-70
Power Use: One-Shot Weapon
Damage: 7D6 + 10

The Dragonsbane disposable pulse laser is a shoulder-mounted laser with a self-contained targeting system and power supply. Although the Dragonsbane is a one-shot weapon, the lightweight laser discharges a powerful barrage of high-intensity pulses before burning out its firing core and optics. Despite the limited range of the Dragonsbane, the laser's light weight and impressive firepower, which make it effective even against BattleMechs, has already made it a popular weapon among DCMS troops.

Designed by Hein Enterprises in the Draconis Combine, the Dragonsbane is unique in the Inner Sphere. However, its effectiveness on the battlefield has prompted most of the other Successor States to begin designing similar weapons.

PERSONAL GEAR AND EXPENSES

Standard living gear and equipment can be just as important in rounding out a character as the type of tank or 'Mech he or she pilots and the weapons he or she carries. Player characters may spend considerable time off the battlefield during **MechWarrior** games, and they will likely need a variety of personal gear beyond battlefield equipment.

This section provides an assortment of standard living gear and equipment. Each entry includes a brief description, cost, Availability, and tech level when applicable. Gamemasters can use these entries as is or consider them guidelines for players looking to restock or refit their characters' supplies.

MILITARY FIELD RATIONS (MFR)

Tech Level: 2
Cost: 2 C-bills
Availability: A

The standard military field rations (MFR) kit includes a serving of dehydrated meat, prepackaged crackers, soup, a coffee bag, and a candy bar.

RESTAURANT MEAL

Cost: Fast Food, 2.5 C-bills; Moderate, 4 C-bills; Gourmet, 10 C-bills or more
Availability: A

The restaurant meal cost is for a standard dinner in restaurants throughout the Inner Sphere. Costs include drinks, but not tip.

HOUSING

Cost: 3-Bedroom House, 90,000 C-bills; 2-Bedroom Apartment, 200 C-bills per month; Hotel Room, 35 C-bills per night; Flophouse Room, 7 C-bills per night; Mercenary Bivouac, 60 C-bills per week
Availability: A

Housing costs are an important part of the cost of living for a MechWarrior. These prices reflect average living/housing costs throughout the Inner Sphere.

TRI-VID SET

Tech Level: 3
Cost: 220 C-bills
Availability: A

Three-dimensional holographic viewing sets are the 31st-century equivalent of television. A tri-vid set consists of a circular platform and control surface which projects a three-dimensional holographic image above the platform. The bases of standard sets are a full meter in diameter. Portable sets have bases as small as 30 centimeters in diameter.

EQUIPMENT

ELECTRONIC COMPASS

Tech Level: 3
Cost: 30 C-bills
Availability: A

The modern electronic compass is a pocket-sized device that indicates magnetic poles and accepts easily loadable map chips for virtually any inhabited world. The compass features a small display screen which shows its physical location on the world and enables travelers to retrace their movements, provided that the planet has global positioning satellites (GPS) in orbit. Assume that most major inhabited worlds have such a satellite system.

VERIGRAPHS

Tech Level: 3
Cost: 360 C-bills
Availability: B

Verigraphs are holographic image-identification verification systems. The small, virtually flat chip in the verigraph reads the DNA of a person holding it and checks it against DNA signatures previously inputted into the verigraph. Verigraphs can be used to "lock" messages or data transmissions so that only authorized individuals can read them.

Rumor has it that the NAIS has developed techniques for creating counterfeit verigraphs, but these rumors are unconfirmed. Verigraphs are required to transmit personal messages via ComStar or the Word of Blake and are considered a standard legal form of identification throughout the Inner Sphere.

UNIFORMS

Tech Level: 1
Cost: Jumpsuit, 24 C-bills; Camouflage Fatigues, 30 C-bills; Dress Uniform, 45 C-bills
Availability: A

These figures show the relative cost of uniforms used by various militaries, from technician jumpsuits to full-dress uniforms.

CLOTHING/FOOTWEAR

Tech Level: 1
Cost: Pants, 17 C-bills; Shirts, 10 C-bills; Skirts/Kilts, 22 C-bills; Hats, 12 C-bills; Socks, 1 C-bill; Undergarments, 2 C-bills per article; Raincoat/Poncho, 20 C-bills; Athletic Shoes, 26 C-bills; Work Shoes, 35 C-bills; Normal Boots, 46 C-bills; Knee-High Boots, 50 C-bills; Waterproof Wading Boots, 38 C-bills
Availability: A

MechWarriors are not always in uniform. Leave is common even in units placed along the dangerous Clan border, and sometimes an individual may wish to conceal his or her military affiliation. In these instances, characters may wish to don civilian clothing. Synthetic-leather (synthleather) versions of most garments can be purchased for an additional 40 percent of the cost shown.

PARACHUTE

Tech Level: 1
Cost: 78 C-bills
Availability: A

Standard parachutes, controllable parasails, and hang gliders are all grouped together as parachutes. Easily assembled hang glider kits usually consist of high-strength carbon-alloy rods and lightweight nylon-weave cloth.

UNDERWATER OPERATIONS GEAR

Tech Level: 2
Cost: 125 C-bills
Availability: A

The standard underwater operations gear package consists of a face mask, respirator, compressed-air tank, fins, and a synthetic diving suit.

CLIMBING GEAR

Tech Level: 1
Cost: 75 C-bills
Availability: A

The climbing gear package contains a nylon climbing rope, crampons, pitons, climbing pick, relay assembly and rappelling harness.

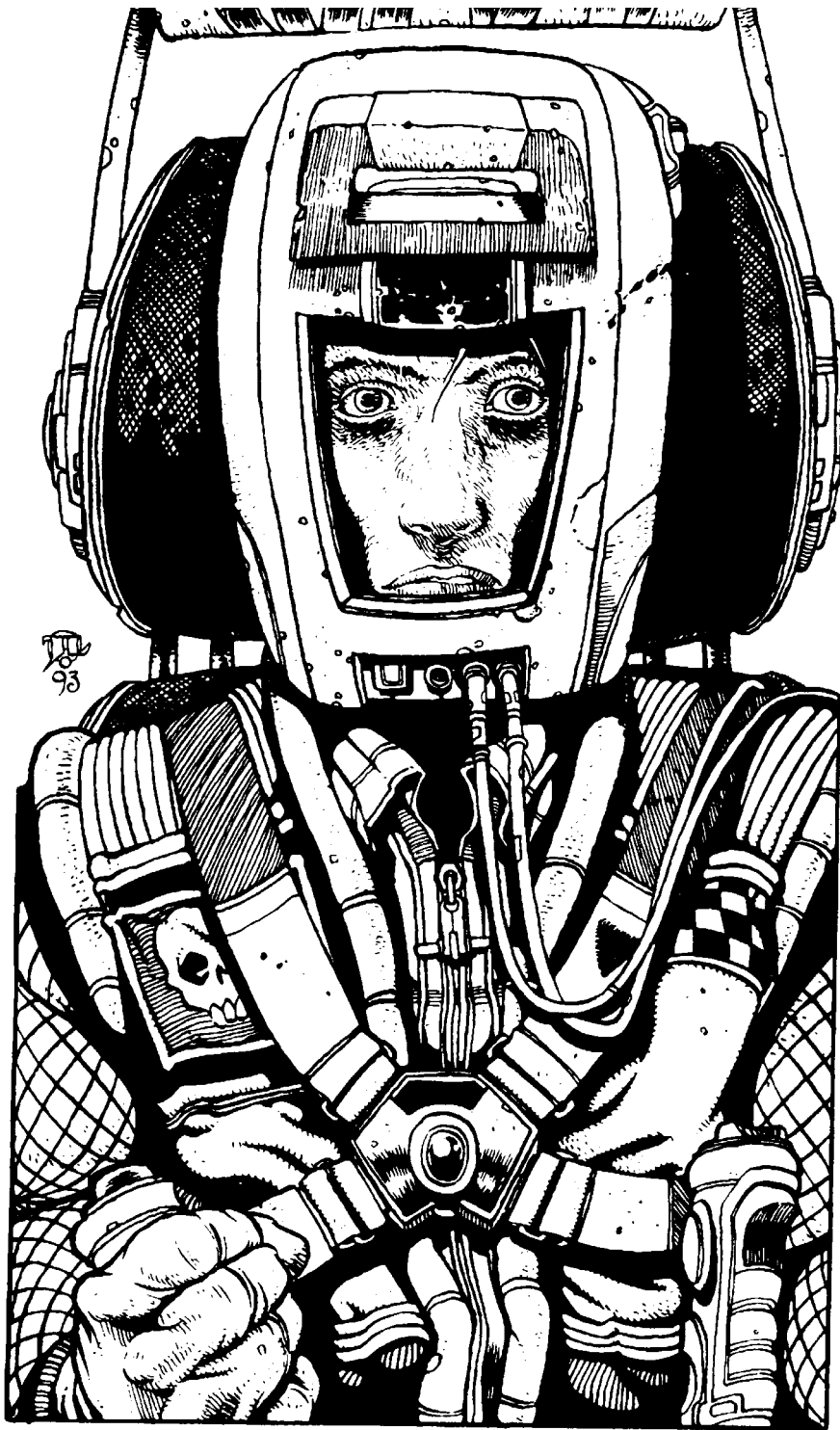
TRANSPORTATION

Tech Level: 2
Cost: DropShip, 800–4,500 C-bills for full transit (surface to JumpShip to surface, meals included); JumpShip, 2,200–4,000 C-bills per jump
Availability: B

These transportation costs are for a single passenger and three carryon articles of luggage. Lower rates usually indicate older ships, poor quality bunking and food, and the like. Higher rates reflect newer ships and better overall conditions.

Transportation into and out of dangerous areas, such as planets under attack, can be double those listed. Currently, transport into any Clan occupation zone costs nearly four times the standard rate. Ship captains also charge higher rates for fugitives and individuals smuggling contraband.





MECHWARRIOR COMPANION TABLES

MECHWARRIOR COMPANION

TABLES

PERSONAL EQUIPMENT TABLE

Equipment	Tech Level	Availability	Legality	Cost (in C-bills)	Power Capacity
Power Packs					
Standard Power Pack	2	A	A	5	20
Quick-Charge Power Pack	3	B	A	10	10
High-Capacity Power Pack	3	B	A	15	30
Satchel Battery	2	A	A	20	100
Quick-Charge Satchel Battery	3	B	A	40	50
High-Capacity Satchel Battery	3	B	A	60	150
Military Power Pack	2	A	B	40	200
Quick-Charge Military Power Pack	3	B	B	80	100
High-Capacity Military Power Pack	3	B	B	120	300
Fossil Fuel Recharger	2	A	A	50	5
Kinetic Recharger	2	A	A	10	15
Solar Recharger	2	B	B	200	45
Medical Equipment					
Type I: Simple Limb	1	A	A	75	
Type II: Useful Limb	2	A	A	750 (Arm/Hand) 250 (Leg)	
Type III: Prosthesis	2	B	A	7,500 (Arm/Hand) 10,000 (Leg)	
Type IV: Advanced Prosthesis	3	C	A	25,000 (Arm/Hand) 17,500 (Leg)	
Type V: Myomer Replacement	4	D	A	200,000 (Arm) 125,000 (Leg) 50,000 (Foot)	
Myomer Implantation Device	4	D	B	175,000 50,000 (Hand) 100,000 (Arm) 75,000 (Leg) 25,000 (Foot)	
Bionic Ear Replacement	3	B	A	100,000 per ear	
Bionic Eye Replacement	3	D	A	220,000 per eye	
Medipatch	3	A	A	10	
Sedative Patch	3	A	B	30	
Medkit	1	A	A	10	
Laser Scalpel	2	A	B	50	
Preserving Sleeve	3	A	A	25	
Medipack	4	C	B	400	
Life Support					
Filter Mask	1	A	A	2	
Light Environment Suit	2	A	B	200	
Respirator	1	A	B	50	
Environmental Bubble	3	B	B	200/occupant	
Hostile Environment Suit	3	B	B	10,000	
Personal Environ Bag	3	C	B	300	

TABLES

Miscellaneous Equipment

	Tech Level	Availability	Legality	Cost (in C-bills)	Power Use
Noteputer	2	B	A	500	1/hr
Jump Pack	3	B	B	3,100	200 (refuel cost)
Basic Field Kit	2	A	A	10	NA
Deluxe Field Kit	3	A	A	100	NA
Emergency Jetpack	3	D	C	5,000	NA
Grapple Rod	3	D	C	500	NA
Aerospace Repair Kit	2	A	A	2,500	NA
BattleMech Repair Kit	3	A	A	3,000	NA
Electronics Repair Kit	2	A	A	2,000	NA
Mechanic Repair Kit	2	A	A	1,000	NA
Weapons Repair Kit	2	A	A	1,500	NA
Basic Tool Kit	1	A	A	250	NA
Deluxe Tool Kit	3	A	A	500	NA
Scanalyzer	4	C	B	5,000	1
Personal Comm.	2	A	A	50	NA
Long-Range Personal Comm.	3	A	A	200	1/hr
Basic Field Communications Kit	2	A	A	400	1/20 min
Microcommunicator	3	B	B	200	NA

ARMOR TABLE

Armor Type	Tech Level	Availability	Legality	Patch Cost (in C-bills)	Energy	Ballistic	Melee
Flak	2	A	A	10	2 pts	1/2	1/4
Ablative	3	B	B	20	All	None	None
Ablative/Flak	3	B	B	15	1/2	1/2	1/4
Ballistic Plate	2	A	B	NA	1/4	2/3	1/2
DEST							
Infiltration Suit*	3	D	B	200	1/2	1/2	1/4
MechWarrior Combat Suit	4	C	B	100	4 pts (8/torso)	1/4 (1/2 on torso)	1/4
Marine Combat Environment Suit	3	B	B	50	All	1/2	1/2
Neurohelmet	2	A	A	NA	1/4	1/4	1/2
Combat Neurohelmet	3	A	A	NA	1/4	1/2	1/4
Clan Neurohelmet	3	C	A	NA	1/2	1/2	1/4

	Cost (in C-bills)	Coverage	Damage Capacity	Movement	Physical	Athletic
Flak						
Vest	50	Torso	25	Full	0	0
Jacket	100	Torso, Arms	30	Full	+1	+1
Pants	75	Legs	25	Full	0	+1
Body Suit	150	Torso, Arms, Legs	40	Full	+1	+2
Helmet	25	Head	10	Full	0	0
Ablative						
Vest	400	Torso	30	Full	0	0

TABLES

	Cost (in C-bills)	Coverage	Damage Capacity	Movement	Physical	Athletic
Jacket	750	Torso, Arms	40	Full	+1	+1
Pants	500	Legs	30	1/2	0	+2
Body Suit	1,000	Torso, Arms, Legs	50	1/2	+1	+3
Helmet	200	Head	20	Full	0	0
Ablative/Flak						
Vest	300	Torso	20	Full	0	0
Jacket	600	Torso, Arms	25	Full	+1	+1
Pants	400	Legs	20	1/2	0	+1
Body Suit	800	Torso, Arms, Legs	35	1/2	+1	+2
Helmet	150	Head	10	Full	0	0
Plate						
Vest	600	Torso	30	2/3	0	+2
Combat Armor	1,600	Full	60	1/3	+2	+4
Helmet	250	Head	15	Full	0	0
DEST						
Infiltration Suit	50,000	Full	40	Full	0	+1
MechWarrior						
Combat Suit	20,000	Torso, Arms, Legs	16	3/4	0	+1
Marine Combat						
Environment Suit	15,000	Full	50	1/2	+1	+2
Neurohelmet	900	Head	20	Full	0	+2
Combat						
Neurohelmet	1,400	Head	15	Full	0	+1
Clan Neurohelmet	5,000	Head	10	Full	0	0

*DEST Infiltration Suit faceplate has Power Use of 3 pts per hour.

Armor Type	Tech Level	Availability	Legality	Energy	Ballistic	Melee	Coverage
Clan Elemental	4	D	D	2/3	2/3	Special	Full
Standard							
Inner Sphere	4	C	C	2/3	2/3	Special	Full
Infiltrator	3	D	C	1/2	1/2	Special	Full
Sloth	3	D	D	1/2	1/2	Special	Full

	Cost (in C-bills)	Damage Capacity	Movement	Physical	Athletic	BLD
Clan Elemental	500,000	125	Full, w/jump	+2	+3	+3
Standard						
Inner Sphere	400,000	110	Full, w/jump	+2	+4	+2
Infiltrator	300,000	60	Full, no jump	+1	+4	+2
Sloth	300,000	60	Full, no jump	+5	+5	+4

Battle Armor Weapons (Primary)

Weapon	MechWarrior Equivalent	Ammunition
Flamer	Heavy Flamer	10
Machine Gun	Support Heavy Machine Gun	40
Small Laser	Support Heavy Laser	Pwr Use: 10
SRM 2*	Heavy SRM Launcher	4

*Only Inner Sphere battle armor carries the SRM launcher as a primary weapon. It functions exactly as the SRM-2 pack carried by Clan Elementals, except that the Inner Sphere pack cannot be jettisoned when empty.

TABLES

Battle Armor Weapons (Secondary)

Weapon	Ammunition
Flamer	20
Gyrojet Rifle	20
Laser Rifle	Pwr Use: 5
Needler Rifle	40
Pump Shotgun	30
SMG	100

ESPIONAGE/SURVEILLANCE GEAR

Item	Tech Level	Availability	Legality	Cost (in C-bills)	Power Use
Basic Security					
Bypass Kit	1	A	B	100	NA
Advanced Security					
Bypass Kit	3	C	D	900	1 pt per minute
Camo Suit (ECM)	3	B	D	7,000	Special
Camo Suit					
(IR Suppression)	3	B	D	7,000	Special
Camo Suit (Sneak)	3	B	D	7,000	Special
Camo Suit (IR & ECM)	3	C	D	21,000	Special
Camo Suit					
(Sneak & ECM)	3	C	D	21,000	Special
Camo Suit (Sneak & IR)	3	C	D	21,000	Special
Camo Suit					
(Sneak, ECM & IR)	3	D	D	28,000	Special
Disguise Kit	3	B	C	1,000	NA
Forgery Kit	3	C	D	1,000	NA
Gripper Gloves	4	D	C	1,000	NA
IR Scanner	3	A	C	100	1/30 min
Lock-Pick Kit (Basic)	2	A	C	1,000	NA
Lock-Pick Kit					
(Advanced)	3	B	C	3,000	NA
Lock-Pick Kit					
(Mechanical)	1	A	C	500	NA
Lock-Pick Kit					
(Vibro Blade)	4	C	C	2,000	1/20 sec
Neural Interrogation					
Computer	3	D	D	45,000	NA
Rangefinder Binoculars	3	A	B	250	1/hr
Starlight Goggles	2	A	B	300	1/hr
Portable Radar					
Sensor	2	A	B	5,000 (monitor) 2,000 (sensor)	NA
Portable Motion					
Sensor	2	A	B	500 (monitor) 100 (sensor)	NA
Portable Heat					
Sensor	3	A	B	1,000 (monitor) 200 (sensor)	NA
Portable Trip-Line					
Sensor	1-3	A, B, C	B	NA-5,000 (monitor) 1-100 (sensor)	NA
Seismic Sensor	3	B	B	5,000 (monitor) 1,000 (sensor)	NA

TABLES

EXPLOSIVES

	Tech Level	Availability	Legality	Cost (in C-bills)	Damage
Emergency Flare	2	A	B	7	3D6 + 2
Grenade (Mini)	1	A	C	10	
Grenade (Micro)	1	A	C	1	
Grenade (Maxi)	1	A	C	20	
Demolition Kit	2	A	C	200	NA
C8 Blasting Block	3	A	C	1,000	8D6/6D6
Pentaglycerine	3	B	C	1,500	10D6/3D6
Satchel Charge	3	B	C	4,500	12D6/8D6
Anti-personnel Mine	2	B	C	380	6D6 to target's legs

PERSONAL WEAPONS

Melee Weapons

	Tech Level	Availability	Legality	Cost (in C-bills)	Power Use	Damage
Bayonet	1	A	A	5	—	1D6 + 3
Cudgel/Blackjack	1	A	A	1	—	1D6 + 1
Club	1	A	A	1	—	1D6 + 2
Dagger/Knife	1	A	A	2	—	1D6 – 1
Neural Lash	3	C	C	750	1	1D6 – 1, special
Neural Whip	3	C	B	500	1	1D6 + special
Sword	1	A	B	10	—	2D6 + 2
Stunstick	2	B	A	200	1/5 min	1D6 – 2 + special
Mini Stunstick	3	B	A	50	1/10 min	1D6 – 4 + special
Vibroaxe	3	C	B	150	3/10 min	3D6 + 3
Vibroblade	2	A	B	100	1/5 min	3D6
Vibrodagger	2	B	B	25	1/10 min	2D6
Vibrokatana	3	C	B	350	3/10 min	2D6 + 5

Archery

Crossbow, Heavy	1	A	A	20	—	2D6 + 3
Crossbow, Light	1	A	A	10	—	2D6
Longbow	1	A	A	20	—	1D6 + 3
Shortbow	1	A	A	10	—	1D6 + 1

Small Arms

	Tech Level	Availability	Legality	Cost (in C-bills)
Slug-Throwing Pistols				
Auto-Pistol	1	A	C	50
Hold-Out Pistol	1	A	C	20
Mydron Pistol	1	A	C	100
Standard Pistol	1	A	C	40
Sternsnacht Pistol	1	A	C	200
Mandrake Hold-Out				
Gauss Pistol	3	C	C	750
Hold-Out Gyrojet Pistol	2	B	C	30

TABLES

	Tech Level	Availability	Legality	Cost (in C-bills)
Miscellaneous Pistols				
Dart Gun	3	B	B	40
Sonic Stunner	2	B	B	100
Tranq Gun	1	B	B	30
Laser Pistols				
Blazer Pistol	3	C	D	3,000
Hold-Out Laser Pistol	3	B	C	100
Intek "White Dwarf" Hold-Out Laser Pistol	3	C	D	250
Nakjama Laser Pistol	3	B	C	750
Pulse Laser Pistol	3	C	C	1,000
Sunbeam Laser Pistol	3	B	C	750
Standard Laser Pistol	3	B	C	750
Flamer	2	B	C	100
Flamer Pistol	3	B	C	50
Needler Pistols				
Hold-Out Needler Pistol "Shredder"	3	A	C	20
Heavy Needler	3	B	C	150
Standard Needler Pistol	3	A	C	50
Rifles/Shotguns				
Minolta 9000 Advanced Sniper System	3	C	C	1,000
Fed. Long Rifle	1	A	C	120
Federated Arms "Thunderstroke"	3	D	C	2,500
Gauss Rifle	1	A	C	80
Standard Rifle	1	A	C	200
Zeus Heavy Rifle	3	A	C	75
Needler Rifle	1	A	B	30
Double-Barreled Shotgun	1	A	B	40
Pump Shotgun	3	C	C	2,190
Laser Rifles				
Blazer Rifle	3	B	C	1,250
Intek Laser Rifle	3	C	C	2,000
Pulse Laser Rifle	3	B	C	1,250
Standard Laser Rifle	3	C	C	2,500
Starfire ER Laser Rifle*	3	C	C	2,500
Submachine Guns				
Imperator Submachine Gun	1	A	C	100
Rorynex Submachine Gun	1	A	C	80
Standard Submachine Gun	1	A	C	80
Gyrojet Weapons				
GyroSlug Carbine	2	B	C	500
GyroSlug Rifle	2	B	C	1,000
Gyrojet Rifle	2	B	C	1,250
Gyrojet Heavy Gun	2	B	C	2,500
Support Weapons				
Hellbore Assault Laser	4	C	C	2,500
Federated Arms "Grand Mauler"	3	C	D	5,000
Gauss Cannon	3	C	D	5,500
Tsaumi Heavy Gauss Rifle	3	C	D	5,500
Light				

TABLES

	Tech Level	Availability	Legality	Cost (in C-bills)
Recoilless Rifle	2	A	300	
Medium Recoilless Rifle	2	A	C	2,000
Heavy Recoilless Rifle	2	A	D	4,000
Heavy Flamer	2	B	D	200
Light Mortar	2	A	C	1,400
Heavy Mortar	2	A	C	5,000
Portable Machine Gun	2	A	1,000	
Semi-Portable Machine Gun	2	A	C	1,100
Support Heavy Machine Gun	2	A	D	1,750
Man-Pack Particle Cannon	3	C	D	7,000
Support Particle Cannon	3	B	D	45,000
Semi-Portable Support Laser	3	A	D	5,000
Heavy Support Laser	3	A	D	10,000
Dragonsbane Disposable Pulse Laser	3	C	D	5,000
Rocket Launcher	1	A	D	2,075
LAW	2	A	D	350
V-LAW	2	A	D	75
SRM Launcher	2	B	D	1,500
Inferno round	2	B	D	1,000
SRM Launcher (Heavy)	2	B	D	3,000
Grenade Launcher	2	A	D	100
Grenade Launcher (Automatic)	2	A	D	465
Mauser 960 Assault System	4	D	D	6,000

PERSONAL WEAPONS TABLE: RANGED COMBAT

	Damage	Short	Medium	Long	Shots	Reload Cost (in C-bills)
Archery						
Shortbow	1D6 + 1	1-2	3-5	6-8	1	1
Longbow	1D6 + 3	1-3	4-6	7-12	1	1
Lt. Crossbow	2D6	1-2	3-5	6-10	1	1
Hvy. Crossbow	2D + 3	1-3	4-7	8-13	1	1
Small Arms						
Slug-Throwing Pistols						
Auto-Pistol	2D6	1-2	3-4	5-8	10	2
Hold-Out Laser Pistol	2D6	1-2	3-4	5-6	Pwr Use: 3	NA
Hold-Out	1D6 + 3	1-2	NA	NA	5	1
Mandrake Hold-Out						
Gauss Pistol	4D6 + 2	1	2-3	4-8	1-shot	NA
Mydron	1D6 + 3	1-2	3-4	5-12	20	4
Standard Pistol	2D6 + 3	1-2	3-4	5-8	6	2
Sternsnacht	4D6 + 2	1-2	3-4	5-12	3	5

TABLES

	Damage	Short	Medium	Long	Shots	Reload Cost (in C-bills)
Laser Pistols						
Blazer Pistol	3D6 x 2	1-4	5-9	10-14	Pwr Use: 8	NA
Intek "White Dwarf"						
Hold-Out						
Laser Pistol	3D6	1-2	3-5	6-9	1-shot	NA
Nakjama Pistol	3D6	1-4	5-9	10-14	Pwr Use: 1	NA
Pulse Laser Pistol	3D6	1-2	3-4	5-8	Pwr Use: 2 (per shot)	NA
Standard Laser Pistol	4D6	1-3	4-6	7-12	Pwr Use: 2	NA
Sunbeam Pistol	5D6	1-3	4-6	7-11	Pwr Use: 4	NA
Needler Pistols						
Hold-Out Needler	1D6	1	NA	NA	5	1
"Shredder"						
Heavy Needler	4D6 + 4	1-3	4-5	6	5	3
Needler Pistol	1D6 + 2	1-3	NA	NA	10	1
Rifles/Shotguns						
Fed. Long Rifle	2D6 + 2	1-8	9-18	19-33	10	2
Federated Arms						
"Thunderstroke"						
Gauss Rifle	4D6 + 9	1-6	7-18	19-54	5	3
Minolta 9000						
Advanced						
Sniper System	4D6	1-15	16-20	21-30	10	5
Needler Rifle	2D6 + 2	1-6	7	8	20	2
Standard Rifle	3D6	1-6	7-15	16-30	10	2
Zeus Hvy. Rifle	6D6	1-7	8-18	19-28	5	1
Shotgun	3D6 + 2	1-3	4	5	2	1
Pump Shotgun	3D6 + 2	1-3	4-5	6-8	6	2
Laser Rifles						
Intek Laser Rifle	2D6 + 2	1-12	13-30	31-51	Pwr Use: 2	NA
Pulse Laser Rifle	3D6 + 2	1-6	7-14	15-28	Pwr Use: 4 (per shot)	NA
Standard Laser Rifle	4D6 + 2	1-9	10-21	22-30	Pwr Use: 5	NA
Starfire ER						
Laser Rifle	3D6 + 3	1-18	19-36	64-120	Pwr Use: 6*	NA
*Starfire recharge rate is 1.						
Submachine Guns						
SMG	3D6	1-3	4-7	8-10	50	10
Imperator SMG	2D6	1-4	5-8	9-11	50	10
Rorynex SMG	3D6 + 3	1-3	4-6	7-9	100	20
Gyrojet Weapons						
Gyrojet Rifle	3D6 + 6	1-12	13-36	37-72	10	200
Hvy. Gyrojet	6D6 + 6	1-12	13-36	37-72	5	250
Gyroslug Rifle	3D6 + 3	1-9	9-35	36-42	50	20
Gyroslug Car.	2D6 + 5	1-6	7-15	16-30	20	5
Gyrojet Pistol	3D6 + 3	1	2	NA	2	1
Misc. Weapons						
Flamer	2D6	1-2	3-4	5-6	12	2
Flamer Pistol	2D6	1-3	4-5	6-7	10	1
Tranq Gun	special	1-2	3-4	5-6	10	1
Dart Gun	special	1-2	3-4	5-6	2	1
Sonic Stunner	special	1-2	3-5	6-8	Pwr Use: 4	NA

Support Weapons

	Damage	Short	Medium	Long	Shots	Reload Cost (in C-bills)	Crew
Hellbore							
Assault Laser	8D6 + 8	1-9	10-21	22-30	Pwr Use: 10	NA	1 w/harness

TABLES

	Damage	Short	Medium	Long	Shots	Reload Cost (in C-bills)	Crew
Federated Arms "Grand Mauler" Gauss Cannon	5D6 + 17	1-9	10-27	28-81	5 Pwr Use: 6	5	1 w/harness
Tsaumi Heavy Gauss Rifle	6D6 + 14	1-9	10-30	31-85	5 Pwr Use: 8	5	1 w/harness
Light Recoilless Rifle**	3D6	1-12	13-25	26-35	5	50	NA
Medium Recoilless Rifle	5D6 + 12	1-15	16-45	46-90	5	100 ^Δ	2
Heavy Recoilless Rifle	9D6 + 9	1-25	26-55	56-100	5	180 ^Δ	3
Heavy Flamer [∇]	4D6	1-8	9-14	15-18	3	200	2
Light Mortar [∇]	2D6 + 6	1-10	11-20	21-45	1	25	3
Heavy Mortar [∇]	4D6 + 5	5-15	16-35	36-85	1	50*	3
Portable MG**	4D6 + 3	1-10	11-20	21-42	15	10	NA
Semi-Portable Machine Gun	4D6 + 5	1-10	11-20	21-42	25	10	2 (1 w/harness)
Support Heavy Machine Gun	6D6 + 3	1-10	11-25	26-55	20	50	2
Man-Pack Particle Cannon	5D6 + 9	1-15	16-35	36-55	Pwr Use: 6/shot	NA	2
Support Particle Cannon [∇]	10D6 + 8	1-30	31-70	71-100	Pwr Use: 10/shot [†]	NA	5
Semi-Portable Support Laser	7D6 + 12	1-20	21-60	61-120	Pwr Use: 7 [†]	NA	2
Heavy Support Laser	10D6 + 12	1-30	31-80	81-140	Pwr Use: 10	NA	3
Dragonsbane Disposable Pulse Laser	7D6 + 10	1-15	16-40	41-70	1-shot	NA	1
SRM Launcher**	5D6 + 6	1-10	11-36	37-54	2	2,000	-
Hvy. SRM Launcher**	10D6 + 6	1-15	16-40	41-48	1	5,000	-
Portable Rocket Launcher**	4D6 + 6	1-6	7-16	17-36	1	75	-
Auto-Grenade Launcher**	2D6	1-6	7-15	16-25	10	10	-
Grenade Launcher**	3D6	1-2	3-6	7-12	5	50	-
LAW**	4D6 + 6	1-6	7-18	19-40	1	NA	NA
V-LAW**	2D6 + 3	1-4	5-12	13-25	1	NA	NA
Mauser 960 Pulse Laser	3D6 + 3	1-7	8-15	16-30	2	-	NA
Auto-Grenade Launcher	2D6 + 3	1-6	7-17	16-25	6 shots	-	-
Grenades							
Microgrenade	2D6	1	2-3	4-6	1	NA	NA
Minigrenade	3D6	1	2-3	4-6	1	NA	NA
Maxigrenade	5D6	1	2-3	4-6	1	NA	NA

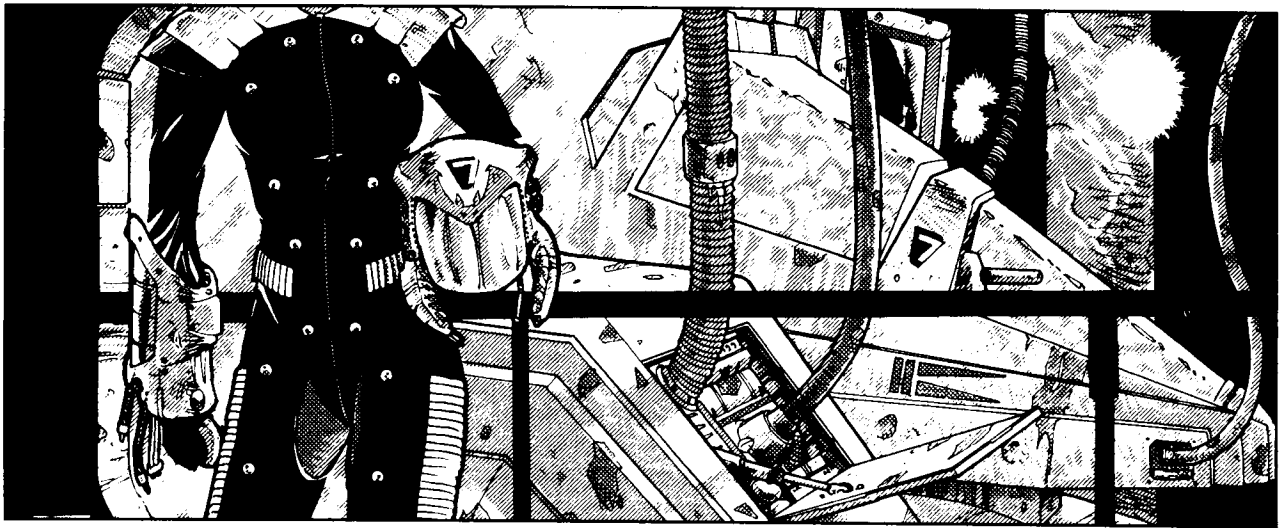
*Medium Recoilless Rifle reload time is 1. Heavy Recoilless Rifle reload time is 2. Heavy Mortar reload time is 1.

**Area-effect weapon.

[∇]Heavy Flamer and Light Mortar have Area of Effect 3. Heavy Mortar has Area of Effect 5. Support Particle Cannon has Area of Effect 1.

[†]Support Particle Cannon recharge time is 2. Semi-portable Support Laser recharge time is 1.

TABLES



PERSONAL GEAR AND EXPENSES

	Tech Level	Cost (in C-bills)	Availability
Military Field Rations	2	2	A
Restaurant Meal			
Fast Food	NA	2.5	A
Moderate	NA	4	A
Gourmet	NA	10	A
Housing			
3-Bedroom House	NA	90,000	A
2-Bedroom Apartment	NA	200/month	A
Hotel Room	NA	35/night	A
Flophouse Room	NA	7/night	A
Mercenary Bivouac	NA	60/week	A
Tri-vid Set	3	220	A
Electronic Compass	3	30	A
Verigraphs	3	360	B
Uniforms			
Jumpsuit	1	24	A
Camouflage Fatigues	1	30	A
Dress Uniform	1	45	A
Clothing/Footwear			
Pants	1	17	A
Shirts	1	10	A
Skirts/Kilts	1	22	A
Hats	1	12	A
Socks	1	1	A
Undergarments	1	2	A
Raincoat/Poncho	1	20	A
Athletic Shoes	1	26	A
Work Shoes	1	35	A
Normal Boots	1	46	A
Knee-High Boots	1	50	A
Waterproof Wading Boots	1	38	A
Parachute	1	78	A
Underwater Operations Gear	2	125	A
Climbing Gear	1	75	A
Transportation			
DropShip	2	800–4,500	B
JumpShip	2	2,200–4,000	B

CHARACTER GENERATION TABLES

CHARACTER GENERATION TABLES

MASTER CHARACTER TABLE

Priority	Race	Attributes	Skills	Advantages	BattleMech
0	Human	18	8	None	Dispossessed
1	Human	21	12	1 pt	Light
2	Clan Warrior*	24	16	2 pts	Medium
3	Clan Pilot**	27	20	3 pts	Heavy
4	Elemental***	30	24	4 pts	Assault

*Clan MechWarriors receive a +1 REF and a +1 INT.

**Clan Fighter Pilots receive a -1 BLD, a +2 REF and a +1 INT.

***Clan Elementals receive a +2 BLD, a +1 REF, a -1 CHA and the Toughness advantage.

CHARACTER VEHICLES TABLE

Priority	BattleMech	Aerospace	Conventional	Battle Armor
0	None	None	Light	None
1	Light	Light Fighter	Medium	Battle Armor
2	Medium	Medium Fighter	Heavy	—
3	Heavy	Heavy Fighter	Assault	—
4	Assault	DropShip*	—	—

* The character must also purchase the DropShip advantage (p. 12).

ATTRIBUTE RATING TABLE (HUMAN)

1	Poor
2	Fair
3	Average
4	Good
5	Excellent
6	Remarkable
7+	Incredible

CHARACTER ADVANTAGES

Advantage	Point Cost
Ambidextrous	1
Bloodname	3
Combat Sense	2
Contact	1-3
DropShip	1-3
EI Neural Implant	1
Exceptional Attribute	2
Extra Edge	1-3
Land Grant	1
Natural Aptitude	2-3
Reputation	1
Sixth Sense	2
Title	1-3
Toughness	2
Wealth	1-3
Well-Connected	1-3
Well-Equipped	1-3

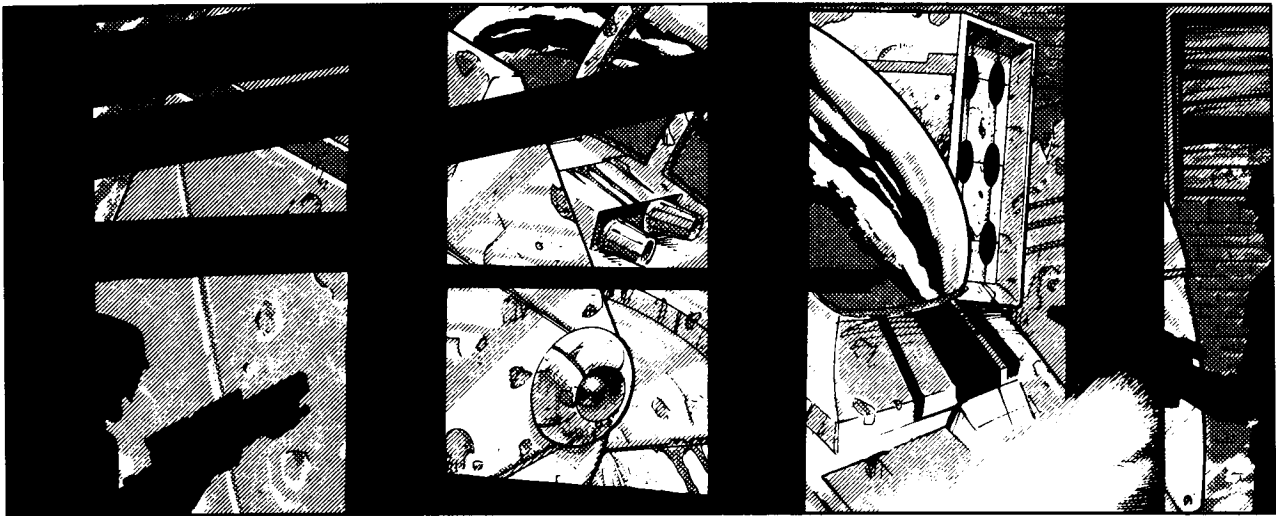
RACIAL MAXIMUM TABLE

Character	BLD	REF	ITN	LRN	CHA
Human	6	6	6	6	6
Clan MechWarrior	6	7	7	6	6
Clan Pilot	5	8	7	6	6
Elemental	8	7	6	6	5

PURCHASING SKILL LEVELS

Skill Cost (in Skill Points)		
Level	Incremental	Cumulative
1	1	1
2	2	3
3	3	6
4	4	10
5	5	15
6	6	21

CHARACTER GENERATION TABLES



MASTER SKILL LIST

Skill Name	Characteristic		
Acrobatics	Athletic	Perception	Mental
Administration	Mental	Piloting/Aerospace	Physical
Alternate Identity	Mental	Piloting/BattleMech	Physical
Appraisal	Mental	Piloting/Battlesuit	Athletic
Archery	Athletic	Piloting/Spacecraft	Physical
Blade	Athletic	Protocol	Social
Bureaucracy	Social	Quickdraw	Physical
Career Skills	Mental*	Riding	Athletic
Climbing	Athletic	Running	Athletic
Communications/ Conventional	Mental	Scrounge	Social
Communications/ Hyperpulse Generator	Mental	Security Systems	Mental
Computer	Mental	Seduction	Social
Cryptography	Mental	Small Arms	Physical
Demolitions	Mental	Special Interests	Mental*
Disguise	Mental	Stealth	Physical
Drive/Ground	Physical	Strategy	Mental
Drive/Naval	Physical	Streetwise	Social
Engineering	Mental	Support Weapons	Physical
Escape Artist	Physical	Survival	Mental
Forgery	Mental	Swimming	Athletic
Gambling	Mental	Tactics	Mental
Gunnery/Aerospace	Physical	Technician/Aerospace	Mental
Gunnery/Artillery	Physical	Technician/BattleMech	Mental
Gunnery/BattleMech	Physical	Technician/Battlesuit	Mental
Gunnery/Battlesuit	Physical	Technician/Electronics	Mental
Gunnery/Conventional	Physical	Technician/Mechanic	Mental
Gunnery/Spacecraft	Physical	Technician/Spacecraft	Mental
Impersonation	Social	Technician/Weapons	Mental
Interrogation	Social	Throwing Weapons	Physical
Jump Pack	Athletic	Tinker	Mental
Leadership	Social	Tracking	Mental
Medtech	Mental	Training	Social
Navigation	Mental	Unarmed Combat	Athletic
Negotiation	Social	Zero-G Operations	Physical

*Subskills

This index contains entries for **MechWarrior Companion** and **MechWarrior, Second Edition** (MII).

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MECHWARRIOR

Charisma *CHA* _____ (+)**Social (+) (18-ITN-CHA)**

AP's Spent: _____

_____ (+) _____

5 CRITICAL 11+ □□ □□ □□ □□ □□ □□ □□ □□

INTRODUCTION

INNER SPHERE MAP 3058





Sally-Darwin, who had enjoyed wide popularity with the populations of the Santa March worlds, further aided these efforts.







MARINE
These soldiers are trained in
other extra-vehicular activities (EVA)
next to any Dropship's or Jumpship's
the marine carries few weapons and
from enemy weapons. These soldiers
droids must be destroyed in
modern war. As a result, marine duty attracts a special
breed of individuals who have high-tech requirements and
cave the adrenaline rush produced by controlling a

FEEL THE
95







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(4+)
(6+)
(10+)
(11+)









MECHWARRIOR COMPANION



FASA CORPORATION



C. WALD 95

