

FREE WORLDS LEAGUE RULES FOR MECHWARRIOR 3RD EDITION

These rules are a rewrite of the Field Manual: Free Worlds League (FM: FWL) MechWarrior II rules. Gamemasters may feel free to use or modify them as needed to fit into their campaign.

CHARACTER CREATION

The following contains new information for creating characters with the Free Worlds League (FWL) affiliation and several new Life Path Stages unique to the FWL.

REGIONAL AFFILIATIONS IN THE FWL

More than any other nation in the Inner Sphere, FWL history has been wrought with struggles between the culturally diverse regions inside it's borders. Even with the relative peace and unity that has been brought about by Captain-General Thomas Marik, the tensions between the founding member states of the FWL and the other member states has been a source of constant turmoil.

Characters belonging to the FWL may opt to be from one of the following specific member states. If they are from one of these major member states, they receive the listed traits and skills in addition to those listed for the Free Worlds League affiliation in MW3. In addition, their secondary language selection is limited by what region they are from. If a character is not from one of these listed member states, they are considered a 'vanilla' FWL citizen.

Marik Commonwealth

Secondary Languages: Romanian, Hungarian, and Czechoslovakian.

Bonus Skills: +1 to three basic training skills.

Traits: Quirk/Loyalty to House Marik (2), Choose one: Natural Aptitude/Tactics or Natural Aptitude/Strategy

Duchy of Orloff

Secondary Languages: Spanish, Italian, Korean, Indian, Mandarin

Bonus Skills: Tactics/Any +3, Strategy +3

Traits: Quirk/Loyalty to FWL, Quirk/Anti-Duchy of Oriente, Choose one: Natural Aptitude/Strategy or Natural Aptitude/Tactics

Duchy of Oriente

Secondary Languages: Spanish, Italian, Korean, Indian, Mandarin

Bonus Skills: Training +4, Choose one: Technician/Any +6, Arts/Any +6, or Academic/Any +6

Traits: Choose one: Natural Aptitude/Technician/Any, Natural Aptitude/Arts, or Natural Aptitude/Academic/Any

Principality of Regulus

Secondary Languages: Indian, Chinese

Bonus Skills: Bureaucracy/Any +3, Protocol/Any +5, Negotiation +3

Traits: Quirk/Anti-Marik, Choose one: Contact (2), Well-Connected (1), Natural Aptitude/Bureaucracy, or Natural Aptitude/Negotiation

Duchy of Andurien

Secondary Languages: Mandarin

Traits: Stigma/Anti-Marik, Quirk/Loyalty to Humphreys family, Stigma/Andurien Separatist, In For Life

Zion Province

Secondary Languages: Mandarin

Traits: Wealth, Quirk/Hates Capellan Confederation, Stigma/Separatists

ADDITIONAL LIFE PATHS

The following rules expand on the training and career opportunities for MW3 characters from the Free Worlds League.

Players and Gamemasters should follow the standard rules for determining character events (see pg. 24 in MW3), but should roll 2D10 for events instead of the standard 2D6.

Academy Regional Bias Restrictions

In spite of the reforms put in place by Thomas Marik, many of the academies found in the various member states of the FWL have found ways to circumvent the requirement of graduating cadets that are not from their institution's region. Because of such sentiments, characters should choose a region based on the ones listed above or from a map of the FWL (such as the one found on pg. 61 in the Inner Sphere sourcebook), even if this does not gain them extra skills or traits.

Academies with a regional bias will impose certain Traits, Skills, and Event roll restrictions on characters. Any character who does not hail from the Academy's region must take a minimum WIL 6 just to graduate and suffer a -2 to all Event die rolls in the academy to show just how tough life is on these so-called outsiders.

STAGE 2/3: ORLOFF MILITARY ACADEMY (OMA)

Free Worlds League Affiliation only. Can not have Combat Paralysis or any of the following traits: Disabled, Lost Limb, Poor Hearing, Poor Vision. The character may not have any background that would have any questionable Stigmas or Quirks unless the character has an appropriate Contact trait that can hide the event.

Entrance is by invitation only from the Orloff family. Characters who do not hail from the Duchy of Orloff must have the Title trait, Well-Connected trait, or an appropriate 2 point Contact trait in order to enter the OMA.

This Life Path covers both Stage 2 and Stage 3, with the character beginning at age ten and advancing on to age twenty.

Producing some of the best MechWarriors in the FWL, the Orloff Military Academy has been one of the most prestigious of its kind in the Inner Sphere for years. Primarily members of the Orloff family gain admittance into the OMA, but outstanding candidates from the FWL have been invited to attend. Though the OMA only produces MechWarriors, these officers are trained in all aspects of combined arms tactics and have gone on to some of the most prestigious commands in the FWL.

Regional Bias: Duchy of Orloff. No characters hailing from the Duchy of Oriente may enter the OMA without the Title and Contact (2) trait.

Time: 4 years

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

Attribute Thresholds: STR or BOD +1, INT +1, CHA +1, WIL +2

Traits: Quirk/Loyalty to FWL, Quirk/Esprit-de-Corps (2, OMA), Well-Connected, Good Reputation, Stigma/Pro-Marik, Stigma/Orloff Mafia, Contact (1)

Skills: Martial Arts/Military +4, Survival +2, Running +3, Swimming +3, Blades +3, Academic/FWL History +5, Academic/Military History +1, Protocol/FWL +2, Leadership +6

Fields: Basic Training

Previous Path: Any except Fugitive that would allow entry into a standard Military Academy Life Path.

Next Path: Advanced Individual Training (mandatory part of this pass). If the character wishes to leave the life path before Stage 3, then do not go on to AIT.

Events: Do not roll for Events during these initial years.

Subpath: Advanced Individual Training (AIT)

Basic Training Graduates Only. This also counts as Officer Candidate School for graduates of the OMA, so graduates are ineligible for training at the MOTC.

Time: 4 years

Traits: Commission (Rank 1), Combat Sense, Vehicle (2), Custom Vehicle (3)

Skills: +3 to any three skills in Basic Training or AIT, +1 to three other military field skills, Strategy +3,

Tactics/Combined Arms +6, Leadership +10, Tactics/Any +3

Fields: MechWarrior and Officer Training

Next Path: Tour of Duty: Inner Sphere (4), Tour of Duty: Free Worlds League (4)

Events: Characters from the Duchy of Oriente receive -4 to the Event die roll.

- 2 Your parents are killed in a mysterious attack, and a distant relative has come to take over their business affairs for you. You have to choose between leaving the academy to settle their affairs, or staying and leaving the family business to someone you don't trust. [Enemy, Stigma/Orphan. Choose to leave the academy or stay. If character leaves: loose 2 skills gained on this path, -3 to two skills improved on this path, -1 to all remaining skills improved on this path, and choose either Wealth (4), or Owns Vehicle and Vehicle (3). Character must take one of the following paths next: Civilian Job (4), Free Trader (4), or Deep Periphery Trader (4). If character stays: Poverty, Enemy (2), Quirk/Vendetta, Timid, and SOC -1.]
- 3 The warrior's life sounded good when you were 10, but now? [Combat Paralysis, -1 to four military field skills, Acting +4, Quirk/Second Guesses]
- 4 Your friend's political views continuously put you in an awkward situations. [Fast Talk +4, Choose two: Stigma/Hangs out with the wrong crowd, Enemy (1), Bad Reputation]
- 5 You really should stay on the ground. [Transit Disorientation Syndrome, Allergy/Space Travel, Quirk/Hate Space Travel]
- 6 "How many times must we go over this?" [Slow Learner, -1 to four skills improved on this path, add one year to this path]
- 7 This is the Orloff Military Academy, what made you think your love interest wouldn't be related to the Orloffs? [Seduction +4, Dependent, Demotion]
- 8 You can spit out the Theory with the best of them, but putting it in practice? [Strategy -3, Tactics/'Mech -4, Interest/Military History +4]
- 9 It's not what you know, it's who you know, and everyone seems to know that. [Contact (2), Well-Connected, Stigma/Dilettante, Quirk/Resent those who look down on you.]
- 10 All they ever want is for you to push harder. [WIL +1, Glass Jaw, Addiction]
- 11 You struggle to get through, but you do get through. [+1 to two military skills]
- 12 You were born in a 'Mech. [Piloting/'Mech +3, Natural Aptitude/Piloting/'Mech]
- 13 You make a little money on the side, but use up some Karma making sure you don't get caught. [EDG -1, Gambling +4, Wealth, Fast Talk +3, Acting +1]

- 14 You find that out of your 'Mech you're as deadly as in your 'Mech. [Martial Arts/Any +5, Choose one: Blade +4, Throwing Weapons +4, Rifles +6, Martial Arts/Any +4. Choose one: Natural Aptitude (one of the Skills chosen) or Good Vision.]
- 15 Your talent for leadership shines through. [Gregarious, Leadership +6, Tactics/Any +4, Administration +3]
- 16 Your family surprises you with the best gift of all on your graduation. [Vehicle (4), Owns Vehicle, Custom Vehicle (2)]
- 17 "You are the luckiest SOB I've ever seen Cadet!" [EDG +4, minimum EDG 7, Exceptional Attribute (EDG), Perception +8, Sixth Sense, Combat Sense, Natural Aptitude/Perception, Natural Aptitude/Tactics/Any]
- 18 You receive the best score on "El Diablo" in your class. You'll go far. [Good Reputation (2), Tactics/Any +8, Vehicle (2), Promotion, Natural Aptitude/Tactics, +3 to three AIT skills. May take Tour of Duty: Knights of the Inner Sphere after taking at least one other Tour of Duty.]
- 19 [Choose one event or roll twice and apply both events.]
- 20 [Choose two events or roll three times and apply all three events.]

STAGE 3: MAJOR FREE WORLDS LEAGUE ACADEMY (GENERIC)

Free Worlds League Affiliation only. Can not have Combat Paralysis or any of the following traits above the lowest level: Disabled, Lost Limb, Poor Hearing, Poor Vision. The character may not have any background that would have any questionable Stigmas or Quirks unless the character has an appropriate Contact trait that can hide the event.

This is not a full Life Path and should not be taken as one. Instead, the information below is common to most of the major military academies in the FWL. Following this section are entries for each major academy detailing its own unique requirements, training curriculum, etc. Simply add to or replace the requirements, traits, skills, etc. from this section with the ones for the specific academy entry.

Time: 1 year

Attribute Minimums: INT 3, WIL 3

Attribute Thresholds: WIL +1, SOC +1

Traits: Promotion, Well-Equipped

Skills: Academic/FWL History +2, Protocol/FWL +2, Perception +1

Fields: Basic Training or Basic Training (Naval)

Previous Path: Any Path or Event Roll that would normally allow admission to a Military Academy Path

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

Events:

- 2 You're parents are caught by SAFE in an act of sedition against the Free Worlds League. You are forced to flee for your life. [Loose half the skills earned on this path. Quirk/Traitor, Stigma/Traitor, In For Life. Fast Talk +4, Disguise +3, Forgery +4, Stealth +2. May no longer take any military paths in the Free Worlds League.]
- 3 You are the constant target of hazing by the upper classman until you reach your breaking point. [Enemy (1), Choose one: Brawling +4 or Blades +4, Choose two: Enemy (1), Quirk/Vendetta of Honor, Bad Reputation, Demotion. Choose one: Pain Resistance or Toughness. Choose one: Lost Limb or Unattractive]
- 4 Spent more time betting on the outcome of Honor Duels than on your studies. [Addiction (Gambling), Gambling +2, Bad Reputation, Fast Talk +3, -1 to five skills improved on this path.]
- 5 A training accident leaves you much the wiser. [Combat Sense, +3 to one military field skill. Choose two: Disabled, Glass Jaw, Lost Limb, Poor Vision, or Poor Hearing.]
- 6 Your family ties to the Andurien rebellion are uncovered by SAFE. You waste time clearing your name instead of on your studies. [Stigma/Andurien Separatist, Fast Talk +3, Bureaucracy/Free Worlds League +2, -1 to three military field skills, add one year to this path.]
- 7 Star Crossed Lovers. [Dependent, Stigma/ Married from the wrong side of the League]
- 8 Though your family has served with distinction, you are just not cut out for military life. [-1 to all Basic Training Skills. Any four Technician, Academic, or Interest Skills +1]
- 9 You take to riding much better than tactics. [Tactics/Any appropriate -2, Riding +2]
- 10 Just kind of made it by. [+1 to two Military skills]
- 11 You show a talent for Military intelligence. [Strategy +3, Perception +2, Cryptography +1]
- 12 "A united League is a strong League" [Quirk/Loyalty to Free Worlds League, WIL +1]
- 13 Your love of art from your aunt in the Duchy of Oriente just shows through. [Appraisal +2, Art/Any +4, Interest/Art +3]
- 14 You excel in your studies. [+3 to three military skills, may take Officer Candidate School next, then return to this point in the path.]
- 15 Being with so many students from other backgrounds has its rewards. [Language/Any two +2, Contact (1), Contact (1), Well-Connected (1), Protocol/Any +3]
- 16 You qualify for cross training. [Pick one field from AIT and add 1 year to this path.]
- 17 Your officer material! [+3 to two military field skills. Take the Marik Officer Training College after AIT]
- 18 Outstanding work Cadet! You gain the top honors at your graduation. [CHA +1, Good Reputation,

Promotion, Wealth, Vehicle (2), Choose one: Custom Vehicle (2) or Well-Equipped (2). May take OCS next and then return to this path. May take Tour of Duty: Knights of the Inner Sphere after completing two other Tours of Duty]

19 [Choose one event or roll twice and apply both events.]

20 [Choose two events or roll three times and apply all three events.]

Subpath: Advanced Individual Training (AIT)

Time: 2 years

Traits: MechWarriors and Aerospace pilots receive Promotion (Rank 6), all others receive Promotion

Skills: +2 to any two field skills. Combat fields marked with an asterisks (*) also receive Tactics/Any +1

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

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

Aerospace Pilot Specialist* (*minimum* RFL 4, DEX 4; see p.62 AT2)

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

Basic Technician

Cavalry (*minimum* RFL 3)

Infantry (*minimum* BOD 3, STR 3)

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

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

Next Path: Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4), Special Training (3, part of this pass, an option if the character took Armored Infantry, Basic Technician, Infantry, or MechWarrior field), Naval Training (3, an option if the character took Aerospace Pilot or Aerospace Pilot Specialist in AIT).

Events: Do not roll for events for AIT.

Subpath: Special Training

AIT Graduates only. An option if character is a MechWarrior, Infantry, Armored Infantry, or Basic Technician

Time: 2 years

Attribute Minimums: WIL 5

Attribute Thresholds: Add +1 to one Threshold of the players choice

Traits: Promotion, Well-Equipped (2)

Skills: +1 to any three Basic Training Skills, +1 to half the characters AIT skills (round up)

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

Aerospace Technician (Basic Technician field required)

'Mech Technician (Basic Technician field required)

Military Scientist (*minimum* INT 5)

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

Scout (Armored Infantry, Infantry, or MechWarrior fields required)

Vehicle Technician (Basic Technician field required)

Next Path: Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4), Covert Ops (4)

Events: Do not roll for Events for Special Training

Sub-Path: Naval Training

AIT Graduates Only: Aerospace Pilot or Aerospace Pilot Specialist only. No TDS trait.

Time: 3 years

Attribute Minimums: INT 4, RFL 4

Attribute Thresholds: RFL +1

Traits: Promotion, G-Tolerance

Skills: +1 to any three Basic Training skills, +1 to half the character's AIT skills, +2 to one other skill, Tactics/Space +3, Sensor Operations +3

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

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

DropShip Pilot Specialist (*minimum* DEX 4, RFL 4, see p.62 AT2)

JumpShip Pilot (*minimum* INT 5, DropShip Pilot field required)

Events: Do not roll for Events in Naval Training

Next Path: Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4), or return to Naval Training (may only do this to "upgrade", i.e. to become a JumpShip or WarShip Pilot after learning DropShip Pilot)

Subpath: Officer Candidate School (OCS)

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1)

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

Fields: Officer Training

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

Events: Do not roll for Events for OCS

STAGE 3: AITUTAKI ACADEMY

No Glass Jaws, Disabled, or Lost Limb traits allowed.

Regional Bias: Principality of Regulus

Attribute Minimums: BOD 4, STR 5, WIL 4

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

Traits: Choose Toughness or Pain Resistance.

PRINCIPALITY OF REGULUS: Quirk/Anti-Marik, Stigma/Anti-Mark, Quirk/Loyalty to Regulus, Well-Connected (Regulus)

NON-REGULAN: Stigma/Outsider, Introvert

Skills: Blades +2, Choose three: Running +3, Swimming +2, Acrobatics +2, Martial Arts/Military +2, Survival +3, Navigation/Ground +1

Events: Any Event die roll resulting in a 6 or less indicates that the character underwent some of the more brutal hazing done at the Aitutaki Academy. To reflect this, the character must take one of the following traits: Glass Jaw, Unattractive, or Lost Limb (1). If the character has any Quirk or Stigma traits that are pro-Marik, they receive a –4 to all Event die rolls, and wash out of the academy on a die roll of 6 or less. Characters who wash out may spend EDG to transfer to a new academy, otherwise they may take no more military paths in the FWL.

Subpath: Advanced Individual Training (AIT)

Fields: Only the following fields are available: MechWarrior, Cavalry, Infantry, and Basic Technician

Next Path: Basic Technicians do not take the Special Training subpath, but instead take the Field Technician Training subpath (3, mandatory part of this pass).

Subpath: Field Technician Training

Open to Aitutaki Academy graduates only. No Slow Learners. May not have the Gremlins Trait

Time: 2 years

Attribute Minimums: INT 5

Attribute Thresholds: INT +1

Traits: Natural Aptitude/Technician/Any, Well-Equipped (3)

Skills: Add +3 to any four Technician skills. Engineering +3, Computers +2. Aerospace Technicians receive Zero-G Operations +3.

Fields: Choose one of the following fields: Aerospace Technician, Vehicle Technician, 'Mech Technician, Engineer

Next Path: Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4)

Events: Do not roll for Events in Field Technician Training

STAGE 3: ALLISON MECHWARRIOR INSTITUTE (AMI)

Cadets in the AMI can not have any Quirk or Stigma traits that are anti-Marik.

Regional Bias: None

Attribute Minimums: BOD 6

Attribute Thresholds: BOD +2

Traits: Quirk/Loyalty to House Marik (2), Stigma/Pro-Marik, Well-Connected (2), Quirk/Competitive (2), Quirk/MechWarriors are better than Aerospace Pilots, Quirk/Esprit-de-Corp (2, with regards to AMI)

Skills: Tactics/'Mech +4, Interest/Sports +4

Next Path: All AMI cadets attend Officer Candidate School (3, mandatory part of this pass) before they take AIT.

Subpath: Advanced Individual Training (AIT)

Fields: Only the MechWarrior Field is available at the AMI.

Next Path: The Special Training subpath is not available at the AMI.

STAGE 3: ATHENE COMBAT SCHOOL (ACS)

No Glass Jaws or Disabled.

Regional Bias: Marik Commonwealth

Attribute Minimums: BOD 5, RFL 4

Attribute Thresholds: BOD +1, RFL +1

Traits: Quirk/Well-Disciplined (2), Graduates may purchase the Toughness and Sixth Sense traits for 1 point less than normal.

NON-MARIK COMMONWEALTH: Stigma/Anti-Unity for League

Skills: Survival +3

Subpath: Advanced Individual Training (AIT)

Fields: Only the following fields are available at the ACS: Infantry, Armored Infantry, Basic Technician.

Subpath: Special Training

Traits: Infantry and Armored Infantry choose Toughness or Sixth Sense. Technicians receive Natural Aptitude/Technician/Any.

Skills: +2 to three Special Training skills

STAGE 3: LEGIONARY TRAINING ACADEMY (LTA)

No Slow Learners. Characters entering the LTA may not have any Stigma or Quirk traits that are anti-Marik. If the character does have these traits, they must spend 1 EDG point to get rid of these traits and apply a –4 modifier to all Event die rolls on this path.

Originally the Humphreys Training Academy, the LTA was not open to anyone except those who hailed from the Duchy of Andurien before 3038. Laying dormant for a decade, the Free Worlds Legions took control of it in 3048 and re-opened it's doors in 3051. Because of this, any character who attends the LTA can be no older than 26–29 when finishing character generation (assuming the players are setting their campaign in the current 3061–3064 era).

Regional Bias: None. All characters that were anti-Marik suffer the Anti-Marik Restrictions below as if they were Regional Bias restrictions.

Attribute Minimums: INT 5, Anti-Marik: WIL 7

Attribute Thresholds: WIL +1

Traits: Quirk/Loyalty to House Marik, Stigma/Elitist

ANTI-MARIK: Stigma/Outsider, Loose one Contact or one level of Well-Connected.

Events: –2 to event die rolls for former anti-Marik characters.

Subpath: Advanced Individual Training (AIT)

Time: First pass – 2 years. Second pass (Cross-Training) 1 year.

Skills: Tactics/Combined Arms +3, Tactics/Any +3

Fields: The Marine field is not available at the LTA.

Next Path: Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4), Advanced Individual Training (3, part of this pass)*.

*Characters may retake the AIT subpath as part of their cross training and choose a second AIT field at +3 to one skill, +2 to half the skills (round up), and +1 to the rest of the skills in the field.

Subpath: Special Training

Fields: Only the Special Forces and Scout fields are available at the LTA.

STAGE 3: LLOYD-MARIK STANLEY AEROSPACE SCHOOL (LMS)

Characters attending the LMS may not have the TDS trait.

Regional Bias: Marik Commonwealth

Attribute Minimums: RFL 5

Attribute Thresholds: RFL +2, EDG +1

Traits: G-Tolerance, Quirk/Competitive (2), Quirk/Aerospace Pilots are better than MechWarriors, Quirk/Esprit-de-Corp (1, LMS)

NON-MARIK COMMONWEALTH: Stigma/Anti-Unity for League

Skills: Navigation/Space +3, Tactics/Space +2, Zero-G Operations +4

Fields: Basic Training (Naval)

Events: Because the LMS is the largest Aerospace academy in the FWL, and the only institution capable of producing trained crews for FWLM WarShips, non-Marik Commonwealth characters do not receive penalties to their Event die rolls.

Subpath: Advanced Individual Training

Fields: Only the Aerospace Pilot and Aerospace Pilot Specialists fields are available at the LMS.

Next Path: Officer Candidate School (3, required for all LMS Cadets). After OCS: Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4), Naval Training (3, part of this pass)

Subpath: Naval Training

AIT Graduates Only.

Fields: In addition to the fields listed above, the following field is also available at the LMS:

WarShip Pilot (minimum INT 5, DropShip Pilot field required)

Next Path: Naval Training subpath (3, part of this pass), Tour of Duty: Free Worlds League (4), Tour of Duty: Inner Sphere (4)

STAGE 3 SUBPATH: MARIK OFFICER TRAINING COLLEGE (MOTC)

Entrance by Event die roll. Candidates may attend the MOTC instead of their own academy's OCS if they spend one EDG point.

Note: In the original printing of the FM:FWL, this school is referred to as the Atreus Officer Training College in the section on Academies (The Hatchlings, pg. 29). At least, I think that's what they mean, because the MOTC does not appear in the Hatchlings section, and the AOTC does not appear in the MechWarrior 2nd Edition rules in the back of the FM:FWL.

Time: 1 year

Attribute Minimums: INT 4, WIL 4

Attribute Thresholds: CHA +2

Traits: Well-Connected (2), Commission (Rank 1), Well-Equipped, Vehicle

Skills: Strategy +4, Leadership +3, Bureaucracy/ FWL +4, Protocol/FWL +3, Negotiation +2

Fields: Officer Training

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

Events: Do not roll for Events during MOTC.

STAGE 3: PRINCEFIELD MILITARY ACADEMY

Candidates must have Well-Connected or Title traits to enter Princefield. If they do not, they must have a SOC of 3 or higher and spend 1 EDG point to gain entrance.

Regional Bias: Duchy of Oriente. Any character from the Duchy of Oriente without the Well-Connected or Title trait also suffers from Regional Bias as if they were not from Oriente.

Attribute Minimums: SOC 3

Attribute Thresholds: SOC +1, CHA +2

Traits: Well-Connected, Good Reputation, Stigma/Proles (SOC less than 5) or Stigma/Blue-Blood (SOC 5 or greater), Enemy (1, School Rival)

NON-DUCHY OF ORIENT: Stigma/Uncouth, Lowbrow, or Unenlightened (player's choice)

Skills: Blades +4, Protocol/FWL +6

Events: Regional Bias plays less of an effect than Birth Status. Regional Bias has no effect on the Event Die Roll. Characters with a SOC of less than 5 receive a –2 to their Event die roll.

Subpath: Advanced Individual Training (AIT)

Skills: +2 to any three field skills.

Fields: The Marine field is not available at Princefield. Characters who do not roll a 15 or better on their Academy Event die roll may not take the MechWarrior, Aerospace Pilot, or Aerospace Pilot Specialist field at Princefield.

Subpath: Officer Candidate School (OCS)

Skills: Riding +6, Blades +2, Protocol/FWL +4, Bureaucracy/FWL +6

STAGE 4: TOUR OF DUTY: FREE WORLDS LEAGUE

Available to characters who completed training at a Free Worlds League academy or training facility.

Time: 2 years

Traits: Vehicle (2). If taken for a second consecutive time, choose: Quirk/Loyalty to House Marik or Quirk/Loyalty to Character's Region if the character does not have a Quirk/Loyalty trait.

Skills: Add +2 to any three military field skills, add +1 to any three other skills

Previous Path: Any which would allow entry into a regular Tour of Duty

Next Path: Tour of Duty: Inner Sphere (4), Tour of Duty: Free Worlds League (4)

Events:

- 2 Your unit is called upon to put down a riot in the Duchy of Andurien, and you are brutally mauled in an ambush. [Unattractive, Quirk/Fear of Fire (2), Addiction (2), Choose two: Lost Limb (3), Disabled (3), Combat Paralysis, Poor Vision (3), Poor Hearing (4). May take no other military paths]
- 3 While your unit is putting down a riot in the Duchy of Andurien, your lance mate is brutally mauled in an ambush. Your lance is forced to kill civilians to fight it's way out of the ambush and you are called before a review board. [Enemy (Andurien Citizenry), Stigma/Killed Civilians, Demotion, Quirk/anti-Andurien (2), Bureaucracy/Free Worlds League +5, Fast Talk +2]
- 4 Your unit unknowingly stumbles into the middle of a Word of Blake ROM operation. [Enemy (3, Word of Blake), +2 to any two military field skills, Quirk/Distrusts the Word of Blake, Brave, Quirk/Watched by Word of Blake ROM]
- 5 Ouch! That had to have hurt. [Amnesia, Lost Limb or Disabled, Pain Resistance, Choose one: Night Blindness, Poor Hearing, or Poor Vision]
- 6 "What the hell were you trying to do out there?" [-2 to three military field skills, Demotion, Bad Reputation]
- 7 You'll never make that mistake twice, or will you? [Perception +4, Slow Learner, Quirk/Doesn't always catch on]
- 8 Constant fighting around the Chaos March makes for plenty of action, too bad you were stationed on the Periphery and only saw another kind of action. [Seduction +3, Allergy, Dependent]
- 9 Making some money on the side isn't always a bad thing. [Wealth (2), Stigma/Fixer, Negotiation +4, Bad Reputation]

- 10 Where do your loyalties lie? [Choose Stigma/Pro-Marik or Stigma/Pro-FWL Parliament]
- 11 Not a bad tour, all-in-all. [+2 to two military skills]
- 12 The Word of Blake is definitely not to be trusted. [Quirk/Distrusts Word of Blake, Enemy (2, Word of Blake), Cryptography +8, Computers +8, Perception +4, Natural Aptitude/Cryptography or Computers]
- 13 The Fed Com Civil War begins to spill over into the FWL. [+3 to one military field skill, +2 to three military field skills, Choose one: Promotion or Vehicle]
- 14 "Umm...Did you eat that?" [Poison Resistance, Allergy, Unattractive (Rash scars), BOD +1]
- 15 Your unit is called up by the Star League to protect against Clan raids into the Inner Sphere, giving your unit experience beyond what you've seen before, and some pretty good salvage as well. [+3 to two military field skills, choose two: Combat Sense, Vehicle (3), Well-Equipped (2), Custom Vehicle (2), or Natural Aptitude/Piloting or Gunnery]
- 16 When it comes to politics in the Free Worlds League, you are a master at playing both sides off the middle. [Acting +5, Fast Talk +5, Promotion, Well-Connected (2), Gregarious, lose all Quirk/Loyalty traits and pick up Bad Reputation (2), Quirk/Watches out for Number One (2), and Stigma/Two-Faced.]
- 17 You have a natural talent for leadership. [Add +3 to two military field skills, Strategy +3, Tactics/Any +3, Leadership +5, Natural Aptitude/Leadership. If character is not Commissioned, they may attend the Marik Officer Training College as part of this pass, otherwise they receive Promotion.]
- 18 Outstanding performance! The Captain-General requires your services in the Knights of the Inner Sphere. [Promotion, Good Reputation, +3 to three military field skills, Choose two: Brave, Natural Aptitude, Vehicle, or Well-Equipped. If character is a MechWarrior of Aerospace pilot, they may take Tour of Duty: Knights of the Inner Sphere next. Otherwise, take Vehicle (2) or Well-Equipped (2)]
- 2 [Choose one event or roll twice and apply both events.]
- 3 [Choose two events or roll three times and apply all three events.]

STAGE 4: TOUR OF DUTY: KNIGHTS OF THE INNER SPHERE

Entry by Event die roll only. Open to MechWarriors and Aerospace Pilots only. Characters may not enter if they have any Quirk/Loyalty or Stigma traits other than loyalty to House Marik or the Free Worlds League. Characters may enter if they get rid of each offending trait by taking a 1 point Enemy trait (former Comrades from the characters home state) for each offending Quirk and Stigma. If character has any other questionable Events in their past

(Gamemaster's discretion), they must have a 2 point Contact that can hide the event.

Time: 2 years

Attribute Minimums: WIL 6, CHA 4

Attribute Thresholds: CHA +1, SOC +2

Traits: Title (5, Knight of the Inner Sphere), Good Reputation (4), Well-Equipped (2), Vehicle (4), Custom Vehicle (3), Choose one: Promotion, Brave, Well-Connected, or Owns Vehicle. Quirk/Honorable (2), Quirk/Loyalty to Thomas Marik (2), Stigma/"Goody two-shoes" (2), In For Life

Skills: +3 to any two military field skills. +1 to any four skills. First time through this path: Interest/Arthurian Legends +6, Interest/neo-Chivalry +2, Academic/Honorable Combat in Military History +2

Next Path: Tour of Duty: Knights of the Inner Sphere (4). Once a character has become a Knight, they remain a Knight unless they commit an act of Dishonor. Once Character generation is complete, the character may decide to become "inactive" from the Knights if they so choose.

Events:

- 2 You believed you had the moral convictions to be in the Knights, but you find their strict adherence to their code of honor is too constraining. [Minimum WIL of 6 is discarded and maximum WIL is now 4. Lose all Title, Good Reputation, In For Life, Well-Equipped, and Vehicle traits earned on this path. Leave the Knights of the Inner Sphere. May only take Tour of Duty: Inner Sphere and Tour of Duty: Free Worlds League until character creation is finished. Stigma/Washed out of Knights of the Inner Sphere.]
- 3 You prove your convictions, even though it cost you dearly. [BOD -2, Unattractive, Brave, Addiction (2, Pain Medications), WIL +2, Choose one: Disabled (2), Lost Limb (2), Poor Vision (2) or Poor Hearing (4).]
- 4 You are forced to confront friends and family who are not acting in the best interest of the League. [Bad Reputation (2), Intimidation +3, Stigma/Family Traitor, Brave, Enemy (1, family or former friends), Quirk/Riddled with Guilt]
- 5 You are determined to bring enlightenment to those who do not want it. [Quirk/Keeps Trying (2), Stigma/Annoyingly Evangelistic, Protocol/Any +4, Language/ Any +3]
- 6 You find that you miss some of the indulgences you once quietly enjoyed before you joined the Knights. Keeping them a secret becomes harder and harder. [Acting +3, Stealth +3, Quirk/Guilty Conscience, Choose one set: Seduction +3 and Addiction/Sex, Gambling +3 and Addiction/Gambling, or Poison Resistance and Addiction/Drugs (2)]
- 7 Members of a Provincial Regiment assigned to work with the Knights disobey orders for the rules of

warfare and act dishonorably, forcing your unit to bring them to heel in a nasty conflict. [Enemy (2), +2 to three military field skills, Stigma/Anti-Provincial Forces]

- 8 You sometimes take the Arthurian influences in the Knights a step too far in your real life. [Quirk/Acts as a Knight of the Round Table, Stigma/Eccentric, Blades +4, Interests/Arthurian Legend +3, Addiction/Arthurian Legend, Special Item (1, Rare Arthurian Books)]
- 9 Sir Lancelot you are not. Maybe Merlin's apprentice... [Poor Vision, Technician/Any +4, Sensor Operations +5, Computers +3, Stigma/Geek]
- 10 You find the perfect Gwenavere. [Dependent]
- 11 You spend your tour training with the Silver Knights. [+2 to three Military Field skills]
- 12 You spend your free time doing charitable work. [Good Reputation, Well-Connected, Gregarious, CHA +1, Protocol/Any +2, Language/Any +2]
- 13 Sometimes even a Knight needs a little hand from Lady Luck. [EDG +1, +2 to next Event die roll]
- 14 Clearing your life of distractions from the ways of the Knighthood allows you to discover new things about yourself. [Choose two: Exceptional Attribute, Natural Aptitude, Night Vision, Good Vision, Good Hearing, G-Tolerance, Ambidextrous]
- 15 A fellow Knight who has no family falls in combat, and you inherit his 'Mech and his vow to continue his tradition of excellence. [Owns Vehicle, Vehicle (4), Custom Vehicle (1), Quirk/Strives to Perfection]
- 16 Your abilities in combat are a tribute to the Knights. [Combat Sense, Tactics/Any +6, Piloting/Any appropriate +6, Gunnery/Any appropriate +6]
- 17 Called up to serve with Colonel Sir Paul Masters as a liaison to the Clans. [Protocol/Clans +4, Bureaucracy/Clans +3, Zero-G Operations +4, Administration +3, +3 to four Military Field Skills, Stigma/Spheroid Puppet of False Star League, Negotiation +6, Promotion, Contact (2)]
- 18 The Captain-General himself is watching your amazing career, and is well pleased. [Contact (3, Captain-General), +3 to four Military Field Skills, Leadership +2, Promotion, Title (1), Wealth (2), Vehicle (2), Well-Equipped (2)]
- 19 [Choose one event or roll twice and apply both events.]
- 20 [Choose two events or roll three times and apply all three events.]