

NEW RULES FOR MECHWARRIOR 3RD EDITION MERCENARY CHARACTERS

These rules are a re-write of the Field Manual: Mercenaries (FM: Merc) MechWarrior II rules. Gamemasters may feel free to use or modify them as needed to fit into their campaign.

NEW TRAITS

To help expand on the lives a mercenary character will lead, these new and expanded traits will help to round out a Mercenary Character.

CUSTOM VEHICLE/ WELL-EQUIPPED / SPECIAL ITEM (EXPANDED)

For mercenary or other characters that take on Mercenary Special Operations Contracts, the Gamemaster has the discretion to treat these Traits as multiple traits. Each award may go towards dealing with vehicles, equipment, or items that are specific to the character's chosen specialty(s). For each separate Custom Vehicle Trait, the character must have a Vehicle Trait that goes with it. Each Well-Equipped trait is for a specific specialty only. See Stage 4: Mercenary Special Operations Contracts for more information.

BENEFACTOR (NEW):

COST: 6/8/10 (4/6/8)

A Benefactor is a powerful, (typically) benevolent character that is inclined to aid the player character and his/her friends when called upon (or usually pleaded

upon). A Benefactor is similar to a Patron from Solaris VII, but typically does not have winning pre-arranged battles as a motivating factor. Many mercenary units have gotten their start thanks to a particularly helpful person contributing to the founding members hopes and dreams, or prying on their own naiveté. Benefactors are not just for Mercenaries though, any character may have a Benefactor.

Benefactor Type:

In order to have a Benefactor, the character must first have a 3 point Contact to the Benefactor (representing the initial relationship between the two). The standard type of Benefactor is typically referred to as a Benevolent Benefactor. This Benefactor helps the character and his/her friends out of the kindness or generosity of his heart. In times of need, the Benefactor will expect the help to be repaid in kind.

Conversely, the "Benefactor" may be someone who only helps the character when their own interests are met. This type of Opportunistic Benefactor costs 2 points less, but requires the character to take In For Life at no cost (the character is forever indebted to the Benefactor). Help from an Opportunistic Benefactor will carry many strings attached. If the character does not follow through with the Opportunistic Benefactor's wishes, they will find themselves in hot water fast. Depending on the severity, the Gamemaster can strip the Benefactor trait away from the Character and award up to six 1 point Enemy traits; representing the bounty hunters trying to cash in on the

BENEFACTOR RESOURCE TABLE

Trait Points	Type of Benefactor	Ready Cash (C-Bills)	Vehicle Help	Technology / Legality Help	Man Power	Sphere of Influence
6 (4)	Minor Noble, Wealthy Entrepreneur, Military General, Local Mob Leader, Galaxy Commander, Expert Scientist	1,000,000	1~4	+1/+1	Lance / Star	Small District or Planet in Affiliation
8 (6)	Major Noble, Head of National Corporation, Military District General, Major Crime Lord, Head of Warrior House, Head of Scientist Caste, Head of Bloodname House	2,000,000	6~12	+2/+1	Company / Binary / Trinary	Benefactor's Nation & Limited in Allied Nations
10 (8)	Head of State, General of Armies, Kahn/SaKahn, CEO of Multi-National Corporation, Head of NAIS	5,000,000	12+	+2/+2	Battalion / Cluster	Far reaching, including Allied Nations

BENEFACITOR NEGOTIATION MODIFIERS

Modifying Factors	Benefactor TN Modifier	
	Benevolent	Opportunistic
"Soft Spot" for Character	-1	-1
Character has Good Reputation Trait	-1	-
General Goals are aligned with Benefactor	-1	-1
Specific Goal is aligned with Benefactor	-2	-1
Quirk of Benefactor Aligned with Character	-2	-2
Quirk of Character Aligned with Benefactor	-1	-1
Benefactor has no interest in current goals	-	+1
Character has Bad Reputation Trait	+1	+1 (-1?)
Benefactor not fond of Character or his friends	+1	+1
Current Goals go against Benefactors general principles	+1	+2
Current Goals go against Benefactors Interests	+2	+4
Quirk of Benefactor opposes Characters	+1	+2
Quirk of Character opposes Benefactor	+2	+3
Current Goals go against Benefactor Quirk	+3	+5

reward for bringing the Character's head to their former Benefactor. The Character(s) also makes the Benefactor their enemy; Enemy(2) for a 4 point Benefactor and Enemy(3) for any other Benefactor.

When Benefactors are awarded on the Life Path, the character needs to keep track of the number of levels awarded. At the end of character creation, the character must have a 3 point Contact trait to combine with the Benefactor trait in order to have a Benevolent Benefactor. Otherwise, the Benefactor trait becomes an Opportunistic Benefactor.

Like a Patron from Solaris VII, multiple characters may band together to obtain a Benefactor. Each character must spend a minimum of 2 points each to obtain the Benefactor. Assuming they have the same Benefactor, they add their scores. If this option is used, only the highest value(s) counts for its full value; the remainder counts as half the value. The character with the highest contribution must be the one with the Contact trait if this is a Benevolent Benefactor. If the Benefactor is

opportunistic, all of the contributing characters receive In For Life at no cost.

The player and the Gamemaster should come up with a reasonable story on how the character came to know the Benefactor, and how that Benefactor became persuaded to aid in the character's adventures. The Gamemaster should avoid letting the Benefactor become an open checkbook that the Character can use at their discretion. The Benefactor should have appropriate Perception and Negotiation skills, as well as a clearly defined affiliation (which will limit the Benefactor's resources and sphere of influence).

Benefactor Resources:

The abilities and readily available resources that the Benefactor has is shown in the Benefactor Resource Table. An explanation of each column is given below:

Type of Benefactor - gives suggestions as to what the Benefactor does for a living, which in turn hints at their available resources. Ready Cash gives the amount of cash on hand that the Benefactor has to aid the Character.

Vehicle Help - is the number of advanced type combat vehicles the Benefactor could loan to the Character (not give) for a period of time. If the Character asks for the extended use of a dropship or jumpship, the dropship available would be large enough to carry the number of vehicles in the Vehicle Help column and would count as the vehicle help. A small jumpship would count as a company of help and a large jumpship would count as a battalion of help.

Technology/Legality Help - shows the level of equipment available to the Benefactor above the Characters capability to get.

Man Power is the amount of aid in soldiers, etc. the

BENEFACITOR NEGOTIATION SUCCESS TABLE

MoS/MoF	Cash	Vehicle	Tech/ Legality	Man Power
-5 or less	None	None	N/A	None
-4	-80%	None	-2/-2	None
-3	-60%	¼	-1/-1	¼
-2	-40%	¼	-1/-1	¼
-1	-20%	½	0/0	½
0	-10%	½	0/0	¾
+1	-	¾	0/0	¾
+2	+5%	Full	0/0	Full
+3	+10%	Full	0/0	Full + ¼
+4	+15%	Full + ¼	+1/+1	Full + ½
+5 or greater	+20%	Full + ½	+2/+2	2xFull

Benefactor can provide as a backup.

Gamemasters will need to use their best judgment as to what the Benefactor can really provide. For example, Gamemasters should not hand over a check for cash. Instead, the equivalent in transportation, supplies, equipment, etc. should be given to the Character when asked for. The Gamemaster should never give characters help from all 5 areas (i.e., they can get help via cash and maybe a vehicle, but don't hand over all the C-bills, 4 'Mechs, and a full Lance of backup all at once).

The type of Benefactor should influence what they can actually get their own hands on. It is unlikely that an Expert Scientist will have access to a Lance of combat ready soldiers and/or have 1,000,000 C-bills sitting around waiting to be used. However, the Scientist may have access to 2-4 prototype 'Mechs or vehicles with advanced weaponry or the latest gadget that ComStar ROM agents are waiting anxiously to try.

Getting Help from the Benefactor:

How much the Benefactor is inclined to help the character is dependent much on the relationship they have with the character and the Benefactor's own motivations and interests. Whenever a character asks for help, they will make an opposing skill check (Negotiation, Protocol, or whatever skill the Gamemaster feels is appropriate). What will influence the negotiations between the Benefactor and the Character is shown on the Benefactor Negotiation Modifiers table. For example, if the Benefactor has an appropriate Quirk Trait (or equivalent), the TN should be adjusted by ± 2 . Current Goals refers to what the character is currently trying to achieve, while General Goals refers to the Character's and Benefactor's overall desires for how they want their little corner of the universe to work.

The amount of help the Character will receive is based on the MoS/MoF of the Opposed skill roll and is shown in the Benefactor Negotiation Success table. Note that a fumble on the Character's roll will result in no help from the Benefactor. A fumble on the Benefactor's roll will result in them giving in completely and offering as much help as they can.

If multiple characters band together to receive a Benefactor, then all of them contribute to the Negotiation modifiers. All positive TN modifiers for each character are applied to the roll, but only the character(s) negotiating at the time can apply negative TN modifiers. The character with the Contact trait (or the one that contributed the most trait points to the benefactor) applies all of their negative TN modifiers normally. The rest apply only half their negative TN modifiers (rounded down). The character that contributed the most points to the shared trait makes the roll if they are in the negotiations. Otherwise, the Gamemaster decides which character makes the roll.

For example: Justin has three characters (Killer, Backlash, and Spike) who are looking for a Benefactor. They don't mind dealing with shady type's, so they opt for a Opportunistic Benefactor. Killer spends 4 points while Backlash and Spike each spend 2 points. This results in a 6 point Benefactor $\{4 + (2,2) + (2,2) = 6\}$. They each receive In For Life as a result and pick a Major Crime Lord. On one adventure, they are out to ruin the operations of a rival yakuza gang. The crime lord likes Killer, but is not fond of Backlash and is indifferent to Spike. However, their Benefactor would like to see his rival go down in smoke. The modifier to the Negotiation TN would then be -1 for his like of Killer, -2 for helping to take down the rival, and a $+1$ modifier due to his dislike of Backlash, for a total modifier of -2 . It's likely that the Crime Lord will help them out, but he will definitely be expecting results and will be displeased if they fail.

DRAGOON RANKING (NEW):

Cost:--

In MW3, a characters reputation and capabilities can make or break them as mercenary. While MW3 has many traits that a character can have that an employer will look at, the Dragoon Ranking provides a system to combine all of those into a more manageable benchmark that employers can use to judge the quality of the character as a mercenary.

The Dragoon Ranking came about as a psuedo form of the Dragoon's Rating

used on Harlech for grading mercenary units. The Dragoon's Rating was created by Wolf's Dragoons when they started up the Hiring Hall on Outreach. It is a simple rating that reflects a mercenary unit's capabilities, experience, reliability, and resources. These ratings help an employer weed out the good from the bad from the ugly. As time went along, the idea of ranking an individual warrior or technician the same way whole mercenary units were ranked began to evolve on Harlech. While not officially used by the Hiring Hall, the 'Dragoon Ranking' evolved to evaluate individual soldiers, and has become a popular way for individual mercenaries seeking

DRAGOON RANKING		
Trait Value	Ranking	Skill Roll Bonus
0	NR	-4
1	D-	-2
2~4	D	-2
5	D+	-2
6	C-	0
7~9	C	0
10~11	C+	0
12~13	B-	+1
14~16	B	+1
17~19	B+	+1
20~22	A-	+2
23~26	A	+2
27~29	A+	+2
30+	A*	+4

employment to quickly show their capabilities to prospective employers.

The Dragoon Ranking trait is used in a similar fashion to the Prominence trait for Solaris VII characters or the Glory Trait for Clan characters. The higher a character's Dragoon Ranking, the more doors will be open to the character throughout their career.

Unlike most traits, a character's Dragoon Ranking can not be purchased during character creation. However, certain events can influence the Dragoon Ranking of a character. It should be noted that the character's Dragoon Ranking is not the same as the Dragoon's Rating used to score mercenary units as a whole. However, a character's Dragoon Ranking can influence a unit's Dragoon's Rating (for good or bad). This is discussed in the rules for Dragoon's Rating.

One thing to note is that the Dragoon Ranking is not just for warriors, but for technician and support personnel as well. Good Field Engineers, Mech Technicians, Field Medics, etc. are of great importance to the abilities of a mercenary unit to function. As such, non-warrior characters interested in joining up with a mercenary unit should also derive a Dragoon Ranking for themselves.

Campaign Mechanics

A character's starting Dragoon Ranking follows the same steps as the Dragoon's Rating for units: D, C, B, and A. Character's that have a trait value of 0 are not ranked (NR). The rankings are further subdivided into minus, standard, and plus. Generally, the bottom 20% of warriors or technicians in a ranking will be minus, the top 20% will be plus. The highest ranking that can be achieved is A*, generally reserved for the best of the best. The rank that a character has is based on the value of their Dragoon Ranking Trait. During character generation, a character's trait value can not go higher than 25 or lower than 0 no matter what. To achieve the A+ and A* ranking, they must earn it through actual play.

Starting Dragoon Ranking

All characters start with a Dragoon Ranking value of 0. This starting value may be increased and/or decreased by event die rolls. The Dragoon Ranking Modifier table below shows how different character skills and traits can effect the initial Dragoon Ranking. The life paths listed in this

DRAGOON RANKING MODIFIERS

Trait, Skill, or Event	Dragoon Ranking Modifier
Positive Traits:	
Clan Character Phenotype	+2
Combat Sense	+1
Commission	+1
Good Reputation	+1 for each point
Natural Aptitude (Any Appropriate)	+1 for each (+3 maximum award)
Owens Vehicle	+3
Rank	+Trait Value/2 (Round Down)
Title	+Trait Value/4 (Round Down)
Toughness, Brave, or Sixth Sense	+1 (for any, not for each trait)
Well-Equipped	+Trait Value/2
Negative Traits:	
Bad Reputation	-2 for each point
Combat Paralysis	-2
Each Demotion during Character Generation	-2
Disabled, Lost Limb, Poor Hearing, or Poor Vision beyond the lowest level	-2 for each trait
Glass Jaw or Timid	-1 for each
Poorly Equipped	-3
Poverty	-2
Quirk or Stigma (Any Appropriate)	-1 for each
Transit Disorientation Syndrome	-1
Lemon	-3
Gremlins	-1 (Warriors), -4 (Technicians)
Skills:	
Leadership (Above +2)	+(Skill Bonus-2)/2
Piloting/Any Appropriate (Above +2)	+(Skill Bonus-2)/2
Gunnery/Any Appropriate (Above +2)	+(Skill Bonus-2)/2
Technician/Any Appropriate (Above +2)	+(Skill Bonus-2)/2
Negotiation (Above +3)	+1
Posses Piloting and Gunnery skills for more than one combat vehicle type	+2
Life Path & Event Rolls*	
Graduated from Prestigious Academy or University (Nagelring, NAIS, etc.)	+2
Roll of 2 on a 2-12 Tour of Duty	-2
Roll of 2 on a 2-20 Tour of Duty	-3
Roll of 3 on a 2-20 Tour of Duty	-2
Roll of 10 on a 2-12 Tour of Duty	+1
Roll of 11 on a 2-12 Tour of Duty	+2
Roll of 17 on a 2-20 Tour of Duty	+1
Roll of 18+ on a 2-20 Tour of Duty	+2
Each Tour of Duty Served with no Event roll under 6 (2-12 Tour) or 10 (2-20 Tour)	+1
*Note: Only use the values for these event rolls if the path does not award Dragoon Rankings on any events in the path.	

document may modify the characters Dragoon Ranking through trait awards or Event die rolls. If the character takes a Tour of Duty other than the ones listed here, then use the values listed in the Dragoon Ranking Modifiers table for Event Die rolls. If during creation the character's Dragoon Rating is reset to 0 (by event die roll or by choosing a bad Life Path), only the traits and event die rolls from that point on count towards the character's starting Dragoon Ranking.

For example, Mechwarrior Jason Trent starts off play with the following traits: Commission, Rank (6), Combat Sense, Lemon, Owns Vehicle, Bad Reputation (2), and Well-Equipped (8). He has the following Skill Bonuses Piloting/Mech +3, Gunnery/ Humanoid/ Laser +7, Gunnery/ Humanoid/ Ballistic +4, and Gunnery/ Humanoid/ Missile +1. During his tours of duty, he rolled a 2 on a 2~20 Tour of Duty event table and a 11 on a 2~12 Tour of Duty event table. His starting Dragoon Ranking trait value is 8 (+1 for Commision, +6 for Rank, +1 for Combat Sense, -3 for Lemon, +3 for Owns Vehicle, -4 for Bad Reputation, +4 for Well-Equipped, +1 for his Gunnery and piloting Skills, -3 and +2 for his event die rolls), for a Dragoon Ranking of C.

Altering Dragoon Ranking

During a character's life, key actions and events will alter their Dragoon Rating. If the character should alter any of their traits or skills (through character advancement or through awards from the Gamemaster), or gain or loose any appropriate traits or skills, then their Dragoon Ranking should be modified as well.

In addition, if the character performs any action that the Gamemaster believes would effect the character's Dragoon ranking (such as winning of loosing major battles, etc.), then the character may make a Attribute roll against their current EDG to alter their Dragoon Ranking.

In the case of positive type of events (such as winning a decisive victory against an oppressive government or taking out a rouge group of pirates), a positive MoS increases the character's Dragoon Ranking by the MoS, while a MoF does nothing.

In the case of a negative type of event (the character makes a tactical or strategic error that gets most of his unit killed or captured), a positive MoS means no change to their Dragoon Ranking, but the MoF is subtracted from their current Dragoon Ranking for their new Dragoon Ranking.

Dragoon Ranking During Character Creation (Optional):

During Character creation, the Dragoon Ranking can be used to limit which paths the character may take for Mercenary Tour's of Duty. Since mercenary units generally have to compete for the best and the brightest, they also can't afford to waste their time on those who show no promise at all. To reflect this, the Tours of Duty

in the FM: Mercenaries rules presented here limit who can take the path based on their Dragoon Ranking.

To help reflect this, players calculate and keep track of the Dragoon Ranking for their characters during creation. This results in path restrictions as described in the New Life Paths section below. Since the character is still establishing his or herself, the chances of getting into a Tour of Duty: Major Merc Unit right out of any Academy is pretty slim. While any new graduate or somewhat inexperienced warrior is unlikely to catch the eye of the top recruiters, there are some candidates worth accepting into the top units.

If during creation the character's Dragoon Rating is reset to 0 (by event die roll or by choosing a bad Life Path), only the traits and event die rolls from that point on count towards the character's Dragoon Ranking.

Using Dragoon Ranking During Play

The Dragoon Ranking is primarily used during character creation to limit a character's choices on the life path as a mercenary and as a replacement for Influence when creating a Mercenary Unit (see the rules for Creating a Mercenary Unit as a MechWarrior 3rd Edition Character). In regular play, the Dragoon Ranking is primarily a roll playing device that can influence how a character interacts with other professional soldiers, employers, and employees in a mercenary unit.

Characters with a Dragoon Ranking add the modifier found in the Dragoon Ranking table to any Negotiation, Leadership, or Protocol skill rolls. These modifier should only be applied when dealing with other characters and NPC's concerning matters related to mercenary contracts, command decisions with other forces, etc. The Gamemaster decides when these modifiers are appropriate.

OWNS VEHICLE / VEHICLE (EXPANDED)

Characters may ban together to purchase "large" vehicles such as DropShips and JumpShips. In such cases, each character who jointly owns the vehicle must spend at least 2 points on the Vehicle and Owns Vehicle trait to purchase the ship. This can only be done during character creation. Once characters begin play, they must purchase large vessels such as this with their own C-bills. Use the Expanded Vehicle table below for purchasing of JumpShips.

EXPANDED Vehicle TABLE		
Trait Points	Aerospace	Debt (C-Bills)
20	JumpShip (6 DropShips)	2,000,000
18	JumpShip (4 DropShips)	1,500,000
15	JumpShip (2 DropShips)	1,250,000
12	JumpShip (1 DropShip)	1,000,000

The size of the JumpShip is given in the maximum number of DropShips it can handle. Debt is the amount of debt the character(s) have incurred for the maintenance, operation, crew payment, etc. of the JumpShip in question. This represents how hard it is to purchase and operate a JumpShip as a small operator. Characters may reduce the amount of debt by 250,000 C-bills for each trait point above the value listed spent on the JumpShip (i.e. if a character spent 15 points on the Vehicle trait but only purchased a JumpShip that carries a single DropShip, they would only owe 250,000 C-bills in debt). Treat debts incurred on JumpShips in the same manner as incurring debt via the expanded Wealth rules in the MechWarrior's Guide to Solaris VII.

NEW SKILLS

OPERATIONS (NEW, DIFFICULT)

Sub-skills: Zero-G, High-G, Hostile Environment, Extreme Weather, Under Water

This new skill is similar to the Zero-G Operations Skill in that it imparts knowledge to the character about operating in unusual and/or harsh conditions. With this knowledge, characters do not suffer modifiers to Action Checks when working under such conditions. Also, the Operations skill limits the skill bonus of any skills linked to a physical attribute (BOD, STR, RFL, DEX). While in the environment, no character can use a skill bonus greater than their appropriate Operations sub-skill. At the Gamemaster's discretion, characters may add half their Operations skill bonus (round down) to their rolls for any Survival, Perception, or Sensor Operations skill checks.

Five sub-skills are associated with the Operations skill: Zero-G, High-G, Hostile Environment, Extreme Weather, and Under Water.

Operations/Zero-G is the exact same skill as Zero-G Operations from MW3 and replaces it. Use all of the published rules for Zero-G Operations for this sub-skill.

High-G is for high gravity environments (over 1.5 G, up to 2.5 G). Characters with this sub-skill have been trained to operate under high gravity conditions for extended periods of time. In general, the character should also have the G-Tolerance Trait in order to use this skill. Characters that do not have this skill and roll a fumble on an action check or have an MoF of greater than 3 will injure themselves when performing actions under high gravity (muscle strains and fatigue). The exact damage is up to the game master to decide, but the character suffers 3 points of fatigue each time this happens regardless.

Hostile Environments include environments with extreme temperatures (above 40°C or below -25°C), poisonous atmospheres, and high pressure/low pressure atmospheres. Characters are trained to work while using bulky and encumbering environmental suites and equipment. Having this skill allows them to operate as if they were unencumbered.

Extreme Weather allows characters to operate in near crippling conditions such as Hurricanes, Tornadoes, Heavy Snow and Ice, Freezing Rain, etc. Characters with this skill will cut all combat and physical modifiers by half.

Under Water imparts capabilities such as the use of SCUBA gear and operating under high pressure conditions most commonly found under large bodies of water. Note that the Under Water sub-skill does not teach the character how to swim; that requires the Swimming skill. Characters may free dive a number of meters equal to twice their skill bonus + 4 meters, up to a maximum of 25 meters.

NEW AFFILIATIONS

While most mercenaries come from the various successor states and Periphery nations, with a few Clansman now thrown into the mix, there are some major Mercenary units that have left such an impact on the Inner Sphere that no political entity can ignore them. The small yet significant regions of space that they control have become their own socio/political entities. The following two affiliations reflect characters that have come from these two areas of the Inner Sphere.

ARC-ROYAL DEFENSE CORDON (THE KELL HOUNDS)

While not an officially recognized political unit, the Arc-Royal Defense Cordon is certainly a thorn in the side of Katherine Steiner-Davion. The Kell Hounds, with the leadership of Duke Morgan Kell, created the Cordon officially to protect the Lyran Alliance and the rest of the Inner Sphere from Clan invasion, and became semi-autonomous under the auspice of staying out of the fight between Katherine and her brother Victor.

In reality it was the only way the Kell Hounds could break free of Katherine's coup without completely alienating the Lyran people. With the stop of the Clan invasion and the growing Fed-Com civil war, it has become harder for Duke Kell to remain neutral, and the Lyran's are beginning to watch them to see which side of the fight they will enter in.

To make matters even harder, the Kell Hounds accepted the Wolf Clan-In-Exile on Arc-Royal. This has made relations with many in the Lyran Alliance even more strained than they were before. People from the Cordon are being seen as Clan sympathizers by some, which makes being from Arc-Royal a hard life to live. Characters from the Cordon use the Lyran Alliance affiliation with the following additions/changes.

Attribute Thresholds: EDG +1, SOC -1

Bonus Skills: Fast Talk +2

Traits: Stigma/Clan Sympathizers, Stigma/Pro-Victor, Enemy/Lyran Alliance(2). May take In For Life (Heimdall) for 4 points instead of the standard 3.

Path Restrictions: May not take Tour of Duty: Social General (4).

WOLF'S DRAGOONS

Wolf's Dragoons have been the premier mercenary unit in the Inner Sphere for over a half century. Born of the Clans, Jamie Wolf and his Dragoons originally came to the Inner Sphere to gather intelligence on the great houses as a prelude to the Clan invasion. Holding the Warden view, Jamie Wolf eventually came to love the Inner Sphere, and worked during the Clan invasion to protect it from the onslaught of the Clan military. Now, the Dragoons use their considerable resources to do what they can to preserve both Inner Sphere and Clan societies.

The Dragoons land hold Outreach is the center of all mercenary business. The world is under their undisputed control, and owes no allegiance to any other affiliation. Since the Clan invasion, the Dragoons have reverted more to their Clan roots, even to the point of instituting a Clan like eugenics program, sibkos, and an 'Honor Name' system similar to the Clan Bloodnames. A mix of Dagoon 'true born' as well as Inner Sphere adoptees (including many Clan war orphans) are now filling the ranks of the Dragoons left vacant by the aging members of the original 5 regiments that came from Clan space.

The Dragoons have also taken sides in the FedCom civil war. With Archon Katherine Steiner-Davion having authorized stealing technology from the Dagoon's Blackwell Industries (the so called Light Engine design), the Dragoons are now firmly against Katherine and have broken all ties that are possible to the Lyran Alliance. They have stopped short of revoking access to the Hiring Halls for Katherine and the Lyran Alliance, knowing that they could not survive the political repercussions. However, the new Wolf Pack, under the leadership of general Meauve Wolf, is always ready to standup and fight when the need arises.

Game Materials

Characters with the Dragoons affiliation have three choices as to how their character came to be a part of the Dragoons: 1) As an adult 'adoptee', 2) as a War Orphan adoptee, or 3) as a Dagoon Trueborn. Adult adoptees must choose a standard Inner Sphere affiliation first, and may become a part of the Dragoons after Stage 2. Once they switch to the Dagoon affiliation, they gain all of the bonus skills listed below. In addition, they may take one of the listed bonus traits with the Gamemaster's approval.

War Orphan's choose the Lyran Alliance, Draconis Combine, Free Rasalhauge Republic, or Chaos March affiliations and must take the Clan War Orphan path in Stage 1, then go on to the Wolf's Dragoons path restrictions in Stage 2. War Orphans follow the Wolf's Dragoons path restrictions, with the additional restriction

that they may not take a clan phenotype trait. They gain all attributes of the Dagoon Affiliation.

Dagoon trueborns are born from the Dagoon's own eugenics program; similar to the Clan eugenics programs. Dagoon Trueborns are not taught to stigmatize so called 'freeborn' characters, though the trueborns are stigmatized themselves to an extent by the Inner Sphere adoptees. However, their true nature as so called 'trueborns' is generally not known outside of the Dragoons. The trueborn Dragoons may take the Mechwarrior and Elemental phenotypes during their creation, but may not take the Aerospace pilot phenotype. The Dragoons saw no need to propagate the Aerospace phenotype since it is perceived as a failed program for the Clans. Dagoon Trueborns gain all of the listed attributes of the Dagoon Affiliation.

Primary Language: English

Secondary Language: Adoptees: based on Affiliation, Dagoon Trueborn: None

Attribute Minimums: INT 3, WIL 3, Warriors must have a minimum INT 4

Attribute Thresholds: EDG +1, WIL +1

Bonus Skills: Protocol/Outreach +3, Bureaucracy/Outreach +2, Tactics/Any +2, Strategy +1, Streetwise/Outreach +3, Interest/Clans +1, Interest/Dagoon History +1

Bonus Traits: Stigma/Clan Traitors (2), Good Reputation, Enemy/Lyran Alliance, Enemy/Clans(2). Any Dagoon character with a minimum INT 7 may take a Natural Aptitude trait for 1 point less than normal. Warriors must use this Natural Aptitude on a combat skill or one of the bonus skills listed above. Dagoon trained technicians with a minimum INT 5 receive one Natural Aptitude/Technician trait for free.

Path Restrictions: Adult adoptees follow the normal path restrictions for their character. Clan war orphan adoptees may choose to follow the same paths as Dagoon Trueborn characters from Stage 2 on, but may not take any Clan Phenotype traits. Dagoon Trueborn characters follow a modified version of the Clan path restrictions.

First, Dagoon affiliated characters ignore the Clan social minimums, since castes do not really exist. In stage 1, they must take the Trueborn Crèche path. While in the Crèche, the character does not receive the Slow Learner trait.

In stage 2, they may choose to follow a standard civilian clan path, or go on to the Trueborn Sibko path. The following modifications/changes are made to the path:

Traits: Quirk/Dagoon Honor

Skills: Negotiation +2, Leadership +1, Interest/Dagoon History +2 instead of Interest/Clan Remembrance

Fields: The following fields are available to Dagoon characters:

Clan Elemental or MechWarrior (as appropriate by phenotype, instead of the normal +3 per skill,

the character receives four skills at +2, two at +4, and one at +6)

Aerospace Pilot (minimum RFL 4, DEX 4; EDG +1)
Aerospace Pilot Specialist (minimum RFL 4, DEX 4; EDG +1; see p.62 AT2)

Armored Infantry (Non-Elementals, minimum BOD 6, STR 6, WIL 4, BOD +1, STR +1, Toughness)

Basic Technician (minimum INT 4, INT +1, Natural Aptitude/Any one Technician Skill)

Cavalry (minimum RFL 3)

Infantry (minimum BOD 3, STR 3, BOD +1)

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

MechWarrior (Non-MechWarrior phenotypes, minimum DEX 4, RFL 4, RFL +1)

Events: Roll normally for events, but the Gamemaster should modify or ignore results that do not make sense for a Dragoon character.

From there, the character may move on to Stage 3 if desired and attend the OMTC. Since the equivalent of AIT is already taken, the character skips the AIT and may go on to Special Training or Naval Training (as appropriate). Otherwise, the character may take the following: Tour of Duty: Inner Sphere (4), Tour of Duty: Major Merc Unit (4), Tour of Duty: Any Affiliation except Lyran Alliance (4). Characters that do not leave the Dragoons during any time spent on a Tour of Duty: Affiliation path ignore In For Life and any Quirk/Loyalty trait awards unless the Gamemaster deems them appropriate to the character's development.

Leaving the Dragoons: Much like the Clans, once a character enters the Dragoons, it is not easy to leave. Characters who remain in the Dragoons affiliation for more than 2 life paths and do not have any questionable loyalties or events in their background that would cause the Dragoons to distrust them (Gamemaster's discretion), are taken into the Dragoon's confidence and gain access to many of their best kept secrets. At this point the character receives In For Life (Wolf's Dragoons).

If for some reason the character leaves the Dragoons, the way they left will determine what happens to them. No matter how the character leaves, they will lose two levels of Well-Equipped and two levels of Vehicle trait, unless the character is an adoptee and entered the Dragoons with the Owns Vehicle trait.

If the character leaves amicably, the character parts ways and does not lose any other benefits from the Dragoons. If the character leaves under bad circumstances (Gamemaster's discretion), they lose the In For Life trait and gain Enemy(3, Wolf's Dragoons), lose all Well-Equipped and Vehicle traits (unless they have the Owns Vehicle trait), and receive Bad Reputation(1). The character also loses all Contact traits to the Dragoons.

NEW CLAN AFFILIATIONS

The following new affiliation is for characters who wish to play Clan characters from the decimated Smoke Jaguar Clan.

FORMER SMOKE JAGUAR CLAN

A once proud and ruthless Clan, the Smoke Jaguars are all but extinct now. With the warrior clan gone, the lower castes have been absorbed into other clans. Characters that were once part of the Smoke Jaguar must end their life path as a bondsman to another clan, part of the bandit caste, or as a despot or bondsman in the inner sphere. Switching to a new affiliation has all the usual results for Smoke Jaguar characters.

Game Material:

Attribute Minimums: WIL 5

Attribute Thresholds: WIL +1, CHA -1, INT -1, EDG +1

Bonus Skills: Interest/Clan Smoke Jaguar Remembrance +3, Intimidation +2, Brawling +3, Streetwise/New Affiliation +1, Survival +2

Bonus Traits: Quirk/Hates Nova Cats, Quirk/Overconfident, Enemy/Draconis Combine(2), Enemy/Inner Sphere(1), Stigma/Annihilated Clan(2), Stigma/Bondsman. Smoke Jaguar characters may take the Combat Sense trait for 1 point less than normal.

Path Restrictions: Smoke Jaguar characters follow the standard path restrictions for Clan Characters (p. 32, MW3) with the following additions. Smoke Jaguar characters may not take the Tour of Duty: Harvest Trials. They may take the Blood Spirit ProtoMech Pilot Training as if they were from the Blood Spirit affiliation, but this must be the last path they take in character creation. At the end of the character's life path, the character must change affiliations to another clan or leave the clans with the normal consequences.

NEW LIFE PATHS

The following rules expand on the training and career opportunities for MW3 characters who follow the Mercenary life.

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.

THE MERCENARY LIFE: DRAGOON RANKING AND PATH RESTRICTIONS

A mercenary's life can be full of ups and downs, but very seldom is it boring. Because of this, any character that chooses to become a mercenary has the possibility of many doors opening up for them. Mercenary units work for every Inner Sphere and Periphery power, minor worlds; even corporations and other large

mercenary units have hired smaller units and specialty units to aid in their own objectives.

To reflect this world of opportunity, characters that embark on a Mercenary's life may take a Tour of Duty from just about any affiliation, within the restrictions given here. In order to do this, the character should use the Dragoon Ranking trait and keep track of their ranking as they generate their character. The legitimate paths they may enter are based on their Dragoon Ranking.

The Mercenary Path Restrictions table shows what the minimum Dragoon's Rating (for a mercenary unit) is that the employer will typically higher. Characters must have a minimum of the listed Dragoon Ranking in order to take the Tour of Duty listed. Note that this opens up quite a bit of opportunity for most characters. A character may take a Tour of Duty from a lower ranking if they wish. However, any character that takes a Piracy or Black Warrior tour will lose their Dragoon Ranking (i.e. trait is reset to 0). This of course assumes that the little stint into the underworld is known. How this effects the character should be left up to the Player and the Gamemaster to decide.

It is very possible that a character could pick up some unwanted traits when going through the Tour of Duty for a specific affiliation. If the trait seems completely inappropriate, the Gamemaster may decide not to give it to the character if the player can come up with a sufficient explanation. For example: a mercenary character from the Capellan Confederation who's merc unit gets caught up in the FedCom civil war during a Tour of Duty through the Federated Suns may not pick up a Stigma/pro-Victor or pro-Katherine trait. After all they really don't care who wins as long as they get paid. If that character was from the Lyran Alliance, however, they would have a much stronger opinion and should take the Stigma trait.

STAGE 3: OUTREACH MERCENARY TRAINING COMMAND (OMTC)

Cannot have Combat Paralysis or any of the following above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision.

Mercenary Brats and Clan War Orphans may enter without any further restrictions. Characters with the Wolf Dragoons affiliation may also enter without any further restrictions. Characters without these backgrounds may enter if they have EDG 6+ and an appropriate Contact with Wolf's Dragoons (Gamemaster's discretion). In addition, the character must have the Wealth trait at 3+.

For years the state sponsored military academies of the Inner Sphere and Periphery were the only places a

soldier could go for training in the art of warfare. Mercenaries who did not serve a regular army had very little opportunity to get the education that these house regulars had access to. This all changed when Wolf's Dragoons set up the OMTC.

The OMTC works with the University of Outreach to offer a full curriculum to the modern soldier of fortune. Courses are taught by Dragoon instructors, with the occasional guest instructor invited in from the major

MERCENARY PATH RESTRICTIONS

Dragoon's Rating / Ranking

Tour of Duty

NR

Piracy (4), Black Warrior (4), Yakuza Ghost Regiment* (4)

D

Minor Merc Unit (4), Inner Sphere (4), Paramilitary Service (3/4), Nueva Castile (4), Word of Blake Service (4)

C

Standard Merc Unit (4), Free Rasalhague Republic* (4), Federated Suns (4), Lyran Alliance (4), ComStar Service (4), Xin Sheng (4), Draconis Combine* (4), Free Worlds League* (4), Star League Defense Force* (4)

B

Major Merc Unit (4)

A

Mercenary Special Operations Contract (4), Knights of the Inner Sphere* (4)

**Note: These Tours of Duty don't exist in the published BattleTech Field Manuals because MW3 was not published when their respective FM's were published. However, if an equivalent life path can be generated or found, please use it.*

House academies. Even some of the advanced tactics and strategy courses are taught by Jamie Wolf himself.

Of special interest are the technician and field engineer training courses, which are sought after by both mercenaries and house regulars alike for the insight into Clan technology the Dragoons have. Though in recent years the gap has closed enough between the great houses and the Clans that some of the demand from the house militaries has decreased.

Exceptionally gifted students will be invited to go through the Dragoon's Advanced Training course. This course focuses on sharpening the students AIT skills and covers advanced tactics and strategies. Graduates of the program are highly sought after by house militaries and top mercenary units alike.

Classroom time is split between lecture and simulator or open proving ground time. The Dragoon's have some of the most advanced simulators in the Inner Sphere, rivaling those of the NAIS and the Focht War College on Tukayyd. Graduates of the OMTC can go head to head with some of the best the Inner Sphere has to offer.

Time: 1 year

Attribute Minimums: INT 3, WIL 4, REF 3, EDG 3

Attribute Thresholds: RFL +1, WIL +1, EDG +1, SOC – 1, CHA –1

Traits: Promotion, Poverty. Mercenary Brats and Clan War Orphans receive Contact (1, Major Merc Unit), which represents their sponsors to the OMTC.

Skills: Academic/Military History +3, Streetwise/Outreach +2, Protocol/Affiliation +2, Protocol/Any +1, Running +2, Bureaucracy/Outreach +2

Fields: Basic Training or Basic Training (Naval)

Next Path: Advanced Individual Training subpath (mandatory, part of this pass); Dragoon Trueborn Sibko graduates may skip directly to Special Training or Naval Training as appropriate.

Events:

- 2 A horrible field training accident ends your military career before it even begins. [-2 to all Basic Training Skills, Unattractive, Choose two: Disabled (2), Lost Limb (2), BLD –3, Poor Vision (2), Poor Hearing (4). Player may no longer take any military paths with a Dragoon Ranking greater than D.]
- 3 Couldn't keep out of trouble on Outreach. You are called before a board of inquiry and disciplined. [Bureaucracy/Outreach +4, Bad Reputation (2), Dragoon Ranking –2, Demotion or loose Commission trait if player has it (player choice). Add 2 years to this life path]
- 4 You embarrass yourself and your sponsor. [Fast Talk +2, Dragoon Ranking –1, Choose 2: Addiction, Bad Reputation, Loose Contact (Sponsor), Enemy (1)]
- 5 It was suppose to be a simulated fire exercise, not a live fire exercise. [+1 to half of AIT skills, Combat Sense, choose one: Disabled, Lost Limb (1), Poor Vision, or Poor Hearing]
- 6 Do you have a brain in there boy!?! [Slow Learner, -1 to all skills earned in this path, +1 year to the time on this path]
- 7 What do you mean you're weapon jammed again? [Gremlins, Bad Reputation, -1 to all Technician, Computer, and Engineering skills earned during AIT Special Training, and Field Engineering Training]
- 8 Maybe you're cut out for support rolls. [-2 to three military skills, -1 to half your AIT skills, Administration +5, Bureaucracy/Any +4, Protocol/Any +4, Computers +2]
- 9 Military school is just like any other school, boooooiiiiinnng! [-1 to any three military skills, Interest/Any +2, Choose to take Introvert, Natural Aptitude/Interest, and Interest/Any +3; or choose to take Gregarious, Stigma/Slacker, Dragoon Ranking –1, and Gambling +3]
- 10 How much trouble can you find on leave on Outreach? Oh, THAT much trouble. [Brawling +2,

Fast Talk +1, Forgery +1, Bad Reputation, Enemy (1)]

- 11 Those back streets on Outreach can turn up some interesting things. [Scrounge +3, Negotiation +2, Appraisal +1, Streetwise/Outreach +2, Well Connected (Outreach), Special Item(1), -1 to 3 military skills]
- 12 Solid performance should land you some good offers. [+2 to two military field skills, +1 to two other skills]
- 13 Just another techie wanabe. [Choose one of the following fields and add +1 to four skills from that field: Basic Technician, Mech Technician, Aerospace Technician, Vehicle Technician]
- 14 Getting to know your instructors has it's rewards. [Contact (2 – Wolf's Dragoons or other large Mercenary Unit), Tactics/Any +2, Strategy +1]
- 15 Your field scores qualify you for accelerated training [Receive one AIT field, add one year to this path]
- 16 You're officer material. [+3 to one Military field skill, +1 to two other skills, Leadership +2, may take Officer Candidate School next, then return to this path]
- 17 Graduated with flying colors. [Good Reputation, Promotion, Dragoon Ranking +1, +3 to two military field skills, Vehicle (1), Wealth (1), may take OCS next and return to this path.]
- 18 You da Merc! Every Merc Unit wants you on their roster. [Good Reputation (2), Promotion, Dragoon Ranking +2, +3 to three military field skills, Choose one: Vehicle (3) or Well-Equipped, Choose one: Combat Sense or Natural Aptitude/Any two Military Skills, Choose one: Contact (2) or Benefactor (1), may take OCS next and return to this path.]
- 19 Mercenaries rely on luck more than anyone else. EDG +1. Roll three times and apply two of the three events. [Rolls 17, 18 and 20 are mutually exclusive, so choose one and reroll the extra result if you get more than one of these events. Reroll on 19 as well.]
- 20 Versatility is the key to surviving as a Mercenary. You've qualified for the Dragoon's Advanced Training [EDG +2, Dragoon Ranking +4, take OMTC Advanced Training next, or after AIT if it has not been taken.]

Mandatory Sub-Path: Advanced Individual Training (AIT)

Basic Training Graduates Only

Time: 2 years

Traits: Promotion

Skills: +1 to three Basic Training skills, +2 to any two skills, tactics/any relevant +2, Administration +1, Leadership +1, Bureaucracy/Any Relevant +3

Fields: Choose one of the primary fields below. Apply the listed Attribute restrictions and modifiers as well as bonus traits.

Aerospace Pilot (minimum RFL 4, DEX 4; EDG +1)
 Aerospace Pilot Specialist (minimum RFL 4, DEX 4; EDG +1; see p.62 AT2)
 Armored Infantry (minimum BOD 6, STR 5, WIL 4, BOD +1, STR +1, Toughness)
 Basic Technician (minimum INT 4, INT +1, Natural Aptitude/Any one Technician Skill)
 Cavalry (minimum RFL 3)
 Infantry (minimum BOD 3, STR 3, BOD +1)
 Marine (minimum BOD 4, WIL 4, may not have TDS trait)
 MechWarrior (minimum DEX 4, RFL 4, RFL +1)

Events: Do not roll for events for Advanced Individual Training

Next Path: Tour of Duty: Affiliation (4), Tour of Duty: Minor Merc Unit (4), Tour of Duty: Standard Merc Unit (4), Tour of Duty: Major Merc Unit (4), Tour of Duty: Inner Sphere (4), Special Training (3, part of this pass; an option if the character took Armored Infantry, Infantry, Marine, or MechWarrior in AIT), Naval Training (3, part of this pass; an option if the character took Aerospace Pilot, Aerospace Pilot Specialist, or Marine in AIT), Field Engineer Training (3, part of this pass; an option if the character took the Basic Technician in AIT), Dragoons Advanced Training (3, by event roll only).

Sub-Path: Special Training

AIT Graduates Only: MechWarrior, Armored Infantry, Infantry, or Marine

Time: 2 years

Attribute Minimums: WIL 5

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

Traits: Promotion, Well-Equipped

Skills: +1 to any three Basic Training skills, +1 to half the character's AIT skills, +2 to one other skill

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

Military Scientist (minimum INT 5)
 Special Forces (minimum BOD 4, RFL 4)
 Scout (minimum INT 4)

Events: Do not roll for Events in Special Training

Next Path: Tour of Duty: Affiliation (4), Tour of Duty: Minor Merc Unit (4), Tour of Duty: Standard Merc Unit (4), Tour of Duty: Major Merc Unit (4), Tour of Duty: Inner Sphere (4), Covert Ops (4)

Sub-Path: Naval Training

AIT Graduates Only: Aerospace Pilot, Aerospace Pilot Specialist, or Marine

Time: 3 years

Attribute Minimums: INT 4

Attribute Thresholds: RFL +1, EDG +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, Strategy +2, Leadership +1

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, must not have TDS trait)
 WarShip Pilot (minimum INT 5, DropShip Pilot field required, must not have TDS trait)

Events: Do not roll for Events in Naval Training

Next Path: Tour of Duty: Affiliation (4), Tour of Duty: Minor Merc Unit (4), Tour of Duty: Standard Merc Unit (4), Tour of Duty: Major Merc Unit (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)

Sub-Path: Field Engineer Training

AIT Graduates Only: Basic Technician Required

Time: 3 years

Attribute Minimums: INT 5, WIL 3

Attribute Thresholds: INT +1, EDG -1

Traits: Promotion, Well-Equipped (2), Natural Aptitude/Engineering, Natural Aptitude/Any two Technician Skills, Contact (1 – Dragoon's Technical Branch)

Skills: +3 to one Technician skills, +2 to any two Technician skills, Computers +2, +1 to three basic training skills, Tactics/Infantry +3, Survival +3, Stealth +1, Interest/Clan Technology +6, Academics/Clan Technology +6

Fields: Engineer, Choose one: Mech Technician, Aerospace Technician, Vehicle Technician

Events: Do not roll for Events in Field Engineer Training

Next Path: Tour of Duty: Affiliation (4), Tour of Duty: Minor Merc Unit (4), Tour of Duty: Standard Merc Unit (4), Tour of Duty: Major Merc Unit (4), Tour of Duty: Inner Sphere (4), Lostech Prospector (4), Think Tank (4)

Sub-Path: Officer Candidate School (OCS)

By Event die roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1)

Skills: Academic/Military History +3, Bureaucracy/Outreach +3, Strategy +2, Leadership +2

Fields: Officer Training/Naval Officer Training

Events: Do not roll for Events in Officer Candidate School

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

Sub-Path: Dragoons Advanced Training (DAT)

Enter by event die roll only, must be an AIT graduate

Time: 2 years

Attribute Minimums: WIL 5, INT 4

Attribute Thresholds: WIL +1, EDG +1

Traits: Good Reputation, Contact (2 – Wolf's Dragoons), Choose One: Toughness, Combat Sense, Brave

Skills: Tactics/Any Relevant +6, Strategy +4, +2 to all AIT field Skills, +3 to any one skill

Events: Do not roll for Events in Dragoons Advanced Training

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

STAGE 4: TOUR OF DUTY: MINOR MERC UNIT

Any Affiliation may enter. Any character with any amount of military background may enter a Minor Merc Unit, including those that have gained a 'No more legitimate military paths' event roll.

Minor mercenary units make up the bulk of the units for hire throughout the Inner Sphere. Poorly equipped and rough around the edges, these units are only hired by employers who are desperate, dishonest, or do not want a lot of questions asked. Minor Merc Units tend to have a Dragoon's Rating of D, or are not listed or rated on Harlech.

Typical duties will include garrison, pirate hunting, or raiding. Getting a good contract will depend a lot on the circumstances of whose hiring. In general, being from a Minor Merc Unit is not something the boys with deep pockets are interested in, but every once in a while a small unit with a big attitude will come shining through.

Time: 1 +1D6/2 years

Minimum Dragoon Ranking to enter this path: NR, D. Characters with a C or higher Dragoon Ranking gain a +1 to all event die rolls through each pass through this path.

Attribute Thresholds: SOC –1, CHA –1

Traits: Bad Reputation, Poorly Equipped, Vehicle (-2), Custom Vehicle, Lemon, Poverty

Skills: Scrounge +3, Streetwise/Any +3, Choose two: Gambling +1, Fast Talk +1, Technician/Any Relevant +2, Negotiation +2, Survival +1, Protocol/Any +1. First pass through this path only: -1 to three military field skills.

Previous Paths: Ne'er-Do-Well (4), Travel (4), any Tour of Duty (4), Covert Ops (4), any military academy (3) or military enlistment (3)

Next Path: Tour of Duty: Inner Sphere (4), Tour of Duty: Minor Merc Unit (4), Tour of Duty: Piracy (4)

Events:

- 2 Cannon Fodder! Your unit is sacrificed for no good reason! [Three military skills +2, Quirk/Vendetta against former employer, Choose three: Combat Paralysis, Disabled (2), Poor Vision (2), Lost Limb

(2), Poor Hearing (2), Unattractive, Glass Jaw, BOD –1]

- 3 "Why should we wait for them to pay us when we could take what we want!" Your unit abandons it's contract, robs it's employer blind, and goes into piracy. [Character must decide to stay with the unit or leave it. If the character stays, get Bad Reputation (2), Dragoon Ranking (0), Enemy (1, authorities who want to arrest you), Stigma/Pirate (2), Wealth (2), and choose one: Quirk/Coward (1) or In For Life; the only legitimate next path is Tour of Duty: Piracy (Field Manual: Periphery). If you leave, gain Enemy (2, old unit), Good Reputation, Stigma/Quitter, Poverty, Timid and choose one: Combat Paralysis or loose one Vehicle trait]
- 4 "Maybe we should let the locals handle this one." Your unit breaks it's contract when the fighting gets too intense. [Bad Reputation, Dragoon Ranking –4, Enemy (1, former employer), Stigma/Coward, Choose one: Quirk/Guilt (2) or Bad Reputation]
- 5 You were the only one who made it out alive. [Disabled, +1 to three military skills, Choose two: Lost Limb (2), Combat Paralysis, Timid]
- 6 Why do you always get the worst of the worst? [Gremlins, Poorly Equipped]
- 7 Lousy assignment after lousy assignment steers you towards trying to forget. [Addiction (2), Glass Jaw]
- 8 "Perhaps we can come to a mutual arrangement that would benefit both of us." [Benefactor (2), In For Life]
- 9 It seemed like a good deal, but you failed to miss a few of those loopholes your employer put in. [Poverty]
- 10 Just another day on a backwater humdrum world. [Interest/Any +2]
- 11 You've made due with what you had at hand. [Scrounge +2, Custom Vehicle (2)]
- 12 You just had to get friendly with the locals [Seduction +3, Streetwise +2, Dependent]
- 13 You're the life of the party. Too bad the locals didn't think so. [Bad Reputation, Gregarious, Gambling +5, Fast Talk +3, Forgery +2, Bureaucracy/Any Relevant +4, Stigma/Bad Egg]
- 14 Someone has to keep the Mech's up and running [Technician/ Any three +2, Scrounge +3, Negotiation +2]
- 15 Got a lot of practice with local guerrilla warfare [Stealth +2, Tactics/Infantry +2, Comms/Conventional +3, Choose two: Martial Arts/Any +3, Rifles +2, Pistols +3, Blades +2, Throwing Weapons +1, Demolitions +4, Stealth +2, Scrounge +2, Security Systems +2]
- 16 Much to everyone's amazement, your unit pulls off it's mission without too many screw ups. [+2 to any two skills, +3 to one military skill, Tactics/Any +2, Stigma/Are you sure you know what you're doing?]

- 17 In spite of hard times, you persevere and flourish. [Promotion, Good Reputation, Wealth, Dragoon Ranking +3, loose Lemon trait, +3 to three military field skills].
- 18 Outstanding Victory. And to the victor go the spoils. [Promotion, Good Reputation (2), Dragoon Ranking +5, choose Wealth (2) or Well-Equipped, loose Lemon trait. +4 to one military skill, +3 to any two skills. Choose one: Combat Sense, Sixth Sense, or EDG +1. May take Tour of Duty: Standard Merc Unit].
- 19 [Choose one event, or roll twice and apply both events.]
- 20 Sometimes Lady Luck smiles even on the lowest of soldiers. [Roll three times and apply all events, one event roll gets a +3 modifier, the second gets +1.]

STAGE 4: TOUR OF DUTY: STANDARD MERC UNIT

Any Affiliation

Time: 2 years

Minimum Dragoon Ranking to enter this path: C. Characters with an A Dragoon Ranking gain a +1 to all event die rolls through each pass through this path

Traits: Promotion, Vehicle (2), Choose one: Custom Vehicle or Well-Equipped. If taken a second time, get Contact (2) or Well-Connected.

Skills: Negotiation +2, +2 to four military field skills, Tactics/Any relevant +1, +1 to any two skills

Previous Path: Any Tour of Duty (4), Covert Ops (4), or any Academy (3) or Military Enlistment (3)

Next Path: Any appropriate Tour of Duty (4), Travel (4), Ne'er-Do-Well (4), Lostech Prospector (4).

Events:

- 2 Captured during pirate hunting. Your only choice is to hang on until opportunity rises to flee. [BOD -2, Unattractive, Survival +3, Choose two: Glass Jaw, Disabled (2), Lost Limb (2). Add 1D6/2 (round up) years to this path.]
- 3 Miss-jump! You and your unit spend a long time trying to bet back after your JumpShip wanders off course. [Add 1D6 years to this path. ZeroG Ops +8, BOD -1, STR -1, Transit Disorientation Syndrome, Glass Jaw]
- 4 Bit off more than you can chew. You knew you should have paid closer attention to that Emergency Clause in your contract. [Any three military skills +2, Quirk/Paranoid of bad contracts (2), Negotiation +2, Timid, Poverty, Choose one: Poor Hearing, Poor Vision, Unattractive, Addiction, Lost Limb (1), Dragoon Ranking -2].
- 5 That small Clan outpost in the Periphery wasn't so small after all. [Combat Paralysis, Choose Disabled or Lost Limb (1), Any two military skills +1, Survival +3]

- 6 What the hell happened? You wake up not knowing where you are or who you are. [Amnesia, Disabled (2), Transit Disorientation Syndrome].
- 7 Your lance mate is killed in action, and you promise to take care of his family. [Dependents (3), Poverty]
- 8 Being a body guard isn't all that bad. [-1 to any three military skills. Well-Connected, Contact (1)]
- 9 Hey Hotshot, watch it! [Any one skill +6, Quirk/Overconfident, Stigma/Overconfident]
- 10 Contracted for Garrison duty on a border world, your unit gets to know the locals and is 'adopted' by them. [Well-Connected].
- 11 Training duty is the best duty! [Training +3, Leadership +1, Wealth].
- 12 Who knew you were so versatile. [Technician/Any +3, Administration +2, Computers +3, MedTech +2, Protocol/Any +1, Bureaucracy/Any +1, Interest/Cooking +2, Gunsmith +2]
- 13 You're stuck working with a Merc unit that doesn't know how to take a shower, let alone be professional. You have to show them what it means to be a professional, even when they don't want to know. [Any two military field skills +2, Leadership +1, Career/Soldier +2, Brawling +2, Good Reputation, Enemy (1, rival Merc unit)]
- 14 A good Merc always relies on their instincts. [Tactics/Any +4, Sixth Sense]
- 15 Objective Raids into Clan Occupation Zones net you some good salvage. [Wealth (2), Choose two: Well-Equipped (2), Vehicle (3), Owns Vehicle, Custom Vehicle (2), Special Item (3)]
- 16 You're ability to lead on the Battlefield have finally come to light. Good Job! [Leadership +3, Tactics/Any +3, Strategy +2, Commission (Rank 1) or Promotion, Good Reputation or Benefactor (1), may go to an academy path next and take Officer Candidate School, then return to this path (part of this pass)]
- 17 A mission into the Deep Periphery takes you into Clan territory and a fierce fight for a Clan Cache. Your unit prevails and brings home the spoils. [Any four skills +2, any one skill +4, Choose three: Wealth (3), Well-Equipped (2), Vehicle (3), Owns Vehicle, Custom Vehicle (2), Special Item (3)]
- 18 Amazing Campaign! Your unit is honored by your employer for service above and beyond the call of duty, and is offered a permanent place in there organization. [Any three skills +4, Brave, Good Reputation (2), Promotion. Player must make a choice. If the player stays a Mercenary, then receive: Negotiation +3, Wealth (3), Dragoon Ranking +5, and choose two: Vehicle (3), Custom Vehicle (2), Well-Equipped (3), and Contact (2). If the player decides to join the Employers organization, receive: Wealth (2), Vehicle (3), Well-Equipped (3), Contact (3, use with Benefactor trait only), Benefactor (2) and Title]

- 19 [Choose one event or roll twice and apply both.]
- 20 Sometimes the best can influence their own luck. [Choose one event and roll one event with a +3, or roll three times with a +1 modifier and apply two events.]

STAGE 4: TOUR OF DUTY: MAJOR MERC UNIT

Any Affiliation

Time: 2 years

Minimum Dragoon Ranking to enter this path: B

Traits: Promotion, Vehicle (2), Wealth, Choose one: Custom Vehicle or Well-Equipped (2). If taken a second time, get Contact (2), Well-Connected, or Brave.

Skills: +2 to four skills in one Military Field, Negotiation +3, Tactics/Any +1, Pick two: Strategy +2, Bureaucracy/Any +2, Language/Any +2, or any two skills +1

Previous Path: Any Tour of Duty (4), Covert Ops (4), or any Academy (3) or Military Enlistment (3)

Next Path: Any appropriate Tour of Duty (4), Mercenary Special Operations Contract (4), Travel (4), Ne'er-Do-Well (4), Lostech Prospector (4), To Serve and Protect (4).

Events:

- 2 Your operation ends in disaster as the enemy catches you unawares. The results are with you for life. [Disabled (2), Unattractive, BOD -2, Timid, Choose one: Poor Vision (2), Poor Hearing (3), Lost Limb (2), Allergy, Glass Jaw. May no longer take Military Paths.]
- 3 Betrayed! Your employer uses you and then turns on you for their own gains, breaking their contract. Your unit barely survives, and you swear those who died will be avenged. [Quirk/Vendetta (2, against former employer), any two military skills +3, Quirk/Distrustful of Large Organizations, Combat Paralysis, Enemy (2)]
- 4 "NO, press the RED Button!" [Stigma/Doesn't Listen to Instructions. Choose one: Unattractive or Amnesia, Choose one: Lost Limb (3), Poor Vision (3), Poor Hearing (4), Disabled (2)]
- 5 "I tell you, no one should see the things I've see. No one." [Addiction (2), Quirk/Haunted (2), Stigma/Shell Shocked]
- 6 A show off in your unit makes sure everyone knows how great you aren't. Little do you know that someone out there knows better. [-1 to two military skills, Quirk/Hate Show-offs, Stigma/Loser. May take Timid and Introvert and receive Contact (1), EDG +1, and +2 on next path Event Roll].
- 7 Mercenaries rely on Luck more than most. Too bad you used up so much of yours [EDG -2].
- 8 You should really learn to be more trusting of your comrades and work with them. [Introvert, choose one: Quirk/Suspicious Nature (1) or Quirk/Loner (1)]

- 9 "Who is THAT?" [Dependent, Enemy (1, Parent of Dependent), Stigma/Star Crossed Lovers]
- 10 "It's right in front of your face!" [Choose Night Blindness or Poor Vision (1)]
- 11 Work, work, work. What they really mean is paperwork. [Administration +4, Bureaucracy/Any +2, Computers +2]
- 12 "No really, you're a good soldier. However, we need someone with your unique... umm... talents to be the unit's spokesperson. Having a soldier like you in this important position would do wonders for our PR." [Gregarious, Fast Talk +4, Protocol/Any +3, Protocol/Any +2, Language/Any three +1, Interests/Any two +1, -1 to all AIT Skills]
- 13 Recon Duty. [Perception +2, Sensor Operations +2, Stealth +1, Tactics/Any +1, Comms/Conv. +3]
- 14 They always said being a Merc takes nerves of steel. You proved it when you were captured. [WIL +3, BOD -1, choose: Pain Resistance or Toughness]
- 15 "Your performance was impressive." [Commission (Rank 1) or Promotion, Good Reputation, Dragoon Ranking +2, Choose: Vehicle (1) and Wealth (1) or Benefactor (1)]
- 16 Bull's Eye Marksman! [Good Vision (3), Night Vision, Natural Aptitude (Choose any one Gunnery skill, or Rifles), Gunnery/Any or Rifles +5]
- 17 Your heroic deeds make the opposite sex swoon! [Any two military skills +2, one skill +4, Brave, Attractive, Promotion, Good Reputation(2), SOC +1, CHA +2, Dragoon Ranking +1]
- 18 A good campaign and even better salvage! [Any three skills +3, Well-Equipped (2), Owns Vehicle, Vehicle (2), Custom Vehicle (2), Wealth (3), Good Reputation, Special Item (2), Dragoon Ranking +2]
- 19 Yah, you guessed it. Mercenaries and Luck go hand in hand [Roll three times and choose two of the event rolls].
- 20 "We have need of your unique skills. Are you interested?" [Benefactor (3), Player must choose one of the following: 1) Roll three times on this event table and apply all of the events rolled; or 2) Roll three times on the Mercenary Special Operations Contract event table and apply two of the events rolled, re-roll any result greater than 18. If you roll on the Mercenary Special Operations Contract event table, you may take Mercenary Special Operations Contract as next path].

STAGE 4: MERCENARY SPECIAL OPERATIONS CONTRACT

Any Affiliation

Mercenaries are a somewhat unique breed. House militaries and corporations have used mercenary units for years to supplement their own military might or security forces. However, it would seem rather strange to

use mercenary troops when large governments could just as easily add more troops to their own roster.

One reason for using mercenaries is that they are flexible. They are the temp labor of the military. When you need some extra soldiers for only a few months or years, it is much easier to higher a standing group and let them go at the end of their contract than to raise an army.

Another reason is plausible deniability. Many of the top mercenary groups are small, specialty units that can take on jobs regular military organizations can't, or shouldn't, take on. These special contracts center on dangerous missions where operational secrecy is important, but keeping connections back to the employer hidden is more important. This is where a good mercenary unit can make it big, or die trying.

In this path, a character chooses to specialize in different types of advanced combat situations. The character must take the Operational Specialties Training subpath during their first pass and choose a training curriculum that matches the specialty they want. After this, the character may continue to take the Mercenary Special Operations Contract path without further restrictions, unless they wish to change or add specialties. Each time a character adds a specialty, they must retake the Operational Specialties Training subpath.

Time: 1D6/2 (round up) years

Minimum Dragoon Ranking to enter this path: A

Minimum Attributes: WIL 4, INT 4

Attribute Thresholds: EDG +1

Traits: Vehicle (3), Wealth(2), Choose one: Custom Vehicle (2), Well-Equipped (3), or Special Item (3). Second time through this path, Choose one: Custom Vehicle (1), Well-Equipped (2), or Special Item (3).

Note that the Custom Vehicle, Well-Equipped, and Special Item traits from this path must be used in a manner that is consistent with the character's specialty. For example, if the character has the Micro-gravity/Space Operations specialty, and chooses Special Item, the item should be something like an advanced space combat suit or a weapon designed for ship-board combat. A character with the Urban Combat Operations specialty would probably use the Custom Vehicle trait to upgrade their Mech or vehicle so it was good at fighting against infantry and/or had superior jumping capability for maneuverability. It is up to the Gamemaster to decide if a character has used the trait appropriately or not.

Each time the character takes a new operational specialty, the Gamemaster may award some or all of the above traits again, as long as they are only used towards the new specialty.

Skills: Add +2 to any four skills from the characters chosen Operational Specialty.

Previous Path: Any Tour of Duty (4), Covert Ops (4), Mercenary Special Operations Contract (4)

Next Path: Operational Specialties Training (Mandatory, part of this pass, must be taken whenever a new specialty

is chosen.), any appropriate Tour of Duty (4), Mercenary Special Operations Contract (4), Covert Ops(4), Travel (4), Ne'er-Do-Well (4)

Events:

- 2 "My God, they're Children!" Tricked into fighting against innocents, you and your unit are called before a board of inquiry on Outreach when civilians are killed. [Combat Paralysis, Timid, Bureaucracy/Outreach +6, Enemy (2, the organization that got you into this mess), add one year to this path and choose four: Demotion (2), Dragoon Ranking -6, Bad Reputation (2), Quirk/Won't fire on unidentified target (2), Enemy (1, relatives of those killed), Stigma/Killed Innocents (2), Dependents (4, orphans you take in), Addiction (2), WIL -2]
- 3 Exposure to a harsh environment for too long leaves you debilitated and bitter. [Disabled (2), Addiction (2, pain killers), Quirk/Angry at World (2), Choose one: BOD -1 or Allergy,].
- 4 A Diversionary Raid ends up being a bit too successful, and your unit is cut off from the main attack force with little hope of reinforcement. [Any three skills +2, Survival +4, Stealth +3, Streetwise/Any +2, BOD -1, Choose two: Disabled, Poor Vision, Poor Hearing, Lost Limb (1), Night Blindness]
- 5 Your mission leads you to a cross roads, having to decide between your employer's objectives and your conscious. [If character decides to follow through with contract: Wealth (3), Timid, Combat Paralysis, Quirk/Guilty Conscious, and Contact (2). If character decides not to follow through on contract: Poverty, Dragoon Ranking -2, Enemy (2, Employer), Brave, and Bad Reputation]
- 6 They said they would provide top notch equipment, you should have remembered that they came from the Deep Periphery. [Poorly Equipped, loose one Special Item or Vehicle (-2). Choose one: Lemon or Gremlins]
- 7 DISCOVERED! Your operation is uncovered and you are forced to abandon it and fight for your life. [Any four military skills +2, loose one Alternate Identity. Enemy (2)]
- 8 You never realized how many different types of pollens are in the universe. [Allergy, Allergy, Allergy]
- 9 "What sensor contact?" [Sensor Operations -6]
- 10 "Who's side are you really on?" The members of a regular unit with your employer question your loyalties, even if you have none. [Stigma (1, choose either to be for or against your employers enemy). Enemy (1, choose the opposite of the person/organization/whatever you chose for the Stigma trait)]

- 11 Everything went off without a hitch. [+1 to two skills, +3 to one skill]
- 12 You keep the unit's spirits up even in the most difficult of times. [CHA +2, Gregarious, Leadership +2]
- 13 The recruitment poster said you'd see the galaxy. [Operations/Zero-G +4, Protocol/Any +2, Protocol/Any +1, Language/Any +2, Language/Any +1, Streetwise/Any +2, Streetwise/Any +1]
- 14 Your talents expand beyond the normal military training. [+3 to three of the following skills: Acrobatics, Animal Handling, Archery, Riding, Shotgun, Staves, Whips]
- 15 "I don't have time to bleed." [BOD +1, Pain Resistance, Toughness, Stigma/Psychotically Unstoppable, Choose one: Disabled, Lost Limb, Unattractive]
- 16 Damn, you're good at this. [+2 to half the skills improved on this path. +3 to two skills, +5 to one skill. Natural Aptitude/Any, Natural Aptitude/Any, Quirk/Don't realize how good you really are]
- 17 "I'm telling ya; I blinked and BAM! there he was, out of no where. He had the drop on 'em before they knew what hit 'em." [+3 to any two skills, Combat Sense, EDG +1, RFL +2, Stealth +3, Quick Draw +6, Tactics/Any +4, Dragoon Ranking +3]
- 18 Jamie Wolf himself couldn't have done better! [Strategy +6, Tactics/Any +4, +3 to half your AIT skills, +4 to any skill. Promotion, Good Reputation (2), Dragoon Ranking +4. Choose two: Vehicle (2), Well-Equipped (2), Sixth Sense, Combat Sense, Custom Vehicle (3), Well-Connected (2)]
- 19 Are you feeling lucky? [Choose one: 1) Roll three times on this event table and apply two of the events; or 2) roll two times on any Tour of Duty Event Table and apply both events; the two rolls do not have to be on the same event table.]
- 20 The best don't rely on luck, they make their own luck. [EDG +1, Pick any two events and roll a third event and apply all three.]

Mandatory Subpath: Operational Specialties Training

Mercenary Special Operations Contract required. No Slow Learners.

Before being entrusted to perform Special Operations, a Mercenary Unit must prove it can perform the desired mission or train in order to perform it. Typically, if the unit or character has not done such missions, the employer will provide special training to ensure the unit has at least a ghost of a chance to pulling the mission off. Such investments are costly to the employer and the merc unit, so only the best potential soldiers are even considered.

Time: 2 years. If character already possess half or more of the skills in the chosen specialty area, reduce the time for this sub-path to one year.

Attribute Minimums: See Operational Specialties below.

Attribute Thresholds: EDG +1, INT +1

Traits: See Operational Specialties below.

Skills: See Operational Specialties below.

Fields: See Operational Specialties below.

Events: Do not roll for events in Special Operations Training.

Next Path: Any appropriate Tour of Duty (4), Mercenary Special Operations Contract (4), Covert Ops(4), Travel (4), Ne'er-Do-Well (4)

Operational Specialties:

Special operations require the character to have a skill set and qualifications that go inline with the operation to be performed. Characters must choose a specialty below, and are awarded the skills, traits, and Attribute thresholds/minimums listed. If this subpath is taken more than once, the character may choose to take the same specialty or choose a new specialty. However, the second time a specialty is chosen, only the skill bonuses listed apply. Training in a specific Operational Specialty can not be taken more than twice.

Micro-gravity/Space Operations: Minimum BOD 4, may not have TDS Trait. RFL +1. Operations/Zero-G +10, Navigation/Space +4, Piloting/Aero or Spheroid +2, Tactics/Space +6, G-Tolerance, +2 to any two: Piloting/Any, Gunnery/Any. Mechs and Battle Armor equipped characters receive only a +2 to hit modifier in BattleSpace conditions rather than the standard +4. (See pg. 84-87 in Explorer Corps).

Toxic Environment Operations: Minimum BOD 6. BOD +1, Poison Resistance. Survival +8, MedTech +4, Operations/Hostile Environment +10, +2 to any two: Piloting/Any, Gunnery/Any. Special Item (3, Combat Environmental Suit).

Oceanic Operations: Swimming +6, Navigation/Naval +3, Navigation/Sub +3, Piloting/Naval +3, Tactics/Naval +6, Tactics/Sub +6, Operations/Under Water +8, +2 to any two: Piloting/Any, Gunnery/Any.

High Gravity Operations: Minimum BOD 5, STR 5. BOD +1, STR +2, G-Tolerance. Operations/High-G +10, Piloting/Any +3, +3 to any three of the following: Gunnery/Any, Piloting/Any, Rifles, Running, Swimming, Acrobatics, Climbing, Pistols, Throwing Weapons, Rifles, SMG.

Extreme Weather Operations: Good Vision (2), Operations/Extreme Weather +10, Sensor Operations +10, +2 to any two: Piloting/Any, Gunnery/Any. Combat Sense and Sixth Sense cost 1 point less than normal.

Espionage Operations: Minimum INT 6. EDG +1, Forgery +4, Cryptography +2, Stealth +6, Fast Talk +4, Acting +2, Disguise +2. Alternate Identity.

Urban Combat Operations: Tactics/Any Relevant +6, Tactics/Infantry +6, Jump Packs +4, Martial Arts/Any +4, Navigation/Ground +4, +8 to one: Gunnery/Any, Piloting/Any, Rifle, SMG, Throwing Weapons, or Demolitions.

Objective Raid Operations: Stealth +6, Tactics/Any Relevant +4, Navigation/Any Relevant +6, Sensor Operations +4, Piloting/any Relevant +6

Night Operations: May not have Poor Vision beyond lowest value. Stealth +6, Tactics/Any Relevant +6, Navigation/Any Relevant +4, Sensor Operations +8, Night Vision

CREATING A MERCENARY UNIT USING MECHWARRIOR 3RD EDITION CHARACTERS.

Rules for creating Mercenary Units with MW3 characters are coming soon. Look for them at <http://home.att.net/~NovaStryker/BTech.htm> in the near future.