1607

MECHWARRIOR®

THE BATTLETECH ROLE PLAYING GAME

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A HISTORY OF HUMAN SPACE, 2001-3025

This summary of the events that created the era of the Succession Wars, with its five major Houses, BattleMechs, Bandit Kings, and MechWarriors is a reprint of "Before the Succession Wars", by Patrick Larkin and Jordan Weisman, which appeared in *Stardate* #4.

PRELUDE (2001-2100)

At the beginning of the 21st century, life on Terra had not changed much from what it had been at the close of the 20th century. The two giant superpowers still opposed one another, but now their tangled web of weaponry stretched outward into space. By the end of the 21st century, however, the Terran people stood poised in apparent unity on the brink of their first expansion into the stars. The events that made these sweeping changes possible were both political and technological.

Politically, the new age of man began in 2011-2014 with a bloody civil war within the Soviet Union that tore the nation permanently asunder. When the Soviet unrest brought the rest of the planet to the brink of nuclear war, a joint force of North American and Western European troops intervened to end hostilities. This outcome greatly strengthened political ties between nations of the Western Alliance, resulting in a formal unification of Western military forces. By 2024, the Western Alliance included Japan, the newly-liberated Eastern European nations, and the now-separate seven Russian states. The Alliance Parliament had replaced the defunct United Nations as a world forum. As a vigorous sponsor of scientific research and space exploration activities, the Alliance rewarded handsomely similar efforts by its member states.

As the economic benefits of Alliance membership became obvious, nation after nation petitioned the Parliament for membership status. By 2086, it had become the Terran Alliance, encompassing more than 120 member-states. A complex formula based on date of entry, wealth, population, and military power determined each member's voting strength in Parliament.

The 21st century was an age of unsurpassed scientific innovation, most notably the development of fusion power as a major energy source. Alliance scientists built the first full-scale fusion reactor in 2020, and sent the first fusion-powered spacecraft from Earth to Mars in 2027. The voyage took only two weeks, a fraction of the five months it had previously required. Because of the fusion power plant's extreme efficiency, space vessels could maintain higher-acceleration burns for longer periods.

The development of efficient fusion drives made possible the first widespread exploration and exploitation of the solar system. By 2050, the Alliance had scientific outposts throughout the Sol system, had dispatched unmanned interstellar probes to several nearby stars, and had discovered habitable worlds around Tau Ceti, Epsilon Eridani, and Epsilon Indi. In the second half of the century, private multinational corporations also began to participate in spacefaring activity, establishing mining colonies in the asteroid belt, and even transporting entire asteroids from the belt to the Earth-Moon system. These corporations also engaged in technological research that resulted in breakthroughs such as the development of new, dense but lightweight materials for spacecraft and space station construction, and a variety of small, portable fusion reactors for equipment use.

Not all the breakthrough research of the 21st century took immediate effect, however. Working together at Stanford University, America's Thomas Kearny and Japan's Takayoshi Fuchida published a series of papers from 2018-2021 that attacked the theoretical underpinnings of modern physics. The scientific community ridiculed their work, and both men died in obscurity before the century was half over. Forty years later, medical prosthetics research led to the development of polyacetene fibers called "myomers". Under the influence of electricity, bundles of these fibers would contract strongly, like muscles. Unfortunately, the minimum bundle length required for the process was far longer than any human limb. This line of research would lie abandoned for nearly all of the next three centuries.

EXODUS (2102-2313)

In 2102, scientists announced the greatest scientific breakthrough of the last two centuries, the theoretical prototype for a faster-than-light starship. Ironically, their work was based on the once-scorned researches of Kearny and Fuchida. The Terran Parliament authorized a crash program (the Deimos Project) to develop an FTL drive. Although the Deimos Project culminated in the maiden voyage of the first FTL ship to Tau Ceti in 2108, the billions spent on it created resentment and even rioting in some of the poorer Alliance member-states. This rift in the apparent unity of Terra was never completely repaired, and the struggle between the "haves" and the "have nots" would continue to plague the Alliance.

Shortly afterward, Alliance shipyards began producing FTL-drive colony ships. By 2116, the first permanent space colony was established on Tau Ceti IV (New Earth). As engineering improvements reduced the cost of building FTL ships, corporations and even dissident private groups began to acquire their own vessels to exploit the seemingly limitless potential of the stars. The Terran Parliament soon acted to place the colonization process under its sole authority, passing laws requiring that all colony ships have a Terran naval escort, and placing all colonies under Terran jurisdiction (in the form of an Alliance-appointed governor). In 2172, the first Alliance Grand Survey reported the existence of more than 100 settled Human colonies, spread across a sphere 80 light years in diameter. The fourth Survey, concluded in 2235, recorded the settlement of a total of more than 600 worlds.

As more and more planets were settled, Terran colonists continually met the problem of impure water supples that were suitable neither for Human consumption nor for irrigation. As the costs of water purification equipment were prohibitive (especially for colony worlds), the lack of water tended to discourage new exploration of worlds. In 2177, however, entrepreneur Rudolph Ryan patented a process for transforming interplanetary tankers into FTL-driven "iceships" able to transport huge icebergs quickly across interstellar space. Within a few short years, the Ryan Cartel became the single most profitable enterprise within the Alliance, and its iceships stimulated the colonization of many worlds previously believed only marginally habitable.

With each expansion of the Human Sphere, the time needed to transmit messages to and from Terra also increased, making it difficult for Parliament to administer colony worlds directly. This forced the Alliance to delegate more authority to its appointed governors, who, in turn, had to grant extensive home-rule authority to colonists. When a coalition of colonies along the outer reaches of known space declared its independence in 2236, the Alliance learned only after a bitter, 18-month battle that it lacked both the military resources and the political support needed to crush the rebellion.

The loss of these rebel worlds set off a political crisis within the Alliance that ultimately resulted in a vote of no-confidence against the ruling Expansionist party. Upon taking power, the new Liberal government withdrew Terran troops and administrators from all frontier worlds, granting the colonies independence whether they wanted it or not. This isolationist policy soon proved just as unpopular as expansionism because of the resulting political turmoil and economic upheaval. By 2242, the boundary of Alliance holdings was no more than a single FTL jump of 30 light-years from Sol. For the next 70 years, neither major Terran party was able to establish Parliamentary control, and their respective regimes frequently rose and fell.

To escape the constant political unrest and economic hard times, many of Earth's best and brightest migrated during the latter half of the 23rd century to the now-independent colonies. Later historians dubbed this period "the Exodus". During this time, Terrans colonized more than 1500 new planets, extending the borders of the Human Sphere to more than 150 light years from Sol. As more and more of Terra's resources were devoted to colonization, scientific research lagged. On the newly-settled planets, the colonists were too pressed with the problems of survival to think much about developing new technology.

CONSOLIDATION (2314-2398)

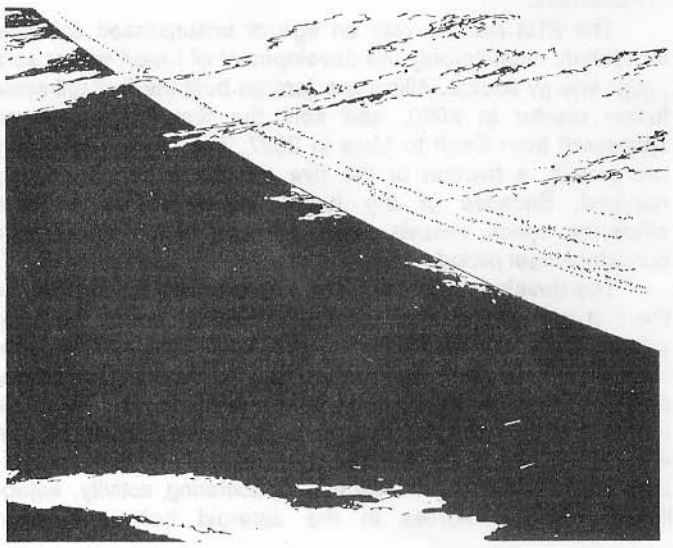
The Terran Alliance ultimately collapsed beneath the weight of its own discontent in September, 2314. When a short, vicious war broke out between rival Expansionist and Liberal factions, Fleet Admiral James McKenna intervened with Alliance military forces to halt the conflict.

McKenna was a proud, charismatic career officer with a spotless military record and a long family heritage of service to the Terran Alliance (and the Western Alliance before it). He was the archetypical hero, appearing at a critical juncture and turning the tide of history in a new direction. McKenna's desire was to restore his native Terra to its former proud position as leader and progenitor of "Homo stellaris". After dissolving the Alliance, he declared himself ruler of a new state, the Terran Hegemony. Under his leadership, the Hegemony embarked on an active and successful campaign to restore Terran political control over its former colonies. At the time of McKenna's death in 2339, the Hegemony had used military, political, and economic means to reassert authority over more than 100 worlds.

In 2340, Michael Cameron, McKenna's nephew, was elected to succeed his uncle as Director General. During Cameron's term of office, the Hegemony engaged in an ambitious, government-sponsored research effort. The first significant product of these efforts was the development of a prototype WorkMech, a fusion-powered mining vehicle that reproduced body movements through artificial muscle structure based on myomer technology developed in the 21st century.

The re-emergence of Terra as both a political and scientific force created a new era of detente and relatively peaceful development for the whole Human Sphere. Starting with the Crucis Pact of 2317, a number of mutual defense leagues and trade agreements were signed among worlds. Although most of these agreements granted member worlds total sovereignty over internal matters, they also allowed more developed colonies to control poorer, younger neighbors. By the time the Hegemony and other states of the Human Sphere undertook the Grand Survey of 2389, ten separate states with strong central governments had emerged, each controlling worlds within communications range of their capitals. There were frequent disputes over border worlds, however, especially those with ample water or mineral resources. This tended to make the boundaries of the various states a matter of tension or even war. As confrontations over these planets grew more frequent, an arms race followed, further exacerbating tensions throughout the Sphere.

Though the other member-states tried to follow the lead of the Hegemony in supporting new research activities, low population density hampered their efforts. In one other respect, however, the colonial states mirrored the Hegemony absolutely: the evolution of a hereditary leadership, embodied in a single ruling family. Commenting on this, social historians have argued that the dynastic form of rule probably offered a comforting reassurance after the chaos of the Exodus years.



THE AGE OF WAR (2398-2550)

In 2398, a territorial dispute between the Capellan Confederation and the Free Worlds League erupted into a shooting war, as both ground and naval forces clashed in the Andurien System. This conflict was only the first of a dozen extremely bloody, limited wars fought between 2398 and 2412 over ownership of key frontier worlds, the first such wars in over a century. A new era of bloody conflict had begun.

In 2412, after a fierce battle in the Tintavel system resulted in thousands of civilian casualties, representatives of all ten states met on New Olympia to sign the Ares Conventions. These were a remarkably chivalric set of interstellar laws governing the conduct of war. Instead of attempting to prevent war, the states of the Human Sphere sought a way to legitimize its conduct, banning it in heavily-populated areas and prohibiting military disruption of civilian economies.

As a result of the Ares Conventions, war became almost a continuous fact of life in the 25th Century. It was transformed, however. From being an awesomely destructive event, war was now a curious, stylized feint and counter-feint in which outmaneuvered forces often surrendered rather than fight unfavorable odds. Compliance with the Conventions was almost universal, drastically reducing the human and economic costs of war. Unfortunately, it also promoted war as a means of resolving even the most minor dispute.

Throughout the next century and a half, the states of the Human Sphere fought hundreds of little wars among themselves. However, these battles were inconclusive. None of the ten states was able to form either permanent, lasting alliances with one another, or to establish long-term supremacy over its neighbors. Nevertheless, the hereditary governments of these states survived the years of violence surprisingly intact.

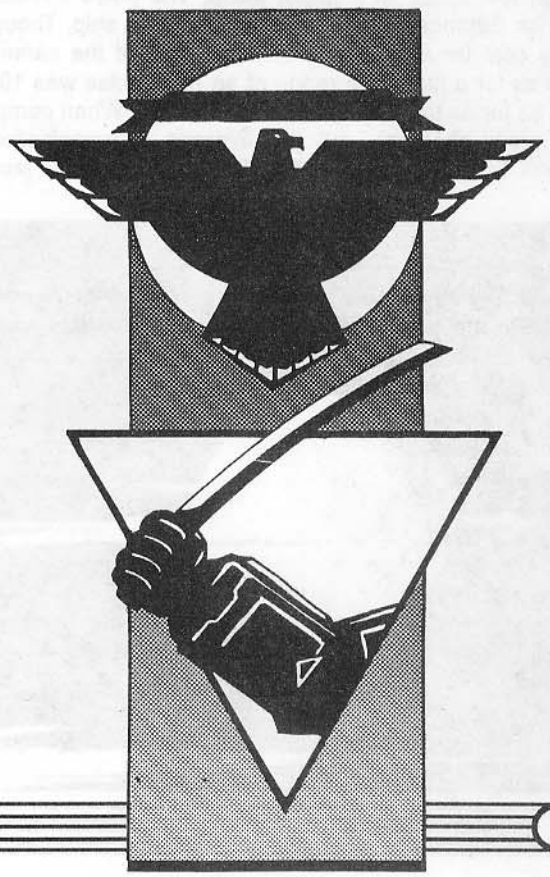
The one exception was the Rift Republic. In 2482, High Councillor Terens Amaris ousted the ruling Durant family from power in a swift, well-timed coup, and then executed the surviving members of the Durant family on trumped-up charges of "high treason and conspiracy". Despite this barbarism, Amaris succeeded in consolidating her hold over the Republic (whose name was changed to the Rim Worlds Republic). With her daughter's succession as First Citizen in 2517, a new hereditary line was begun, and soon acquired the legitimacy of any other ruling house.

The Terran Hegemony was remarkably pacific during the Age of War, fighting only two major engagements. In 2431, it seized the Kentares system from the Federated Suns, and in 2477 it crushed a Free Worlds League invasion force at Oriente. The Hegemony's success in avoiding conflict during this period was primarily due to its military superiority, based on the invention of the BattleMech in 2439. Derived from the mining 'Mechs of the 24th Century and using the same myomer technology to power their movement, Terra's BattleMechs soon demonstrated greater mobility and adaptability to environments than conventional armored vehicles. They were also more heavily armed with a full array of conventional and energy weaponry. Though the other states quickly obtained 'Mech technology (after a Lyran Commonwealth commando raid on the Terran 'Mech production facility at Hesperus II in 2455), Terra was able to maintain superiority in the field, evolving new and better designs with more mobility and weaponry at lower cost with higher efficiency. The Hegemony, remarkably pacific in its dealings with its fellow states, began to assume the role of mediator before the 25th century drew to a close.

IMPERIUM AND REUNIFICATION (2551-2600)

A century and a half after the Age of War began, Terra's role as a mediator eventually brought it to an end through arbitration of a dispute between the Houses Liao and Marik over the planet Andurien. (Ironically, the same two combatants had fought over this world 150 years earlier, initiating the Age of War.) Not only did Ian Cameron, 13th Director-General of the Hegemony, persuade the Capellan Confederation and the Free Worlds League to sign peace agreements, but he earned the friendship of their leaders, Terrence Liao and Albert Marik. Eventually, the three states signed a secret trade and non-aggression pact.

Between 2556 and 2569, Cameron used his mediator's skill to hammer out similar agreements with the Federated Suns, Draconis Combine, and Lyran Commonwealth, the other three states occupying the interior of the Human Sphere. In 2571, Cameron and the rulers of the other five states established a new, unified hegemony called the Star League. In exchange for their recognition of Ian Cameron as First Lord of the Star League and arbiter of League foreign policy, the League Articles granted each of the other five leaders a seat on the High Council, autonomy over all domestic policy matters, and official sanction of the existing line of succession. Most importantly, all now had free access to the Terran military research apparatus.



In 2575, the Star League directed its attention to the states in the periphery beyond the borders of its "Inner Sphere". These were the Outworlds Alliance, the Taurian Concordat, the Magistracy of Canopus, and the Rim Worlds Republic. They remained beyond the Star League's jurisdiction, and their independence was based on tradition that was now three centuries old. After rejecting a softly-worded ultimatum to join the League, these outer worlds formed their own military alliance instead.

War followed inevitably, lasting 20 long years and claiming more soldier and civilian lives than the entire Age of War. The Unification War finally ended in 2597, following a bloody campaign in the Hyades star cluster, the capital of the Taurian Concordat. With the end of the War, Star League launched a vast public relations campaign aimed at building popular support for membership in Star League among the people of the periphery worlds. This effort was so successful that the League was able to withdraw most of its garrison troops before ten years had elapsed.

THE GOOD YEARS (2601-2750)

During the 150 years following the Unification War, the far-flung territories of the Star League experienced a new wave of scientific innovation and colonial expansion. To reduce the administrative problems caused by lengthy interstellar communications lags, Star League developed a vast and intricate network of communications relay stations employing FTL transmitters. Known as hyper-pulse generators (HPGs), these transmitters were developed from technology based on Kearny-Fuchida hyperdrive principles. Research begun in 2615 came to fruition 15 years later. HPG was essentially a large "gun" that fired an extremely high-frequency compressed pulse through K-F space at a target world. The pulse travelled the immense distance instantaneously, just like a ship. Though the energy cost for a single transmission was of the same magnitude as for a jump, the range of an HPG pulse was 180% to 200% as far as the maximum jump distance. When completed, the system effectively cut the average communication-time between Terra and the periphery from over a year to less than five months. (Communication time could be cut to days, but only at great cost). At the same time, League engineers developed a new low-cost water purification system. The system was significantly lower in energy consumption than water importation, making it economically feasible to settle Inner Sphere worlds previously ignored during the Exodus. It also provided many settled worlds with an unexpected economic boon. However, the Ryan Cartel, the great iceship manufacturer and operator, suffered greatly from this new technology, and was driven near bankruptcy as fewer and fewer worlds relied upon its services. By 2700, more than 750 new worlds had been settled.

In a final important development, engineers working to improve BattleMech mobility were able to develop an improved, more efficient myomer. This improvement finally made it possible to construct artificial "bionic" limbs of human size, as well as full-scale human exoskeletons of incredible strength to be used in industrial applications.

Spurred by the adoption of a universal currency and the removal of the artificial trade barriers imposed by the Age of War, trade and commerce also boomed. As prosperity grew, the Star League worlds became increasingly interdependent. With development and transportation costs low, many planets developed highly specialized economies dependent on other worlds for basic commodities like food, water purifier equipment, and replacement parts.

There was only one major political crisis during this age of plenty, although it was resolved fairly easily. In 2650, reports reached Terra that Tadeo Amaris, leader of the Rim Worlds Member-State, was expanding his personal army at an alarming rate. Michael Cameron, recently succeeded to the title of First Lord of the Star League, convened a special meeting of the High Council, whom he persuaded to issue an Edict restricting the size of household forces. To back up this administrative action, Cameron gave Amaris a warning by sending several Regular Army BattleMech regiments to conduct extended maneuvers just beyond the boundary of the Rim Worlds. Shortly after, League intelligence confirmed that Amaris had disbanded his extra regiments, ending the crisis without a single hostile shot fired. The League's domestic affairs otherwise remained quiet for a full century.

CRISIS AND CIVIL WAR (2751-2784)

In February 2751, Simon Cameron, the 5th First Lord of the Star League, was accidentally killed during a mining colony inspection on New Silesia, leaving his eight-year-old son Richard as sole heir. After deliberating for more than a month, the High Council elected Richard as First Lord, and named Aleksandr Kerensky, the commander of the League Regular Army, as Richard's Regent and Protector. It soon became apparent, however, that the Council Lords perceived themselves as Star League's true authority.

During the ten years of Richard's Regency, the Council passed two edicts that would have far-reaching consequences on the League's future. The first, an amendment to Michael Cameron's Edict of 2650, allowed each Lord to double the strength of his household force, thus initiating a period of general military buildup. The second granted each of the six Member-States ruled by Council Lords a greater share of League revenues, while boosting the tax assessments on the six Territorial States. Not unsurprisingly, this second action provoked immediate unrest and rebellion in the territories, forcing Kerensky to strongly reinforce the Regular Army BattleMechs garrisoned there.

Upon Richard's full accession to the throne, his years of frustration with the actions of the Council drove him to a disastrous act of defiance. In April of 2762, he issued Executive Order 156, ordering the complete disbandment of all household armies. Enraged, the Council Lords wasted no time striking down the Order as unconstitutional, and eventually forced Cameron to rescind it. Only Stefan Amaris, ruler of the Rim Worlds State, supported Richard's initiative.

After this incident, relations between the Council and the First Lord deteriorated further, because Richard refused to convene a Council meeting for over two years. In the meantime, unrest in the territories also continued to escalate, drawing off more and more of the Regular Army's strength to the frontier. In 2764, Stefan Amaris signed a secret agreement with Richard, pledging to defend Terra in the event of trouble. When even more troops, including Cameron household units, were sent to the frontier following the secession of New Vandenberg and 17 other Periphery worlds in April of 2765, the secret agreement seemed almost prophetic.

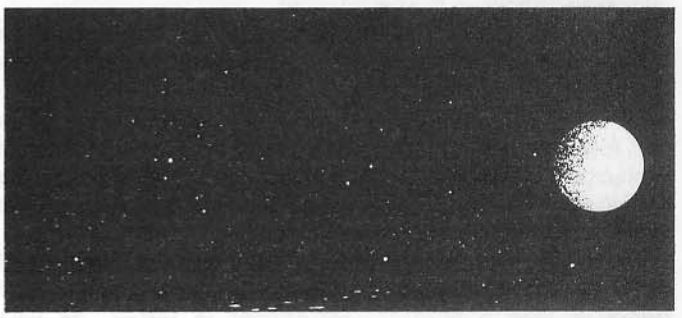
By 2766, three-quarters of the Regular Army was engaged along the Periphery. On Terra, troops borrowed from Stefan's household guard replaced the Regular units sent to New Vandenburg, until they eventually outnumbered Regular forces remaining on the planet. In late December of that same year, Amaris seized his chance, taking over Terra in a swift and bloody coup reminiscent of his ancestors, Amaris executed the First Lord and his family as well as every other man, woman, and child with a drop of Cameron blood, and declared himself the new First Lord. News of this coup did not reach Kerensky until later in 2767 when Stefan's forces completed their takeover of the Terran Member-State, and reopened communications contact with the outside world. Kerensky's immediate reaction was a declaration of war against the usurper. Both Amaris and Kerensky called on the Council Lords to aid their cause. One by one, however, each Lord refused to commit to either side.

Between 2768-2772, the two sides girded for war. Kerensky did so by stripping almost every League garrison and outpost of 'Mechs, ships, and troops. Amaris proceeded to fortify the key star systems around Terra. The ensuing struggle lasted seven gruelling years, but Kerensky's forces inexorably advanced from world to world, finally liberating Earth itself in October of 2779. In January of 2780, Stefan the Usurper and the other adult members of his family were executed, and Kerensky reassumed the title of Protector. The civil war was officially over, but the Army's hard-fought victory appeared a hollow one. The war left nearly a hundred million people dead; it had cut communications to the Territorial states, and had damaged severely the League's administrative machinery as well as its claim to unity.

When the High Council reconvened on Terra in October 2780, matters grew progressively worse. The Council quickly removed Kerensky from his post as Protector, ordering him to disperse his Regular Army troops to create garrisons for the Terran Member-State worlds. The council also appointed Jerome Blake as Minister of Communications, charging him with the restoration of the League's communications network (an effort that succeeded beyond the Lords' wildest intentions, see **ComStar**, in the Appendices).

All efforts to select a new First Lord, however, failed utterly, with each of the five Lords adamantly promoting his own candidacy for the post. In August 2781, the Council dissolved, without having appointed a new First Lord, and it was never to meet officially again. Upon returning home, each High Lord began actively to expand his personal retinue. Many remnants of Stefan's former regiments found new employment as mercenaries in this military build-up by the former Council Lords of Star League. Soon the Lords were attempting to buy the services of Regular Army regiments as well.

General Kerensky's efforts to persuade the Lords to compromise fell on deaf ears, resulting in a call for the by-now aged Kerensky's resignation. Instead, he summoned the loyal elements of his officer corps to a secret meeting in February 2784. After this meeting, League quartermasters spent the next six months acquiring over 200 transports and other starships. Though the Council Lords became aware of this activity early on, they were too busy with their own grand schemes (and too unwilling to cooperate with one another) to attempt to stop Kerensky. In November, almost three quarters of the Regular Army abandoned their posts en masse, rendezvousing with Kerensky at New Samarkand. The Council Lords mobilized, but to their shocked astonishment, the Army's assembled armada jumped outward and disappeared into the vast reaches of the Periphery. None have ever been seen again in the Inner Sphere.



THE SUCCESSION WARS (2785-Present)

Kerensky's dramatic exodus removed the last real obstacle to civil war. In December 2786, Minoru Kurita declared himself First Lord of the Star League, and the other four Council Lords quickly followed suit. Within months, war had engulfed the entire Inner Sphere.

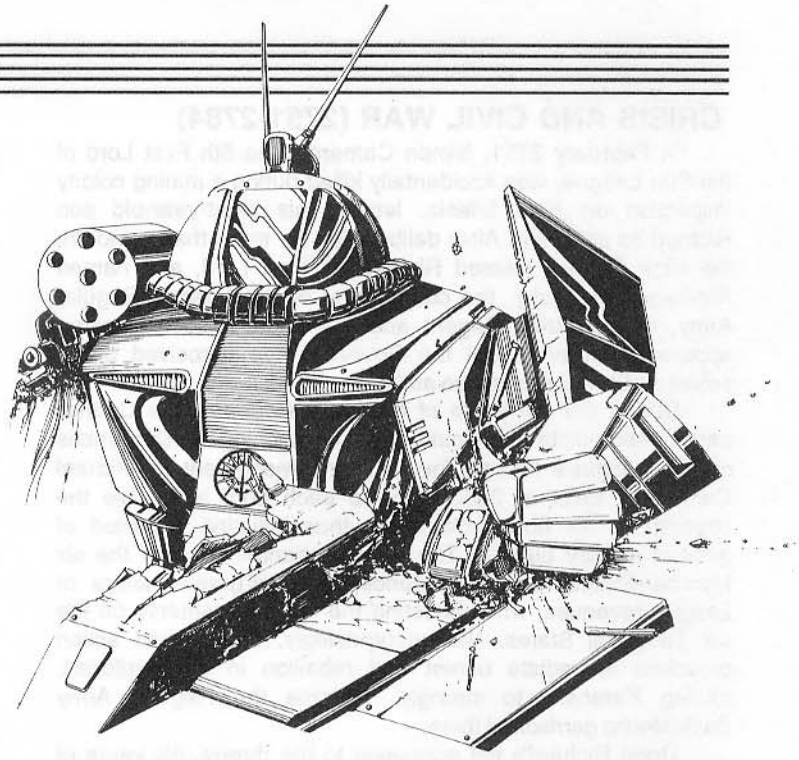
The First Succession War lasted from 2787 to 2821, a conflagration of unparalleled brutality. The warring Lords cast aside the Ares Conventions, smashing cities, destroying vital industrial facilities, and butchering hundreds of millions of civilians. Few worlds escaped unscathed,and all were affected by the complete disruption of trade and commerce. By 2815, the warring States had lost most of their FTL shipbuilding capacity. Furthermore, the intense concentration of economic resources on military production had forced a major curtailment of production of consumer goods, and thus a decline in trade. This loss of trade proved particularly disastrous for those worlds relying on advanced-technology water purifiers. Without proper maintenance or spare parts, many of these facilities began to fail, forcing the colonists to abandon the worlds or to return to ice-ship technologies. By the war's end in 2821, water-rich planets had become as strategically valuable as they had been 400 years before.

The peace of 2821 was uneasy, resulting more from exhaustion than any true reconciliation. Though no party could claim to have made much progress toward its goal of dominion, too many atrocities had occurred to allow any sort of lasting settlement. From 2821 through 2827, the five surviving ruling Houses rebuilt as much of their military might as possible, concentrating their surviving scientists and engineers on those few worlds whose industrial capacity remained intact. Between 2828 and 2830, tensions along the borders of each rival house erupted into open warfare once more.

The Second Succession War lasted from approximately 2830 to 2863, and was just as deadly, destructive, and indecisive as its predecessor. Hundreds of millions more died in countless battles across the Inner Sphere, though only a few dozen worlds ultimately changed hands. As the war destroyed more industrial facilities and killed off more scientists and engineers, some types of specialized knowledge and technology began to disappear entirely. By the end of the Second Succession War, the Successor States' overall level of technological knowledge had sunk to a level barely above that of Earth in the early 21st century. It was no longer easy to build advanced computers, large fusion power plants, and starships. Instead, the Warlords of the Successor States began to cannibalize existing equipment for the spare parts to keep their current war machines in working order.

After a second brief respite, the Third Succession War erupted in 2866. It began when advance forces of the Draconis Combine invaded the coreward portion of the Lyran Commonwealth, and then spread across the Inner Sphere. In the years that followed, war became such a fact of everyday life that contemporary chronicles refer to the period simply as "the Succession Wars". Nonetheless, later campaigns did not match the violence of the first two wars.

At first, the decrease in destruction and bloodshed appeared to be more a function of each army's reduced resources than a philosophical change in tactics. As time



passed, however, and the exigencies of a scavenger economy took hold, each of the Houses realized it could ill afford further losses of vital resources. Gradually, an informal set of rules of war evolved, similar to the Ares Conventions. 'Mech units and armies still fought over possession of operational factories, but neither side attempted to harm the facility itself. (The losers simply told themselves they would win the planet back in the next war.) Major 'Mech battles, especially between mercenary units, were often fought in stages, with both sides allowing enemy Techs to enter the battlefield during periods of truce to attend to damaged 'Mechs. Other 'Mech units, again especially mercenaries, revived the old tradition of surrendering to a superior force, and paying a ransom to obtain their off-world release. Most important, everyone recognized the sanctity of any House's JumpShips, and strictly obeyed the prohibition placed on attacking such craft (without which the war for supremacy could not be waged at all).

A second outgrowth of the destructiveness of the Succession Wars was the rise of feudalism throughout the Inner Sphere. The central governments of the ruling Houses no longer possessed either the administrative machinery or absolute military resources to maintain centralized control over their territories. Instead, each Warlord ruled a hierarchy of planetary nobles (often drawn from the leadership of his most elite 'Mech units), awarding them full authority over worlds in exchange for the pledged service of their BattleMechs.

Indeed, the years of conflict wreaked havoc beyond the borders of the Successor States, and created the phenomenon known as the Bandit Kings of the Periphery. As the Wars raged back and forth along the frontier, dozens of 'Mech units – often composed of either the fragments of defeated units, or mutinous mercenaries – fled into the vastness of the Periphery. Several of these units emerged again, often after a number of years, as "kings" of one or more small worlds seized by force of arms. By the end of the 30th Century, there were more than 60 known small kingdoms and principalities ringing the Inner Sphere, creating the ever-present threat of raids and piracy to the frontier worlds of each House.

CREATING MECHWARRIOR CHARACTERS

Before players can begin adventuring in the universe of the Warlords and the Successor States, they must create characters. By selecting the abilities and skills that his character will possess, the player is defining and limiting what the character will be able to accomplish on and off the battlefield. Just as in life, a character's skills will increase as he survives firefights and other encounters, improving his chances for continued survival. Players whose characters do not survive will have to generate a new character to replace the one killed.

In **MechWarrior**, all player characters in a campaign party are assumed to be members of the same regular or mercenary 'Mech unit (which can be as small as a single Lance of four 'Mechs, or as large as a full company within an established Battalion or Regiment). Initially, each player should design at least one character who is an active 'MechWarrior, the pilot of one of the unit's 'Mechs. However, gamers can use the character creation rules to design other kinds of characters that are also part of a 'Mech unit. These include Techs, Aerospace, DropShip, or JumpShip Pilots and Engineers, and Scouts/Spies.

Creating characters in **MechWarrior** is a two-stage process. Each player first designs one or more player characters, using the rules in this and the next chapter. The players' group as a whole will then use the rules in the chapter on **Creating A 'Mech Unit** to design the non-player characters (NPCs) of the 'Mech unit, as well as to determine their unit's present affiliation, status, and special capabilities. Having completed this process, both the players and gamemaster will have a good feel for the unit's mix of skills and background, and be ready to begin the campaign.

PLANNING A 'MECH UNIT

Gamemasters and players whose previous roleplaying experience has been primarily with fantasy roleplaying games should note one significant difference between the medieval fantasy portrayed in those games and the BattleTech universe of the year 3025. In most fantasy game systems, players can assemble a party composed of a variety of different character types (e.g., fighter, thief, wizard, cleric), and then have the entire party participate in the same encounters and adventures.

In the future world of the Successor States, however, a 'Mech unit relies on the combined efforts of its Warriors, Aerospace Pilots, and support personnel, but there are relatively few occasions when all members of a unit are active at the same time in the same place. Even the individual Lances of a MechWarrior company are often hundreds of miles removed from one another, attempting to accomplish different objectives during a planetary campaign. Because of this, a group of five players should not set up a party consisting of two MechWarriors, a Tech, a Scout, and an Aerospace Pilot, because that would leave almost all the characters sitting around with nothing to do for most of the game session.

Instead, gamemasters should allow each player to run two or more characters simultaneously. A group of four players belonging to a company-sized 'Mech unit, for example, might each have up to three 'MechWarrior characters (one for each Lance), one to two Techs, and an air lance character (either Pilot or Tech) under their control. In this way, every player will always be actively involved in the action.

DESIGNING MECHWARRIOR CHARACTERS

For each first-time character to be generated, a player receives 150 Character Points (CP) to purchase the attributes, skills, and inborn abilities that will define the character. If the player is designing a MechWarrior, he must also spend CP to purchase the 'Mech his character will pilot.

ATTRIBUTES

The first step in generating a character is to determine the attribute scores. This is a number representing a character's relative development in four physical and mental areas: Body (BODY), Dexterity (DEX), Learning Ability (LRN), and Charisma (CHA). Each attribute is rated on a scale from 2-12, with 6 considered an average rating. These scores tend to remain constant, and can be compared to see which character is quicker, stronger, or more intelligent.

PURCHASING ATTRIBUTES

To purchase attributes, consult the Attribute Cost Table. If a player selects an average score of 6 for his character, there is no CP cost. To purchase a score of 7 or higher, cross-index the number in the Attribute Score column across to the BODY, DEX, LRN, or CHA column to find the CP cost. Players also have the option of taking a lower-than-normal attribute score. In this case, they receive a CP credit, which increases their character's supply. A player may spend any or all of his initial CP on this phase of creating his character.

ATTRIBUTE COST TABLE

Attribute Score	CP Cost BODY	DEX	LRN	CHA	Base Saving Roll Target	Base Skill Roll Target
2	60*	70*	80*	50*	12	12
3	30*	35*	40*	25*	11	11
4	15*	20*	25*	15*	10	10
5	5*	10*	15*	5*	9	10
6	0	0	0	0	8	9
7	+10	+15	+20	+10	7	8
8	+20	+30	+40	+20	6	8
9	+40	+50	+60	+40	5	8
10	+80	+100	+125	+80	4	7
11	+150	+200	+250	+150	3	7
12	+300	+400	+500	+300	2	6

Table Key:

The numbers marked with an asterisk (*) indicate the CP credit a character receives for choosing an attribute score of less than 6, which is lower than average.

CP expenditures are indicated by numbers preceded by a plus (+).

MINIMUM MECHWARRIOR ATTRIBUTES

Five centuries of MechWarrior history show that most successful MechWarriors have good DEX, average to above-average LRN, and reasonably robust BODY. Thus, no MechWarrior character may have a DEX or LRN score lower than 5. Although CHA is not essential for the average MechWarrior, it is important to those aiming for a position of leadership or who must spend any significant amount of time outside their 'Mech, whether managing land grants or seeking new employment assignments.

[NOTE: Techs and other character classes may have any attribute score.]

Once they have been determined, attribute scores normally do not change during the game. They may be modified by the gamemaster as a result of accident or other event during the adventure or campaign, or may be increased as a result of experience. Each personal attribute affects a character's basic ability to perform various types of endeavors, as described below.

Body (BODY)

This attribute measures a character's basic strength, stamina, and ability to withstand adverse conditions. It also determines the total number of wounds a character can sustain before dying or falling unconscious. A character's total Hits-To-Kill (HTK) for combat is equal to BODY x 10.

BODY also determines a character's Skill Rating Target in *Survival* and *Brawling*, and helps determine his Skill Rating Target in *Athletics.*

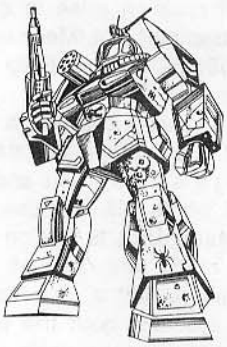
Dexterity (DEX)

Dexterity measures a character's general coordination, reflexes, and agility, and is the basis for saving rolls involving actions related to these. DEX also determines a character's Base Skill Rating Target for *'Mech Gunnery, Driver,* and the use of all hand-held weapons. DEX also helps determine a character's Skill Rating Target for *Athletics, Rogue,* and the *Piloting* skills.

Learning Ability (LRN)

LRN measures a character's ability to understand complex or technical concepts, as well as his skill at gathering useful information through observation and exploration. LRN helps determine a character's Base Skill Rating Targets for:

Artillery
Aerospace Gunnery
Technician
Engineering
Mechanical
Computer
Medical/First Aid
JumpShip Piloting /Navigation
Navigation
Land Management
Tactics
Piloting/'Mech
Pilot ing/Aerospace
Interrogation



A character's LRN rating also limits the number of skill areas in which a character can purchase skill levels and the maximum level he can achieve in those skills. (*See* **Purchasing Skills** for details.)

Charisma (CHA)

Charisma measures the character's physical appearance, personal magnetism, and strength of presence. CHA determines a character's Skill Rating Targets for *Diplomacy, Leadership,* and *Streetwise,* and helps determine his Target for *Interrogation* skill. The score is often used as the basis for Reaction Rolls made by NPCs meeting the character for the first time.

MAKING SAVING ROLLS

To determine whether a character has the ability to perform a specific action based on one of the four attributes, a Saving Roll is made with two six-sided dice (2D6). The next-to-last column on the Attribute Cost Table shows the Base Saving Roll Target for each attribute score. The Saving Roll Target is always equal to 14 - attribute score. For example, a character with BODY 8, DEX 6, and LRN 7 would have Saving Roll Targets of 6, 8, and 7, respectively. A player must roll a number equal to or higher than this Target to accomplish a task of normal difficulty using a given attribute.

SKILL ROLL TARGETS

In **MechWarrior**, a character's attribute scores are also used to determine his Base Target Number for skill rolls. The last column of the Attribute Cost table shows the Base Skill Roll Target associated with each attribute score.

This Target Number is the minimum roll on 2D6 that a character would have to equal or exceed in order to accomplish a task of normal difficulty employing a given skill. For example, Jeff Conroy, a MechWarrior character with a BODY score of 9, would have a Skill Rating Target of 8 for *Brawling* and *Survival* (the two skills that are based on the BODY). If the character had a DEX of 6, his Target for all DEX-based skills *('Mech Gunnery, Driver, Bow/Blade, Pistol,* and *Rifle)* would be 9.

Some skills are based on more than one attribute *(Athletics/Acrobatics, Piloting/'Mech, Piloting/Aerospace, Rogue,* and *Interrogation*). To obtain the Skill Rating Targets for these, the player averages together his character's two attribute scores, rounding down. For our sample character's Skill Rating Target in *Athletics* (a BODY/DEX skill), we average his scores for the two attributes (9+6/2 or 7.5,rounded down to 7), which yields a Skill Rating Target of 8.

PURCHASING SKILL LEVELS

During initial character generation, players may purchase skill levels in any of 25 different skill areas to further flesh out their character. Each level improves (i.e., lowers) a character's Skill Rating Target in that field by 1, thus lowering by 1 the Base Target Number needed to make a successful skill roll.

MechWarrior Jeff Conroy has an LRN of 7, which gives him a Target Skill Rating of 8 in all LRN-based skills. If Jeff purchases Level 1 training in *Engineering* and Level 2 training in *Medical/First Aid*, his initial Base Target Numbers in these skills at the start of his career will be 7 and 6 respectively.

Skill levels in any of the five multi-attribute skills (like *Rogue*) cost the same as a single-attribute skill (like *Brawling*). However, players must remember that their Skill Rating Targets in these multi-attribute fields are based on the average of the two attributes involved.

Skill Level Costs

The Skill Level Cost Table shows the CP costs for purchasing skill levels. CP costs for each level of expertise are cumulative. Thus, to purchase a Skill Level 4 costs 20 (Level 1) + 10 (Level 2) + 20 (Level 3) + 30 (Level 4) = 80 CP.

SKILL LEVEL COSTS TABLE

Skill Level	Incremental CP Cost	Cumulative CP Cost
1	20	20
2	10	30
3	20	50
4	30	80
5	50	130
6	80	210
7	120	330
8	160	490

Zero Cost Skills

In this game, all character classes automatically receive certain minimum levels of skill training at zero cost. For a MechWarrior, these skills are *Gunnery/'Mech* 1 and *Piloting/'Mech* 1. See **Other Character Types** for minimum skill levels for other character classes.

Skill Purchase Limitations

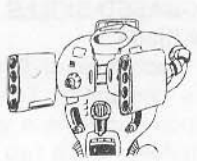
A character's LRN score imposes two important limitations on his skills. First, the number of skill areas he may have is equal to his LRN score. For example, MechWarrior Jeff Conroy, has an LRN of 7, and so he may obtain skills in up to a total of seven skill areas. Second, the total number of skill levels a character may buy is equal to his LRN x 4. For example, MechWarrior Conroy can purchase a total of 28 (7 X 4 = 28) skill levels.

SKILL AREAS

Following are descriptions of the 25 different skill areas from which a character may purchase skills.

SKILLS LIST

Skill Area	Ruling Attribute
Athletics	BODY/DEX
Bow/Blade	DEX
Brawling	BODY
Computer	LRN
Diplomacy	CHA
Driver	DEX
Engineering	LRN
Gunnery/Aerospace	LRN
Gunnery/Artillery	LRN
Gunnery/Mech	DEX
Interrogation	LRN/CHA
JumpShip Piloting/Navigation	LRN
Land Management	LRN
Leadership	CHA
Mechanical	LRN
Medical/First Aid	LRN
Piloting/Aerospace	DEX/LRN
Piloting/'Mech	DEX/LRN
Pistol	DEX
Rifle	DEX
Rogue	DEX/LRN
Streetwise	CHA
Survival	BODY
Tactics	LRN
Technician	LRN



BODY-BASED SKILLS

Brawling

In hand-to-hand (HTH) combat, the number of points of non-lethal damage a character can give with a successful unarmed blow is equal to his BODY score. Each level of *Brawling* he may have adds 1 to this damage rate. For example, a character with BODY 6 and Level 2 *Brawling* will do 8 points of damage per hit. For every 2 levels of Brawling skills attained, a character also reduces his HTH To-Hit Target by 1. Characters with Skill Level 2+ Brawling may use improvised weapons (like broken bottles, chairs, etc.) without To-Hit penalties. (See the **Combat** chapter for complete combat rules.) Characters with Skill Level 4+ may take advantage of Martial Arts skills.

Survival

Survival skill improves a character's chances of surviving a hostile environment. Each level of *Survival* skill improves a character's chances of successfully making Skill Rolls to find food, water, or needed supplies while traveling overland, or to escape a life-threatening wilderness encounter.

DEX-BASED SKILLS

Bow/Blade

Each level of *Bow/Blade* skill a character has reduces by 1 his unmodified To-Hit Target with any type of bow, blade weapon (including a vibro-blade), or thrown weapon (including grenades). Each two levels of the skill will also give a blade-wielding character 1 point of parrying ability, which is added to an opponent's HTH To-Hit Roll Target, reducing his chances of a successful hit. For each 3 levels of *Bow/Blade* skill, a character may also add 1 point to the damage done by a successful Blade weapon attack. A Skill Level of 5+ gives the character Trick Shot capability with bows.

Pistol

Each level of *Pistol* skill reduces by 1 the character's To-Hit Roll Target with any type of small, hand-held projectile weapon, including slug-throwers, laser pistols, tranquilizer dart guns, or stunners. A Skill Level of 3+ allows Quick Draw ability. Skill Level 5+ gives Trick Shot ability. For each 2 levels of skill achieved, a character also obtains 1 level of repair skill for weapons of this type (add to the basic *Mechanical* skill for this purpose only). This repair skill does NOT count toward the LRN skill limit.

Rifle

Each level of *Rifle* skill reduces by 1 a character's unmodified To-Hit Roll Target with any two-handed personal projectile weapon, including slug-throwers, SMGs, laser rifles, Cone rifles, hand-held SRM-launchers, or crossbows. For each two levels of skill achieved, a character also obtains 1 level of repair skill for weapons of this type (add to a character's basic *Mechanical* skill rating for this purpose only). This repair skill does NOT count toward the LRN skill limit.

Gunnery/Mech

Each level of *Gunnery* skill reduces by 1 a character's unmodified To-Hit Roll Target with any type of 'Mech weaponry. This skill corresponds to and replaces the *Gunnery* skill in the **BattleTech** and **CityTech** boardgames.

Driver

Driver skill improves a character's ability to maneuver any type of conventional, land-based vehicle of this era, including wheeled vehicles, tracked vehicles (e.g., tanks), ground-effect vehicles, and hovercraft. Each level of *Driver* skill decreases the Target Number by 1 whenever a character is required to make a *Piloting* Skill Roll for one of these vehicles. For each three levels of *Driver* skill, a character obtains 1 level of repair skill in fixing vehicles of these types (add to the character's basic *Mechanical* skill rating for this purpose only). This Repair skill does NOT count toward the LRN skill limit.

Characters with a *Driver* Skill Level of 4+ can travel safely at movement rates 25 percent faster than those normally listed for a vehicle. Also, characters with *Driver* Skill Level of 6+ can travel safely at rates up to 50 percent faster than normal.

LRN-BASED SKILLS

Technician

Each level of a character's *Technician* skill reduces by 1 the Skill Roll Target needed to successfully repair a disabled 'Mech (see the **Expansions To BattleTech** chapter for details on repair), and also reduces the time required to complete a given repair. Characters with *Technician* Skill Level 4+ may attempt to jury-rig temporary repairs. Characters with a 6+ Skill Level can research 'Mech design. For each three levels of *Technician* skill, a character also receives 1 level of repair skill for conventional land-based vehicles (add to character's base *Mechanical* skill, plus any bonuses received for *Driver* training, for this purpose only). This repair skill does not count toward the LRN skill limit.

Engineering

Engineering is the same as *Technician*, except that it covers repairs to DropShips, Aerospace Fighters, and JumpShips instead of 'Mechs. Engineers with Skill Level 4+ can attempt to jury-rig repairs, and Skill Level 6+ Engineers can conduct research into aerospace technology. For every three levels of *Engineering* skill, a character also receives 1 level of general mechanical repair skill for communications and ECM devices, medical/first aid equipment, and sensing devices (add to character's *Mechanical* skill rating for these purposes only). This repair skill does not count toward the LRN skill limit.

Mechanical

Mechanical is a catch-all repair skill used to determine the success of a character's attempts to repair any type of equipment except 'Mechs and spacecraft. A character with *Mechanical* skill can also attempt to operate any device encountered, with a +4 Target modifier. The Skill Roll Target is increased by 6 on attempts to repair a device alien to the character's prior experience. (The gamemaster decides which technologies fall in this category). Skill Level 4+ *Mechanical* can attempt to jury-rig temporary repairs. Level 7+ *Mechanical* can conduct research on the development of general devices.

Specific areas of *Mechanical* expertise may be increased by advanced skill levels in related skills, i.e., vehicle repair skill for *Driver* skill levels of 3+.

JumpShip Piloting/Navigation

In this age, *JumpShip Piloting/Navigation* skill is limited primarily to accurate knowledge of Successor State starcharts, energy collection procedures, and jump procedure sequencing. Because only relatively few jump-capable ships are still in service, only the most highly trained navigators (Skill Level 6+) will ever get the opportunity to pilot one. A MechWarrior's *Piloting* skills improve his chances of avoiding disaster in a JumpShip during the relatively rare cases of misjump. It also increases a pilot's abilities to maneuver his ship while in-system, and reduces the time required to complete jump preparations.

Gunnery/Aerospace

Each level of *Gunnery/Aerospace* skill reduces by 1 a character's unmodified To-Hit Roll Target for any DropShip or Aerospace fighter weapons system.

Gunnery/Artillery

This skill gives a character the ability to accurately calibrate and fire conventional, off-map field artillery like howitzers, cannons, or mortars. Each level of *Gunnery/Artillery* skill improves a gunner's chances of accurately calibrating his first shot of a battle. *Gunnery/Artillery* skill is really effective only if the gunner either has a clear line-of-sight to his target or has a forward observer at the battlefield site.

Land Management

Skill in *Land Management* will be useful to player characters who purchase or are awarded feudal land grants, as it will help them achieve steady income from those lands. Each level of *Land Management* skill increases the quarterly Land Administration and Income Roll Target by 1.

Medical/First Aid

Skill in *Medical/First Aid* allows a character to administer health care to wounded characters. Skill Level 1 is the equivalent of advanced First Aid training; Level 2 to paramedic training; Level 3 to medical school students or interns; and Level 4 to physicians (MDs). These skills levels are directly related to the health care levels found in the Medical Aid and Recovery Rules described in the **Damage** chapter. Characters with Skill Level 5+ can attempt myomer surgery without a functioning MID unit.

Tactics

Each level of *Tactics* skill that a character has adds 1 to any Initiative Roll he or his side makes while he is actively engaged in personal or 'Mech combat. A *Tactics* Skill Level of 3+ reduces the chances of an enemy surprising the character or successfully ambushing the unit.

Computer

Computer skill gives a character the potential to operate the remaining computer resources scattered through the **BattleTech** universe. Characters attempting to access a security-guarded computer system or program must compare their *Computer* skill rating against the security rating of the computer or program being accessed in order to successfully use the program.

CHA-BASED SKILLS

Diplomacy

For every level of *Diplomacy* skill, subtract 1 from a character's Reaction Roll Target whenever he is dealing with planetary or House authorities, bureaucratic officials, or military superiors. *Diplomacy* skill also gives the character a Saving Roll to identify local regulations and laws, and may give him a chance to use those laws to advantage. For each three levels of *Diplomacy* skill, a character also receives 1 level of *Interrogation* skill in questioning NPCs of the above-mentioned types (add to the character's *Interrogation* Skill Rating for this purpose only). This skill level in *Interrogation* does NOT count toward the LRN skill limit.

Streetwise

Streetwise skill has the same general effects as *Diplomacy*, but with individuals at the other end of the social spectrum. *Streetwise* skill subtracts one level from a character's Reaction Target in dealings with common merchants and laborers, low-level military personnel, or the underworld. For every three levels of *Streetwise*, the character receives 1 level of *Interrogation* skill in questioning NPCs of this type (add to base *Interrogation* skill rating for this purpose only). A *Streetwise* Skill Level of 3+ may also help a character recognize forgeries and counterfeits.

Leadership

Each level of *Leadership* skill subtracts 1 from an NPC's Reaction Roll Target whenever he attempts to command NPCs to take an action. (Note, however, that this ability is limited to situations where a character can reasonably pass himself off as an authority figure, and to actions that the NPCs would not consider certain death.) Each 4 levels of *Leadership* skill also gives a character the equivalent of 1 additional level of *Tactics* skill.

BODY/DEX SKILLS

Athletics

Athletics encompasses five subskill areas measuring different aspects of a character's physical prowess: *Acrobatics, Equestrian, Running, Swimming,* and *Climbing*. For each level of *Athletics* skill, he may choose one level of skill in each of three of the following subskills.

[NOTE: When a character attempts any one of these athletic endeavors, his base chance of success is equal to his Skill Rating Target in *Athletics* (determined solely from the average of BODY and DEX scores, with no modifier for skill in *Athletics*), minus his skill level in the subskill.

Acrobatics

Acrobatics skill improves the chances for a successful Saving Roll against the DEX score in all efforts requiring physical agility (jumping onto a moving vehicle, leaping between rooftops, etc.)

Climbing

This skill determines a character's chances of scaling vertical surfaces (sides of buildings, mountains, etc) using hand and footholds.

Equestrian

Equestrian skill increases a character's ability to control the actions of any common riding beast. A Skill Level of 4+ gives the character the ability to break and train riding animals.

Running

When running, a character with this skill receives an additional 1 MP for each two levels of skill and an additional MP for each skill level when sprinting.

Swimming

A Skill Level of 1 gives the character the basic ability to stay afloat and move in water. Higher levels increase the chance to successfully swim under adverse conditions.

DEX/LRN SKILLS

Piloting/'Mech

As described in the **BattleTech** rules, this skill enables characters to improve their chances of making complex maneuvers in a 'Mech, or of remaining upright in situations where there is danger of falling. Each level of *Piloting/Mech* skill lowers the Skill Roll Target by 1. At the gamemaster's discretion, characters with a *Piloting* Skill Level of 5+ may also attempt maneuvers not normally permitted by the **BattleTech** rules (with modifiers to the *Piloting* Skill Roll Target as determined by the gamemaster.)

Piloting/Aerospace

Piloting/Aerospace skill improves a character's ability to maneuver any kind of non-jump capable spacecraft, including DropShips and Aerospace Fighters. Each level of skill also gives a character the equivalent of 1 skill level in flying conventional aircraft. DropShip Pilots should have a skill level of at least 5.

Rogue Abilities

Rogue skill includes a combination of seven different abilities. Most often employed in activities like reconnaissance or espionage, these seven subskills are: *Hide in Cover, Listen/Eavesdrop, Stealth, Forgery, Bribery, Security Systems Recognition/Nullification,* and *Disguise*. For each skill level in *Rogue*, a character may choose one level of skill in each of four of the following subskills:

Hide In Cover

This skill is used to conceal oneself from potential observers with the help of available cover, in other words, how not to be seen.

Listen/Eavesdrop

A character with this skill may be able to overhear a conversation in which he is not directly engaged.

Stealth

This skill permits a character to move without being heard.

Forgery

This skill permits a character to produce facsimile papers or other counterfeits that will withstand normal scrutiny.

Security Systems

This skill allows a character to identify lock and alarm systems and gives the ability to nullify them.

Bribery

With this skill, a character can purchase information or official cooperation through the exchange of money or the promise of other favors.

Disguise

With this skill, a character has the ability to conceal his features, and to effectively impersonate another person or profession.

[NOTE: When a character attempts any one of these roguish endeavors, his base chance of success is equal to his Skill Rating Target in *Rogue* (based on the average of DEX and LRN), minus his skill level in the subskill.]

LRN/CHA SKILLS

Interrogation

Interrogation skill improves a character's chances of obtaining useful information when questioning an NPC, whether encountered as a captive or under normal circumstances. (Remember, however, that no amount of *Interrogation* skill can make a person reveal what he does not know). For every two levels of *Interrogation*, a character reduces his own susceptibility to *Interrogation* methods by 1. Note that this resistance bonus does not apply to levels of *Interrogation* skill obtained through the purchase of multiple *Diplomacy* or *Streetwise* Skill Levels).

PURCHASING SKILL PACKAGES

The Academy Package

Any MechWarrior character with an LRN of at least 6 may choose to become a graduate of one of the several 'Mech-Warrior academies interspersed throughout the Successor States. Academy graduates may purchase the following skill package for a cost of 75 CP:

Piloting/Mech, 2
Gunnery/ Mech, 2
Technician, 2
Pistol, 1
Leadership, 1
Survival, 1

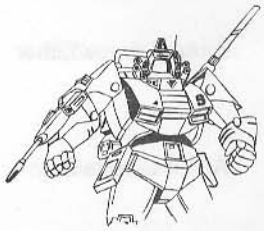
The Academy Package is unquestionably a bargain, for it allows player characters to obtain skill levels worth 110 CP for a cost of only 75 CP.

The package does have some drawbacks, however. First, it requires a player to invest at least 75 CP, leaving him (on average) only 75 CP for purchasing attributes and an initial 'Mech. Second, the six-skill package would completely fill up the possible number of skill areas for a character with average LRN, and so he could not buy additional skills. Last, and perhaps most important, a player who buys the Academy Package may not purchase any additional skill levels in the six Academy skills during initial character generation. For example, a character wishing to give his MechWarrior *Gunnery* and/or *Piloting* Skill Levels of 3 or more could not purchase the Academy package because it restricts each to a maximum of Skill Level 2.

The University Package

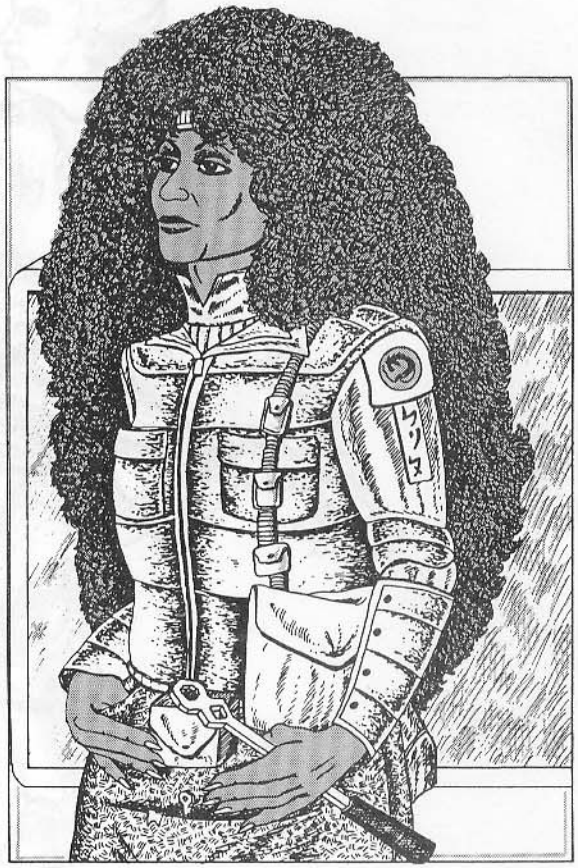
The University Package of skills is also available to some characters. If a character with an LRN of 8 or more was assigned during group generation (see the **Creating a Mech Unit** chapter) to a Regular 'Mech unit with either House Davion or House Steiner, he may attempt to gain admittance to the Military Sciences program at the recently-founded University of New Avalon. To qualify for admission, the character needs a roll of 11+ on 2D6. For each attribute score of 9 or more, he may subtract 1 from the Target. For example, a character with an initial DEX of 10 and LRN of 9 would need a roll of only 9+ to gain entry to the university.

If accepted, the character may buy the following skill levels at a cost of 100 CP:



Piloting/Mech 2
Piloting/Aerospace 2
Driver 1
Gunnery/Mech 2
Gunnery/Artillery 2
Rifle 1
Leadership 2
Tactics 2

The University Package gives a character skill levels worth 160-200 CP at a cost of 100 CP. Like the Academy package, however, University training severely limit a character's freedom to pursue additional skill areas, and prohibits him from purchasing additional skill levels in any of the eight fields included in the program.



ADDITIONAL PERSONAL CHARACTERISTICS

Handedness

All player characters may choose their handedness, either right or left. CP may be spent to buy ambidexterity. Following are the CP costs and benefits of these options.

HANDEDNESS CHART

CP Cost	Handedness	Benefits
5 CP	Natural Right/Left	Character now uses other hand instead of his natural one. May still use natural hand at a +2 Target Modifier.
20 CP	Ambidextrous/Either	Character can use both hands equally well. No Target Modifier.
40 CP	Ambidextrous/Both	Character may use both hands at the same time. May use a weapon in both hands simultaneously with no Target Modifier.

Inborn Abilities

Characters may also acquire additional special inborn abilities. Some are positive and cost CP, while others are negative and earn the player character a CP credit. To determine Inborn Abilities, consult the following chart:

INBORN ABILITIES CHART

Thick Skin (20 CP)
The character has a natural immunity to damage. To calculate the amount of personal combat damage he can sustain, treat him as having a BODY rating 2 points higher than his actual rating.

Glass Jaw (-15 CP)
Character tends to be knocked out by a single blow. To determine if the character remains concious after sustaining damage in combat of any kind ('Mech, personal, or aerospace), add 2 to all Consciousness Roll Targets

Peripheral Vision (15 CP)
The character's line of sight extends into his two flanking hexes, increasing his range of possible targets in personal combat by an equal amount.

Sixth Sense (20 CP)
Character has an unnatural ability to anticipate approaching danger. Subtract 2 from all die roll targets when detecting the possible presence of danger, and from all initiative rolls made during combat.

Family Friend (25 CP)
The character has a close friend in an influential House government or military position. The gamemaster may create details about this character at his discretion, and may use the character as a source of adventure opportunities, emergency aid, etc.

Family Feud (-15 CP)
The character's family has been in a long-standing vendetta with a rival MechWarrior clan, which means the character will tend to have a strong negative reaction to any encounter with a member of the rival clan. The gamemaster and players should create details about this feud as a plot device for further adventure opportunities.

Natural Aptitude (10 CP)
The character has a natural aptitude for learning one of the 25 training skill areas (roll randomly to determine which). All training in this field costs one-half the normal CP cost. May only be purchased once.

DETERMINING CHARACTER 'MECHS

To determine the tonnage of the 'Mech they will pilot at the start of their MechWarrior adventures, all beginning players roll 2D6 and consult the Mech Assignment Table below. Although smaller 'Mechs usually have the advantages of speed, maneuverability, and jump capability, they are disadvantaged by much lighter firepower and armor protection. Consequently, players may decide to spend CP to improve their chances of getting a larger, more powerful 'Mech. For every 20 CP a character spends, he may add +1 to his die roll up to a maximum of +9 (160 CP). [NOTE: The player must spend these points BEFORE making the die roll.]

Players also have the option of increasing their total CP by voluntarily applying minuses to their roll on the chart below. For each -1 modifier a player takes, he receives an additional 15 CP, to a maximum of -6 (+90 CP). Characters choosing this strategy will almost certainly start their careers in a fairly light 'Mech, but they can use their extra CP to improve their skill and physical attribute levels above those normally available to beginning characters. As above, the character must choose to take a negative modifier before making his die roll.

'MECH ASSIGNMENT TABLE

Die Roll	Weight	Die Roll	Weight	Die Roll	Weight
-3, -4	15	5	35	13	55
-2	20	6	40	14	75
-1	15	7	45	15	85
0	25	8	50	16	60
1	30	9	55	17	80
2	20	10	60	18	65
3	20	11	65	19	75
4	25	12	70	20	90

[NOTE: This table is not linear so as to introduce an extra level of randomness to the initial 'Mech assignment procedure.]

After obtaining the weight of his 'Mech from the above table, a player may either select a 'Mech from existing designs (described in **BattleTech, CityTech, AeroTech**, and elsewhere in this book), or he may custom-design a 'Mech using the rules provided in the **BattleTech** rulebook. Following is a list of the existing 'Mech designs available in each weight class.

15 tons - None
20 tons - *Stinger, Wasp, Locust*
25 tons - *Commando, Jenner*
30 tons - *Valkyrie, Spider*
35 tons - *Panther, Ostscout, Firestarter*
40 tons - *Liberator, Vulcan, Clint, Hermes*
45 tons - *Phoenix Hawk, Vindicator, Blackjack*
50 tons - *Enforcer, Hunchback, Centurion, Trenchbucket*
55 tons - *Griffin, Shadow Hawk, Wolverine*
60 tons - *Rifleman, Dragon, Ostsol, Ostroc*
65 tons - *Thunderbolt, Crusader, JagerMech, Catapult*
70 tons - *Warhammer, Archer*
75 tons - *Marauder, Orion*
80 tons - *Zeus*
85 tons - *BattleMaster, Vindicator, Stalker*
90 tons - *Cyclops*
100 tons - *Atlas*

Backup 'Mechs

A player character may roll up more than one 'Mech. A character who possesses a second 'Mech can avoid the unpleasant fate of being Dispossessed if his first 'Mech should be permanently disabled but his character survives. In addition, a player who creates a character with two 'Mechs, and loses both the character and initial 'Mech in battle, may bypass the normal rules for replacement characters. This option allows him to create a new 150 CP character who will use the original character's backup 'Mech, and will be considered a familial relative of the first, deceased character. The base cost of a second 'Mech is 50 CP, which entitles the player to roll again on the 'Mech Assignment Table at a modifier of -6. For every additional 20 CP the character spends, this modifier can be increased by +1. For example, a character spending 90 CP on a backup 'Mech (50+20+20) would roll on the 'Mech Assignment Table at a modifier of -4. [NOTE: CP spent on backup 'Mechs do count toward a character's maximum expenditure limit of 250 CP).

This Backup 'Mech Die Roll may not be reduced for CP credit, as with the initial 'Mech Assignment Roll.

TRANSFERRING CHARACTER POINTS

During initial character generation, players may transfer points from one player character to another in the same unit, with the following two restrictions:

1. No player character may have a total CP value of more than 250 CP.

2. No player character may have a total CP value of less than 0 CP.

Thus, a group of four players creating characters have a pot of 600 CP, which they could distribute among themselves in a number of ways. The following table shows some examples of how CP may be divided and distributed.

CHARACTER POINT DISTRIBUTION

CP	Char. 1	Char. 2	Char. 3	Char. 4
CP/Man (A)	150	150	150	150
CP/Man (B)	180	160	140	120
CP/Man (C)	200	180	160	60
CP/Man (D)	250	250	100	0

One or more players may also use point transfers to purchase a more potent 'Mech, or to obtain a higher skill level in a vital skill area like *Gunnery, Piloting,* or *Technician.* Such transfers often increase a party's overall chances for survival. However, players who give away a great number of CP from their own characters should remember this rule: A new character created as a replacement for one lost during the campaign receives its initial CP allotment based on the total CP value of the deceased character. For example, a player who gives away 100 CP, creating a 50 CP MechWarrior who dies during his first combat will receive a similarly modest amount of CP to create his next character, rather than a fresh 150 CP. This rule should prevent most groups from making the choice shown in Example D of the above chart. The only time this choice might be acceptable is if the player receives strong assurances from his comrades that they will protect him during the group's first few combats.

OTHER CHARACTER TYPES

Though the romanticized tales of popular legend have greatly heightened the image of the self-contained, solitary MechWarrior as the "hero" of the Succession Wars, there are three other types of characters in a 'Mech unit whose specialized skills are just as crucial to a unit's overall success.

Techs, Aerospace Fighter Pilots, and Scouts/Spies play vital roles in a unit's campaign operations, and often operate independently of 'Mechs. Players who already have MechWarrior characters may also roleplay these other types of characters to experience a wider range of adventuring opportunities, or simply to further flesh out the personality of their 'Mech unit. Described below are procedures for generating each of these character types, as well as suggestions for using them in a campaign.

TECHS

Those unfamiliar with the inner workings of a 'Mech often view its Technicians as little more than glorified mechanics who do no more than scurry around their lift platforms after a battle, repairing 'Mechs damaged in the fray. Though making such repairs is indeed a Tech's single most important duty, these characters also carry out other important functions within a unit. As Techs usually have at least a smattering of *Engineering* and *Mechanical* skills, they can often repair other types of equipment, in addition to 'Mechs.

Furthermore, a Tech does not have to expend character points (CP) to purchase a 'Mech, and has to learn only one profession-related skill, *Technician* (as opposed to MechWarriors and Aerospace Pilots, who must master both *Piloting* and *Gunnery*). For these reasons, Techs have the best opportunity of any character in a 'Mech unit to develop high levels of expertise in unrelated fields. Thus, many Techs actually do double-duty in a unit, acting as repairmen as well as medics, drivers, computer operators, artillery gunners, and even as scouts or spies.

Techs also tend to have the highest general technological know-how in the unit. Consequently, when a 'Mech unit seizes possession of a production facility or Star League storehouse, its Techs normally conduct the exploratory investigation of the facility (and are the ones who have to combat and defeat any security systems or survivors present within). Techs receive the standard 150 CP to create their character. To qualify as a Tech, a character must have a minimum DEX of 4 and a minimum LRN of 7. When purchasing skills, Techs automatically receive 1 level of *Technician* and 1 level of either *Mechanical* or *Engineering* skill at no CP cost. Techs who meet normal requirements may purchase either the Academy or University Packages described in **Creating MechWarrior Characters.**

AEROSPACE FIGHTER PILOTS

Aerospace Fighter Pilots play a crucial role in assisting an invading 'Mech unit's safe entry onto a world, protecting its DropShips and 'Mechs from attack by the planetary system's own Aerospace Fighter defenses. Once safely on the surface of the planet, Aerospace Fighters continue to carry out a variety of important missions, including reconnaissance flights, strafing/bombing attacks on enemy fortifications and outposts, and even the provision of air support during the initial phases of 'Mech engagements.

Aerospace Pilots usually spend most of their initial CP purchasing high *Aerospace Piloting* and *Gunnery* Skill Levels. Most pilots also try to achieve a fair level of competence in *Engineering*, because there will be times when a pilot must function as his own Tech for short periods. Most aerospace personnel also spend a few CP for non-aerospace related skills, but they are the 'Mech unit members most likely to feel like "fish out of water" away from their aircraft.

Aerospace Pilots receive the standard 150 CP for initial character generation. To qualify, players must have a minimum DEX and LRN of 6 each. When purchasing skills, Aerospace Pilots receive 1 level of *Aerospace Piloting* and *Aerospace Gunnery* at no CP cost.

Aerospace Pilots may NOT purchase the Academy Training package. They may qualify to attempt to obtain University training, but will enroll in the Engineering rather than Military Sciences program if accepted. The Engineering curriculum costs the same (100 CP) as the Military Sciences package, and provides the following training:

Piloting/Aerospace Level 2
Gunnery/Aerospace Level 2
Engineering Level 3
Technician Level 2
Computer Level 2
Mechanical Level 1
Tactics Level 1
JumpShip Piloting/Navigation Level 1

PURCHASING AEROSPACE FIGHTERS

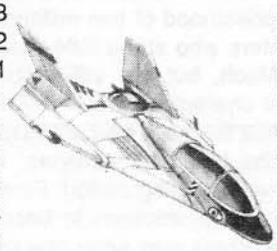
To determine the tonnage of the Aerospace Fighter they will pilot at the start of their adventures, all beginning players roll 2D6 and consult the Fighter Assignment Table below. Although smaller fighters usually have the advantages of speed and maneuverability, they are disadvantaged by much lighter firepower and protection. Consequently, players may decide to spend CP to improve their chances of getting a larger, more powerful fighter. For every 20 CP a character spends, he may add +1 to his die roll up to a maximum of +8 (160 CP). [NOTE: The player must spend these points BEFORE making the die roll.]

Players also have the option of increasing their total CP by voluntarily applying minuses to their roll on the chart below. For each -1 modifier a player takes, he receives an additional 15 CP, to a maximum of -6 (+90 CP). Characters choosing this

strategy will almost certainly start their careers in a fairly light fighter, but they can use their extra CP to improve their skill and physical attribute levels above those normally available to beginning characters. As above, the character must choose to take a negative modifier before making his die roll.

FIGHTER ASSIGNMENT TABLE

Die Roll	Tonnage
-3	20
-2	20
-1	30
0	20
1	40
2	30
3	40
4	20
5	50
6	30
7	50
8	60
9	40
10	50
11	70
12	60
13	80
14	70
15	80
16	90
17	100
18	80
19	90
20	100



[NOTE: This table is not linear so as to introduce an extra leve of randomness to the initial fighter assignment procedure.]

After obtaining the weight of his fighter from the above table, a player may either select one from existing designs (described in **AeroTech** and elsewhere), or he may custom-design a fighter using the rules in the **AeroTech** rulebook.

SCOUTS

A 'Mech unit's Scouts are its on-world eyes and ears. As information gatherers and forward observers, it is their job to precede the main 'Mech force across the planet's face, and provide it with reliable intelligence about defense force sizes and dispositions, important targets, and the availability of water and supplies.

In earlier times, the Scout's job was often known less charitably as "spy" or "thief". In fact, the role still requires that scouts undertake a variety of illegal activities, including eavesdropping, blackmail, false representation, breaking and entering, theft, computer piracy, and even an occasional mugging or murder.

Most Scouts spend a large part of their time operating independently from the rest of their unit, separated by distances of hundreds or thousands of miles. Indeed, Scouts are even occasionally called upon to travel alone to a planet, where they will remain undercover several months in advance of a planned assault.

A Scout lives by his guile and wits, and normally concentrates his initial skill level purchases in those fields that can give him the most immediate help in carrying out his tasks, such as the various *Rogue* subskills and the communications skills of *Diplomacy* and *Streetwise*. Most Scouts will also want at least rudimentary *Driver* and some kind of personal weapon skills. However, a player creating a Scout must trade off the value of purchasing such skills against the benefits of purchasing personal contacts or vehicles.

Of all the alternate player character classes, Scouts are the most likely to feel constrained by the 150 CP limit on initial character creation purchases.

To qualify as a Scout, a player must have a minimum LRN of 5 and a minimum CHA of 6. When purchasing skill levels, a Scout automatically receives 1 level of *Rogue* and 1 level of either *Diplomacy* or *Streetwise* at no CP cost. A Scout character may purchase neither the Academy or University Packages.

Instead of purchasing 'Mechs, Scouts have the option of purchasing land-based vehicles for their personal use. During initial character generation, a Scout may outfit himself with either a jeep (15 CP), light truck/van (20 CP), or skimmer (25 CP).

PURCHASING CONNECTIONS

Scouts may also spend CP during initial character generation to purchase one or more reliable information sources, known in game terms as "connections". There are three basic types of connections available: Informants, Useful Contacts (Government or Military), or Prominent Contacts (Government, Military, or Ruling House). Following are the CP costs and benefits associated with each type of connection.

Informant (5 CP)

The Scout has a cooperative relationship with a spy or information-seller, who will usually have useful information about the player character's current assignment to trade or sell (roll 5+ on 2D6).

Useful Contact (15 CP)

The Scout has a friend in the local bureaucracy or on-planet garrison who can be trusted to provide reliable intelligence about questions of interest to the Scout, and can usually (roll 6+ on 2D6) be convinced to provide limited, non-hazardous assistance to the Scout's activities (i.e., issuing appropriate licenses, providing access to non-restricted facilities, etc.).

Prominent Contact (30 CP)

The Scout has a highly-placed friend in the local government or on-world military who can provide him with information of any type (including restricted information). The Scout can usually convince this contact to actively pull strings (roll +5) to rescue him from any legal or administrative difficulties, in exchange for a bribe or other consideration. Alternatively, player characters may make this contact with someone in the hierarchy of the ruling House they presently serve, and attempt to use their connection to improve their 'Mech unit's status or future assignments.

USING CONNECTIONS

Scouts who purchase one or more connections during character creation record these contacts on their Character Sheets, but do not at that time decide who or where these connections are. As play progresses and the player's 'Mech unit moves from world to world, the Scout may choose at any time to call one or more of his connections into play as a possible source of information or assistance about his current assignment. The gamemaster then creates an NPC to play the connection type chosen, and tells the Scout how to locate this contact.

Gamemasters should allow the player to have reasonable input into this creation process, and may even allow the player to generate the NPC himself, subject to approval. Having named and used a connection, the player should note his name and present location on the Character Sheet. The player can only use the connection again if he happens to encounter the same NPC on the same or another world.

NPCs

There are a variety of other character types in the Successor State universe with whom MechWarriors may come into contact during their adventures. It is best for gamemasters to reserve these types for NPC status, at least during the first few months of their campaign. Most of these characters do not provide the the same freedom of movement or decision-making independence that members of a 'Mech unit have.

COMSTAR TECH

In the 250 years since the First Succession War, the ComStar interstellar communications network has evolved from a government service agency to a quasi-religious order whose knowledge and rituals are a closely-guarded secret. Those who become members of this mystical brotherhood only rarely come in contact with the outside world. They are apparently content to carry out their long-standing commitment to provide an unbroken, politically neutral line of communications to each of the Successor State houses.

Nevertheless, there are persistent rumors of ComStar involvement in matters far outside its limited charter. Rumors, for example, of salvage missions to abandoned planets of the interior, secret researches into weapon and equipment technologies commonly thought to be lost forever in the ravages of war, and surreptitious contacts with Periphery worlds. Though most high-ranking House officials will bend over backward to answer the rare ComStar call for assistance, a small minority (that some say includes Katrina Steiner) suspects that ComStar's ritualistic shroud is a smoke screen shielding a deeper, darker purpose. These individuals would like to find a way to carry out closer surveillance of ComStar's activities.

Characters who become ComStar Techs are the only people within the Successor States who can normally attain knowledge in *Communications Technology* (a skill not available during normal character generation). They are also the only ones who know how to accurately operate and repair HPGs (hyper-pulse generators) and other relay station equipment. ComStar recruits a fair portion of its personnel from the royal and noble MechWarrior families of each House, thus providing a haven (like the priesthood of two millennia ago) for third and fourth sons/daughters who stand little chance of inheriting the family lands or 'Mech, but are still ambitious to make their mark. Be sure that characters who enter the Blessed Order of Blake realize fully that few have ever left its ranks alive.

ComStar Techs begin as Acolytes, advancing to Adept status after a two-year training period. From that point, a select few each year receive promotions to become Precentors of a relay station, while others may enter one of the Order's support branches (either the mysterious internal security force known only as ROM or the almost as secretive Explorers Corps). A thumbnail description of each of these five types follows.

COMSTAR ACOLYTE

Attributes:

Total of 4 attributes = 22 + 1D6; LRN = 7+

Skills:

Communications Technology 2, *Engineering* 1, *Mechanical* 1; +2 additional skill levels (may be applied to either listed skills or any other standard training field).

COMSTAR ADEPT

Attributes:

Total attributes = 22 + (2D6 - 1); LRN = 8+

Skills:

Communications Technology 3 + (D6/2), *Engineering* 2, *Mechanical* 2, *Piloting/Navigation* 1, *Survival* 2; +1D6 additional skill levels.

COMSTAR PRECENTOR

Attributes:

Total attributes = 25 + 2D6; LRN = 9+

Skills:

Communications Technology 5 + (1D6/2), *Engineering* 3, *Mechanical* 3, *Piloting/Navigation* 2, *Survival* 2, *Management* 2; +2D6 additional skill levels.

ROM AGENT

Attributes:

Total attributes = 26 + D6; LRN and BODY = 7+

Skills:

Communications Technology 1 + (D6/2), *Engineering* 1, *Mechanical* 1, *Rogue* 3, *Survival* 2, *Personal Weapon (Bow/Blade)* 3 (weapons most commonly used are crossbow, vibroblade, and neural whip), *Athletics* 2; +1D6 additional skill levels.

EXPLORER CORPS TEAM LEADER

An Explorer Corps search team normally consists of 22-28 people: 2 Explorer Corps team leaders, 5-8 ComStar Adepts, and 15-18 standard infantrymen.

Attributes:

Total attributes: 26 + 1D6; DEX = 7+, LRN = 8+

Skills:

Communication Technology 2 + (1D6/2), *Engineering* 3, *Mechanical* 2, *Piloting/Navigation* 3, *Survival* 3; +1D6 additional skill levels.

TRADER

Though the ravages of centuries of war have taken their toll on the great trade routes of the Star League era, trade does continue within and, to a lesser extent, between House territories. Independent traders now conduct much of this trade using their own small JumpShips, normally referred to as "free freighters". The pilots of these free freighters are true marvels at keeping their often antiquated ships up and running at a profit. The trader has both the navigational and repair skills to keep his frequently overstrained jumpdrive operational, as well as the business acumen and bargaining abilities of a snake oil salesman.

The combination of these talents usually makes for an interesting and engaging individual, whose prodigious ego and confidence is frequently matched by a cockeyed charm and wit that makes it impossible to dislike him. Unfortunately, many planetary authorities appear immune to the trader's charms. They may become the bane of his existence, insisting that he follow nit-picking little rules like paying tariffs, obeying quarantine restrictions, and other similar obstacles in the way of his profits.

Traders are often an excellent source of information about recent events on nearby worlds, and at times may hire a 'Mech unit between assignments or stationed on garrison duty. Usually they want the unit to track down a certain commodity or individual, or to accompany a particularly valuable cargo to a planet's interior. Conversely, a trader's activities can make trouble for a 'Mech unit, whether through guilt by association, or because the unit knowingly or unknowingly takes part in a trader's schemes or scams. One way or the other, encounters with these extraordinary entrepreneurs are never dull.

Following is a sample format for designing NPC Traders:

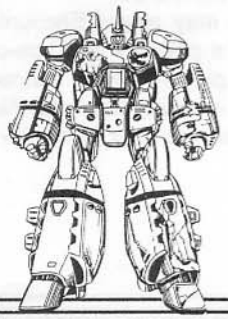
Attributes:

Total of 4 attributes = 20 + 2D6; LRN and CHA = 8+

Skills:

Piloting/Navigation 3; *Engineering* 3; *Streetwise* 3; *Personal Weapon (Pistol or Rifle)* 2; *Rogue* 2; *Brawling* 1; +D6 + 2

Additional skill levels may be applied either to listed skills or any other skill area described in **Creating MechWarrior Characters.**



EXPERIENCE POINTS AND CHARACTER ADVANCEMENT

During the course of a **MechWarrior** campaign, a good gamemaster will present the player characters with a varied mix of adventure opportunities to test their collective mettle. If successfully handled, many of these situations will offer immediate awards such as booty (prize 'Mechs, supply caches, etc.), cold cash, or enhanced unit prestige. A gamemaster should also offer player characters a number of chances to earn Experience Points (XP) for their ideas and actions. Through earning XP, characters may improve their physical attributes and personal skills, increase their general experience level, and improve their chances of survival in difficult situations. Following are guidelines for calculating XP, and rules for how players may spend earned XP.

ACQUIRING EXPERIENCE

Player characters in **MechWarrior** earn XP for any of the following four basic types of game activity:

1. Successful Skill or Saving Rolls
2. Successful participation in combat situations (Combat XP)
3. Successful completion of individual or 'Mech unit assignments (Assignment XP)
4. Successful encounters with NPCs or creatures (Encounter XP).

Skill/Saving Rolls

A player character earns XP each time he makes a successful non-combat die roll against one of his skills or a Saving Roll against a physical attribute. The amount of XP awarded for a successful roll of either type depends on the difficulty of the attempted roll, as shown on the following table:

SKILL/SAVING ROLL XP TABLE

Die Roll	XP Awarded
5 or less	1
6	2
7	4
8	6
9	8
10+	10

To be eligible to earn XP, the Skill/Saving Roll attempt must serve a definite useful purpose to the player or party, and be relevant to accomplishing either the party's current objective or to improving its general welfare. For example, the gamemaster would not allow XP for *Stealth* rolls made in order to move silently around one's own bedroom (unless the character has good reason to believe an intruder is present), for using *Mechanical* ability to repair items that will never be used by the character or group, or for making DEX rolls to jump from rooftop to rooftop just for the fun of it.

Gamemasters may also place an upper limit on the number of XP a character can receive during a single encounter using any one skill or attribute. As an extreme example, a Tech who receives a temporary assignment to a repair depot behind friendly lines might be called upon to make 50-100 Skill Rolls against his *Technician* abilities in any given day. Gamemasters will not want to award this individual full XP for each roll.

The gamemaster may choose instead to give the character a single, blanket award of Encounter XP for his efforts, equalling one-third to one-half the skill XP that might have been earned if each roll had been figured into the total.

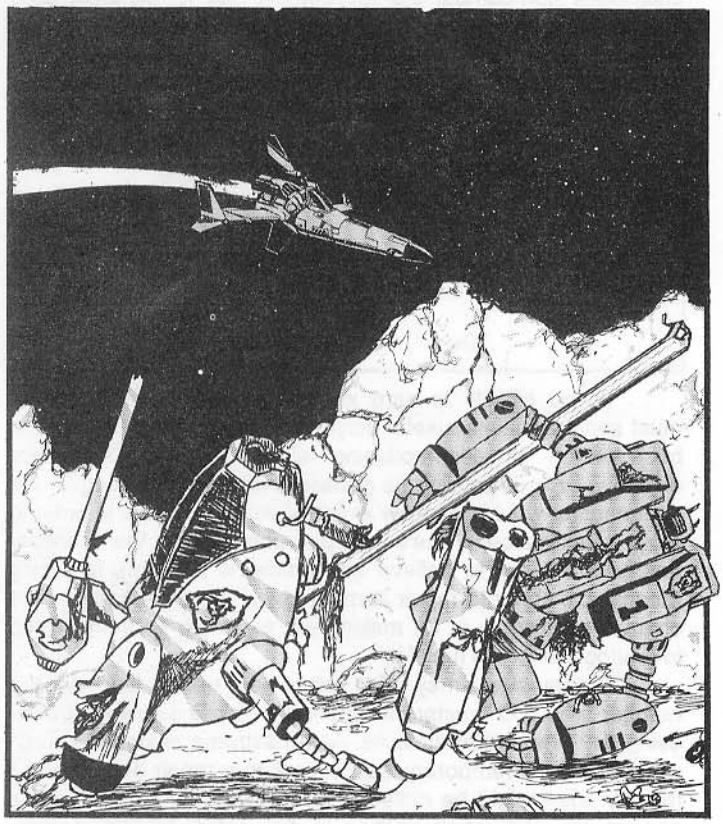
Combat XP

Characters engaged in 'Mech or personal combat receive XP for the damage they personally inflict on their opponents. This is equal to one-half an XP for each point of damage inflicted while operating 'Mech, armored vehicle, artillery, or aerospace weapon systems (with 5 XP for each critical hit), and 2 XP for each point of damage inflicted in personal ranged, melee, or HTH combat (with 10 XP for each critical hit). Win, lose, or draw, characters earn these XP regardless of the outcome of the combat.

If the players' unit also achieves victory in the overall engagement (either by destroying or disabling all its opponents, or forcing them to withdraw), the group receives an additional amount of XP, based on the BODY score of the opposing unit. The procedures used to calculate a unit's XP value differ slightly between 'Mech and personal combat.

'Mech Combat

A simple way to find a unit's XP value is to simply add up the tonnage of all enemy 'Mechs involved in the engagement. Add one-half the tonnage of any tanks or other armored vehicles to this total. Add 10 tons for each enemy Sniper cannon or infantry platoon, 20 tons for each enemy Long Tom howitzer, and the tonnage of each enemy Aerospace Fighter that participated in the battle.



The resulting total is the opposing unit's XP value. For example, a newly-formed, seven-character 'Mech unit consisting of a *Battlemaster, Crusader, Rifleman,* two *Griffins,* and two *Stingers* meets and defeats a regular enemy force consisting of an *Archer,* 2 *Phoenix Hawks,* and a *Wasp,* sup-ported by two Sniper cannons. The Enemy XP value is equal to 70 (*Archer*) + 90 (2 *Phoenix Hawks*) + 20 (*Wasp*) + 20 (2 Snipers) = 200.

Personal Combat

To calculate the XP value of an enemy unit, simply multiply the BODY score for each enemy character present by 5, then add the results together to produce a total enemy XP value. If the characters win the battle or fight, they will split up the XP value of the defeated unit equitably. This award is in addition to specific additions for shots and critical hits.

Or, once group combat XP has been calculated, a gamemaster may allocate these XP among the party's members in any reasonable way he sees fit. The two most common methods used are to: 1) divide the XP evenly among all characters who actively participated in the engagement, or 2) to allocate XP on the basis of the total hits of damage inflicted by each combatant.

Assignment XP

MechWarrior characters should receive XP awards for successfully completing individual or group objectives, either by conquest (capturing or destroying an enemy facility, supply cache, or water source) or guile (obtaining useful intelligence, surviving a hostile environment, locating a needed piece of equipment, etc.). In designing scenarios and encounters for a campaign, the gamemaster should determine an assignment XP value for each major and minor task in the adventure. Relatively simple tasks should normally be assigned an XP value of 1-10, major subtasks a value of 20-100, and accomplishment of the overall objective a value between 100-500.

An adventure that can be resolved in a single night's play should normally not have an assignment XP value of more than 200-250 points (unless the objective is extraordinarily difficult or important). Conversely, a major, multi-session scenario, such as a full-scale campaign to conquer a world, may have an overall value of hundreds or even thousands of points (though it is not likely that the players' unit alone could accomplish all the objectives).

Encounter XP

Many roleplaying systems tend to encourage player characters to attack every NPC encountered by awarding XP only for damage done. Yet even in the war-torn, often paranoid universe of the 31st century Successor States, a player's decision NOT to attack a particular NPC or group of characters is often the wisest choice he can make. In **MechWarrior**, the concept of Encounter XP reflects this fact of life, and also rewards player characters who use their roleplaying abilities to successfully interact with NPCs.

Gamemasters may award Encounter XP to one or more player characters in a party for any non-combat encounter with NPCs in which the players' group succeeds in maintaining or forwarding personal or group interests. Normal XP awards for a successful encounter are 2 x the BODY score of the NPCs involved.

XP AND EXPERIENCE CLASSES

Every time a player receives XP, he should add the amount to both the Total XP and XP Available lines on his Character Sheet. The total XP Available will fluctuate up and down over time as players expend XP for various purposes. The total XP available remains constant during XP expenditures, and is used to determine the character's overall experience class.

In **MechWarrior**, ALL characters are assigned to one of four general experience classes: Green (GRN), Regular (REG), Veteran (VET), or Elite (EL), based on the Total XP they have accumulated in their adventuring careers:

EXP Class	Total XP Earned
GRN	0-3000
REG	3001-15,000
VET	15,0001 - 100,000
EL	100,000+

Following are descriptions of a typical character from each experience class.

Green (0-3000 XP)

This category includes all player characters beginning their adventuring careers and all others whose practical experience at their chosen profession is not extensive. Green characters will normally have limited skill levels even in their planned field of expertise, average physical attributes (total of four attributes = 22-27), and modest personal resources (cash, personal equipment, etc.).

Regular (3001-15,000 XP)

Regular level characters have successfully completed a number of moderately complex assignments or a single major campaign, and have survived a few personal or 'Mech combats. They will have a fair number of skills (which may include a fairly high level of competence in one or two skill areas), average to slightly above average physical attributes (total of four attributes = 24-30), and may possess a widely varying degree of personal resources.

Veteran (15,001-100,000 XP)

Veteran level characters will normally have several major campaigns or many years of experience under their belts, and should be well versed in the techniques of warfare. Veterans are usually highly skilled in the fields most closely related to their character class, and moderately skilled in several other areas. They possess above-average physical attributes (total of four attributes = 28-35) and will often have earned titles and land in addition to a comfortable level of personal wealth (though a single stroke of bad fortune could wipe out most of them).

Elite (100,000+ XP)

Elite characters are the creme de la creme of the **MechWarrior** universe, the best and the brightest (or at least the most persevering) the 31st Century has to offer. Elite characters have usually experienced and endured every kind of challenge and danger their profession offers, and have played major leadership roles in one or more successful campaigns. The Successor State warlords usually respect these elite highly, and their assignments reflect that esteem.

Often, elite characters will have attained the maximum possible skill level in at least one skill area, and are highly skilled in several others. These elite characters have well-above-average physical attributes (total of four attributes = 32-40+), as well as considerable personal (and family) fortunes.

Whenever a character advances to a higher experience level, he automatically receives the following benefits:

1. A 1-point increase in any single physical attribute
2. One level skill increase in each of two skill areas

A character who has attained Elite status continues to receive the same bonuses every time he accumulates an additional 100,000 XP (i.e, at 200,000 XP; 300,000 XP; and so on).

USING EXPERIENCE POINTS (XP)

Players who have accumulated a sufficient number of XP may use these at any time either to improve their character's general abilities (by converting XP into CP to purchase additional skill levels, increased physical attributes, or other benefits), or to improve their character's immediate chances of survival in a difficult situation. The latter is accomplished by spending XP to influence die roll results involving the character, his friends, or foes). A description of these procedures follows.

Converting XP To CP

Player characters may at any time convert XP from the Experience Points Available (XP-A) line on their Character Sheet into CP. The conversion rate is 10 XP = 1 CP. Subtract all XP converted from the character's total available XP.

CP acquired in this manner may be used to purchase any one or more of the following benefits:

1. Increase in physical attributes
2. Higher skill levels
3. Purchase of personal contacts
4. Purchase of personal titles

Increasing Physical Attributes

Players wishing to increase any of their physical attributes may do so, at the following CP costs:

INCREASING PHYSICAL ATTRIBUTES

	LRN	BODY/CHA	DEX
1st point of Attribute Increase	100	60	80
2nd point of Attribute Increase	200	120	160
3rd point of Attribute Increase	400	180	240
4th point of Attribute Increase	600	300	400
5th point of Attribute Increase	800	450	600
6th point of Attribute Increase	1000	600	800

When using the Increasing Physical Attributes Table remember that the noted cost is for each individual increase above his initial generated rating. For example a character with a Body attribute rating of 6 wishes to raise his score to 10. He would have to pay 60 CP to raise the rating to 7, then no matter when he did it, the increase from 7 to 8 would cost 120 CP. This is the cost of the 2nd point of Attribute Increase. To raise the score to 9 would cost 180 CP as the 3rd point of attribute increase. Finally to increase from 9 to 10, 300 CP are required. The total CP cost is 660. This will be the total cost no matter when the points are spent.

Increasing Skill Levels

Players wishing to upgrade their skill level in any skill area (including fields they have not previously learned) may do so, at the following CP costs:

Skill Level	Incremental CP Cost	Cumulative CP Cost
Level 1	50	50
Level 2	75	125
Level 3	125	250
Level 4	175	425
Level 5	250	675
Level 6	325	1000
Level 7	425	1425
Level 8	550	1975

Players will note that it is considerably more expensive to purchase skills AFTER initial character generation (especially skills at the lower levels). This reflects how much more difficult it is for a character to devote the intensive study time needed to learn a skill after he has begun his adventuring career.

Purchasing Personal Contacts

Player characters from any character class can spend CP to obtain influential personal contacts. The costs for acquiring different types of contacts are described above under **Scouts.** Scouts may purchase additional contacts:

5 CP for an informant
15 CP for a useful contact
30 CP for a prominent contact

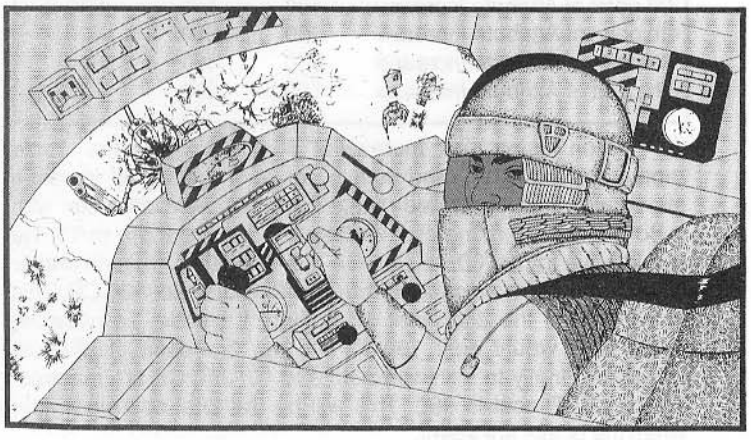
Other character classes must pay double the listed cost.

Purchasing Personal Titles

Player characters whose units did not purchase land grants or titles for their members during group character generation may purchase a noble title for themselves at the following CP cost:

Title	CP Cost
Knight	1000
Baronet	1500
Baron	3000

Higher titles are usually only granted by House rulers, and then only to Elite characters.



XP Expenditure During Play

Players who have roleplayed a particular MechWarrior for any length of time are likely to develop a significant attachment to that character and a strong vested interest in keeping him alive and prosperous. To increase a character's chances of continued survival, players may improve their chances for success at any given endeavor or to reduce their foes' chances of success by spending XP to influence combat, skill, or saving roll results. Whether characters call it a stroke of luck, a triumph of strategy, or divine intervention, adjustments to die rolls can often make the difference between life or death.

Any character with XP on the XP-A line of his Character Sheet can choose at any time during play to spend these points to modify the outcome of any die roll that he or any character in his line-of-sight (friend or foe) is about to make, according to the following cost schedule:

Effect Caused	XP Cost
Change die roll result by +1 or -1	50
Change die roll result by +2 or -2	100
Change die roll result by +3 or -3	150
Change die roll result by +4 or -4	200
Change die roll result by +5 or -5	250

The character must declare his decision to spend or not to spend XP on a die roll modifier BEFORE making the die roll. Die roll target modifiers affect only single die rolls made by the affected character during the game turn/combat round in progress.

[GAMEMASTER'S NOTE: As most player characters will normally keep some XP in reserve to purchase die roll target modifiers in tight situations, it is reasonable to assume that many of the players' foes (particularly crack House or Mercenary units like the Fox's Teeth or the Black Widow Company) will also have XP available for such purposes. The gamemaster should avoid letting Green players use XP to accomplish tasks not in keeping with their limited experience and skill. As the action intensifies and the players become more skilled, they will undoubtedly need to use the die roll modifiers just to stay alive, however. Gamemasters can use the table below to calculate a rough estimate of the XP that a given NPC or 'Mech unit should have available to it. As a general rule, NPCs will not normally spend more than one-half their available XP in any given combat round, unless their situation is truly life or death.]

ESTIMATING AVAILABLE XP

Unit Type	XP Available\Man
Green House/Mercenary	3D6
Regular House	1D6 x 5
Regular Mercenary	15 + (1D6 x5)
Veteran House	10 + (1D6 x 10)
Veteran Mercenary	40 + (D6 x 10)
Elite House	10 + (2D6 x 10)
Elite Mercenary	50 + (2D6 x 10)

CREATING A 'MECH UNIT

Once the players in a campaign group have completely designed and outfitted their MechWarriors, they will create their 'Mech unit by completing the following six steps:

1. Determine unit size.
2. Determine aerospace support.
3. Determine unit type/affiliation.
4. Create NPC 'Mech pilots.
5. Create unit support personnel.
6. Generate initial unit assets.

DETERMINE UNIT SIZE

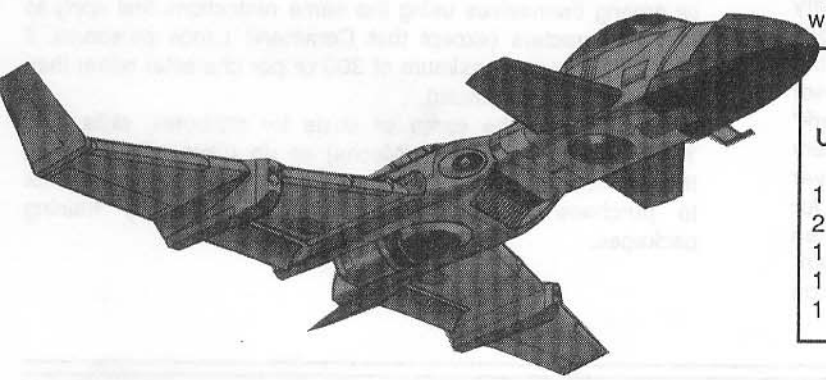
A given 'Mech party can consist of either a single Lance, two Lances, a full Company, or may be an odd lot consisting of the player characters group. To determine the total 'Mech strength of the players' unit, use the 'Mech Unit Size Table. First, find the row in the table that corresponds to the number of player characters, then roll 2D6. (The gamemaster can, of course, ignore this table, and simply make his own decision about the total size of the campaign group.)

'MECH UNIT SIZE

#of PCs	Only PCs	1 Lance	2 Lances	Company
2	2	3-6	7-8	9-12
3	2-3	4-6	7	8-12
4	–	2-5	6-7	8-12
5	2-3	–	4-6	7-12
6	2-4	–	5-6	7-12
7	2-4	–	5-6	7-12
8	–	–	2-5	6-12
9	2-5	–	–	6-12
10	2-6	–	–	7-12
11	2-6	–	–	7-12
12	–	–	–	2-12

If the die roll result indicates a full Company, roll another 1D6 to determine the unit's highest level of organization:

Die Roll	Level of Organization
1	Company only
2-4	Unit is part of a 'Mech Battalion (3 Companies)
5-6	Unit is part of a 'Mech Regiment (3 Battalions)



DETERMINE AEROSPACE SUPPORT

In this phase, players determine whether their unit presently contains a functional air lance consisting of two aerospace fighters, two pilots, and two Engineers. Roll 2D6 and compare the result to the appropriate unit size class in the Air Lance Status Table below. Treat units consisting solely of player characters as equivalent to the next highest size class; i.e., 2-3 'Mechs = 1 Lance, 5-7 'Mechs = 2 Lances, 9-11 'Mechs = Company.

AIR LANCE STATUS

Unit Size	Die Roll for Air Lance
Lance	2-6
2 Lances	2-8
Company	2-10
Battalion/Regiment	Always

If a unit has an active air lance, players may also roll 2D6 and consult the Unit DropShip Status Table to determine whether the unit controls one or more DropShips.

UNIT DROPSHIP STATUS
(Roll only if unit has an Air Lance)

Unit Size	Die Roll For DropShip	DropShip Type
Lance	2-8	1 *Leopard*
2 Lances	2-10	2 *Leopards* (2-6)
		1 *Union* (7-12)
Company	2-11	1 *Union*
Battalion	Always	3 *Union* (2-10)
		1 *Overlord* (11-12)
Regiment	Always	9 *Union* (2-8)
		3 *Overlord* (9-12)

[NOTE: 1 *Overlord* Class DropShip = 3 *Union* Class
1 *Union* Class = 3 *Leopard* Class]

Regiments often have a wide variety of DropShips available for any kind of mission. If a unit controls a DropShip, it may roll on the Unit JumpShip Status Table to determine whether it possesses a JumpShip:

UNIT JUMPSHIP STATUS
(Roll only if unit has a DropShip)

Unit Size	Die Roll For JumpShip	JumpShip Type
1 Lance	2-5	*Scout* or *Merchant*
2 Lances	2-6	*Invader* or *Merchant*
1 Company	2-7	*Invader*
1 Battalion	2-10	*Invader* or *Monolith*
1 Regiment	2-11	*Monolith*

DETERMINE UNIT TYPE/AFFILIATION

Each unit first rolls 2D6 to determine whether it is a Mercenary (2-6) or House (7-12) unit. Players should subtract 1 from this die roll result if their unit consists of eight or less 'Mechs, or subtract 3 from the die roll result if their unit consists of four or less 'Mechs.

The group then rolls two dice (read the dice consecutively to obtain a result of from 11 to 66, rather than adding the die together) to determine the unit's current House affiliation:

HOUSE UNIT AFFILIATION

Die Roll	Result
11-21	Davion
22-31	Kurita
32-36	Steiner
41-45	Marik
46-53	Liao
54-55	Bandit King
56-66	Unaffiliated

On a roll of 54 or 55, roll 2D6 again to determine which Bandit King the players serve:

BANDIT KING AFFILIATION

2-6	Hendrik of Oberon
7	Circinus Federation
8-9	Marius O'Reilly
10	Helmar Valasek
11	Redjack Ryan
12	Belt Pirates

MERCENARY UNIT AFFILIATION

Die Roll	Result
2	Lindon's Company
3-4	Rough Riders
5	21st Lancers
6-8	Independent
9	Eridani Light Horse
10	21st Lancers
11	Eridani Light Horse
12	Wolf's Dragoons

CHANGING HOUSE AFFILIATION

During the course of a MechWarrior campaign, most units (particularly Mercenaries) will have opportunities to change their House allegiance, and so the players' group should not be too disappointed if their initial affiliation does not appeal to them. On the other hand, players should remember that every House offers some advantages to the MechWarriors serving it. At present, the Houses Davion, Steiner, and Kurita control the largest and most powerful 'Mech forces in the Successor States. Davion and Steiner offer the additional potential "perk" of training at the University of New Avalon. However, the very strength of these Houses can also work against the player characters' chances of making a name for themselves, for they will have to compete with many renowned (and often larger) units for plum assignments, and so may find themselves exiled to long periods of garrison duty or riot duty on backwater planets.

Conversely, the very problems of dissension and eroding empire that beset Houses Marik and Liao can work in the players' favor, giving them less competition and better opportunities to build a reputation.

A similar balance exists between the advantages and disadvantages of Mercenary versus Regular units. Mercenary units will have a lot of freedom of action and some ability to pick and choose possible assignments, but are also more susceptible to economic hardships and crippling losses of equipment or manpower. Regular units are usually better supplied, kept closer to full fighting strength, and much more likely to receive lands, titles, and real political influence.

However, these Regulars most often pay for their advantages by accepting a less appealing range of assignments (including tasks either duller or riskier than the players' group might prefer). Have the players try out any unit type/affiliation result they receive for a few sessions before granting them a change. Gamemasters may, of course, decide to allow players simply to choose their unit assignments.

CREATE NPC MECHWARRIORS

In this phase, players select attributes, skills, and 'Mechs for each of the NPC MechWarriors traveling with the unit.

[NOTE: If the player characters represent half or less of the total unit's 'Mechs, gamemasters should give them the option of constructing a second, and sometimes even a third, player-character MechWarrior. All Lances and single 'Mechs generated receive the regular allotment of 150 CP/man or 600 CP/Lance. Following are some examples of creating NPC MechWarriors.

A unit of two lances has five player characters, leaving three MechWarriors to be generated. Each NPC receives 150 CP, for a total of 450 CP.

A Company-sized unit contains eight player characters, leaving four NPCs. As the NPC group is a full Lance, it receives 600 CP for distribution.

A Company-sized unit contains only four player characters, leaving 8 NPCs. In this case, the players should probably each create a second character. They might even create three characters each, making the unit fully a players' group. For each additional player character created, allow the normal 150 CP per man.

A Company-size unit contains six player characters, leaving six NPCs. The gamemaster and players may opt either to create a second round of player characters at 150 CP each, leaving no NPCs, or may decide to create a Lance of four NPCs at 600 CP, and two individual NPCs at 150 CP each.

NPC Character Points (CP) CANNOT be transferred to player characters, or vice versa. However, NPCs may transfer CP among themselves using the same restrictions that apply to player characters (except that Command Lance personnel, if any, can spend a maximum of 300 CP per character rather than the normal 250 maximum).

NPCs pay the same CP costs for attributes, skills, and 'Mechs (including backup 'Mechs) as do player characters. If they meet normal admission requirements, NPCs may attempt to purchase either the Academy or University training packages.

CREATE UNIT SUPPORT PERSONNEL

Each 'Mech unit normally contains a number of non-MechWarrior personnel such as Techs, Engineers, Aerospace Pilots, and on-planet reconnaissance teams (Scouts/Spies). Very large 'Mech units (battalion or higher) may also include wheeled vehicles and/or field artillery pieces requiring additional support personnel. The tables below provide a quick and easy method of generating estimates of a unit's support capabilities. If the players' group wishes to generate these personnel as player characters, use the rules in the chapter on **Other Character Classes.**

TECHNICIANS

As a general rule, each MechWarrior normally has his own 'Tech. Roll 2D6 for each 'Mech in the unit. A result of 2-9 means the 'Mech does have a Tech available. A roll of 10-12 means they have no Tech.

Each MechWarrior with a Tech can use the NPC *Technician* Skill Table to determine his Tech's skill level. First, the MechWarrior finds the row in the table corresponding to his own total number of skill levels in *Piloting/Mech* and *Gunnery*, and then rolls 2D6 to determine which column gives him the *Technician* Skill of his Tech. For example, if a MechWarrior's *Piloting* and *Gunnery* Skill Levels equal 4, and he makes a die roll of 8, the player reads across to Column 2, which indicates that his Tech's skill is 2.

NPC TECHNICIAN SKILL TABLE

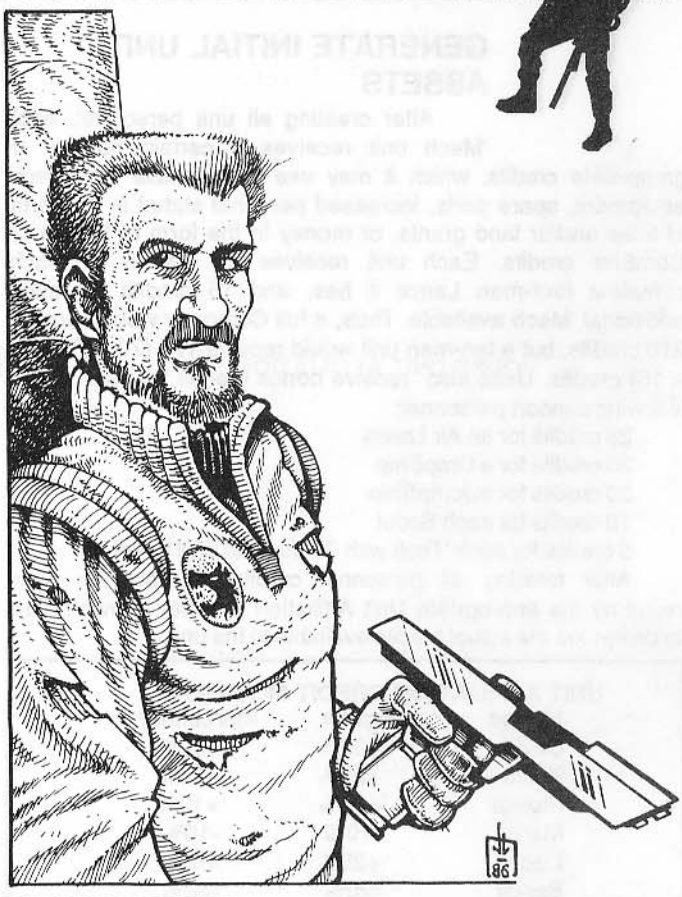
	Technician Skill Level					
Pilot's Total Skill Ratings	**1**	**2**	**3**	**4**	**5**	**6**
2-3	2-6	7-10	11-12	-	-	-
4	2-4	5-8	9-11	12	-	-
5-6	2-3	4-5	6-9	10-12	-	-
7	2	3-4	5-8	9-11	12	-
8	-	2-3	4-6	7-10	11-12	-
9+	-	2	3-5	6-9	10-12	-

AEROSPACE PERSONNEL

Units will always have one Pilot and one Engineer for every Aerospace Fighter, and two Pilot/Navigators and Engineers for each DropShip or JumpShip in their unit. To determine skill levels for any of these personnel, roll 2D6 and consult the table below. When rolling for the *Piloting* skill of any JumpShip pilot, add 3 to the die roll. Add 1 to the *Piloting* die roll result for any DropShip Pilot.

JUMPSHIP PILOTING SKILL

Die Roll	Piloting Skill Level
2-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12	6



RECON PERSONNEL

Many 'Mech units maintain a small cadre whose primary function is to provide the main 'Mech force with reliable intelligence about enemy positions and supply routes, water availability, and industrial targets. Smaller 'Mech units often do not have the luxury of such specialized personnel, and must use their aerospace fighters and/or Recon Lances to obtain the same information. To determine whether the players' unit contains Scouts, roll 2D6 and consult the appropriate row on the table below:

#OF SCOUTS ASSIGNED TO PARTY

Unit Size	0	1	2	3
1 Lance	2-8	9-12	–	–
2 Lances	2-6	7-10	11-12	–
Company	2-5	6-9	10-12	–
Battalion	2-3	4-8	9-11	12
Regiment	Roll for each Battalion			

If the unit does possess one or more scouts, roll 2D6 three times to determine the Skill Level in *Rogue, Diplomacy,* and *Streetwise* for each scout:

NPC SCOUT SKILL LEVELS

	Scout Skill Level					
Skill Area	**1**	**2**	**3**	**4**	**5**	**6**
Rogue	2	3-5	6-8	9-10	11	12
Diplomacy	2-5	6-9	10-11	12	–	–
Streetwise	2-4	5-7	8-10	11-12	–	–

GENERATE INITIAL UNIT ASSETS

After creating all unit personnel, each 'Mech unit receives a certain number of group-wide credits, which it may use to purchase non-'Mech equipment, spare parts, increased personal status in the form of titles and/or land grants, or money in the form of House or ComStar credits. Each unit receives 70 credits for each complete four-man Lance it has, and 15 credits for each additional 'Mech available. Thus, a full Company would receive 210 credits, but a ten-man unit would receive 170 (70 + 70 + 15 + 15) credits. Units also receive bonus credits for each of the following support personnel:

25 credits for an Air Lance
25 credits for a DropShip
30 credits for a JumpShip
10 credits for each Scout
5 credits for each 'Tech with *Technician* Skill Level 3+

After totalling all personnel credits, multiply the base result by the appropriate Unit Affiliation modifier shown below to determine the actual credits available to the unit.

UNIT AFFILIATION CREDIT MODIFIERS

House	Regular	Mercenary
Davion	+30%	+20%
Kurita	+20%	+20%
Steiner	+10%	+10%
Marik	-10%	-10%
Liao	+25%	+0%
Bandit	-20%	-40%
Unaffiliated	-60%	-80%

For example, a full company unit of Steiner regulars has an air lance but no DropShips under its control, one Scout, and five 'Techs with a *Technician* Skill Level of 3+. The unit's base credit total is 210 + 25 + 10 + 25 = 270 credits. Multiplying 270 by the Steiner modifier of +10% yields a final result of 270 x 1.1 = 297 credits.

SPENDING UNIT CREDITS

Unit credits may be spent on any of the six following items:

1. 'Mech Repair Stores
2. Aerospace Units
3. Backup 'Mechs
4. Personal Equipment
5. House Commissions, Titles, and Grants
6. Company Coffers

'Mech Repair Stores

Whether the 'Mech unit wins or loses an engagement, almost every 'Mech involved in the fighting will take some sort of external or internal damage that must be repaired, and it will also have to replenish its supplies of ammunition and armor. To perform such repairs, however, the unit's Techs must have a supply of replacement parts and ammunition on which to draw. For every 150 credits a unit spends, it may purchase the following package of replacement materials:

Equipment	Quantity	Normal C-Bill Price
External armor patches	96 points	40,000
Life support systems	2 points	75,000
Engine shielding	5 points	100,000
Replacement actuators	7 points	7,500
Internal damage repair	15 points	15,000
Heat sinks	10 points	12,500
Replacement limbs	2 points	13,000
(distributed among 'Mechs as players' group chooses)		
Total Cost = 150 Credits		

Aerospace Units

Units that did not receive Aerospace Fighters, DropShips, or JumpShips during Step 2 of creating a 'Mech unit may now purchase these at the following costs:

40 credits per Aerospace Fighter (maximum of two may be purchased)

75 credits for a *Leopard* Class DropShip; 100 credits for a *Union* Class DropShip

125 credits for a *Scout* Class JumpShip

[NOTE: Aerospace units purchased in this manner do not entitle the 'Mech unit to receive additional credits (only equipment obtained at the beginning counts for this purpose).

Backup 'Mechs

Units may purchase reserve 'Mechs for general use by turning credits into CP on a 1:1 basis, and paying the 50 CP cost for purchasing Backup 'Mechs.

Other Equipment

Units may use credits to purchase any of the items on the list below. The credit costs given are for a single item of each type. See the *Equipment* chapter for full descriptions.

EQUIPMENT	CREDIT COST
Jet Pack	20
Scanalyzer	15
Skimmer	25
Light Environment Suit	5
MID Unit	35
Heavy Environment Suit	20
Sniper Cannon	30
Flak Vest	5
Long Tom Howitzer	50
Jeep	15

House Commissions, Titles, and Grants

Units may use credits to buy enhanced status in the form of titles or land grants from the House they serve. They may also purchase from three levels of official awards. Peerage (50 credits) gives all MechWarriors in the unit the title of Knight, a land grand of 10 square kilometers, and a promise of lodging in any House Barracks. Aristocracy (80 credits) gives all Warriors in the unit the title of Baronet and a land grant of approximately 500 square kilometers to manage and administer. High Aristocracy (120 credits) gives each Warrior in the unit the title of Baron and a land grant of approximately 1,000 square kilometers to manage and administer.

Company Coffers

After units have made all their expenditures from the above five categories, they may convert any remaining credits into money for the initial company coffer. Groups may purchase money in either of two forms. H-Bills, or House bills, are negotiable currency anywhere within House boundaries, the territories of current House allies, and among free traders and merchants (albeit often at a discounted rate of value). C-Bill, or ComStar bills, are negotiable anywhere within the Successor States. For each credit point expended, a unit may purchase 1000 C-Bills.

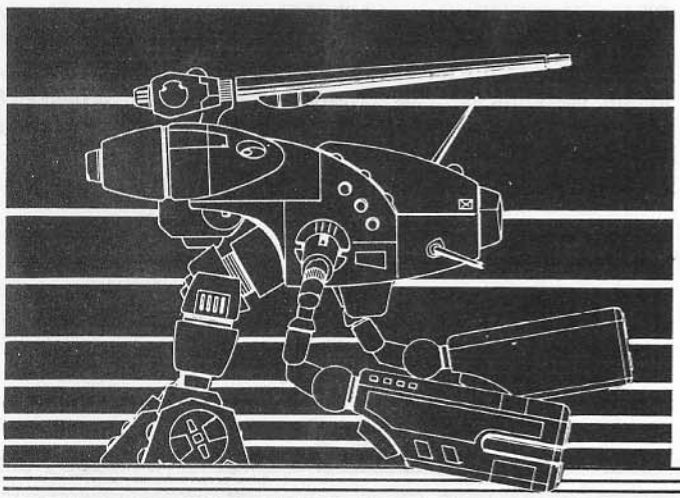
TYPICAL BATTLEMECH ASSIGNMENTS

Once the players have generated a 'Mech unit, have outfitted it, and are ready to begin, some gamemasters may be uncertain about how to get the players' group started and what kind of events should occur during the course of their adventures. This section offers some suggestions.

Almost every **MechWarrior** scenario a gamemaster will ever run begins with a combat assignment. The players will receive instructions from their military superiors (if they are a House unit) or from their current patron (if they are a Mercenary unit). Of course, units starting the campaign without any sort of affiliation will first have to find an employer (which may require the party to take on a temporary assignment from a local bureaucrat or private corporation to earn the funds to get off-world). The following sections describe a number of the most common 'Mech duty assignments, and provide guidelines on the types of encounters that are likely to occur during each.

GARRISON DUTY

Garrison duty is the most common of all 'Mech assignments. As its name implies, the players become part or all of the standing defensive 'Mech force posted on a given world to protect it against all comers. That includes enemy attack, subversion or revolt from within, or the depredations of the Bandit Kings. Most 'Mech units dislike such duty, because garrison shifts (especially on backwater planets lacking significant resources to draw enemy attention) rarely offer much chance for profit or reputation-enhancing battle. Nonetheless, it is precisely the sort of assignment given to a unit low on a House's totem pole (as a players' unit will almost certainly be during its first few months of campaign existence).



Even though many garrison shifts are uneventful, there are ways a gamemaster can liven up the players' tour on a planet. First, he can make the planet the target of a full-scale attack by an enemy 'Mech force, or (more likely) of hit-and-run raids by Periphery water-raiders or enemy House saboteurs. Alternatively, the players may encounter rumors or physical evidence of rebellion among the native populace, and have to root out the troublemakers. Interesting adventure opportunities can even occur during a seemingly peaceful tour of duty if the unit is called upon to investigate rumors of a secret Star League supply cache, to explore such a facility and remove or neutralize any still-functioning security measures, or to guard an incoming trade shipment or important personage such as a visiting noble or ambassador.

Garrison duty should give virtually all characters in a 'Mech unit ample opportunity for encounters both inside and outside their 'Mechs. Gamemasters using the Encounter Tables in **Random Encounters and Events** as a means of generating encounters should roll on the General Events Table twice per month.

PLANETARY ASSAULT

On an assault assignment, the players' unit becomes part of a full-scale offensive force sent to an enemy-held world with orders to attack and secure that world for their House. To achieve such a takeover, the assault force will have to engage and defeat the enemy 'Mech garrison stationed on the world, and eliminate any other defensive forces present (conventional armor and infantry units, static and mobile artillery, and so forth).

SHORT-TERM ASSAULT ASSIGNMENTS

Over the course of a major campaign, the players' unit will normally be given a number of short-term assault assignments. The group's 'Mechs may be asked to conduct advance reconnaissance of a region, to secure a specific territorial objective (ranging from a strategically located farmhouse, hill, or watercourse to an entire industriplex or a major city), or to assault an enemy unit, supply cache, or repair depot.

During the same time period, a unit's Scouts and Aerospace Fighter Pilots are also likely to be busy, but on totally different areas of the planet. The Scouts are usually gathering intelligence about enemy troop strength and movements, and relaying that information back to Assault Central Command. Meanwhile, the Fighter Pilots will be conducting aerial reconnaissance flights or bombing missions, providing support fire for 'Mech assaults, or attempting to seek out and destroy any remaining enemy fighters.

Assignment to a planetary assault team is generally considered a "plum", for it usually gives MechWarrior units their best chances for obtaining booty. Also, it can be an excellent opportunity to earn experience.

Most player characters will soon discover (especially if the invading and defending forces are evenly-matched) that these rewards come hard-earned. Depending on the size of the contending forces and the tactics employed by each, an invasion campaign can take anywhere from a few days to weeks or even months. The time pressure will weigh most heavily on the attackers, as a campaign lasting more than four to six

weeks normally allows the enemy sufficient time to bring reinforcements onto the scene, substantially altering the balance of the campaign.

During an assault, the gamemaster should provide 'Mech units with new adventure opportunities (in the form of new assignments or random encounters from the Battlefield Events Table) on a daily or even twice-daily basis. There is nothing wrong with player characters finding they have barely enough time to patch their wounds (and 'Mechs) from one battle before being hauled into another.

RAIDING/SABOTAGE MISSIONS

Raiding and sabotage missions, like assaults, require that players invade and attack an enemy-held world. Unlike an assault, however, the objectives of raid or sabotage missions are usually more limited. They often involve a significantly smaller force (often of one to two Companies, or the players' unit alone). Possible objectives of such assignments might include the following:

-Raiding for water or resources (especially if the players are working for one of the Bandit Kings).

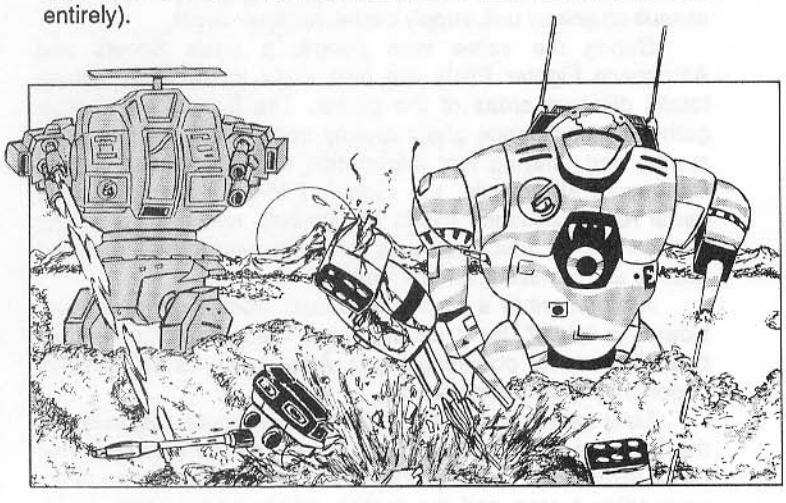
-Kidnapping scientists or 'Techs, or theft of their current research projects.

-Infiltration by agents provocateur to foment unrest and rebellion or to engage in political or industrial espionage.

-Sabotage of key installations.

-Conducting punitive raids. (This seldom occurs in campaigns between Successor State Houses, but is common in conflicts between Houses and Bandit Kings).

Such assignments usually have a very short time limit of two to five days (as the attacking force will generally not have the firepower to hold out against the combined might of the full planetary defense forces), and are likely to produce one to three Battlefield Encounters per day. The overall benefits to a unit from a successful mission of this type will normally be lower than for an assault, but an especially energetic group can usually turn the circumstances to greater advantage. Some missions may require that units spend more time outside their 'Mechs than in (or even to leave their 'Mechs off-planet entirely).



RELIEF DUTY

Attempting to relieve a planetary garrison under attack is perhaps the most dreaded assignment a 'Mech unit ever receives. Unlike the U.S. Cavalry in Hollywood Westerns, which always arrives eventually to save the day, many relief 'Mech units land on-world only to find that they are "reinforcing" defeated units who have retreated somewhere into the planet's backwater. Even in cases where the defenders remain steadfast, reinforcements must usually fight their way onto the world through a gauntlet of hostile Aerospace Fighters and enemy 'Mechs who hold many of the best positions.

The gamemaster should have Battlefield and other Encounters during a relief assignment occur at roughly the same frequency as in an assault. These are likely to be of greater severity, however. Scouts, in particular, will be very busy in the days following landing, while they attempt to develop reliable information on the locations of both sides. In a situation where the original garrison has already "gone guerrilla" before the player characters arrive, the relief team may decide (or be ordered) to split its forces, using one group to attempt to hold the enemy at bay while the other goes into the back country to hunt down and rally their surviving comrades-in-arms.

RIOT DUTY

As a result of the general decline in the military might and administrative capabilities of the Successor Houses, and the continuing economic hardships and shortages that prevail throughout the Inner Sphere, outbreaks of civil disturbance and rebellion have become a fairly common occurrence. In most cases, the regular on-world garrison will have responsibility for suppressing civil unrest and restoring planetary order. In the rare instance where revolutionary forces gain access to 'Mechs or Aerospace Fighters (either by capturing a 'Mech production facility or spaceport, or by convincing the planetary garrison to join the rebellion), outside 'Mech units may be called in to put down the revolt.

Few MechWarriors will find putting down rebellions to be a desirable assignment, for it places them in an unenviable position. Although exposed to rebel attacks, they will be restricted in their ability to retaliate because of the need to keep intact any planetary facilities they eventually retake. Because of this restriction and the rebels' ability to conceal their activities, the players may find that the effort to quell civil unrest may take weeks or even months to accomplish, despite an often substantial superiority in firepower.

As in relief assignments, Scouts and Aerospace Fighter Pilots will normally play a particularly important role in riot duty because the intelligence gleaned from their activities is often the only means the unit has for identifying the location of rebel forces. Nevertheless, MechWarriors should also find plenty of opportunity to use their combat skills, both inside and outside their 'Mechs.

EQUIPMENT

There is a wide variety of equipment available to MechWarrior regiments in the Inner Sphere. As with the construction of 'Mechs and spacefaring vessels, much of the technology for producing these items is now far beyond the capabilities of present-day manufacturing and scientific technology. As a result, some pieces of MechWarrior equipment are rare and extremely valuable.

TECH LEVELS

Each item has been classified in two ways. First, it is assigned a Tech Level of 1 through 4:

1 = LowTech. Requires Normal Industry; pre-20th century technology.

2 = MediumTech. Requires Normal Industry; 20th-century or later technology. Still understood.

3 = HiTech. Requires Heavy Industry; Terran Hegemony to Star League period. Still understood.

4 = Advanced HiTech. Lost Star League technology; primarily considered "black box". No longer understood. [Black box refers to equipment that does what an operator tells it even if that person has no idea how it works.]

Each item is further classified according to availability. The item is either common (C), unusual (U), rare (R), or not available (N). This classification applies exclusively to use by MechWarriors. That is, certain items might be available to others but not to MechWarriors (for instance, ComStar equipment). Then again, it might be totally impossible for non-MechWarriors to obtain other items, such as PPCs. Gamemasters must take note of these crucial distinctions. The rigid stratification and feudalization of the Successor States has created a society of "haves" and "have nots" – leaders and the led. In the Inner Sphere, real power equates directly to possession of technology, the most obvious examples of which are BattleMechs, JumpShips, and weaponry.

MEDICAL EQUIPMENT

Medical technology reached its height about two centuries before the era of the Successor States, increasing the average life span to nearly 115 years through advanced diagnostic, preventive, and surgical techniques. In addition, techniques such as myomer implantation gained widespread use, further extending the capabilities of the human body. In the present, however, medical technology is focused on emergency procedures needed for battlefield conditions.

LASER SCALPEL (2/C)

The laser scalpel weighs 100 grams and is powered by a tiny rechargeable battery. Although a powerful but easy-to-use tool, the scalpel is extremely inefficient as a weapon, due to its rapid rate of energy drain and limited range.

PRESERVING SLEEVE (3/C)

The preserving sleeve is secured around a damaged limb, then adjusted to apply pressure and, thus, control bleeding. In addition, the sleeve can be adjusted to apply heat or cold, and will keep a wound clean and free from infection for up to 36 hours. While encased in a preserving sleeve, the injured limb is effectively immobilized. The preserving sleeve weighs 500 grams.

MEDKIT (1/C)

The MedKit contains bandages, splints, gauze, antiseptic, and other first aid supplies. At least one 'Mech per lance will carry a MedKit. In competent hands, use of this kit ensures Level 2 medical care.

FIELD SURGERY KIT (2/C)

This kit contains two laser scalpels and the surgical support equipment necessary to provide Level 3 medical care. The equipment also includes at least one preserving sleeve. The headquarters or support unit of every 'Mech company usually carries a Field Surgery Kit.

HOSPITAL SURGERY EQUIPMENT (3/R)

This is a full hospital, complete with surgical theaters, convalescent wards, and nursing staff. Such facilities are usually found only on civilized planets and occasionally on specially-equipped *Overlord* Class DropShips. Hospitals provide Level 4 medical care.

MID (4/R)

The Myomer Implantation Device is a Star League era technological item that replaces or repairs damaged (but still attached) human musculature with myomer fibers. The technology underlying the MID is now lost, making the device an advanced-tech "black box".

To use the device, the operator places a length of myomer fiber in the receptacle and clamps the MID to the damaged area of the patient, then follows directions. If the MID does its work properly, the affected area (any hit location area on the body, except the head) is restored to full strength and will appear completely undamaged.

Unfortunately, about 20 percent (a roll of 10, 11, or 12 on 2D6) of these devices malfunction horribly when used, doing 1D6+6 points of damage to the affected area, then ceasing to function at all. Despite the potential hazard (nearly all these units are at least two centuries old), most 'Mech battalions will have at least one MID. The device weights two kilograms.

REPAIR EQUIPMENT

With the steady decline of technology in this era, the skill of repairing and refurbishing equipment has transformed gradually from a science back to an art. Knowledge about specific kinds of equipment and how to repair them is more often handed down from master to apprentice than from teacher to student. Occasionally, the "mysteries" are shrouded in ritual, from the harmless (an experienced Tech will always wear the same pair of coveralls, even if they are threadbare) to the absurd (before attempting to fix an HPG, a ComStar Tech must "desanctify" the equipment by reading a litany from an ancient manual). Further, because Techs are often working with tools developed two to three centuries ago, they revere the tools themselves out of all proportion to their true function. It is as if the Tech believed the tools accomplished the task rather than the wielder.

TOOL KIT (1-2/C)

The tool kit contains a variety of hand tools including hammers, wrenches, screwdrivers, and saws. This basic equipment is essential for any 'Mech repair task, and weighs 15 kilograms.

CUTTING KIT (2-3/C)

This kit contains oxy-acetylene cutting torches and equipment for handling hot metal. HiTech versions substitute laser cutting torches. The kit weights between ten and 30 kilograms.

JOINING KIT (1-3/C)

This kit contains equipment used to join metal, and weighs between 10 and 30 kilograms. Such equipment includes arc welders, laser welders, and, in the the LowTech kits, riveters.

ELEC KIT (3/C)

This kit contains electronic testing and repair equipment to handle routine jobs only. The kit weighs from 5 to 20 kilograms. The repair and maintenance of computers, sensors, neurohelmets, and similar equipment requires more advanced equipment.

SENSOR KIT (3/R)

This equipment is required for the maintenance and repair of the delicate and complex 'Mech sensor systems. The kit weighs about 50 kilograms.

FUSION KIT (3/R)

This equipment includes the shielding and remote control apparatus required to service and repair fusion engines. It weighs 1000 kilograms.

GYRO KIT (3/R)

This kit weighs 1 metric ton and contains the structural equipment necessary to repair the massive 'Mech gyros and their critical bearings.

REPAIR PLATFORM (3/C)

[NOTE: If equipped with radiation shielding, the availability code is "U".]

As a 'Mech unit travels from place to place, it will acquire certain useful equipment, often scavenged from abandoned or destroyed industrial sites. One of the most common non-military items is a repair platform. This device is generally mounted on a wheeled vehicle with a hydraulically-powered support that lifts a wide, contained compartment 10-20 meters into the air.

The repair platform is equipped with devices such as welders and grippers, which allow Techs to repair damaged 'Mechs, replace portions of their armor or anatomy, and so forth, even before the extreme heat generated by the battle has diffused. The compartment is also proof against most harmful radiation, thus permitting a Tech to remove or replace a malfunctioning fusion reactor.

All 'Mechs carry tool, cutting, joining, and elec kits. They are usually located in torso storage compartments. Internal damage to a 'Mech's torso will probably destroy some of the repair equipment.

The sensor, fusion and gyro kits, and the repair platforms are only located in secure locations such as DropShips, headquarters units, and repair and maintenance depots.

The Repair Table shows equipment required for the listed repairs.

REPAIR TABLE

Damage	TK	CK	JK	EK	SK	FK	GK	RP
Body segment destroyed	Y	Y	Y	Y	N	N	N	Y
Internal structure replacement	Y	N	N	Y	N	N	N	N
Life support repair	Y	N	N	Y	Y	N	N	N
Sensor repair	Y	N	N	Y	Y	N	N	N
Engine repair	Y	N	Y	Y	N	Y	N	Y
Gyro repair	Y	N	N	Y	N	N	Y	N
Actuators/Myomers	Y	Y	Y	Y	N	N	N	N
Heat sinks	Y	Y	Y	Y	N	N	N	N
Weapons replacement	Y	Y	Y	Y	N	N	N	N
Armor replacement	Y	Y	Y	N	N	N	N	N

LIFE SUPPORT

Over the centuries of interstellar expansion, man has encountered a wide variety of environments, climactic conditions, and atmospheric situations. Only a small percentage of discovered worlds were as accommodating to human life as Terra, and so many kinds of life-support devices have been developed to deal with unusual, or even hostile, bio-spheres. MechWarriors are generally unaffected by environments, as their 'Mechs are proof against extremes of temperature and atmosphere. However, a 'Mech company does need ready access to several types of life-support equipment for personnel operating outside of a BattleMech.

THE CRESTS, COLORS, UNIFORMS, AND EQUIPMENT OF THE SUCCESSOR STATES

House of Kurita
The Draconis Combine

House of Davion
The Federated Suns

House of Liao
The Capellan Confederation

House of Marik
The Free Worlds League

House of Steiner
The Lyran Commonwealth

Hansen's RoughRiders

The Eridani Light Horse

Wolf's Dragoons

Lindon's Company

The 21st Centauri Lancers

Helmar Valasek
Bandit King of Santander V

Hendrik III
King of Oberon IV

Redjak Ryan
Chieftan of Butte Hold

Uniform Notes: House of Davion

The warrior shown here is dressed in the standard-issue Davion uniform. The flak jacket provides 20 points of armor protection, with reinforced elbows for longer wear. Pockets on the right chest hold a compass and a map, and the reinforced pad on the left shoulder is for firing a heavy recoil weapon such as a cone rifle or SRM 2-pack. The wearer can store cargo in the many pants or jacket pockets. There is a holster on his right hip, and rank insignia is worn on the right shoulder.

Equipment Notes: Tranquilizer Gun

The tranq gun is commonly used in peacekeeping missions and sees a fair amount of combat usage, too. Pictured here is a standard-issue model with a double clip in the handle. The soldier is shown adjusting the amount of propellant to be used.

Vehicle Notes: Wheeled Scout

Seen on almost every battlefield in the Inner Sphere, the wheeled Scout has a good overland speed and is useful for a wide variety of missions. It carries a driver and a gunner. The gunner operates the aft-mounted medium laser using a sighting and firing device mounted in his seat at the rear of the vehicle. The version shown here is equipped with supplemental armor on the front and sides of the scout, as well as a spare tire on the back. The 'Mech silhouette behind the scout is to scale with the vehicle.

Uniform Notes: House of Steiner

The MechWarrior in the illustration is dressed in the standard-issue House Steiner uniform. The elbows, knees, and thigh-high boots of the uniform are reinforced for longer wear. The small pack on the rear of her belt is for cargo. Holstered on her left hip is a dart gun.

Equipment Notes:

2-Pack Short Range Missile Launcher

The figure in the illustration carries a shoulder-mounted, 2-pack SRM. After firing one missile, the front tubes of the weapon rotate so that the second missile can fire. The infantryman must then reload the SRM. The version of the weapon shown here is a rare one that allows the firer to adjust missile flight using the controls mounted on her belt. The lever on her right side controls the azimuth of the missile; the left-hand lever directs its flight elevation.

Vehicle Notes: *Leopard* Class DropShip

Though the smallest of all DropShips, the *Leopard* Class is still enormous by human standards. Each of the large vertical doors on the side of the craft opens into a bay that carries one 'Mech. One Aerospace Fighter sits behind the narrow horizontal door slightly forward of these doors. (The same compartments are repeated on the other side of the vessel.) At the top front of the ship are the three windows of the bridge. Near the bottom of the vessel and directly behind the nose is the door for humans. The 'Mech silhouette on the left-hand side of the illustration is to scale with the DropShip.

Uniform Notes: Hansen's Roughriders

The MechWarrior in the illustration is wearing a winter/arctic camouflage version of the standard Roughriders uniform. The standard version is cut the same, but is colored in greens and browns. The belt and holster are of Steiner design, with an altered clasp on the holster. There is ample pocket space for carrying equipment.

Equipment Notes: Cone Rifle

The cone rifle is one of the most powerful of all personal weapons. Not only is it highly effective against vehicles, but may even damage a 'Mech if it gets the chance. The cone-shaped charges are fed from the attached magazine to the firing chamber by an electric motor rather than by recoil or gas operation. Misfires or duds are ejected by a muzzle motor. There is a folding bipod support at the front of the barrel that allows the user to fire when prone. This weapon is as heavy as it is deadly.

Vehicle Notes: *Demolisher* 80-Ton Tracked Tank

The *Demolisher* is one of the largest vehicles in common use in the Inner Sphere. Using four sets of tracks (which can be rotated separately), it moves as fast as the heavy 'Mechs in open terrain. To run the tank in battle requires a crew of seven: commander, driver, two gunners, two loaders, and one man to handle communications and engineering. Named for its deadly weaponry (two Autocannons doing 20 points of damage each) and its very heavy armor, the *Demolisher* would be an unpleasant encounter for any 'Mech. The 'Mech silhouette in the illustration is to scale with the tank.

Uniform Notes: Lindon's Company

The soldier pictured here is older than most, a holdover from the Reilly days. For that reason, his uniform is more a collection of pieces from previous assignments than anything else. For example, his boots are Kurita-issue and his shirt a Davion-issue fatigue. The beret is official Lindon's, however, as are the pants. Rank is shown on the shirt collar.

Equipment Notes: General Camping Equipment

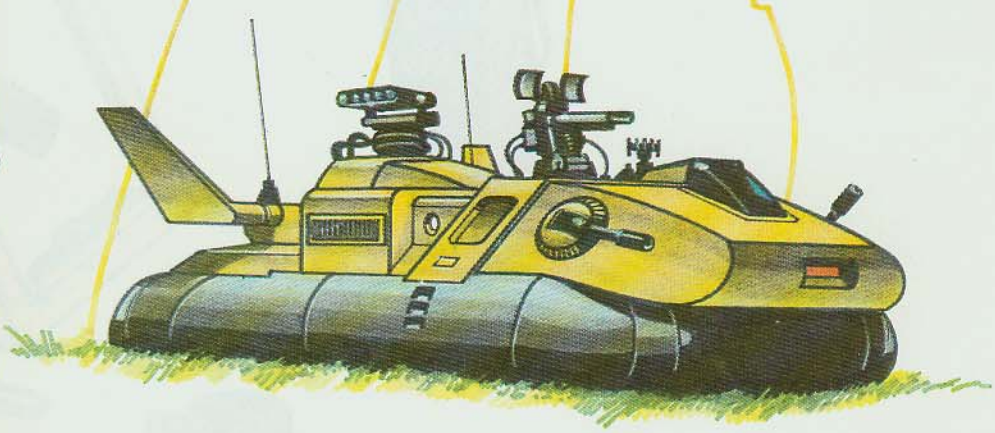
When in the field, MechWarriors must carry all their own living gear with them. The illustration shows an inflatable chair and a hot plate, two very common pieces of field equipment. The chair is made from a mylar-thin plastic. Once it is inflated with air, the chair is then filled with an expandable gel or foam from the small grey unit attached at the bottom. The hot plate is shown on the ground at the bottom of the illustration. It can be used to heat foodstuffs in the cup that fits on top of the hot plate - in this case, a cup of hot coffee.

Vehicle Notes: *Vedette* Class Light Tank

The *Vedette* is a lightly armored and lightly armed fast tank. Requiring only a two-man crew (one driver and one gunner), it is inexpensive to put into the field. The entire hull pivots on the three lower tracks, as illustrated. The Vedette is armed with a 5-point autocannon and one machine gun.

Uniform Notes: House of Kurita

The MechWarrior pictured here wears the standard Kurita uniform. The sleeveless jacket provides protection from the flames of the flamer she wields, as well as 20 points of armor value. Her gloves are flame-roof and also prövide insulation. The konji on the warrior's right shoulder is Japanese for "Kurita". The four large pants pockets are for carrying cargo; there is also a large knife sheath on the lower right leg.



Equipment Notes: Flamer

The weapon this Kurita trooper holds so menacingly is a standard-model personal flamer. The propellant clip is set on the back of the gun and the catalyst clip is in the center above the trigger. The gun may be stored in the clip on her right hip. On her belt, just under her right arm in the illustration, are extra propellant clips.

Vehicle Notes: Pegasus Class Hovercraft

The 35-ton Pegasus hovercraft shown here is a modified version of the standard version, which is so common in the Inner Sphere. It is very fast (moving at twice the speed of the big 'Mechs), but its weaponry is not particularly powerful and its and armor not particularly effective. The Pegasus mounts two Short-Range Missile Packs in the rear, though the illustration shows only one deployed. It also mounts one Medium Laser in front, just behind the cockpit. This modified version also mounts two machine guns, one on each forward side of the tank. The recessed rectangle below the laser is the tank's door. The 'Mech silhouette is to scale with the tank.

Uniform Notes: House of Marik

The soldier in the illustration is wearing the standard-issue Marik uniform. The torso is protected by a cloth covering imbedded with mesh that gives the wearer 15 points of protection. The many pockets and a butt pack worn on the belt provide ample storage for cargo. There is a knife pocket on the left upper arm of the jacket, and a rank identifier on the left wrist cuff. The boots are ankle-high.

Equipment Notes: Sonic Stunner

The MechWarrior in the illustration carries a common model of the sonic stunner. The internal power clip at the back of the weapon can be removed and replaced very quickly in the field. The power indicator at the top of the stunner reads like a thermometer to show available power. When not in use, the weapon clips to the warrior's belt with a dummy cord so that if he drops the gun accidentally, it will not be lost.

Vehicle Notes: *Union* Class DropShip

The *Union* is probably the most common DropShip in service today. It can carry a complete company of 'Mechs, an air lance of two AeroSpace Fighters, and all the company pilots, Techs, astechs, command, and medical personnel. The four large doors spaced around the lower half of the ship are used for dropping 'Mechs. The narrow horizontal doors in the upper half of the ship open into the AeroSpace Fighter bays. When no AeroSpace Fighters are present, these bays are used for cargo. The silhouette of the *Warhammer* 'Mech is to scale with the DropShip.

Uniform Notes: House of Davion Fighter Pilot

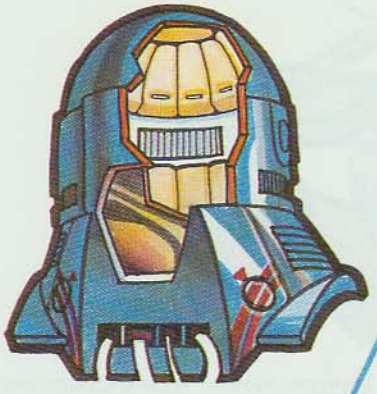
The pilot shown here is wearing a standard Davion flight uniform. Tubes running through it connect to a pressure undersuit that regulates the wearer's blood flow during high-G maneuvers. The power unit for the pressure suit as well as a system to prevent blood pooling are in the boots. The LCD memo pad on the left thigh is for noting mission or other data. On the cap is the Davion crest as well as skulls for AeroSpace Fighter kills and stars for 'Mech kills. The sidearm this pilot wears is a standard slug-thrower.

Vehicles Notes: Davion *Lightning* Class AeroSpace Fighter

The 50-ton *Lightning* Class fighter is common among Davion air lances. Its good speed and maneuverability make it a dangerous opponent in space or in the air. The *Lightning* carries four medium lasers, one in the nose, one in the rear, and one in each wing. What makes this fighter especially deadly is the 20-point autocannon located in the nose. When it appears, DropShips better sit up and take notice.

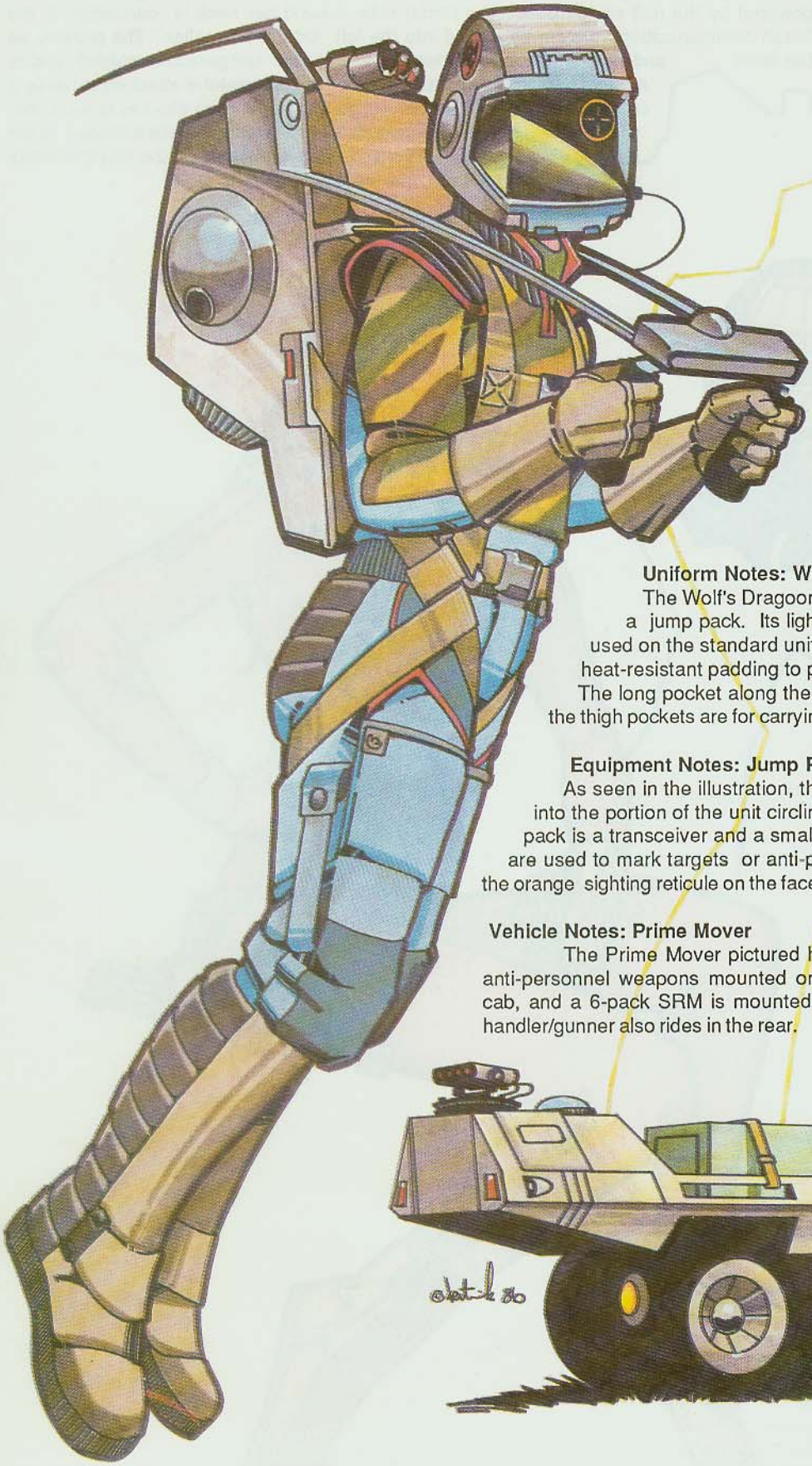
Uniform Notes: MechWarrior Combat Garb

It can get very, very hot inside a BattleMech at times - hot enough to kill the pilot. To combat this heat, MechWarriors often wear cooling equipment and as little as possible in the way of clothing. Pictured here is a MechWarrior wearing a cooling vest, which is powered by the unit on her vest. The throat mike around her neck is connected to the 'Mech communications system by a cord into the left side of her collar. The patches on her arms and thighs are biofeedback pickups for temperature control and to monitor heat in her sensor helmet. A laser pistol is attached to her by a dummy cord, so that the gun will go with her in case she has to eject from the 'Mech. For added protection, she wears a knife strapped to her left calf. The pilot's neurohelmet rests on the pad she wears about her neck and shoulders.



Equipment Notes: NeuroHelmet

The key element in piloting a BattleMech is a neurohelmet. The illustration shows a cut-away view into the interior of the helmet. The helmet is specially fitted to each MechWarrior, then is plugged into the 'Mech via the cables coming out the front of the helmet (four are shown in the illustration). The cut-away view of the helmet's interior shows how well-padded are the top and sides; imbedded in the top padding are neurosensor pickups and probes. There are several bands of grillwork for ventilation on the sides of the helmet and in its mid-section. The roughly hexagonal shape in front is the transparent view plate that allows the pilot to see what is going on around her. Finally, the large round shapes on the front left and front right are the emergency release buttons.



Uniform Notes: Wolf's Dragoons

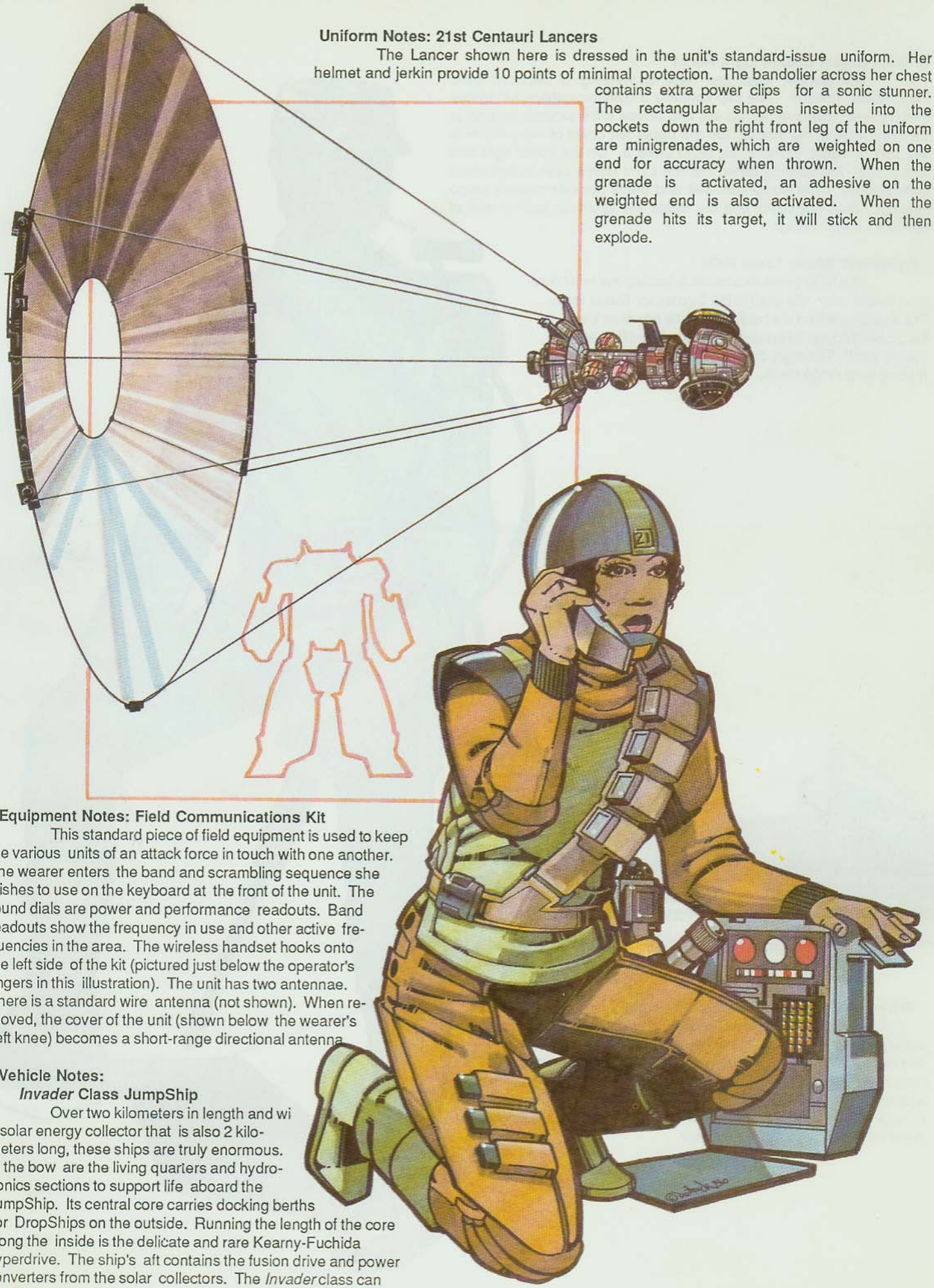
The Wolf's Dragoons uniform pictured here is modified for use with a jump pack. Its light blue color differs from the camouflage pattern used on the standard uniform, and the back of the pants and boots have heat-resistant padding to protect the wearer from the jump pack exhaust. The long pocket along the side of the right leg is for a survival knife, and the thigh pockets are for carrying cargo.

Equipment Notes: Jump Pack

As seen in the illustration, the jump pack's controls and read-outs are built into the portion of the unit circling the wearer at chest level. Also built into the pack is a transceiver and a small, three-round missile launcher whose missiles are used to mark targets or anti-personnel. The wearer aims the missiles using the orange sighting reticule on the face plate.

Vehicle Notes: Prime Mover

The Prime Mover pictured here is a rare fusion-driven model. There are anti-personnel weapons mounted on both the left and right sides of the driver's cab, and a 6-pack SRM is mounted on top of the rear compartment. The cargo handler/gunner also rides in the rear.



Uniform Notes: 21st Centauri Lancers

The Lancer shown here is dressed in the unit's standard-issue uniform. Her helmet and jerkin provide 10 points of minimal protection. The bandolier across her chest contains extra power clips for a sonic stunner. The rectangular shapes inserted into the pockets down the right front leg of the uniform are minigrenades, which are weighted on one end for accuracy when thrown. When the grenade is activated, an adhesive on the weighted end is also activated. When the grenade hits its target, it will stick and then explode.

Equipment Notes: Field Communications Kit

This standard piece of field equipment is used to keep the various units of an attack force in touch with one another. The wearer enters the band and scrambling sequence she wishes to use on the keyboard at the front of the unit. The round dials are power and performance readouts. Band readouts show the frequency in use and other active frequencies in the area. The wireless handset hooks onto the left side of the kit (pictured just below the operator's fingers in this illustration). The unit has two antennae. There is a standard wire antenna (not shown). When removed, the cover of the unit (shown below the wearer's left knee) becomes a short-range directional antenna.

Vehicle Notes:

***Invader* Class JumpShip**

Over two kilometers in length and wi a solar energy collector that is also 2 kilometers long, these ships are truly enormous. In the bow are the living quarters and hydroponics sections to support life aboard the JumpShip. Its central core carries docking berths for DropShips on the outside. Running the length of the core along the inside is the delicate and rare Kearny-Fuchida hyperdrive. The ship's aft contains the fusion drive and power converters from the solar collectors. The *Invader* class can carry three DropShips, and this illustration shows it bearing three *Union* Class.

Uniform Notes: Eridani Light Horse

The trooper illustrated here is wearing a standard-issue Light Horse uniform. The cap contains a communications kit, whose earphone is visible in his left ear and whose mike extends around to the right side of his mouth. On the upper left chest of the uniform is the rank insignia, in this case, NCO Level 3. On the upper right arm is a pocket for carrying flares that the Light Horse uses in battlefield emergencies. The equipment belt and pants pockets provide cargo storage. Both the pants and the boots are synthetic leather and of old Star League design.

Equipment Notes: Laser Rifle

The NCO in the illustration is holding the most common model laser rifle used in the Successor States today. The energy pack on the back of the rifle provides it with fire power through a connecting cable. The rifle has a folding stock. The sight on top of the rifle is helpful in making long-range shots.

Vehicle Notes: *Skimmer* Class Hovercraft

This one- or two-man vehicle is for quick travel and/or battlefield reconnaissance. Lightly-armored but extremely fast, the *Skimmer* is used a great deal by scouts. It carries a forward-firing small laser and a rear-firing flamer. The craft is driven using the joystick shown in the illustration. The laser is also fired from the joystick. The flamer is fired with the left hand, using the joystick set lower on the left side of the *Skimmer*.

Uniform Notes: House of Liao

Pictured here is the standard-issue Liao uniform, complete with ceremonial sword. There are numerous pockets in this practical jumpsuit, which are handy for carrying cargo and survival equipment. The helmet provides 10 points of protection from head hits.

Equipment Notes: Rangefinder Binoculars

The MechWarrior in the illustration wears a pouch on the front of his belt that holds one of the many models of the rangefinder binoculars. At the back of his belt is the battery pack for the binoculars

Vehicle Notes: *Overlord* Class DropShip

The *Overlord* is the largest military DropShip in common use. It can carry a full strength battalion of 36 'Mechs, 6 AeroSpace Fighters, 84 men (including Pilots, Techs, astechs command, and medical personnel). The *OverLord* can also carry whatever infantry or vehicles the battalion owns, and sometimes even some family members. The six huge doors spaced around the bottom of the ship are used for dropping or ejecting 'Mechs from the ship. Midway up the body of the ship are the doors to the AeroSpace Fighter bays. The 'Mech silhouette seen at the lower right of the illustration is in scale to the DropShip.

On the left is a Marik *Wolverine* in a camouflage pattern for rocky and rough terrain.

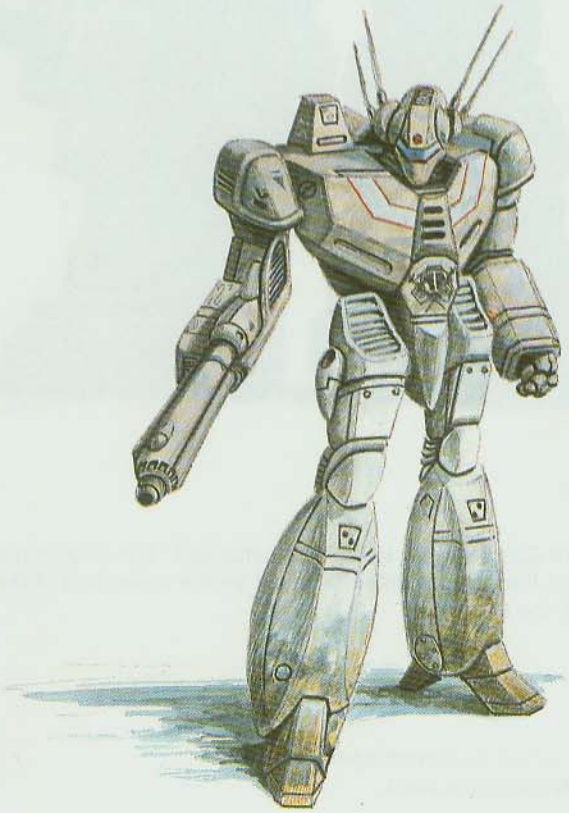
Shown below is a Liao *ThunderBolt* in a desert camouflage pattern.

Above is a RoughRiders *Rifleman* that has been put together from what was left from the bottom half of a *Warhammer* and the top of a *Rifleman.* Thus, the top is in a grey/white camouflage pattern and the bottom in a green pattern. When this warrior has a chance, he will probably paint the 'Mech one color or the other.

To the left is an Eridani Light Horse *Locust*. With its tan/grey camouflage scheme, it looks like a wind devil when running across the desert sands.

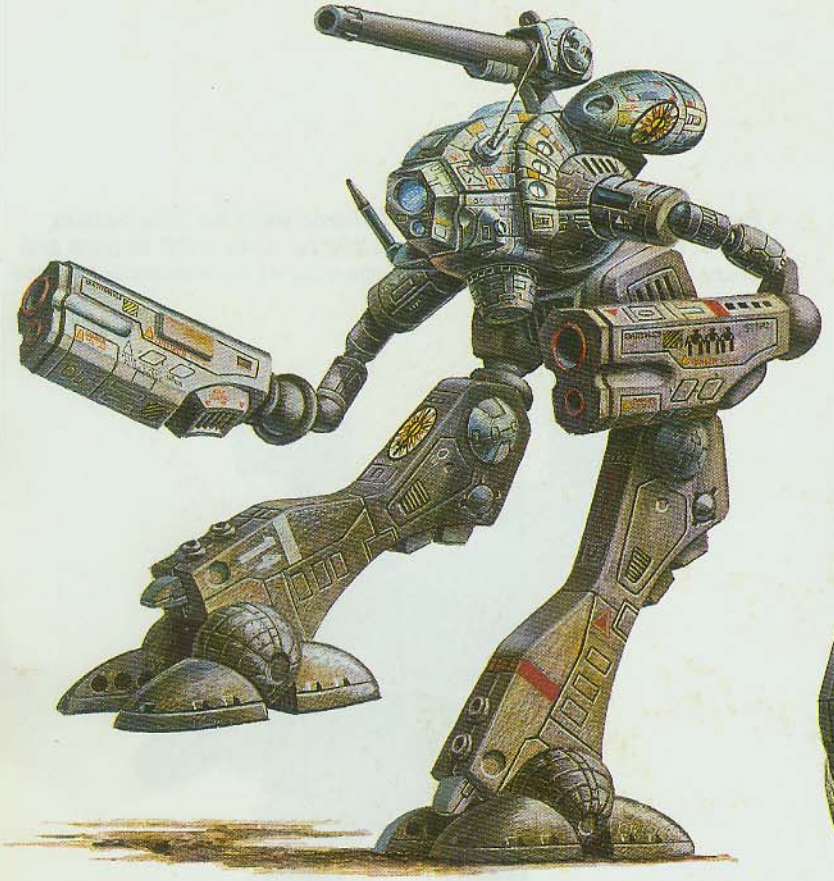
Below is one of the most famous *Warhammers* in the Inner Sphere, that of Natasha Kerensky, the Black Widow. Only a unit as good and crazy as hers would use a camouflage scheme of ominous blacks and greys.

Natasha Kerensky

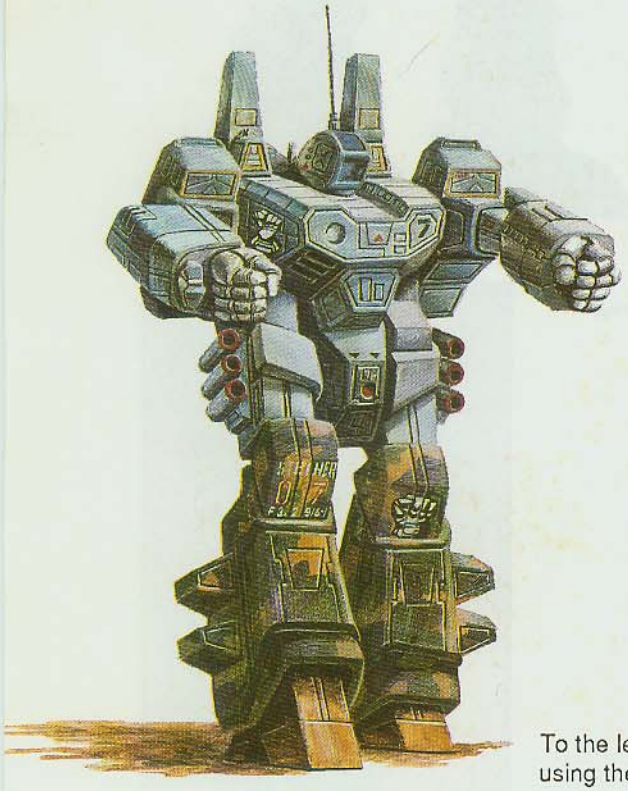


On the left is a 21st Centauri Lancer *Wasp* in a snow/artic camouflage scheme.

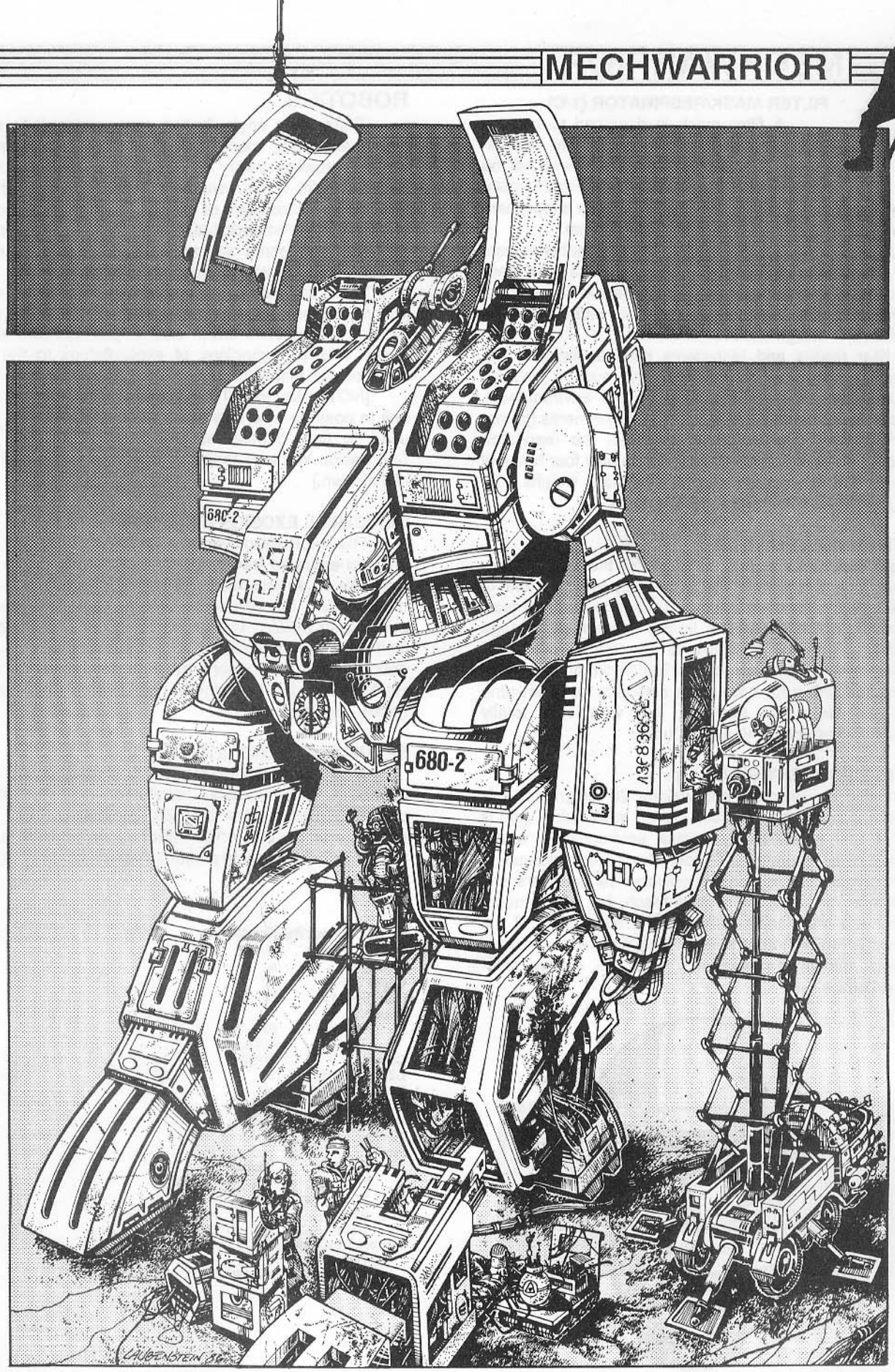
Shown below is a Davion *Marauder* in desert camouflage pattern.



Above is the Kurita *BattleMaster*, lord of the battlefield. It is shown in a new camouflage pattern that uses a reflective paint on the upper part of the 'Mech to blend in more with the sky.



To the left is a Steiner *Crusader*, which is camouflaged using the Steiner version of Kurita reflective paint.


680-2
LAUBENSTEIN

FILTER MASK/RESPIRATOR (1/C)

A filter mask is designed to remove trace impurities from breathable atmospheres. The atmosphere itself need not be contaminated or tainted per se. For example, a filter mask would be of use on a battlefield whose atmosphere was filled with smoke and debris from previous combat.

A respirator permits breathing when NO breathable, uncontaminated atmosphere is available. For example, a filter mask would be useless in a vacuum situation, whereas a respirator would permit a user to breathe normally. The same would be true for underwater or high-altitude situations.

Both filter masks and respirators have limitations. The filter portion of a filter mask is disposable and must be replaced once per 24 hours in extremely contaminated environments, and once per 48-72 hours in more benign environments (gamemaster's discretion). The breathing tanks for the respirator, generally worn strapped on the back, provide only four hours of breathable air before they are empty. The mask weighs 300-500 grams, and the breathing tank 1-3 kilograms.

LIGHT ENVIRONMENT SUIT (2/C)

This suit weighs 1 kilogram, but replaces the wearer's normal outer clothing. It is form-fitting, and equipped with a helmet or filter mask/respirator combination. The suit is made of tear-resistant fabric, which absorbs a limited amount of damage (see **Combat**). The suit is designed for use in potentially hostile environments that are within Earth-normal ranges of temperature and pressure. It would be sufficient for conducting operations on Mars, for example, but would be totally unsuitable for the surfaces of Venus or Jupiter.

HOSTILE ENVIRONMENT SUIT (3/C)

The hostile environment suit weighs 20 kilograms. It is similar to diving suits used in deep ocean exploration, and is intended for use in extremely hostile environments where temperatures or pressures vary widely from Earth normal. A hostile environment suit is partially powered by actuators and myomers similar to those on a BattleMech, but at a smaller scale. There are often tools built into the extremities of the suit. The hostile environment suit will easily withstand normal slug-throwing and melee weapons, and will modify laser attacks (see **Combat**).

ROBOTICS

There were originally two reasons for designing robotic equipment. First, robots can do simple and repetitive tasks without growing weary or inattentive. Second, robots can perform tasks in environments hostile to man without being affected by atmosphere or gravity. That meant a larger number of planets could be exploited through the use of robotics.

Although some robots were previously equipped with limited, artificial intelligence, the technology has now been lost. Therefore, robots are sometimes capable of independent action, but are generally incapable of independent thought. Several intermediate forms exist at present, from the "power-assist" robotic technology of exoskeletons to the 'Mech-like agribots, with human pilots.

[NOTE: As most of these are rare, it is unusual for a 'Mech unit to possess one. However, all of these robotics have been used to fight 'Mechs at one time or another during the Succession Wars by rebels or opponents who had no 'Mechs of their own.]

INDUSTRIAL EXOSKELETON (2/R)

The exoskeleton weighs about 40 kilograms, and is a myomer-actuated frame slightly larger than human size. It is worn like an environment suit and can be used to perform any human task, but gives the wearer triple-strength for lifting, pushing, or pulling. The exoskeleton does, however, severely limit the wearer's dexterity, as it is not well-suited for careful or delicate work. If the wearer attempted unarmed combat (+4 To-Hit Modifier), his clumsiness would more than neutralize his greatly improved strength.

SECURITY ROBOTS (4/R)

A mobile watchdog robot with limited pattern recognition capability, security robots have been used to guard against casual intrusion. Due to their complexity, they are rarely encountered beyond former Star League facilities, and will tend to treat any encountered person or vehicle as an intruder.

TYPE: Security Robot		Tons
Movement Type:	Hover	
Tonnage:	6	
Cruise Speed:	12	
Flank Speed:	18	
Engine:		1.5
Rating:	30	
Type:	Fusion	
Control:	Robotic	.3
Lift Equipment		.6
Power Amplifier:		–
Heat Sinks:	10	–
Internal Structure:		.6
Turret:		1
Armor:		1
Location	*Points*	
Front	3	
Rt./Lt. Side	3/3	
Back	3	
Turret	4	
Weapons and Ammo:		
Type		
2 Small Lasers in Turret		1

AGRICULTURAL ROBOTS (3-4/R)

As the worlds of the Star League grew increasingly interdependent (during the so-called "Good Years" of the 27th and 28th centuries), planets with especially benign climactic conditions and particularly fertile soil became primarily agricultural. In order to plant and harvest entire worlds, sophisticated agricultural robots ("agribots") were developed. These were huge, often weighing hundreds of metric tons, and were equipped with planting, furrowing, and harvesting devices. A single agribot had the potential to farm several hundred thousand acres under the direction of a single human. Many of these behemoths still exist, though few purely-agricultural worlds have survived the ravages of the Succession Wars. 'Mech companies may occasionally have to fight one.

TYPE: Large Agricultural Robot		Tons
Movement Type:	Tracked	
Tonnage:	160	
Cruise Speed:	2	
Flank Speed:	3	
Engine:		45
Rating:	320	
Type:	IC	
Control:	Robotic	16
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:		–
Internal Structure:		16
Turret:		–
Armor:		60
Location	*Points*	
Front	260	
Rt./Lt. Side	220/220	
Back	200	
Combine	60	
Weapons and Ammo:		
Combine:		23

[NOTE: The combine is hit on Air Skirt Hits Rolls of 5 on the Front/Rear column, or 9 on the Side column of the Vehicle Hit Location Table found in **CityTech**.]

TYPE: Small Agricultural Robot		Tons
Movement Type:	Tracked	
Tonnage:	40	
Cruise Speed:	2	
Flank Speed:	3	
Engine:		5
Rating:	80	
Type:	IC	
Control:	Robotic	4
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:		–
Internal Structure:		4
Turret:		16
Armor:		
Location	*Points*	
Front	70	
Rt./Lt. Side	60/60	
Back	50	
Combine	16	
Weapons and Ammo:		
Combine:		11

[NOTE: The combine is hit on Air Skirt Hit Rolls of 5 on the Front/Back column, or 9 of the Side column in the Vehicle Hit Location Table found in **CityTech**.]

MINING/CONSTRUCTION ROBOTS (3/R)

Robots of every size and description have been used to perform routine construction and mining tasks since the days of the Terran Hegemony. While lacking intelligence, they have often been equipped with sophisticated discernment programs (an outgrowth of the "expert system" of the early computer age) that permit them to carry out their tasks without direct supervision. These robots were most often intended for use in hostile or vacuum environments, thus dispensing with the need for human workers there.

TYPE: Mining Robot		Tons
Movement Type:	Tracked	
Tonnage:		25
Cruise Speed:	5	
Flank Speed:	8	
Engine:		6
Rating:	120	
Type:	Fusion	6
Control:	Robotic	3
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:	10	–
Internal Structure:		3
Turret:		–
Armor:		4
Location	*Points*	
Front	24	
Rt./Lt. Side	13/13	
Back	14	
Weapons and Ammo:		
6 Small Lasers, Front Mounted		3
Mining Equipment:		7

SECURITY SYSTEMS

Over the course of human history, considerable effort and attention has been devoted to many forms of security. Computers and data storage facilities require informational security. Commercial facilities need security against theft of goods or services (or secrets). Finally, nations and solar systems must have internal security to protect against intruders. Both private citizens and 'Mech units need security, too, as they are threatened by a wide range of predators, from occasional thieves to pirates and Bandit Kings.

In the Successor States era, power is based on the possession of certain material goods. Without the legalistic veneer of "civilization", possession becomes nine-tenths of the law.

Security systems can be divided according to the object(s) or area(s) they are designed to protect. Although it is impossible to provide a complete list of all the myriad locks, intrusion/alert devices, and policing systems used in the Inner Sphere, a small sampling follows.

BATTLEMECH SECURITY

The key to piloting a BattleMech is correct use of a neurohelmet, which enhances impulses from the pilot's body to produce the desired action in the 'Mech. To 'unlock' a 'Mech neurohelmet, the pilot transmits a series of motions or thoughts in a particular sequence that is usually quite short. It might be, for example, "raise right hand, turn head to left, and look at the heat level indicator for a count of four". Although a more complex sequence might be more secure, it would inhibit the 'Mech pilot from rapidly "starting up" his machine. The unlocking sequence prevents an unauthorized individual from

using the 'Mech simply because he has climbed in and donned the helmet. Further, failure to transmit the proper sequence can result in damage to the helmet or the wearer.

A sophisticated mechanism was developed to break through neurohelmet encoding. The codebreaker (4/U) is shaped roughly like a human head but contains a complex computer system tied to electrodes. It requires 30-60 minutes to decode and transmit the sequence that will unlock the helmet. Few of these codebreaking devices are available, and so neurohelmet encoding is proof against casual thieves.

Codebreaking

The codebreaking device gives a -2 modifier to the Skill Roll Target for *Rogue/Security Systems*. Such a roll is only possible when the device is being used. The device yields a possible solution to the unlocking sequence and assigns a reliability rating. The only way to test a solution is to actually don the neuro helmet and try the solution. Each unsuccessful attempt causes 1D6 HTK points of damage directly to the head. Each attempt takes (1D6+1) X 10 minutes.

CODEBREAKING RELIABILITY RATING

Die Roll	Rating
1	Low
2	Low
3	Low
4	Medium
5	Medium
6	High

Each successive attempt will add 1 to the Reliability Rating die roll. The gamemaster should make all reliability rolls. To successfully crack a code with low reliability requires a 2D6 roll of 9 or greater, medium reliability requires a 7 or greater, and a high reliability code requires a 5 or greater.

FACILITY SECURITY

The key advance in facility security was the conversion from mechanical to electronic locking. Instead of a low-tech key-and-tumbler or combination mechanism, the most common locking devices were based on the generation of a series of frequencies for specific increments of time. The 'key' to this 'lock' is usually a disk that is applied to the lock and operated much as a combination lock dial.

Facilities may also have equipment to perform fingerprint and retinal scans. To supplement the actual locks, facilities are sometimes protected by alarm systems with sonic stunners to immobilize or render intruders unconscious. These devices are increasingly more complex at Tech Levels 3 and 4. A Tech Level 2 lock can usually be defeated by higher-level lockbreaking devices. Of course, the most effective countermeasure is generally an armed 'Mech or a loaded SMG.

LOCK/ALARM TABLE

Tech Level	Type	Modifier Rating Range
1-2	Mechanical locks	-6 to +4
2-4	Electronic locks	-2 to +8
2-4	Scanner lock (retina, print, etc.)	0 to +10
1-2	Contact alarms	-4 to +6
2-3	Electric eyes (IR laser, etc.)	-2 to +8
3-4	Scanner alarms	0 to +10

Lockbreaking

To open a lock, a player character must make a successful Skill Roll against *Rogue/Security Systems*. The Base Target for this roll is modified by the character's skill level, the lock modifier rating, and by any special equipment used. If the roll fails, the lock remains closed and the character may try again. At the gamemaster's discretion, an unsuccessful attempt to open some locks will automatically trigger an alarm.

The lockpick sets available to the player characters will be determined by the gamemaster, and are rated according to the Tech Level of the tools they contain. Use of a lockpick set will give a negative modifier to the Skill Roll Target against *Rogue/Security Systems*, based on the difference between the Tech Levels of the lockpick equipment and the lock + 1.

A character will spot an alarm if the gamemaster successfully makes a Skill Roll against *Rogue/Security Systems*. This roll is modified by the character's skill, the alarm system's modifier rating, and a searching modifier. The search modifier begins at -3 and decreases -1 for each ten-minute period spent searching for the alarm system.

Once a player character discovers an alarm system, he may attempt to disarm it. Use the same formula as for Lockpicking to determine whether there is a negative modifier to the skill roll. Failure to disarm the alarm system usually means that it has been set off. If the system consists of weapons, all fire with a +3 To-Hit modifier.

SOLAR SYSTEM SECURITY

In the Star League era, every jump-capable vessel broadcasted a unique ID, just as the law of the sea once required Earth ships to make a continuous broadcast of their ID. During the era of the Successor Warlords, however, a ship in space cannot be readily identified by visual or radar scan, and so Houses need a way to tell friend from foe by inspection. Each House has developed a series of encoding patterns, reflecting the current official code.

To forge an ID beacon, a player character must have both *Forgery* and *Electronics* skill. The quality of the forgery is the average of the two skills. This number is also used as a negative modifier to a special skill roll made when entering a system. The Base Target for this roll is 8. Other modifiers include the presence of military craft (+2) and +1 for each Tech Level of the beacon system. If the roll succeeds, the beacon is accepted as normal. If the roll fails, the beacon is detected as a fake, leaving the broadcasting ship to suffer the consequences.

It is tactically difficult to make a 'sneak attack' on a world from interstellar space if the world's defenders can detect it. There are, in fact, several ways that defending ships can do so.

First, the Kearny-Fuchida hyperdrive produces an "echo" at the destination system. It travels at the speed of light and can be read by the deep radar (4/U) developed late in the Star League period. Deep radar units were usually located at naval bases or recharging stations at jump points, and could detect the number and approximate mass of arriving vessels. Second, properly focused I/R equipment (3/U) could sense the "heat shadow" of arriving vessels. The problem, of course, is that it does not indicate the arrival of ships, but merely that they have already arrived. I/R does, however, provide significantly more information about the incoming vessels, as it has a higher degree of accuracy than the more experimental deep radar.

PERSONAL EQUIPMENT

PERSONAL ARMOR (2/C)

The development of hand-portable laser weapons makes much personal armor obsolete, as anything less resistant than the double-layered armor of a 'Mech cannot resist the weapon's energy. Therefore, armor is limited to clothing, environment suits (which permit modifiers to the chance of sustaining damage from certain classes of weapons), and the ubiquitous bullet-proof vest. See **Personal Weapons** below for details on the capabilities of personal armor.

RANGEFINDER BINOCULARS (3/C)

Microminiaturization technology permitted the development of this sophisticated combination of infrared sensor, binoculars, and telescope in a small, hand-held box 40 centimeters by 60 centimeters in size. The rangefinder binoculars (referred to usually as binoculars) provide an LCD readout of the approximate range of objects under its crosshairs, as well as light level indicators. In addition to normal vision range, it operates in infrared or ultraviolet mode, which permits use of the binoculars in relative darkness.

In clear weather, the binoculars' range is approximately 100 kilometers, and their magnification can be adjusted to 400x, in increments of 0.5-1x. They are sturdily built and will sustain impact, but are difficult to adjust and repair because the microelectronics used to build them is no longer in wide use.

SCANALYZER (4/U)

The scanalyzer accepts a sample of any organic or inorganic substance fed into it, then produces a list of the substance's elemental or molecular components, as well as a precise indication of the substance's flash- and melting-points, conductivity, and radioactivity.

The device is approximately 80 centimeters by 50 centimeters, and weighs 3 kilograms. Although the scanalyzer is an extremely powerful analytical tool, it is useful only to those who have the *Engineering, Medicial,* or *Computer* skill to interpret its output.

I/R SCANNER (3/C)

This device measures the intensity of infrared (heat) radiation at a range of up to five kilometers. The scanner can be adjusted, giving finer discernment in inverse proportion to the maximum range setting. For instance, at a range of 10-20 meters, the scanner can recognize "heat shadows" as small as a rodent's. At a range of several hundred meters, the I/R Scanner would detect a man-sized target (or larger), while at two to three kilometers, it detects only targets of 'Mech-size or larger. The scanner cannot identify the characteristics of the target, merely its approximate heat output. If the scanner is built into binoculars (see above), it may be possible to discern an "outline" of the target, but this would probably only be of use to only the expertly trained eye.

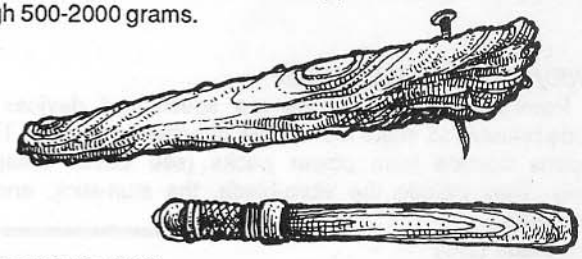
PERSONAL WEAPONS

PRIMITIVE MELEE WEAPONS

Primitive melee weapons include daggers and knives, swords, cudgels, and clubs. Of course, given the wide disparity in technology and equipment availability in the Inner Sphere, many more weapons are in use than are described below. All of the weapons found and described here should be considered a generic example of the type.

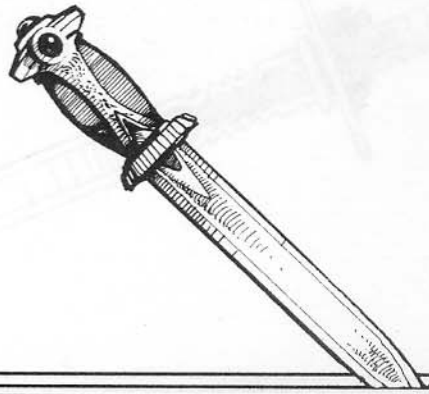
Cudgel/Blackjack/Club (1/C)

Cudgels are at the lowest rung of the melee weapon ladder. Sophisticated examples of the genre (e.g, billy clubs and blackjacks) might be specially manufactured, but a tree limb or a gun barrel will work just as well. Cudgels and blackjacks are smaller examples of clubs. They are generally used from behind to knock an opponent unconscious. They weigh 500-2000 grams.



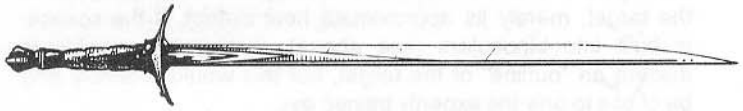
Dagger/Knife (1/C)

These weapons are flat, two-edged blades with sharp points. They are usually worn in belt or boot sheaths, or are sometimes strapped to the forearm. Also, many daggers and knives are balanced for throwing. Daggers and knives are 200-250 millimeters long and weigh 250 grams.



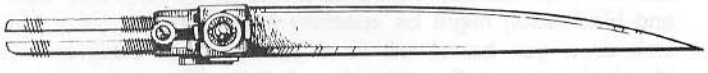
Sword (1/C)

This blade is the final generation of stabbing/slashing weapon development. Its primary use is aboard ship, where projectile or laser weapons are clearly not appropriate. While a great body of experience has developed to use this weapon with skill, sword training has atrophied because it is no match for a good gun. The sword is about 800 to 1200 millimeters long, weighing about 1 kilogram.



Bayonet (1/C)

The bayonet is a dagger-like weapon generally attached to a rifle. It functions in all respects as a dagger or knife when unattached, except that it is generally not balanced for throwing. The bayonet is 200 millimeters long and weighs 250 grams.

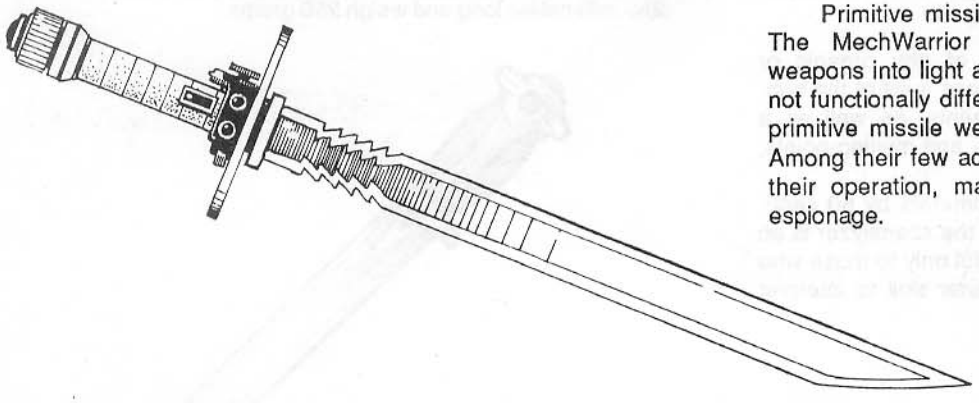


POWERED MELEE WEAPONS

Powered melee weapons are specialized devices that include features to make them more effective in combat. These weapons operate from power packs (see **Laser Weapons** below). They include the vibro-blade, the stun-stick, and the neural whip.

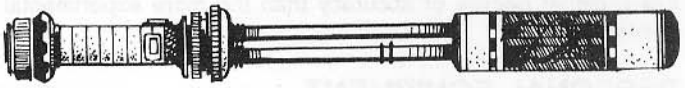
Vibro-blade (2/C)

The vibro-blade is a bulky version of a standard sword or other blade, and weighs 200 grams. When activated, it vibrates at an extremely high frequency, making it a highly effective cutting tool.



Stun-Stick (2/U)

Weighing 200 grams, the stun-stick was originally developed for use by civilian peacekeeping authorities for crowd control or prisoner management. In the worlds of the Inner Sphere, police and other civil authorities still frequently use stun-sticks, which is how MechWarriors will most frequently encounter them. The stun-stick is approximately the same size and weight as a small blackjack or billy club. When activated, however, it delivers a powerful neural impulse to exposed or lightly-covered skin, generally rendering the target unconscious. Continuous application of the stun-stick will not, however, impart any additional damage or effect.



Neural Whip (3/U)

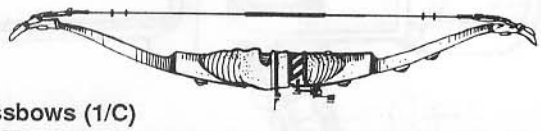
The neural whip is a thin blade with a small metallic ball covering its point, much like a fencing practice foil. It weighs 300-500 grams. When applied to exposed or lightly-covered flesh, the initial effect is similar to that of a stun-stick, generally rendering the target unconscious. However, the neural whip has more lasting and insidious effects. When used as a torture device, the whip can inflict long-term loss of BODY, DEX, or INT, as well as excruciating pain. In the Star League era, use of the whip was banned, and there were heavy civil penalties for possession or sale as well. In the present day, Houses Davion, Liao, and Steiner have banned the device in their realms.

PRIMITIVE MISSILE WEAPONS

Primitive missile weapons include bows and crossbows. The MechWarrior combat system further divides these weapons into light and heavy categories, but the two sizes are not functionally different. No match for a rifle or laser weapon, primitive missile weapons continue in use primarily for sport. Among their few advantages, however, is the relative quiet of their operation, making them useful for reconnaissance or espionage.

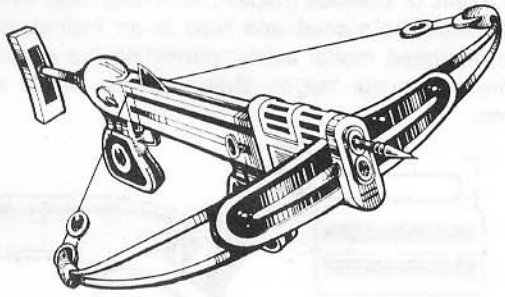
Shortbow, Longbow (1/C)

A bow consists of a piece of highly flexible wood, metal, or plastic, with notches at either end and a slightly wider horizontal rest in the middle. A string is attached to the end-notches, bending the bow itself and imparting tension to the string. Arrows can be fired by drawing the string back while placing the arrow on the bow's rest, then releasing the arrow. The string tension is translated into force, propelling the arrow toward its destination. The bow's primary disadvantage is that it is of limited use to anyone without high skill, because its range and effect are inferior to a powered weapon. Shortbows weigh 500-700 grams; longbows weigh 1000-1300 grams.



Crossbows (1/C)

The crossbow, which partially replaced the longbow in medieval times, consists of a bow mechanism with a winding or cocking device, replacing the straight pull of the bow. Crossbows fire quarrels, which are shorter and heavier than arrows. Light crossbows weigh 1 1/2 - 2 kilograms, while heavy crossbows weigh 3-5 kilograms.

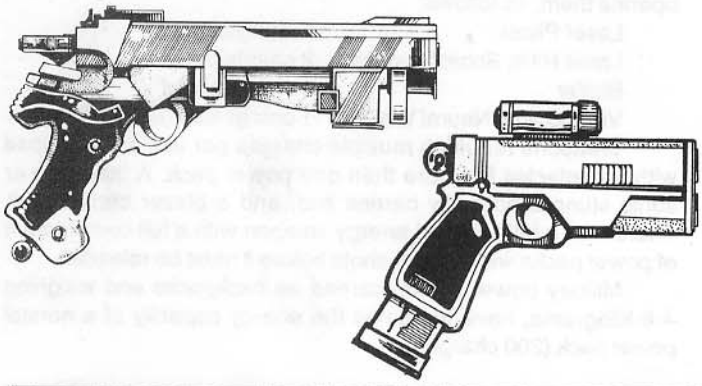


SLUG-THROWING WEAPONS

These weapons include an array of guns, from the small handgun to the gyrojet rifle and the submachinegun. All slug-throwing weapons consist of a firing chamber, accessed by a trigger mechanism, and one or more barrels to deliver the projectile(s), generally metal or plastic-jacketed bullets, or slugs.

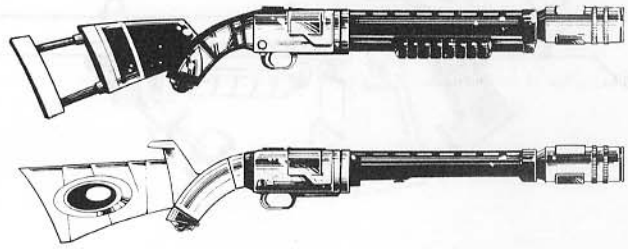
Pistol (1/C)

The standard handgun, a pistol weighs 600-800 grams. It fires a single shot with each pull of the trigger. (It is equivalent to the .357 Magnum of the late 20th century.)



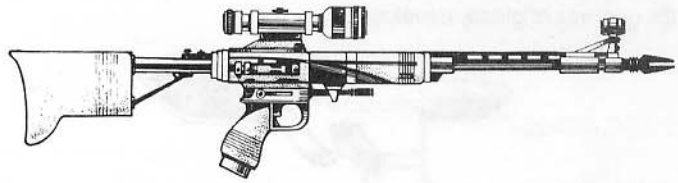
Shotgun (1/C)

Shotguns are smoothbore guns that deliver high firepower with little regard for accuracy. They fire shells containing either several bullets or several dozen small pellets through either one or two barrels (the infamous "double-barrelled shotgun"). A shotgun weighs between three and four kilograms. (It is most like the Remington 12-gauge of the late 20th century.)



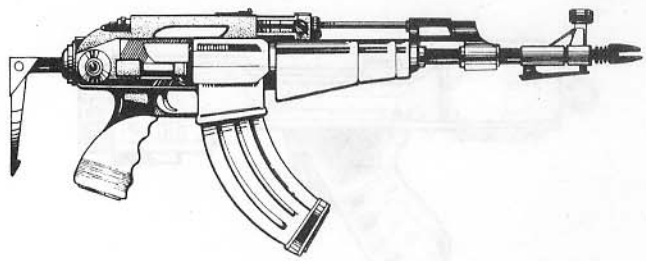
Rifle (1/C)

This version of the rifle is fully automatic, capable of firing four bullets at a single pull of the trigger. It is designed for both range and accuracy, making it the most common slug-throwing weapon for uses not strictly military. The rifle weighs 4-5 kilograms. (It most resembles the M-1 rifle of the late 20th century.)



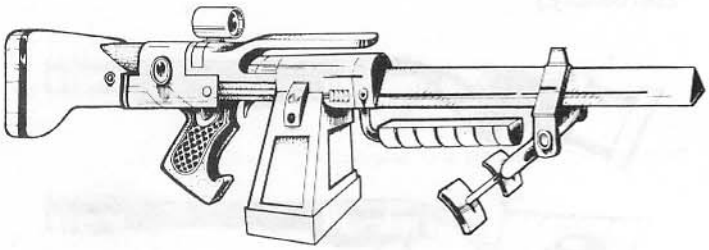
SMG (1/C)

The submachine gun is a small automatic weapon, designed to be compatible with the pistol and firing the same size ammunition. It weighs 3 kilograms. The SMG fires four rounds per pull of the trigger, and the trigger can be held for multiple combat rounds to permit the firing of a 'burst' pattern. (The SMG closely resembles the Uzi of the late 20th century.)



Gyrojet Rifle (2/U)

The gyrojet, or "cone", rifle, is a recoilless projectile weapon more closely related to a rocket launcher. It fires projectiles that do not drop off in velocity over distance, and deliver explosive damage at their destination. Thus, it is effective not only against personnel but also against vehicles. The gyrojet rifle weighs 3 kilograms.

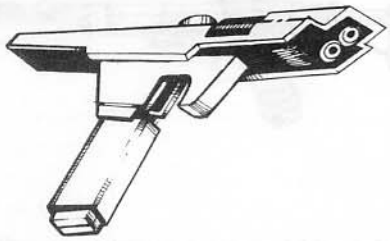


OTHER SMALL WEAPONS

This is a catch-all category for a variety of devices not easily categorized. In some cases, these weapons function through a technology unique to themselves.

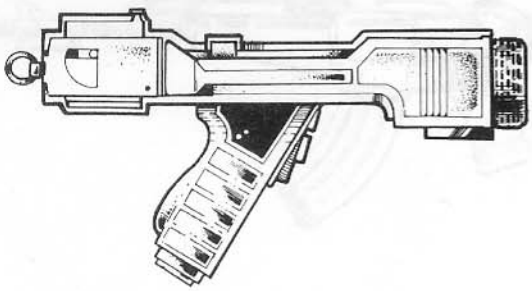
Tranq Gun (1/U)

The tranquilizer gun is a small-bore rifle (1500 grams) designed specifically to fire packets of small needles containing a powerful sedative. These needles will not penetrate armor, but will easily pass through cloth or mesh, dissolving in the target's bloodstream. The tranq gun is most commonly used by civil peacekeeping forces, but is also used in sport hunting. It was for use in sports and veterinary medicine that the gun was originally developed.



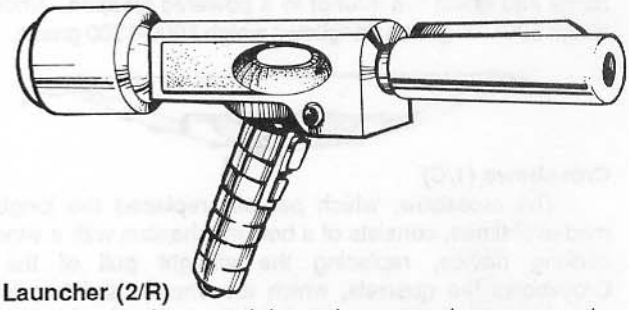
Sonic Stunner (2/U)

The stunner gun (600 grams) operates on a slightly different principle from the stun-stick. It projects ultra high-frequency sound, capable of stunning or rendering a target unconscious. It only operates in direct line-of-sight, and is stopped by the first obstacle it hits. It does not affect inorganic material.



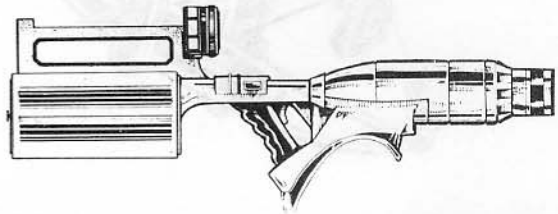
Flamer (2/U)

The flamer is a heavy metal tube with a trigger mechanism and a flash chamber attached. It is designed to deliver burning chemicals to the target at a temperature of 200° C. and up, generating heat through mixing a volatile sodium compound with oxygen in the well-insulated flash chamber. Flamers are area weapons, setting fire to the target hex if they hit, but they can be highly inaccurate. If a character is damaged by flamer fire, hits are distributed evenly across the body. The flamer weighs 15 kilograms.



SRM Launcher (2/R)

Probably the last word in anti-personnel weapons, the short-range missile launcher is an anti-'Mech weapon that does large amounts of damage to personnel targets, delivering a 2-pack of SRMs or Infernos (napalm missiles). Most examples of the SRM must be placed and fired in an indirect arc, but a shoulder-mounted model exists, permitting the missiles to be fired directly at the target. Both models weigh about 10 kilograms.



LASER WEAPONS

Laser weapons are the cutting edge of weapons technology, with longer ranges and greater penetration capability than their projectile cousins. Due to the privations of the Succession Wars, however, projectile weapons outnumber laser weapons by a factor of almost 20 to 1. Where laser weapons do exist, they are more likely to be in the hands of MechWarriors than of civilians.

Power Packs (3/C)

Power packs provide 20 energy charges. Various powered weapons require a specific number of charges to operate them, as follows:

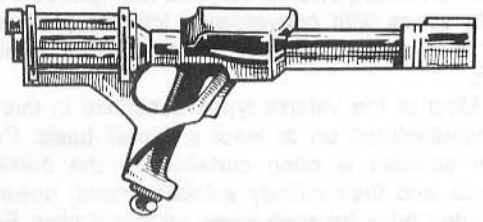
Laser Pistol	1 charge/shot
Laser Rifle, Sonic Stunner	2 charges/shot
Blazer	4 charges/shot
Vibro-blade, Neural Whip	1 charge/use (up to 5 min.)

Weapons requiring multiple charges per use are equipped with receptacles for more than one power pack. A laser rifle or sonic stunner normally carries two, and a blazer carries four. Therefore, a fully-loaded energy weapon with a full complement of power packs will have 20 shots before it must be reloaded.

Military power packs, carried as backpacks and weighing 4-6 kilograms, have ten times the energy capacity of a normal power pack (200 charges).

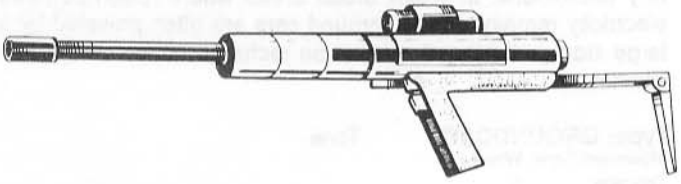
Laser Pistol (3/C)

Weighing only 1000 grams, the laser pistol represents the highest power-to-mass ratio of any laser weapon. Though the weapon is rarely found outside the military (i.e., MechWarrior society), the laser pistol is the laser device most often encountered.



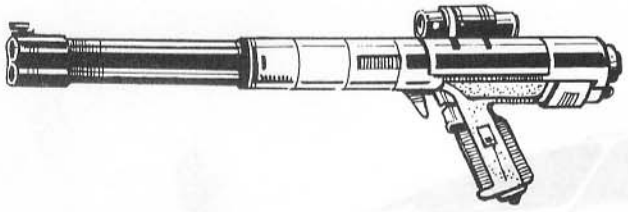
Laser Rifle (3/C)

This is probably the best-designed laser weapon, capable of devastating damage against a human being. As stated above, soldiers carrying laser rifles generally carry power packs considerably larger than those internal to the rifle, which permit them to use their weapons in a protracted fashion. The laser rifle weighs about 5 kilograms.



Blazer (3/U)

The blazer weighs nearly 7 kilograms, and is the ultimate in hand-held laser weaponry. It is, in effect, a 'double-barreled' laser rifle. The blazer uses the same range and damage tables as the laser rifle, and delivers two hits to the same part of the body when it strikes an opponent. The blazer's main disadvantage is that it is an energy hog, requiring either frequent recharging or a large, bulky power pack. It has most often been used by elite commandos in the service of House Kurita, or during the nasty, brutish civil wars within the Free Worlds League.



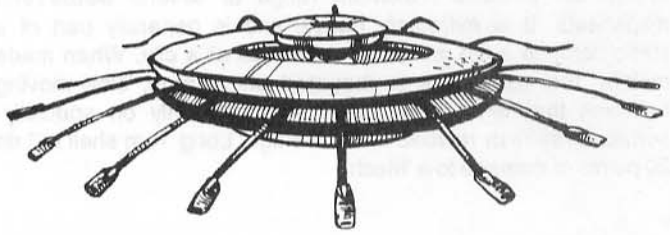
ANTI-MECH WEAPONS

The best defense against a 'Mech is, of course, another 'Mech. The way these enormous fighting machines totally dominate a battle has made powerful those who control 'Mechs. Nevertheless, 'Mechs will encounter defenses and traps of all sorts while fighting on the worlds of the Inner Sphere. Following are some examples of weapons designed specifically to combat 'Mechs:

Vibrabombs (2/C)

These small (1 kilogram) devices are land mines set off by the considerable vibrations created by an approaching 'Mech. If a 'Mech is in the same hex as an exploding bomb, the 'Mech suffers 10 points of damage in each leg. Vibrabombs are variable in sensitivity, and must be set for a specific mass when placed in the ground. Masses ten or more tons lighter than the setting will have no effect on the vibrabomb, while masses more than ten tons heavier will set off the bomb at a greater distance – one hex for each ten full tons heavier. For example, if the bomb was set for 40 tons and a *Marauder* (75 tons) entered a hex three hexes away, the bomb would explode, damaging any inhabitants of the bomb's hex but not affecting the *Marauder.* A *Wasp* (20 tons) walking directly through the hex containing the bomb would not set it off at all.

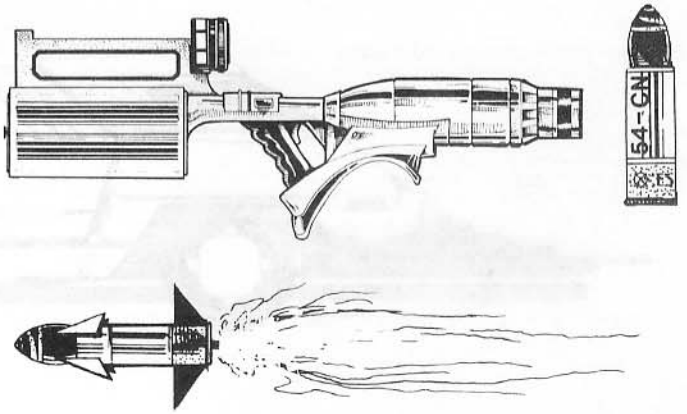
[NOTE: The hexes referred to above are **BattleTech** hexes, i.e., 30 meters wide.]



Infernos (3/C)

Infernos are special-purpose missiles designed to affect the heat levels of enemy 'Mechs. Any SRM 2-pack can be replaced by an Inferno 2-pack, which is fired normally with the same hit probabilities. Instead of impacting the target, however, it explodes in midair, dispersing a highly-flammable fluid (napalm or a nastier cousin) into the air. [NOTE: Due to the extreme flammability of the inferno missile, they are rarely carried by 'Mechs themselves.]

The heat levels of 'Mechs in the target hex increase by 10. The heat levels for 'Mechs in any adjoining hex increase by 5. Due to the adhesion of the fluid to the 'Mech's outer armor, this effect lasts three turns. Furthermore, the affected hexes will also suffer this effect for the given duration. If a Woods hex is affected, it is automatically set afire. Only one inferno is effective. Additional missiles hitting the same 'Mech only prolong the effect of the first hit.



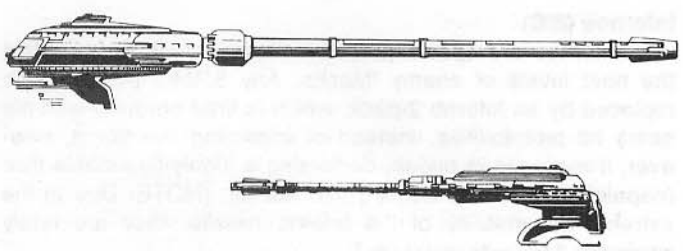
INDIRECT ARTILLERY (3/U)

Artillery is a broad label for the myriad weapons designed for combatting both 'Mechs and vehicles. Indirect fire (i.e., fire conducted without benefit of a line-of-sight) is conducted with the help of a forward observer located on or near the battlefield. This observer must be trained as an artillery gunner, but can be located anywhere where the target is in view.

Indirect artillery has a huge range, totally out of proportion to the range of 'Mech, vehicle-mounted, or infantry weapons. To locate the target usually requires several attempts at 'ranging fire' with the help of the observer. Also, indirect fire is nearly ineffective against a highly mobile opponent, as there is a considerable time delay between the firing of a gun and the arrival of its shells. It is best used against a specific geographical location or a heavily-defended emplacement.

Long Tom III (3/U)

The most common indirect artillery weapon, the Long Tom III has an effective maximum range of several **BattleTech** mapsheets. It is extremely heavy, and is generally part of a static defense such as that of a fortress or a city. When made mobile, the Long Tom is mounted on a large, slow-moving halftrack that is itself restricted to travel only on specially-surfaced roads or railroad lines. A single Long Tom shell will do 20 points of damage to a 'Mech.



Sniper (3/U)

The Sniper is a smaller, more mobile indirect artillery piece that is frequently found supporting or opposing a 'Mech attack. A Sniper shell inflicts 10 points of damage to a 'Mech.

VEHICLES

Player characters landing on a Successor State world in 3025 will often find a staggering variety of vehicle types and technologies operating side by side on the planet's roads, waterways, and airlanes. The uneven effects of technological decline result in incongruous sights on city streets, such as high-tech, fusion-powered vehicles like speeders and air cars sharing space with conventional internal combustion engine (ICE) cars and trucks, and even an occasional horse and wagon.

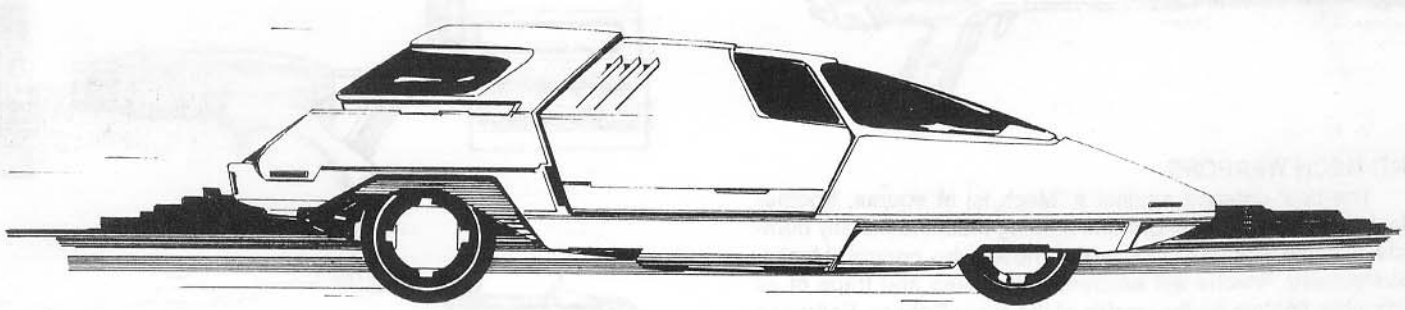
Most of the vehicle types described in this section are still manufactured on at least a limited basis. Production of civilian vehicles is often curtailed by the demands of the Warlords and their military establishments, however, making the market price for such items artificially high. Except where otherwise noted, all vehicles described below are equipped with internal combustion (ICE) engines that employ Brayton cycle turbine technology and burn a hydrogen-based solid fuel.

CIVILIAN LAND-BASED VEHICLES

Ground Car (2/C)

Ground car is the generic name used for any wheeled, on-road vehicle serving the same general purposes as a 20th-century automobile. In a few urban areas where fusion-powered electricity remains cheap, ground cars are often powered by a large storage battery that must be recharged once every 1500 kilometers.

Type: GROUNDCAR		Tons
Movement Type:	Wheeled	
Tonnage:	3	
Cruise Speed:	9	
Flank Speed:	14	
Engine:		.75
Rating:	10	
Type:	Fusion	
Control:		.2
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:	10	–
Internal Structure:		1
Turret:		–
Armor:		1
Location	*Points*	
Front	4	
Rt./Lt. Side	4/4	
Back	4	
Weapons and Ammo:		None



Speeder (4/R)

Speeders are aerodynamically streamlined ground cars. They are designed especially for open road use, and are extremely maneuverable even at very high speeds. For example, they may make one 60-degree facing change per hex at speeds of 1-60 km/hr, one change per two hexes at 61-180 km/hr, and one change per three hexes at 181+ km/hr. They are also very sturdy, despite their lightweight appearance.

Some models of speeders originally designed for use in professional racing used neural helmets similar to those built into 'Mechs to control vehicle movements. Most of the functional speeders of this type have now been confiscated by the military, either cannibalized for replacement helmets or put into use as scout vehicles.

Type: Speeder		Tons
Movement Type:	Wheeled	
Tonnage:		5
Cruise Speed:	18	
Flank Speed:	27	
Engine:		3
Rating:	70	
Type:	Fusion	
Control:		.25
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:	10	–
Internal Structure:		.5
Turret:	0	–
Armor:		1
Location	*Points*	
Front	4	
Rt./Lt. Side	4/4	
Rear	4	
Weapons and Ammo:		None

Air Car (3/C)

Air cars range from 30-50 tons in size, and are the standard form of hovercraft transport used in the Successor States. Such vehicles can carry four to twelve passengers or equivalent amounts of cargo. The Engine Rating is anywhere from 175 to 265, depending on size of unit.

Air cars employ a pair of turbine-driven lift fans to generate a cushion of air that propels the vehicle along about one meter above the ground, and maneuvers by adjusting the rate and direction of those fans. Air cars can travel over most level terrain (including Rough and Lake/River hexes) without difficulty. The outer hull of an air car is extremely sturdy and damage-resistant, though its lift-system components are fragile.

TYPE: TYPICAL AIR CAR		Tons
Movement Type:	Hover	
Tonnage:		40
Cruise Speed:	11	
Flank Speed:	17	
Engine:		28
Rating:	265	
Type:	IC	
Control:		2
Lift Equipment:		4
Power Amplifier:		–
Heat Sinks:		–
Internal Structure:		4
Turret:		–
Armor:		
Location	*Points*	
Front	8	
Rt./Lt. Side	8/8	
Rear	8	
Weapons and Ammo:	None	

Jet Sled (3/U)

The jet sled is a runnered, ICE-powered, one- or two-man vehicle that looks like a streamlined version of the 20th-century snowmobile, and is a primary mode of transport in arctic climes. Jet sleds can reach speeds of up to 125 km/hr, and provide good crash protection. In rare instances, jet sleds have been outfitted with weapons for military applications (one to two MGs or small lasers mounted on the front of the vehicle).

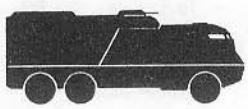
Type: JET SLED		Tons
Movement Type:	Tracked	
Tonnage:		3
Cruise Speed:	8	
Flank Speed:	12	
Engine:		1
Rating:	25	
Type:	IC	
Control:		.2
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:		–
Internal Structure:		.3
Turret:		–
Armor:		.5
Location	*Points*	
Front	3	
Rt./Lt. Side	2/2	
Rear	1	
Weapons and Ammo:		
Optional MG (1/2 ton ammo: 100 shots)		1.0

Heavy Transport (2/C)

These include a variety of wheeled trucks used for freight or military transport, including closed and open vans, tractor-trailers, and so on, ranging in size from 15 to 25 tons. Most heavy transport vehicles are designed primarily for on-road travel, with top speeds of 70-90 km/hr, and moderate armor protection.

Military versions of the heavy transport are usually equipped with a weapon of some type (MG, SRM-2, or small laser), either mounted in the front of the vehicle and fired by the driver, or on the top of the vehicle (with or without a turret) and fired by a separate gunner.

TYPE: HEAVY TRANSPORT		Tons
Movement Type:	Wheeled	
Tonnage:		20
Cruise Speed:	5	
Flank Speed:	8	
Engine:		5
Rating:	80	
Type:	IC	
Control:		1
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:		–
Internal Structure:		2
Turret:		–
Armor:		3
Location	*Points*	
Front	12	
Rt./Lt. Side	12/12	
Rear	12	
Weapons and Ammo Options:		
Turret		1
with MG and Ammo		1.5
with 2-pack SRM and Ammo		2
with Power Amp and Small Laser		1.5



Jeep (2/C)

The jeep is a light, wheeled, all-terrain vehicle (ATV) used for civilian or military purposes. Jeeps have a passenger capacity of four, and are generally equipped with either an MG or small missile launcher (SRM-2).

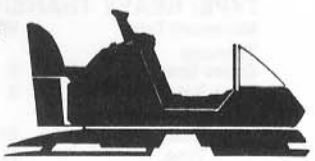
TYPE: JEEP		Tons
Movement Type:	Wheeled	
Tonnage:		5
Cruise Speed:	7	
Flank Speed:	11	
Engine:		
Rating:	15	
Type:	IC	
Control:		.25
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:		–
Internal Structure:		.5
Turret:		–
Armor:		1.5
Location	*Points*	
Front	6	
Rt./Lt. Side	6/6	
Rear	6	
Weapons and Ammo Options:		
with 2 MG and Ammo		2
with SRM 2-pack Ammo		2

Skimmer (3/C)

A skimmer is a small, one- to two-man hovercraft with a body shaped like a 20th-century motor scooter. It is a highly maneuverable, fuel-efficient craft often favored by Scouts. Unlike other hovercraft, skimmers may even travel through Light Woods hexes (though *Driver* skill is needed to do so successfully).

Like any ground vehicle, skimmers have no turning restrictions, and can change facings as many degrees as they wish every time they enter a hex.

TYPE: SKIMMER		Tons
Movement Type:	Hover	
Tonnage:		5
Cruise Speed:	18	
Flank Speed:	27	
Engine:		2.25
Rating:	50	
Type:	Fusion	
Control:		.25
Lift Equipment:		.5
Power Amplifier:		–
Heat Sinks:	10	–
Internal Structure:		.5
Turret:		–
Armor:		.5
Location	*Points*	
Front	3	
Rt./Lt. Side	2/2	
Rear	1	
Weapons and Ammo:		
Small Laser, Front		.5
Flamer, Rear		1



MILITARY LAND-BASED VEHICLES

Command Van (3/U)

Though command van refers specifically to the wheeled ATV that most 'Mech units have and use as a mobile control center, the category includes any large, enclosed ATV used for civilian or military purposes. A standard 'Mech unit command van has six hard rubber tires, is usually equipped with an on-board computer, tracking and medical equipment, and both surface-to-surface and surface–to-subspace communications linkups.

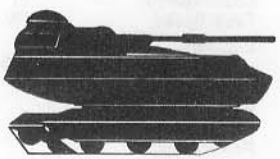
Though command vans are kept away from battlefield situations as much as possible, they are moderately armored and usually equipped with both a roof-mounted LRM-5 (48 shots) and a front-mounted MG (200 shots). Most command vans were originally powered by fusion plants, but these have been replaced by ICE engines in most cases.

TYPE: COMMAND VAN		Tons
Movement Type:	Wheeled	
Tonnage:		15
Cruise Speed:	6	
Flank Speed:	9	
Engine:		4
Rating:	70	
Type:	IC	
Control:		.75
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:		–
Internal Structure:		1.5
Turret:		1
Armor:		4
Location	*Points*	
Front	16	
Rt./Lt. Side	14/14	
Rear	12	
Turret	7	
Weapons and Ammo:		
LRM-5 and Ammo in Turret		3
MG and Ammo		1.5

Vedette Tank (3/C)

This tracked, 50-ton tank has an Autocannon-5 (20 shots) mounted on its turret and an MG in front. Vedettes are most commonly used in the Davion and Liao sectors of the Successor States.

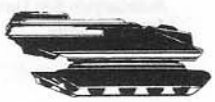
TYPE: VEDETTE		Tons
Movement Type:	Tracked	
Tonnage:		50
Cruise Speed:	5	
Flank Speed:	8	
Engine:		25
Rating:	250	
Type:	ICE	
Control:	2.5	
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:		0
Internal Structure:		5
Turret:		1
Armor:		6
Location	*Points*	
Front	30	
Rt./Lt.Side	20/20	
Rear	14	
Turret	22	
Weapons and Ammo:		
Auto Cannon 5		8
Machine Gun		.5
Ammo (AC) 20		1
Ammo (MG)200		



Hunter Tank (3/C)

This 35-ton tank has a slightly larger engine than a Vedette and no turret. It is armed with an LRM-20 (12 shots) instead of an autocannon, but otherwise has the same movement and armor characteristics as the Vedette. Hunter tanks are most commonly seen in the Steiner and Marik sectors of the Successor States.

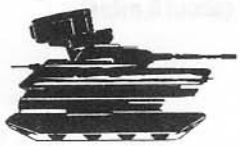
TYPE: HUNTER		Tons
Movement Type:	Tracked	
Tonnage:		35
Cruise Speed:	5	
Flank Speed:	8	
Engine:		11
Rating:	245	
Type:	Fusion	
Control:		1.75
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:		10
Internal Structure:		3.5
Turret:		0
Armor:		5.5
Location	*Points*	
Front	30	
Rt./Lt. Side	22/22	
Rear	14	
Weapons and Ammo:		
LRM- 20		10
Flamer		1
Ammo (12)		2



Manticore Tank (3/U)

So named because of its deadly tail-mounted 'sting', the *Manticore* is a powerful, heavy tank. Though used most frequently by Kurita and Steiner military units, it is also present to some extent in the armies of all five Warlords. Weighing in at 60 tons, the *Manticore* is well-armored and also bristles with weaponry. The tank is equipped with 13 heat sinks, and usually carries a crew of four.

TYPE: Manticore Tank		Tons
Movement Type:	Tracked	
Tonnage:		60
Cruise Speed:	4	
Flank Speed:	6	
Engine:		17.25
Rating:	240	
Type:	Fusion	
Control:		3
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:	13	3
Internal Structure:		6
Turret:		1.8
Armor:		8
Location	*Tons*	
Front	35	
Rt./Lt. Side	23/23	
Rear	17	
Turret	30	
Weapons and Ammo:		
Particle Cannon in Turret		10
6 Pack SRM in Turret		3
Ammo		1
10-Pack LRM in Turret		5
Ammo		1
Medium Laser, Front		1

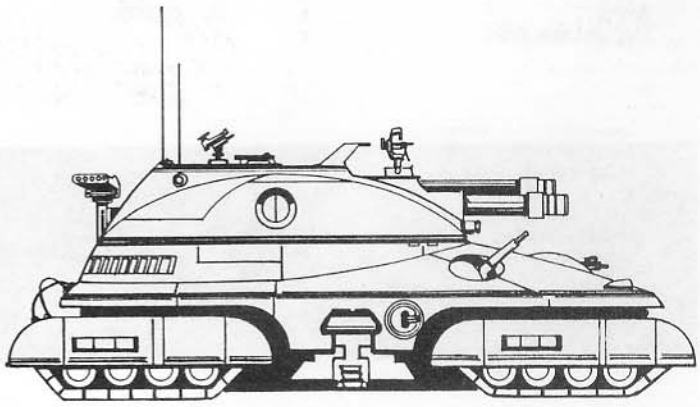


Demolisher Tank (3/R)

Known more commonly as the 'Mech Slayer, the Demolisher is an immense, 80-ton, turbine-driven tank with massive power amplifiers and an array heat sinks. 'Mech Slayers move at a top speed of 50 km/hr (Engine Rating 240), and are heavily armored. The six-man crew of a 'Mech Slayer must be outfitted in artificial environment suits during combat to withstand the bizarre fluctuations of heat build-up and dissipation that accompany each offensive onslaught from the tank's big guns, which can stagger even the most powerful 'Mech.

The Demolisher's concentrated might is also its curse, for if the vehicle's turret is knocked out, its offensive capability can be completely wiped out in one well-placed blow. Producing these tanks requires great amounts of scarce resources (especially heat sinks). This, along with the risky, all-or-nothing nature of their use, has resulted in there being relatively few in existence at this point in the Succession Wars. Nonetheless, 'Mech Slayers remain a frequent subject of MechWarrior tales and legends, and one of the most feared sights on a battlefield.

TYPE: DEMOLISHER		Tons
Movement Type:	Tracked	
Tonnage:		80
Cruise Speed:	3	
Flank Speed:	5	
Engine		23
Rating:	240	
Type:	IC	
Control:		4
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:		0
Internal Structure:		8
Turret:		3
Armor		10
Location:	*Points*	
Front	40	
Rt./Lt. Side	30/30	
Rear	20	
Turret	40	
Weapons and Ammo:		
Auto Cannon 20		14
Auto Cannon 20		14
Ammo 10		2
Ammo 10		2



Other Military Vehicles

Following are statistics for other tanks used by armies in the 31st century.

TYPE: STRIKER LIGHT TANK		Tons
Movement Type:	Wheeled	
Tonnage:		35
Cruise Speed:	5	
Flank Speed:	8	
Engine:		14
Rating:	175	
Type:	IC	
Control:		1.75
Lift Equipment:		–
Power Amplifier:		–
Heat Sinks:		–
Internal Structure:		3.5
Turret:		.9
Armor:		6
Location	*Points*	
Front	30	
Rt/Lt. Side	20/20	
Back	14	
Turret	22	
Weapons and Ammo:		
SRM 2-Pack in Turret		1
SRM 2-Pack in Turret		1
Ammo		1
LRM 10-Pack in Turret		2
Ammo		1

TYPE: Pegasus Scout Tank		Tons
Movement Type:	Hover	
Tonnage:		35
Cruise Speed:	8	
Flank Speed:	12	
Engine:		7
Rating:	105	
Type:	IC	
Control:		1.75
Lift Equipment:		3.5
Power Amplifier:		.1
Heat Sinks:		3
Internal Structure:		3.5
Turret:		.6
Armor:		6.5
Location	*Points*	
Front	33	
Rt/Lt. Side	21/21	
Back	15	
Turret	24	
Weapons and Ammo:		
SRM 6-Pack in Turret		3
SRM 6-Pack in Turret		3
Ammo		1
Ammo		1
Medium Laser, Front		1

TYPE: Scorpion Tank		Tons
Movement Type:	Track	
Tonnage:		25
Cruise Speed:	4	
Flank Speed:	6	
Engine:		6
Rating:	100	
Type:	IC	
Control:	.3	
Lift Equipment:	–	
Power Amplifier:		–
Internal Structure:		2.5
Turret:		.8
Armor:		4
Location	Points	
Front	22	
Rt./Lt. Side	11/11	
Back	10	
Turret	10	
Weapons and Ammo:		
Autocannon 5 in Turret		8
Ammo (2 tons)		2
MG, Front		.5
Ammo		1

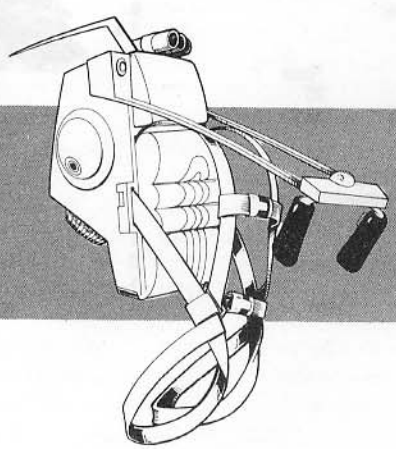
AIR-BASED CRAFT

Virtually all aircraft capable of atmospheric (but not orbital) travel are powered by standard turbojet turbine engines. Few craft of this type are presently used for military purposes, as even the best supersonic jet fighter has only a minimal chance of surviving against an Aerospace Fighter in atmospheric combat.

JetPack (3/C)

Jetpacks are lightweight (about 5 kilograms), personal powered-flight devices that are worn strapped to one's back, with two handles resting at chest height in front of the body. The handles provide stability and permit the wearer a limited amount of maneuverability, as they can be adjusted to redirect the thrust of the pack relative to the ground. The pack itself is powered by a solid-fuel propellant, with an exhaust nozzle angled downward and outward to avoid damaging its wearer, who wears a heat-and-flame retardant suit in any event.

Wearing a jet pack, a character can travel at a top speed of 160 kilometers per hour, suffers the same turning restrictions as a tracked vehicle, and may increase or lower his altitude by no more than 200 meters/turn. Characters wearing jetpacks may not exceed a maximum altitude of 8000 meters (about 5 miles).



'MECH COMPONENTS

As the Succession Wars have continued, spare parts for 'Mechs have become increasingly more valuable. This is due in part to the decline in the technological ability to produce these parts. It is also due to the gradual shift toward obtaining spare parts as an intermediate objective of a military campaign. That is, 'Mech replacement limbs, armor shielding, myomers, and sensor arrays have become part of campaign's goal as well as the means by which it would be forwarded. The supply of replacements has dwindled to a trickle, especially in the last 80 years or so as the impact of the Wars has struck home.

The most technologically advanced components have become quite rare, and hence most valuable. For example, fusion reactors, used in JumpShips, DropShips, and Aerospace Fighters as well as 'Mechs, are produced only on the half-dozen worlds that have undamaged, automated factories. The Techs with the ability to run or repair these factories are just as rare and their services in great demand.

Other components, such as myomers and the composite 'bones' that make up a 'Mech skeleton, are also produced using automated techniques no longer completely understood. As above, the Techs with the exceptional mechanical knowledge to run and repair the factories producing them are a select few (and include the surprisingly well-educated Techs of ComStar).

It is still within the capability of present-day industry to produce 'Mech armor and weapons, even high-energy weapons such as the PPC. It is widely believed, however, that products from Star League times, though at least two centuries old, can outperform their present-day counterparts. Objects of authentic Star League manufacture are treated with reverence, or at least respect.

'MECH LIMBS

Bones and Muscles

'Mech bones consist of ultra-light foamed aluminum, wrapped in silicon carbide monofilament and encased in a titanium steel shell. Modeled after human bones, 'Mech skeletons provide a flexible internal structure upon and around which the rest of the body is built. There are between 16 and 24 'bones' in a 'Mech body, giving it less mobility and more structural cohesion than its human counterpart.

The bones that comprise the base of the 'Mech's torso, the collar, and the hind part of the skull can withstand the greatest amount of internal stress. This comes at the cost of greater weight, as the blown-in aluminum is subjected to greater pressure during formation. Though a 'Mech 'bone' is less subject to stress breakage than a simple metal shell, breakage will generally undermine the structural soundness of a bone, making repair impossible. This is due partially to the narrow engineering tolerances that 'Mech design allows.

Muscles are composed of two separate subsystems, each with its own purpose and function. Large-scale muscular movements (i.e., the work of ligaments and tendons) are accomplished through the use of myomer bundles. Myomers, developed in the middle 21st century, are polyacetene fibers that contract strongly in an electric field, simulating the effect of the acetomyocin reactions in organic muscles. Using myomers in place of more primitive electromechanical servos permits enhanced durability and flexibility of 'Mech limbs, and thus more highly coordinated activity (punching and kicking, gripping, high-speed walking), as well as greater response time from servo-mechanisms depending on them. When linked to rotary or linear activators, powering 'joints', and built-in limb extensions such as tools or weapons, a 'Mech's musculature can mimic most of the human body's actions.

Armor

The 'Mechs of the Successor States are designed primarily for the high-energy battlefield, where reflective or ablative armor would have little or no effect against powerful laser, missile, or explosive weapons. 'Mech armor, therefore, was designed with prevention and absorption in mind, rather than deflection.

Though thin and flexible, the armor is quite heavy, making better-protected 'Mechs slower than their lighter, less armored cousins. The inner layer of protection, usually composed of boron nitride impregnated with diamond monofilament, is fitted directly around the musculature in overlapping plates, each built to specification for the given 'Mech type and body part. This highly-specialized design has caused no end of trouble to Techs and field repairmen during the Succession Wars. The exact armor components they need in a given situation may not be available in the proper size or shape, making it necessary to reform the component, which can cause structural weakening.

Engine Shielding

One of the most important functions of internal shielding is to preserve the integrity of the 'Mech engine chamber. In addition to preventing lethal radiation in the form of fast-moving neutrons and gamma particles penetrating the pilot's compartment, internal shielding also helps to protect 'Mech occupants from large amounts of waste heat generated by the reactor in normal operation. For these reasons, all 'Mechs have a heavy and reasonably intact heat shielding.

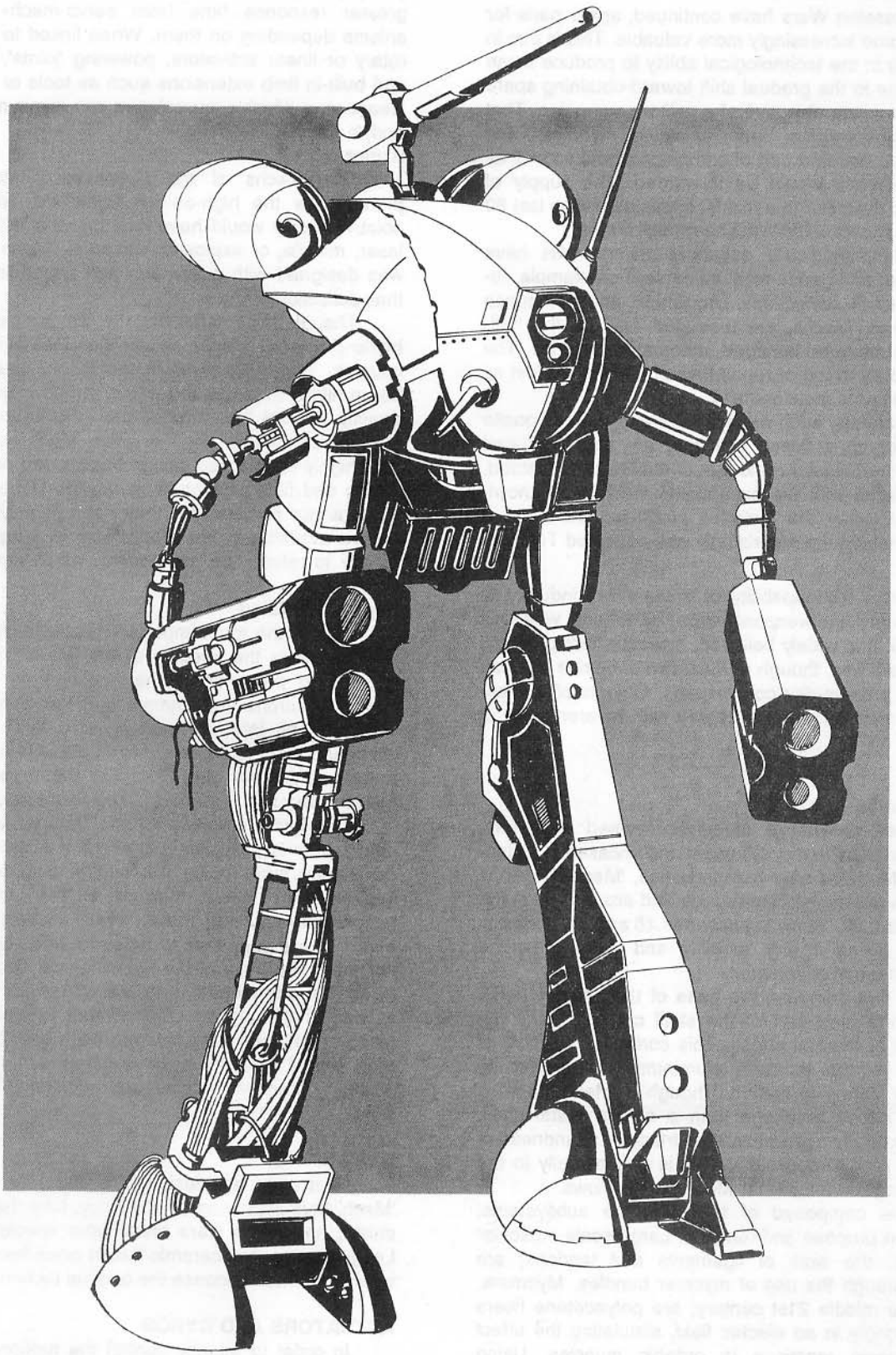
The basic structure of the internal engine shield is a heavy, layered platform spanning the 'Mech's upper torso and completely surrounding the engine compartment. The most heat-resistant layers, closest to the actual reactor, are temperature-resistant metal, which absorbs the hardest radiation. This is supposed to be surrounded by high-temperature polymers. Because of the technological decline, however, this layer has often been replaced with a formed ceramic. The outside of the engine compartment is protected with BattleMech armor, and the one-meter-high area between the outermost shield and the crew compartment (the so-called "hot box") is intended to dissipate additional heat through heat sinks.

HEAT SINKS

Heat sinks are designed to dissipate waste heat from a 'Mech, thus improving its efficiency. Like the outermost engine shield, heat sinks were made from special polymers in Star League times, but ceramic-based ones have been developed to replace them because the original technology has been lost.

ACTUATORS AND GYROS

In order to directly control the motions of skeletal parts and myomer bundles, 'Mechs have extensive electronic packages to perform complex movements and also to fire weapons and activate jump jets.



These packages, usually located at joints, are called actuators. They are extremely sophisticated integrated circuits, processing a high volume of information and instructions to respond to directions from the pilot's neurohelmet.

This sophistication is both an asset and a potential problem. Though a pilot is able to perform intricate actions with a 'Mech limb (nearly as intricate as anything the human body might do), actuator technology is presently far beyond the capability of present science to repair. A technician is forced to replace damaged actuators with new ones, and cannot do much with the old. Actuators also will sometimes malfunction of their own accord, producing exaggerated or curtailed movements, or even actions exactly the opposite of what was intended or expected. In these cases, too, a Tech can only replace the malfunctioning part with a new one.

The balance and stability of a 'Mech is based on a sophisticated gyro system that constantly monitors the 'Mech's movements and adjusts the center of balance. The gyro electronics are located above and to the rear of the cockpit, paralleling the human inner ear. The gyro system is highly susceptible to damage, and can be fooled quite easily by sudden changes in altitude, high speed impacts, and especially a disappearing frame of reference (i.e., being in the air or in space, where it is difficult to determine which end is up).

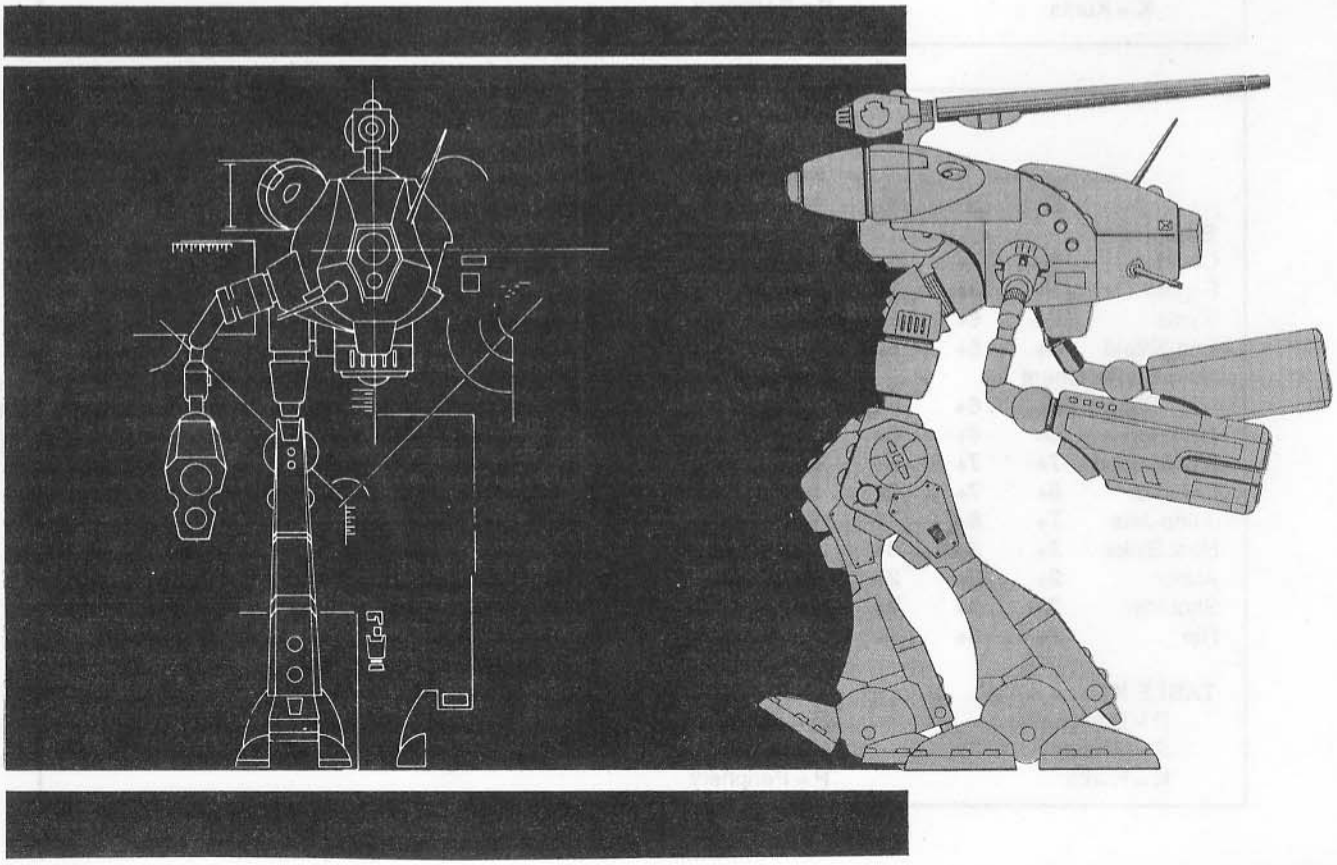
Though balance mechanisms are really old technology, it requires a high amount of electronic sophistication to simulate the actions of the brain in dealing with data on balance, position, incline, etc. rapidly enough for it to be of any use to the 'MechWarrior. Therefore, gyro systems are also beyond the ability of present technology to repair.

LIFE SUPPORT SYSTEMS

The internal life support system of a 'Mech is a completely enclosed environment sitting on top of the hot box and extending upward into the cockpit. Due to the hazards of the battlefield (radiation, heat, toxins, etc.), a 'Mech must have its own air circulation system, and must also be airtight and well-shielded from the outside. Furthermore, the environment must be pressurized to support this shielding, which is one of the reasons a cockpit hit can be so devastating. Though technology remains high enough to build controlled life-support systems, technicians without access to sufficient spare parts occasionally skimp on sealants and shielding, which can make the interior of a 'Mech quite a hot spot.

SENSOR EQUIPMENT

Sensor equipment, the 'Mech's eyes and ears on the battlefield, consists of external pickups recessed into various points on the 'Mech's surface. These pickups are either photocells, heat-sensitive disks, or high-frequency microradar devices. Their input is combined and analyzed by the on-board 'Mech computer, providing (potentially) 360-degree "vision" for the pilot in the visual, infrared, and audio wavelengths. As the pilot himself cannot see 360 degrees, the information available is screened, permitting him to choose in which direction to look. In addition to the configuration of the battlefield, the pilot can also determine the exact range and direction of a given object in his range, and has a limited capability to analyze what he 'sees' using the computer.



EQUIPMENT COSTS

WEAPONS AVAILABILITY AND COST

	Availability						Cost Multiplier					
	D	S	K	M	L	P	D	S	K	M	L	P
Weapon												
Sm.Laser	4+	3+	4+	5+	5+	7+	1.0	.8	1.0	1.1	1.1	1.1
Med.Laser	5+	4+	5+	6+	6+	8+	1.0	.9	1.0	1.1	1.1	1.3
Lg.Laser	6+	5+	6+	7+	7+	10+	1.0	.9	1.0	1.3	1.3	1.75
PPC	7+	6+	7+	9+	9+	10+	1.1	1.0	1.1	2.0	2.0	1.75
AC/2	7+	4+	5+	6+	6+	9+	1.3	.9	1.0	1.1	1.1	1.5
AC/5	4+	4+	4+	5+	5+	7+	.7	.7	.7	.9	.9	1.1
AC/10	6+	5+	6+	8+	8+	8+	1.0	.9	1.0	1.3	1.3	1.3
AC/20	8+	7+	8+	10+	10+	10+	1.3	1.1	1.3	1.75	1.75	1.75
MG	3+	3+	3+	3+	3+	6+	.7	.7	.7	.7	.7	1.0
Flamer	3+	3+	3+	3+	3+	6+	.8	.8	.8	.9	.9	1.0
LRM-5	6+	5+	6+	7+	6+	7+	1.0	.9	1.0	1.1	1.0	1.1
LRM-10	5+	5+	7+	6+	6+	7+	.9	.9	1.1	1.0	1.0	1.1
LRM-15	8+	6+	7+	8+	6+	9+	1.3	1.0	1.1	1.3	1.0	1.5
LRM-20	5+	8+	7+	9+	6+	11+	.9	1.3	1.1	1.5	1.0	2.0
SRM-2	6+	6+	5+	3+	5+	7+	1.0	1.0	.9	.7	.9	1.1
SRM-4	7+	6+	5+	6+	6+	8+	1.1	1.0	.9	1.0	1.0	1.3
SRM-6	7+	6+	6+	7+	6+	10+	1.1	1.0	1.0	1.0	1.0	1.75

Table Key:

D = Davion
S = Steiner
K = Kurita
M = Marik
L = Liao
P = Periphery

EQUIPMENT AVAILABILITY AND COST

	Availability						Cost Modifier					
	D	S	K	M	L	P	D	S	K	M	L	P
Equipment												
Cockpit	6+	7+	6+	8+	8+	8+	1.0	1.1	1.0	1.3	1.3	1.75
Engine	5+	6+	7+	8+	8+	8+	.8	1.0	1.1	1.3	1.3	1.75
Gyros	7+	6+	5+	7+	7+	8+	1.1	1.0	.8	1.1	1.1	1.75
Eng.Shield	4+	5+	6+	7+	7+	7+	.7	.8	1.0	1.1	1.1	1.5
Gyro Replacement Parts	6+	6+	4+	7+	7+	8+	1.0	1.0	.7	1.1	1.1	1.5
Actuators	6+	6+	6+	7+	7+	6+	1.0	.9	1.0	1.1	1.1	1.2
Life Support	7+	7+	6+	8+	8+	9+	1.1	1.1	1.0	1.3	1.3	2.0
Sensors	6+	7+	7+	8+	8+	9+	1.0	1.1	1.1	1.3	1.3	2.0
Jump Jets	7+	8+	7+	9+	9+	10+	1.1	1.3	1.1	1.5	1.5	3.0
Heat Sinks	3+	3+	3+	4+	4+	4+	.7	.7	.8	.9	.9	1.0
Armor	2+	2+	2+	2+	2+	4+	1.0	1.0	1.0	1.0	1.0	1.1
Shoulder	7+	8+	7+	9+	9+	10+	1.0	1.0	1.0	1.5	1.5	2.0
Hip	7+	8+	7+	9+	9+	10+	1.0	1.0	1.0	1.5	1.5	2.0

TABLE KEY:

D = Davion
S = Steiner
K = Kurita
M = Marik
L = Liao
P = Periphery

The Weapon and Equipment Availability and Cost Tables show how easy it is to acquire basic 'Mech equipment in various areas of the Successor States. Each availability column shows the number (or higher) required to be rolled with two dice to find the desired piece of equipment. The locations given are for the more developed worlds of each Successor State.

The cost columns show the base cost multipliers to the basic price, if the item can be found.

Additional modification can be made for use of skill (*Bribery, Streetwise,* or *Diplomacy*) and the location. The cost and availability of weapon ammunition is the same as that listed for the weapon.

EQUIPMENT PRICE LIST

Type	Cost in C-Bills	Reload in C-Bills
Medical Equipment		
Scalpel	50	2
Sleeve	25	–
MID	175000	–
Repair Equipment		
Tool Kit	500	–
Cutting Kit	1000	
Joining Kit	1000	
Elec Kit	2000	
Sensor Kit	50000	
Fusion Kit	100000	
Gyro Kit	50000	
Repair Platform	150000	–
Life Support Equipment		
Filter Mask	2	1C-Bill/5
Respirator	50	–
Breathing Tank	60	10
Environmental Suits		
Light	200	5C-Bill/patch
Heavy	10000	20C-Bill/patch
Robotics		
Security Robot	102000	
Agricultural Robot, Large	5286666	
Agricultural Robot, Small	525000	
Mining Robot	783250	
Security Systems		
Lock Picks		
Tech Level 1	50	–
Tech Level 2	250	
Tech Level 3	1500	
Tech Level 4	10000	
Codebreaker	100000	–
Personal Equipment		
Rangefinder		
Binoculars	250	–
Scanalyzer	5000	–
I/R Scanner	100	–
JetPack	10000	50
Industrial Exoskeleton	15000	–
Personal Armor		
Vest	50	1C-Bill/patch
Bodysuit	150	2 C-Bill/patch
Ablative Body Suit	1000	20C-Bill/patch

EQUIPMENT PRICE LIST (Cont.)

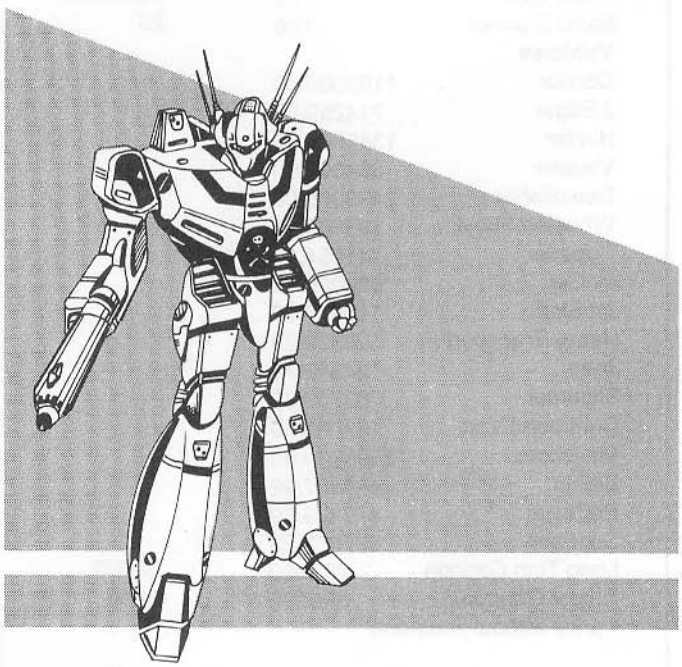
Type	Cost in C-Bills	Reload in C-Bills
Personal Weapons		
Club	1	–
Dagger	2	–
Sword	10	–
Vibro-blade	100	20
Stun Stick	200	20
Neural Whip	500	20
Short Bow	10	1C-Bill/20
Long Bow	20	1C-Bill/20
Light Crossbow	10	1C-Bill/20
Heavy Crossbow	20	1C-Bill/20
Pistol	40	1C-Bill/3
Automatic Pistol	50	1C-Bill/5
Shotgun	30	1C-Bill/4
Pump Shotgun	40	1C-Bill/4
Submachine Gun	80	1C-Bill/5
Rifle	80	1C-Bill/5
Laser Pistol	750	–
Laser Rifle	1250	–
Blazer	2190	–
Power Pack	5	–
Military Power Pack	20	–
Short Range Missile Launcher	1500	–
SRM Standard Load (one round)	–	2000
SRM Inferno Load (one round)	–	1000
Vibrabomb	–	500
Cone Rifle	1250	200
Tranq Gun	30	1C-Bill/10
Sonic Stunner	100	25
Vehicles		
Condor	1163000.00	
J.Edgar	714250.00	
Hunter	1345500.00	
Vedette	854000.00	
Demolisher	2439000.00	
Wheeled Scout	193600.00	
Speeder	*41854.17	
Air Car	*588000.00	
Jet Sled	*11587.00	
Heavy Transport	*95333.33	
Jeep	*24343.75	
Skimmer	63708.33	
Command Van	162002.50	
Manticore	2595200.00	
Striker	465397.92	
Pegasus	873375.00	
Scorpion	687083.33	
Long Tom Cannon	450000	10000
Sniper Cannon	300000	6000

* price without weapons

VEHICLE PRICE LIST

Engine	
Fusion	(Vehicle Tonnage x 5000 x Rating) ÷ 75
I.C.E.	(Vehicle Tonnage x 1250 x Rating) ÷ 75
Control	Tonnage x 10000
Robotic Control	Tonnage x 20,000
Internal Structure	Tonnage x 10000
Armor	Tonnage x 10000
Heat Sinks	2000
Power Amplifiers	Tonnage x 20000
Turret	Tonnage x 5000
Lift Equipment	Tonnage x 20000
Cost Multipliers	
Tracked	1 + [Tonnage ÷ 100]
Wheeled	1 + [Tonnage ÷ 200]
Hover	1 + [Tonnage ÷ 50]

To find the total cost for a custom-designed vehicle, simply add the cost of all components according to the formulas listed above. All tonnages are that for the component itself, except for the engines and the final cost multiplier, for which the 'Mech's total tonnage is used.



MECH TOTAL COST LIST

'Mechs	Cost
Locust	1504720.00
Wasp	1632720.00
Stinger	1601560.00
Coimmando	1873125.00
Javelin	2378220.00
Spider	2961920.00
Urban Mech	1269905.00
Valkyrie	2185820.00
Firestarter	3027105.00
Jenner	3183255.00
Ostscout	3389355.00
Panther	2458305.00
Assassin	3737813.33
Circuda	3687296.67
Hermes II	3257380.00
Vulcan	3500980.00
Whitworth	2889413.33
Hackjack	3255395.00
Hatchetman	3235095.00
Phoenix Hawk	4022445.00
Vindicator	3148457.50
Centrion	3616000.00
Enforcer	3586375.00
Hunchback	3544375.00
Trebucket	4256000.00
Dervish	4954161.67
Griffin	4907661.67
ShadowHawk	4622461.67
Scorpion	5131895.00
Wolverine	4910761.67
Dragon	5270080.00
Ostrol	4985280.00
Ostrol	4977280.00
Quickdraw	5458880.00
Rifleman	4966080.00
Catapult	5755806.00
Crusader	5623805.00
JagerMech	5552855.00
Thunderbolt	5351555.00
Archer	6315953.33
Grasshopper	5955553.33
Warhammer	6021003.33
Marauder	6729625.00
Orion	6823250.00
Awesome	6526170.00
Charger	7448370.00
Goliath	7497120.00
Victor	8195520.00
Zeus	7711320.00
BattleMaster	8410038.33
Stalker	7413505.00
Cyclops	9422480.00
Banshee	9590132.50
Atlas	9670000.00

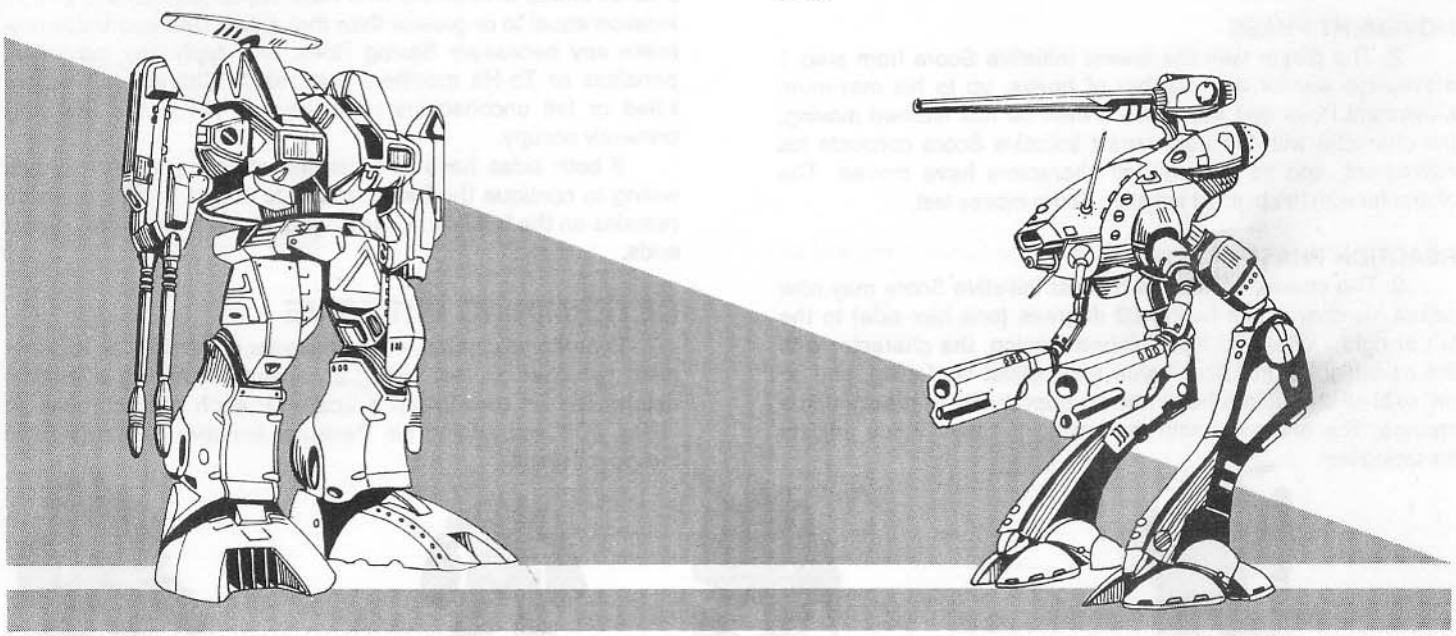
WEAPONS PRICE LIST

Type	Cost	Reloads
Small Laser	11,250	–
Medium Laser	40,000	–
Large Laser	100,000	–
PPC	200,000	–
AC/2	75,000	1000/Round
AC/5	125,000	4500/Round
AC/10	200,000	6000/Round
AC/20	300,000	10000/Round
MG	5000	1000/Ton
Flamer	7500	–
LRM-5	30,000	30000/Ton
LRM-10	100,000	30000/Ton
LRM-15	175,000	30000/Ton
LRM-20	250,000	30000/Ton
SRM-2	10,000	27000/Ton
SRM-4	60,000	27000/Ton
SRM-6	80,000	27000/Ton

MECH COST CHART AND FORMULAS

Type	Formula/Cost
Cockpit	200,000
Life Support	50,000
Sensors	Tons x 2000
Musculature	Tons x 2000
Skeleton	Tons x 400
Arm Actuators	
Upper	Tons x 100
Lower	Tons x 50
Hand	Tons x 80
Leg Actuators	
Upper	Tons x 150
Lower	Tons x 80
Foot	Tons x 120
Engine	[5000 x Rating x Tons] ÷ 75
Gyro	300,000 per ton
Jump Jets	Tons x number of jets^2 x 200
Heat Sinks	2000 each
Armor	10000 per ton
Total Weapons Cost	
Mech Cost Multiplier	Cost x [1 + (Tonnage/100)]

To find the total cost for a custom-designed 'Mech, simply add the cost of all components according to the formulas listed above. All tonnages are that of the mech, except for gyros, heat sinks and armor when the individual comoponent weight is used.



COMBAT

The system used in **MechWarrior** to resolve personal (non-Mech) combat between player characters and NPCs is similar to that of the **BattleTech** game. In 'Mech warfare, battles are divided into combat rounds. During each combat round, player characters follow a sequence that moves from initiative rolls to declaring targets and making To-Hit Rolls to fire weapons. If successful in striking their target, player characters then roll on the appropriate Damage Location Table to determine what part of their opponent's body they have hit and the amount of damage they have inflicted.

Man-to-man combats are conducted on a hex-grid similar to the terrain mapsheets used for **BattleTech**, except that each hex represents a distance of five meters (roughly 16.4 feet). Each combat round represents ten seconds of elapsed real time.

COMBAT ROUND SEQUENCE

During each combat round, the players and gamemaster (representing all NPCs) follow this sequence:

INITIATIVE PHASE

1. Each player actively involved in the encounter rolls 2D6 and adds any skill or attribute bonuses to determine his Initiative Score for the current combat round. The character who rolls the highest number wins the initiative for this game turn. This allows him to move and declare his target AFTER his opponent, an advantage in deciding his own move.

MOVEMENT PHASE

2. The player with the lowest Initiative Score from step 1 moves his warrior any number of hexes, up to his maximum Movement Point (MP) allowance. When he has finished moving, the character with the next lowest Initiative Score conducts his movement, and so on, until all characters have moved. The character with the highest Initiative Score moves last.

REACTION PHASE

3. The character with the highest Initiative Score may now adjust his character's facing 60 degrees (one hex-side) to the left or right. When he has finished moving, the character with the next highest Initiative Value may adjust his facing, and so on, until all characters have had an opportunity to make such a change. The character with the lowest Initiative Value adjusts his facing last.

RANGED WEAPON ATTACK PHASE

4. In this phase, all characters who have a ranged weapon ready, a clear line-of-sight to a target, and a To-Hit Target of 12 or less versus that target may make a ranged attack. Beginning with the character with the lowest Initiative Score, each character declares whether he is making a ranged attack, and names a target. The character with the highest Initiative Score declares his intentions and target last.

With all targets declared, each player character resolves his attacks, making To-Hit Rolls and determining hit locations and damage for successful hits. An affected warrior records damage on the Character Sheet, but the damage does not take effect until Step 6 (Damage Adjustment Phase) below.

MELEE ATTACK PHASE

5. Characters who have an enemy warrior present in one of their three adjacent front hexes or in the same hex, and who have not already made a ranged attack in Step 4, may make a melee attack (using either a melee weapon, hands and/or feet, or a ranged weapon as a club), or attempt to grapple with an opponent in hand-to-hand (HTH) combat. Starting with the attacking character having the lowest Initiative Score, each Warrior then declares his target and attack option (Melee/Grapple) in order, until the character with the highest Initiative Score declares last. With all attacks declared, the players resolve combat, recording all damage not absorbed by armor on the affected warrior's Character Sheet (though it does not take effect until Step 6 below).

DAMAGE ADJUSTMENT PHASE

6. In this phase, all damage sustained during Steps 4 and 5 takes effect. Characters who have sustained damage to a hit location equal to or greater than that area's Damage Value now make any necessary Saving Rolls, and apply any movement penalties or To-Hit modifiers that result. Characters who are killed or fall unconscious from wounds fall in the hex they presently occupy.

If both sides have at least one character conscious and willing to continue the battle, return to step 1. If only one side remains on the battlefield, the engagement is over, and combat ends.

DETERMINING INITIATIVE

In personal combat, each character involved in an engagement (whether on foot, riding an animal, or driving a vehicle) determines his own Initiative Score for each combat round by rolling 2D6 and adding his Personal Initiative Bonus (PIB) to the die roll result.




PIB MODIFIERS

A character receives PIB if he has any of the following attributes or skills:

+1 for a DEX of 8-9
+2 for a DEX of 10-11
+3 for a DEX of 12
+1 for a LRN of 10+
+1 for EACH level of Tactics skill
+1 for each 4 levels of Leadership skill

Characters with the following attribute scores receive penalties to their PIB:

-1 for a DEX of 4-5
-2 for a DEX of 2-3
-1 for a LRN of 2-5

Player characters should always record their current PIB rating on their Character Sheets for ready reference, and should calculate PIBs for important NPCs in their unit. Gamemasters can roll 2D6 and use the following table to quickly generate a PIB rating for any NPC encountered.

NPC PIB RATING TABLE

Die Roll	PIB
0-3	0
4-7	1
8-9	2
10-12	3
13-15	4
16+	5

PIB Modifiers

+1 if character is Lance Leader
+3 if character is Company Leader
+1 if character is Scout/Spy
-2 if character is rated Green
+1 if character is rated Regular
+3 if character is rated Elite

After making all rolls and adding PIB modifiers, players compare the results of their Initiative Rolls. The character with the lowest Initiative Score moves and fires first; the character with the next highest Initiative Score moves and fires next, and so on, until the character with the highest Initiative Score moves and fires last.

TIES AND TIEBREAKERS

If two or more characters have the same Initiative Score, compare their DEX ratings. The one with the highest DEX receives the highest initiative, and so on down the line. If two or more characters remain tied after comparing DEX ratings, use LRN ratings as the tiebreaker.

For example, four warriors (named A-D) are engaged in a combat encounter. Their PIBs and initiative rolls for a given combat round are shown below:

Warrior	Die Roll	PIB	Total	DEX	Initiative Rank
A	10	+2	12	6	1st
B	7	+1	8	6	3rd
C	7	0	7	8	4th
D	5	+3	8	7	2nd

Warrior A, with a total of 12, easily wins the initiative for the current round. Warriors B and D are tied for second with totals of 8, with D's superior DEX breaking the tie in his favor. Warrior C, with the lowest Initiative Score of 7, finishes fourth and last, and will go first in Phases 2, 4, and 5 of this round. (Note that C's DEX superiority over the other combatants in this encounter will only come into play if his Initiative Score ties with others).

SPECIAL ATTACKS

A character(s) attacking from ambush automatically wins the initiative for the first combat round of that encounter. On all subsequent combat rounds, determine initiative in the normal manner.

MOVEMENT PHASE

During the Movement Phase of each combat round, each player chooses what type of movement his warrior will make that round. The choice determines the character's total MP (Movement Point) allowance, his chances of hitting an opponent and of being hit during the attack phase of the round, and may limit the attack options he can select.

MechWarriors determine the number of MP available for movement solely by the type of movement picked. For example a player who runs will have 9 MP while a player who crawls will only have 2. All characters who pick the same type of movement will have the same number of MPs available.

MOVEMENT ON FOOT

Characters travelling on foot may select any of six movement options: Stand Still, Crawl, Walk, Dodge, Run, or Sprint. The effects of each of these are further described below.

Stand Still (0 MP)

The character remains stationary in the hex where he began the round, but may change his facing up to 60 degrees (one hex-side) to the left or right. Characters who decide to Stand Still may use the special ranged attack option Careful Aim.

Crawl (2 MP)

A character moves on his hands and knees, and is considered to be in Prone position. A crawling character who ends his movement phase in a Light Woods, Heavy Woods, Rough, or Rubble hex is considered to be in Full Cover. A crawling character who moves 1 MP during a round may use the special attack option Careful Aim.

Walk (4 MP)

The character moves at a brisk walking pace. A walking character who moves 2 MP or less during a combat round may use the special attack option Careful Aim.

Dodge (6 MP)

The character moves at a running gait, but travels in a zig-zag pattern intended to reduce his chances of being struck by weapons fire. For each three levels of *Running* skill a character has, his Dodge movement allowance is increased by 1 MP.

Run (9 MP)

Character moves at a running gait. For each 2 levels of *Running* skill a character has, his Running movement allowance is increased by 1 MP.

Sprint (12 MP)

The character moves at his fastest possible running speed. While sprinting, a character may not fire weapons or enter a non-clear terrain hex. For each level of *Running* skill level a character has, his Sprinting movement allowance is increased by 1 MP.

MP COSTS

In any given combat round, a Mech-Warrior character can move up to the maxi-mum MP for the movement option selected. Characters do not have to spend all the MP available to them in a round, but they cannot save MP from one round to another.

Players spend MP to move from hex to hex, to change a character's facing, or to execute certain special movement maneuvers (e.g., dropping to knees, standing up, climbing, etc.). Following are the MP costs for different movement actions:

FACING CHANGE

Unlike a 'Mech, a character on foot may move forward into any of the three hexes directly in front of it. To move in any other direction, the character must first adjust his facing until the hex-side he wishes to enter is in front of him. Each 60-degree (one hex-side) shift in facing made by a character costs 1 MP. Characters who are Sprinting may only make facing changes at either the beginning or end of their movement phase, but all others can do so at any point in their movement.

TERRAIN EFFECTS

The cost of entering a given hex depends on the type of terrain present in that hex. It costs 1 MP to enter Clear Terrain and Unobstructed Building hexes. It costs different amounts of MP to enter other terrain types, depending on the character's movement for the round, as shown in the table below:

TERRAIN EFFECTS TABLE

Terrain Type Entered	Movement Options			
	Crawl	Walk	Dodge	Run/Sprint
Light Woods	2	2	2	2
Heavy Woods	2	2	3	3
Rough	2	2	2	3
Rubble	2	2	3	3
Depth 1 Water	NA	1	2	2
Depth 2 Water	NA	2	NA	NA
Marsh/Swamp	2	2	3	NA
Building Hex - Lightly Obstructed	1	1	2	2
Building Hex - Heavily Obstructed	2	2	3	3

Table Key:
NA = Movement not allowed in this terrain.
Depth 1 Water (0-3 meters)
Depth 2 Water (4-6 meters)
Lightly Obstructed - One-third CF destroyed
Heavily Obstructed - One-half CF destroyed

SPECIAL MANEUVERS

In addition to normal forward movement, characters may execute one or more of the following special maneuvers to supplement or replace their normal movement. [NOTE: Whenever one of these maneuvers calls for a Saving Roll against the DEX score, players and gamemasters must remember to subtract 1 from the character's Saving Roll Target for each level of *Acrobatics* skill he possesses.)

Drop to Ground (1 MP)

This action leaves the character on his hands and knees. The maneuver is required if a character is standing, but chooses the Crawl movement option for the current phase.

Stand Up (2 MP)

This special maneuver is necessary to rise from a prone or Crawling position.

Draw A Weapon (1 MP)

This maneuver involves drawing and readying a one-handed weapon or other small equipment item like a MedKit, pair of binoculars, etc. Readying a two-handed weapon or large equipment item costs 2 MP (e.g., a 15-meter length of rope).

Climb

To use this maneuver, characters must choose the Walking movement option. Climbing costs 1 MP for every 3 meters climbed, or 1 MP per 5 meters climbed using a rope or ladder.

Pick Up Object

A character may attempt to pick up any object present in a hex through which he moves if the object weighs less than the character's BODY score x 5. The MP costs for this maneuver vary with the weight of the object. More than 10 kg = 1 MP; 10-25 kg = 3 MP; more than 25 kg = 6 MP.

Characters attempting this maneuver must make a successful Saving Roll against their DEX Target to gain control of the object grasped. Chances for making a successful roll depend on the Movement Option being employed. Target modifiers include:

Crawl = DEX-4
Walk = DEX -1
Dodge = DEX +2
Run = DEX +4

Characters always pay the MP costs of a pick-up attempt, even if it does not succeed.

Enter/Close Door

This maneuver costs 1 MP each if the is door unlocked, 3 MP to open a locked door with a key or properly-tuned sonic disc, and 2 MP to close and secure a door with a lock, bolt, or security code sequence. Characters attempting illegal entry make only one try per turn, no matter how many MP they have, and roll against their *Security Systems* skill to solve the door's lock. (*See* also the **Equipment** chapter for more detail.)

Enter Through Window

It costs 2 MP to enter an open window and 4 MP to enter one that is closed but unlocked.

Leap/Jump (2 MP)

A Dodging, Running, or Sprinting character can normally leap distances of up to five meters, or jump over obstacles up to one-meter high without difficulty, but a Walking character can normally leap distances of up to two meters. All Leaping/Jumping maneuvers

beyond these limits require a Saving Roll against the character's DEX score. Gamemasters may add addi-tional modifiers to this roll as needed to reflect very long jumps, adverse environmental conditions (icy or slick surfaces), and so on.

Swim

Swimming is the only maneuver permitted in Depth Level 3+ water hexes, and may also be used in Depth 2 water hexes. Swimming usually costs 1 MP per hex travelled. However, characters swimming with a favorable current may move two hexes per MP, and those travelling against such a current must spend two MP per hex travelled. *Swimming* skill is required to make a swimming attempt. The skill level will lower the target number, but conditions and encumbrances will raise the number.

Failed *Swimming* Skill Rolls inflict 10 HTK, spread over the entire body. If the player makes a number of failed rolls, he will drown.

RIDING MOVEMENT

In a universe where so many technological wonders now lie in ruins, traditional riding and working mounts like horses, mules, oxen, elephants, camels, and their space-spawned equivalents have again become a transportation necessity in many areas. This is especially true for agricultural and periphery worlds and the backwater regions of more in-dustrialized planets. Player characters travelling in these areas may need to rent or purchase riding mounts or they may encounter mounted foes.

Characters travelling by mount can select any of four movement options at the beginning of each movement phase: Stand Still, Walk, Trot, or Gallop. Characters who do not have *Equestrian* skill may travel at a Walk or Trot without difficulty. To retain their seats during combat, however, these characters must make a Saving Roll against their DEX score + 1 each turn they travel at a Gallop. Characters with Level 1+ *Equestrian* skill may Gallop without difficulty.

All characters, regardless of skill level, must make Saving Rolls against their DEX scores during crisis situations (mount spooked or injured, character injured, etc.), subtracting 1 from the Saving Roll Target for each level of their *Equestrian* skill.

For example, a character with DEX score of 6 and *Equestrian* Skill Level 3 would have to make a Saving Roll against a Target of 6 in any riding-related crisis.

MP Costs

Following are the MP allowances for each riding movement option.

RIDING MOVEMENT OPTION COSTS

Animal Ridden	Walk	Trot	Gallop
Horse*	8	16	24
Mule, Donkey, Ox	6	8	10
Camel	8	12	16
Elephant	5	8	12
Tabiranth**	9	18	30
Odessan Raxx***	6	9	12

Table Key:

*Denotes a standard medium horse. Horses trained as war horses move at the same rate as medium horses, but give an automatic +3 to all riding Saving Roll Targets.

**Tabiranths, often affectionately referred to as "Tabis", are large feline creatures native to the Marik world Jardine. Much prized as hunting mounts because of their keen senses, they are an important export item for Jardine.

***The Raxx, a large but extraordinarily docile reptile that can be tamed and harnessed as a riding beast, was first en-countered on the Steiner world Odessa. It is now known to be indigenous (in slightly varied forms) on at least a dozen worlds in the Successor States with low (-10° C.) mean temperatures.

Terrain Modifiers

Mounted characters may not enter Heavy Woods or Building hexes of any type, and may not safely enter Rubble, Depth 2 Water, or Marsh/Swamp hexes at paces faster than a Walk. (Although characters may attempt Trotting through such hexes, it requires a Saving Roll against the DEX score for each hex entered). A failed roll will result in 10 HTK, as determined by the Damage Location Table. Terrain modifiers for riding beast movement are shown in the following table.

TERRAIN MODIFIERS TO RIDING BEAST MOVEMENT

Terrain Type	Walk	Trot	Gallop
Clear	1	1	1
Light Woods	2	2	3
Rough	2	3	4
Rubble	2	2*	NA
Depth 1 Water	1	2	2
Depth 2 Water	2	3*	NA
Marsh/Swamp	2	2*	NA
Elevation Change	1 MP/level	1 MP/level	2 MP/level

Table Key:

*Denotes Saving Roll required.

Special Maneuvers

Mount/Dismount

It costs 3 MP for a character to mount or dismount a stationary horse or mule; 4 MP to mount/dismount a camel or raxx, and 6 MP to mount an elephant or tabiranth. A Running or Sprinting character may also attempt to leap astride a moving horse or mule at a cost of 6 MP. To mount successfully also requires a Saving Roll against his DEX score -2 (-4 if the beast is Galloping). *Equestrian* skill modifiers also apply. A character attempting to jump from a moving horse spends 2 MP, and must also make a Saving Roll against DEX to land without falling.

Jump/Leap

Horses and tabiranths are excellent jumpers who can clear obstacles up to two meters high and leap distances of up to ten meters without difficulty, at a cost of 3 MP. Conversely, neither an elephant nor a raxx, regardless of how well-trained, will willingly traverse a ditch, crevice, or other open space of even a few centimeters width. As an Odessan proverb puts it, they would "rather die than fly". All other riding beasts possess Jumping/Leaping abilities similar to those of humans travelling on foot.

VEHICLE MOVEMENT

Wheeled, tracked, and ground effect vehicles of various types all remain common sights on the 31st Century landscape, and may often fight alongside or against individual warriors in personal combat encounters.

MP Costs

Vehicles receive a variable MP allowance per combat round, depending on the rate of speed (measured in km/hr) they are assumed to be travelling. A vehicle receives 1 MP for every 2 km/hr increment of speed. For example, a vehicle moving 10 km/hr during a given movement phase may move 5 MP; one moving 20 km/hr, 10 MP; 40 km/hr, 20 MP, and so on. A vehicle's driver may elect to raise or lower his rate of speed by up to 20 km/hour per combat round.

The Vehicle Movement Rates Table lists the normal maximum safe driving speeds for each of the most common combat/support vehicles of the Succession Wars. Drivers exceeding these limits must make Saving Rolls against their DEX each movement round to maintain control of their vehicles. For every 10 km/hr of excess speed that a vehicle is moving, add 1 to the Base Saving Roll Target. The second and third columns of the table show the modified safe speeds that apply to characters with *Driver* Skill Levels of 4+ or 6+.

VEHICLE MOVEMENT RATES (km/hr)

	Maximum Safe Speed	Safe Speed (Driver 4+)	Safe Speed (Driver 6+)
Jeep	110	138	165
Command Van	90	113	135
Skimmer	145	181	218
Vedette/Hunter	70	88	105
Manticore	60	75	90
Demolisher	50	63	75

Turning

A vehicle's ability to turn sharply (i.e., change facing from one hex to another) is inversely related to its current rate of speed. A vehicle moving at a rate of 10 km/hr or less may change facings at will as it carries out its movement. Vehicles moving at faster speeds are restricted in the number of facing changes they can make, per the Turning Restriction Table:

TURNING RESTRICTION TABLE

Rate of Speed	Turning Restriction
11-20 km/hr	No more than one 60-degree facing change per 2 hexes
21-40 km/hr	No more than one 60-degree facing change per 3 hexes
41-80 km/hr	No more than one 60-degree facing change per 4 hexes
81-160 km/hr	No more than one 60-degree facing change per 5 hexes
161+ km/hr	No more than one 60-degree facing change per 6 hexes

Ground vehicles (hovercraft, skimmers, etc.) may always change facings at will, regardless of their speed of travel, because of the nature of their propulsion systems.

Gamemasters are encouraged to use the **BattleTech** movement rules wherever possible, especially the skid rules found in **CityTech**. Remember that a **BattleTech** or **CityTech** hex is 30 meters wide, and a **MechWarrior** hex is only five meters wide.

Terrain Modifiers

Most vehicles have severe restrictions on the hex types they may safely enter. Vehicles may not normally enter either Heavy Woods or Building hexes (although a 25+-ton wheeled or tracked vehicle may attempt to crash through a building wall). The Vehicle Terrain Modifiers Table lists other modifiers.

Vehicles may change elevation levels at a cost of 2MP per level. Vehicles may only change one level per hex. Hovercraft may travel over water of any level. No other vehicle may enter water hexes.

VEHICLE TERRAIN MODIFIERS TABLE

Terrain Type	Wheeled	Tracked	Hovercraft
Light Woods	NA	2	NA
Heavy Woods	NA	NA	NA
Rough	4	2	1
Rubble	NA	2	1
Depth 1+ Water	NA	NA	1
Marsh/Swamp	NA	NA	1

Special Maneuvers

Enter/Disembark

It costs 3 MP to get in or out of a stationary vehicle. A Running or Sprinting character may attempt to leap aboard a moving vehicle at a cost of 6 MP. To board successfully, however, he must also make a Saving Roll against the DEX + 1 for each 10 km/hr the vehicle is moving.

PLANETSIDE TRAVEL RATES

Gamemasters monitoring the movement of units across a planet's surface will normally use one of two basic travel scales: Overland or Melee. Following are descriptions of each type and the movement speeds possible for characters and vehicles.

Overland Movement

Use Overland Movement scales whenever players are attempting to journey from place to place over a significant distance of open country or wilderness, and when they will not encounter other individuals en route. Overland Movement is normally charted on a hex grid, with one hex representing a distance of five kilometers, and each turn representing one hour.

The Overland Movement Rates Table indicates the travel rates (in hexes per hour) using various modes of transport under conditions of clear terrain and clear weather. Remember that parties employing a mixture of vehicle types can only move as fast as their slowest member.

OVERLAND MOVEMENT RATE TABLE
(in 5 km hexes/hour)

Vehicle	Overland MP Allowance
Man Walking	2
Jet Sled	16
Horse	5
Jeep	15
Mule/Elephant	3
Heavy Transport	10
Camel	4
Command Van	12
Tabiranth	5
Skimmer	20
Raxx	3
Vedette/Hunter Tank	9
Ground Car	20
Manticore Tank	8
Speeder	40
Demolisher Tank	7
Air Car	24
4MP 'Mech	9
Hydrofoil	32
5MP 'Mech	11
Submersible	12
6MP 'Mech	13

Weather Effects

Certain weather conditions can restrict the overland movement speeds of various types of vehicles. Where modifiers produce a fractional MP allowance, round up to the next whole number.

Weather

Speeders travel at half-speed under any bad weather conditions.

Fog

Restricts movement speeds of all types of vehicles by two-thirds.

Snow

Snow restricts movement speed by one-half. Snow has NO effect on jet sleds, raxx, hovercraft, air cars, or skimmers. It restricts the normal movement for tracked vehicles by 75 percent.

Rain

Rain restricts the movement of all vehicles by 75 percent.

Terrain Effects

Certain terrain conditions restrict the overland movement speeds of various types of vehicles. Where modifiers produce a fractional MP allowance, round up to the next whole number. Cross-reference the vehicle type with the general terrain type being traversed. NA means that the terrain allows the vehicle NO movement.

OVERLAND MOVEMENT TERRAIN EFFECTS CHART

Transport Mode	Broken/Rough	Woods	Mountain
Walking	1/2 MP	Normal MP	1/2 MP
Riding Animal	1/2 MP	1/2 MP	1/3 MP (Mule = 2/3 MP)
Wheeled	1/4 MP	NA	1/2 MP
Tracked	1/2 MP	1/2 MP	Normal MP
Hovercraft	Normal MP	NA	1/2 MP
'Mech	2/3 MP	1/2 MP	1/2 MP

[NOTE: Gamemasters should remember to factor in any *Driver* modifiers that apply, but only if whole group receives them.]

Resolving Movement Daily

In instances where players must traverse hundreds of kilometers of terrain before reaching their destination, gamemasters may choose to resolve Overland Movement on a day-to-day basis. To determine how many kilometers a character can travel in one full day, multiply the MP rate indicated in the above Terrain Effects Table as follows:

Walking/Riding MP x 10 hours
Vehicle/'Mech MP x 12 hours (extendable to 24 hours if more than one driver is present)

Melee Movement

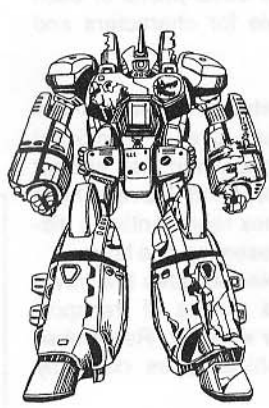
Gamemasters should switch from Overland to Melee Movement whenever players encounter other characters during their travels. Melee Movement is also measured on a hex grid, with each turn representing ten seconds of game time. The size of each hex is dependent on the type of transport being used. If most of the characters involved are travelling on foot or on riding animals, each map hex should represent a distance of five meters. If most are travelling in 'Mechs or other vehicles, then each map hex represents a distance of 30 meters, just as in the **BattleTech** board game. Movement speeds and terrain effects on melee movement have been described earlier in this chapter.

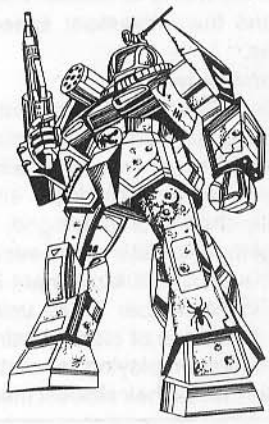
REACTION PHASE

After all units eligible for movement have completed their movement phase, the characters may adjust their facings on the mapboard by up to 60 degrees in either direction. Facing changes are resolved in the reverse order of movement, with the character who moved last during the movement phase (i.e., the character with the highest Initiative Score) changing facing first, and the character who moved first (the character with the lowest initiative roll) reacting last).

RANGED COMBAT PHASE

When all characters have had a chance to change their facing, the combat round moves to the Ranged Combat Phase.





WEAPONS

The Personal Weapons Table presents all the combat information required for the most common ranged weapons used in personal combat. Each weapon is described according to Skill Class, Damage Dice, Range Limitations, and Ammunition.

Skill Class indicates the skill used to determine a character's unmodified To-Hit Roll with a given weapon.

Damage Dice indicates the number of six-sided dice to be rolled in determining the amount of damage given by a successful hit.

Range Limitations indicates the weapon's effective short, medium, and long ranges, measured in five-meter hexes. Use this section of the table to determine the range modifier (see below) for any given attack.

Ammo indicates the number of shots available before the weapon must be reloaded/recharged.

PERSONAL WEAPONS TABLE: RANGED COMBAT

			Range Limitations			
Weapon Type	**Skill Class**	**Damage**	**Short**	**Medium**	**Long**	**Ammo**
To-Hit Modifier			**0**	**+2**	**+4**	
Pistol	Pistol	2D+3	1-2	3-4	5-8	6
Auto Pistol	Pistol	2D	1-2	3-4	5-8	10
Shotgun @	Rifle	3D+2	1-3	4	5	2
Pump Shotgun	Rifle	3D+2	1-3	4-5	6-8	6
SMG	Rifle	3D*	1-3	4-7	8-10	50
Rifle	Rifle	3D	1-6	7-15	16-30	10
Laser Pistol	Pistol	4D	1-3	4-6	7-12	20
Laser Rifle	Rifle	4D+2	1-9	9-21	22-42	20
Tranq Gun	Pistol	Special**	1-2	3-4	5-6	10
Sonic Stunner	Pistol	Special**	1-2	3-5	6-8	25
Short Bow	Bow/Blade	1d+1	1-2	3-5	6-8	1
Long Bow	Bow/Blade	1D+3	1-3	4-6	7-12	1
Light Crossbow	Rifle	2D	1-2	3-5	6-10	1
Heavy Crossbow	Rifle	2D+3	1-3	4-7	8-13	1
Gyrojet Rifle	Rifle	3D+6	1-12	13-36	37-72	10
SRM Launcher	Rifle	5D+6	1-10	11-36	37-54	2
Flamer	Rifle	2D***	1-2	3-4	5-6	12

Table Key:

@Shotguns may fire both barrels in one turn, doing double damage on one To-Hit Roll. Shotguns have an automatic -1 To-HitTarget modifier.

* SMGs can also be fired in bursts of 10 shots, causing damage to a target "area" (see below).

** Stunners and tranq guns directly affect a character's overall BODY. (Saving Roll on 2D-2 to avoid effect. See below.)

*** A successful flamer attack also ignites target area. Any character passing through area takes 1D6 damage for each of the next three combat rounds.

"Ammo" indicates how many shots can be taken before it is necessary to reload.

All ranges are measured in 5-meter MechWarrior hexes.

RANGED ATTACKS

In order to make an attack in personal combat, a character must have a clear line-of-sight (LOS) to a target; have the target within the maximum long range of the weapon he is using; and have a final, modified To-Hit Target Number of 12 or less. This section outlines how to determine LOS, and summarizes the conditions modifying a character's base To-Hit Roll.

Line-Of-Sight

Line-of-sight determinations are made by using a ruler or straightedge to determine the attacker's line of fire and by examining the intervening terrain. In wilderness encounters, Woods and Elevation hexes can block an attacker's line of sight, as follows:

1. Line-of-sight is blocked if more than one Heavy Woods hex or more than two Light Woods hexes stand between the attacker and his intended target.

2. Line-of-sight is blocked if a higher elevation hex stands between the attacker and his intended target.

3. Line-of-sight may be blocked by a hill-crest dead zone. If the attacker is shooting uphill at more than one hex range, his line-of-sight will be blocked if the hex next to the attacker is as high as the hex occupied by the target. Conversely, if an attacker is shooting downhill at more than one-hex range, his line-of-sight will be blocked if the target is directly behind a hex as high as the attacker's hex. The number of hexes blocked by a dead zone depends on the difference in elevation between the affected hexes. That is, a one-level change in elevation produces a one-hex dead zone; a two-level change a two-hex zone, and so on.

In city encounters, buildings and building elevations block LOS and create dead zones in the same way that Elevation hexes do. Rubble hexes have the same effects on LOS as Light Woods. If fighting takes place within a building or other enclosed area, walls (including floors and ceilings) and other larger-than-man-sized obstacles can also block or inhibit an attacker's LOS if they fall within his line of fire for a given target.

Characters who are concealed behind buildings, walls, and so on may partially reveal themselves in order to attack opponents on the other side of that cover. A character who chooses to reveal himself in this manner gives his opponents a line-of-sight to attack him (though the attacker's To-Hit Target Number against a character protected by cover receives a penalty modifier.)

Ranged Combat Modifiers

A character's base, unmodified To-Hit Number with any ranged weapon is equal to the Skill Rating Target associated with his current DEX, -1 for each level of skill in using the weapon (either *Pistol, Rifle,* or *Bow/Blade*). For example, a character with a DEX of 7, Level 2 *Rifle* skill, and Level 1 *Bow/Blade* would have unmodified To-Hit Numbers of 6 with any Rifle weapon (rifle, shotgun, SMG, etc.), 7 with any Bow, Blade, or Thrown Weapon (Longbow, Grenade, etc.), and 8 with any Pistol (pistol, stunner, tranq gun,etc.). Characters then add or subtract the following situational modifiers to this base To-Hit Target:

RANGED COMBAT ATTACK MODIFIERS TABLE

(Use range limits specified in the Weapons Chart)

Range	Modifier
Short	0
Medium	+2
Long	+4

Target Action Modifiers

Stationary	-1
Walking	0
Running	+1
Dodging/Evading	+3
In Partial Cover	+1
In Full Cover (only arm/head exposed)	+3
Prone	+1
In Slow-Moving Vehicle (<10 kph)	+1
In Fast-Moving Vehicle (>10 kph)	+2

Attacker Action Modifiers

Walking	+1
Running	+2
Dodging/Evading	+4
Attacker Wounded	+1
In Slow-Moving Vehicle (<10 kph)	+1
In Fast-Moving Vehicle (>10 kph)	+3

Attacker Fire Modifiers

Using Wrong Hand	+2
Using 2 Weapons	+2
Aimed Shot- Head	+6
Aimed Shot- Arm	+4
Aimed Shot- Other	+3
Drawing Weapon This Round	+2
Firing Through Light Woods/Rubble Hex	+1
Firing Through Heavy Woods Hex	+3
Firing Burst (SMG only)	-2
Careful Aim	-1 per round for a maximum of 3 rounds

Special Modifiers

Partial Darkness	+4 any shot >60m (No penalty if weapon fitted w/IR scope-sight)
Total Darkness	+6 any shot >10m
Fog of War	

[NOTE: Laser Pistols/Rifles Only - For each 12 combat rounds a battlefield engagement lasts, add +1 to all laser fire To-Hit Numbers (due to refraction of light beams by smoke/aerosols).]

SPECIAL ATTACKS

Burst Fire

Characters using SMGs may declare during their weapons fire phase that they are firing a burst rather than a single shot. A burst does the same damage to the target as a single shot (3D6). However, if the shot is successful, all characters in the ring of hexes adjacent to the target also sustain 1D6 of damage.

Aimed Shot

Characters may elect to attempt to target their shots for a specific part of an opponent's body. To attempt an aimed shot, a character must have moved no faster than one-half his Walking MP allowed during the movement phase of the current combat round. He must also have a clear view (i.e., unobstructed by cover) of the targeted hit location. A successful aimed shot always hits the targeted location.

Careful Aim

Characters who do not move during a given movement phase and have a target within their LOS may forego firing and take "careful aim". For each round a character chooses this option, he reduces the necessary To-Hit Target Number by by -1 (up to a maximum of -3). If a character taking Careful Aim at one opponent interrupts his aim by firing at a different opponent, all Careful Aim bonuses are lost. Careful Aim effects are also nullified if the target character moves out of the aiming character's line-of-sight before an attack is made.

Weapons Fire At 'Mechs

In most cases, individual weapons fire will have little or no effect against 'Mechs or other battlefield targets. Any character firing a weapon at a 'Mech, vehicle, or infantry unit must check the Shot At 'Mech Table for modifiers to the Base To-Hit Target and weapon range in BattleTech Mapsheet hexes (30 meters per hex).

If the shot hits, a second 2D6 roll must be made to determine if any damage was done. The effective damage column of the Shot At 'Mech Table shows the range of numbers that will inflict damage. All individual weapons will do only 1 point of damage to a battlefield target. Tranq guns, stunners, and all bow weapons will have no effect against 'Mechs and vehicles, but will affect infantry units.

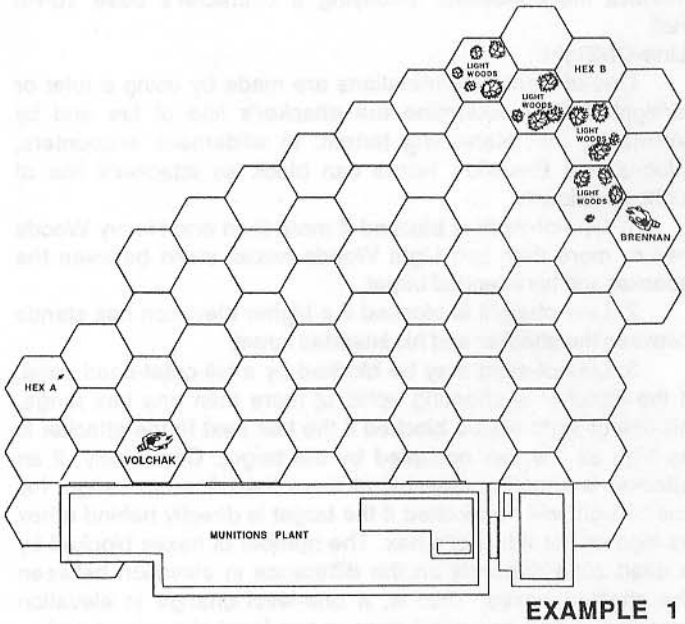
SHOT AT 'MECH TABLE

	Range						
Type	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**Effective Damage On**
Pistol	0	NA	NA	NA	NA	NA	NA	2,12
Auto Pistol	0	NA	NA	NA	NA	NA	NA	2,12
Shotgun	0	NA	NA	NA	NA	NA	NA	2
Pump Shotgun	0	NA	NA	NA	NA	NA	NA	2
SMG	0	+6	NA	NA	NA	NA	NA	2,12
Rifle	0	+2	+4	+6	NA	NA	NA	2,12
Laser Pistol	0	+3	NA	NA	NA	NA	NA	2,12
Laser Rifle	0	+2	+4	+6	+8	NA	NA	2,11,12
GyroJet	0	+2	+4	+4	+6	+8	+10	2,10,11,12
SRM	+1	+2	+2	+4	+4	+6	+6	2,9,10,11,12
Flamer	0	+2	+4	NA	NA	NA	NA	2,12

Table Key:
Number = To-Hit Target Modifier
NA - Not Allowed
Range = In BattleTech hexes (30 meters/hex)

CALCULATING MODIFIED TO-HIT TARGET NUMBERS

Following are several examples of calculating modified To-Hit Target Numbers.



EXAMPLE 1

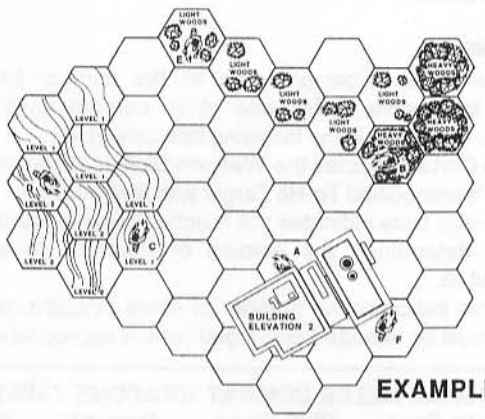
Example 1: Two characters, a Davion Mech-Warrior named Brennan and a Kurita security guard named Volchak, encounter one another outside a munitions plant on a Kurita-held world, as shown in Diagram 1. Brennan is armed with a laser pistol, presently still holstered, for which he has an unmodified To-Hit Target of 5. Volchak carries a readied rifle (Base To-Hit of 6). Brennan wins the initiative and elects to move last.

Volchak walks two hexes to his left (Hex A). Brennan responds by running to Hex B, drawing his weapon as he puts a Light Woods hex between him and his foe. The two men are now ten hexes apart, which is medium range for Brennan, short range for Volchak. Volchak applies the following modifiers: Defender running (+1); Attacker walking (+1), and Firing through Light Woods (+1) [6+1+1=his final modified To-Hit Number of 8].

Brennan's modifiers are Medium range (+2), Target walking (0), Attacker running (+2), Attacker drawing weapon (+2), and Firing through Light Woods (+1), yielding a modified To-Hit Number of 12 [5+2+2+2+1 = 10]. As both characters have a target in line-of-sight and To-Hit Targets of 12 or less, both may fire by rolling 2D6. If the result rolled is equal to or greater than their To-Hit Target, they will score a successful hit.

Example 2: Diagram 2 below shows the placement of the combatants in a three-on-three firefight, at the end of a movement phase. Warriors A, B, and C are facing off against Warriors D, E, and F. The chart identifies what weapon each warrior carries, his unmodified To-Hit Target with that weapon, and his most recent movement phase action:

Warrior	Weapon	To-Hit Number	Movement Action This Round
A	Laser Rifle	6	Stationary (Partial Cover)
B	Long Bow	5	Walked
C	Pistol	7	Ran
D	Rifle	5	Walked
E	Shotgun	6	Dodged
F	Tranq Gun	6	Stationary (Concealed)



EXAMPLE 2

Warrior A may attack either Warrior D or E. Attacking D, his modifiers would be Target walking (0), and Attacker stationary (0), giving a modified To-Hit Target of 6. Against E, Warrior A's attack modifiers would be Target dodging (+3), Attacker stationary (0), and Firing through Light Woods (+1), for a modified To-Hit Target of 10. Not surprisingly, Warrior A chooses D as a better target. (Because Warrior A has elected to use the building's roof level as partial rather than full cover, he suffers no penalty on his own To-Hit Target.)

Warrior B may attack Warrior D, and may also attack Warrior F if the latter emerges from his concealment behind the building to fire. Warrior B may not fire at Warrior E (or vice versa) because his line of fire would pass through three Light Woods hexes. B's To-Hit modifiers against D are Medium range (+2), Target walking (0), and Attacker walking (+1), yielding a modified To-Hit number of 8. If attacking F, his modifiers would be Target in full cover (+3), and Attacker walking (+1), for a modified To-Hit of 9. If initiative permits, B will probably attempt to wait until Warrior F declares his intentions before selecting his own target.

Warrior C may not attack Warrior D because of the hill-crest dead zone between them, and so he has only one possible target, Warrior E. His To-Hit Target Number against E would be Medium range (+2), Target dodging (+3), Attacker running (+2), and Attacking through Light Woods (+1), yielding a modified To-Hit of 15. As a character must have a modified To-Hit Roll of 12 or less to attack, C may not fire at all this round.

Warrior D may attack Warriors A or B, but not C (hill-crest dead zone). His To-Hit modifiers against A are Target in partial cover (+1), and Attacker walking (+1), yielding a modified To-Hit Target of 7. Against B, his modifiers are Target walking (0), Attacker walking (+1), and Firing through Heavy Woods hex (+3), for a modified To-Hit of 9. D elects to fire at Warrior A, and further decides to make the shot an Aimed Shot at his opponent's chest, adding an additional modifier of +3. A now needs a 10+ to hit his foe, but will automatically hit the chest with any successful shot.

Warrior E may attack either A or C. Attack modifiers against A are Medium range (+2), Target in partial cover (+1), and Attacker dodging (+4), yielding a modified To-Hit chance of 12. Versus C, his modifiers are Target running (+1), and Attacker dodging (+4), for a modified To-Hit of 11. Warrior E elects to fire at character C.

Warrior F may either emerge from his concealment behind the building to attack Warrior B, or remain in hiding. Against B, his modifiers would be Target walking (0), Attacker firing from full cover (+1), and Firing through Heavy Woods (+3), for a modified To-Hit of 10. Since F's opponent would have a better chance of hitting him than F has of hitting B, Warrior F will probably elect to remain under cover. [Note, however, that if F's side has won the initiative in this round, and he can select his target after B has decided to attack D, he may fire at B with no danger of return fire.]

Players following the above examples may at first find themselves a bit overwhelmed by the number of modifiers that may be applied to each To-Hit Roll. However, the weapons section of the Character Sheet provides space for recording their character's modified To-Hit chances for each of the most common combinations of shot range and attacker movement (stationary, walking/firing from cover, running, and dodging). Consequently, the only adjustments a player should have to figure in during combat are the defender's movement action and any fire modifiers that occur.

EFFECTS OF ARMOR

Characters can reduce the effects of some kinds of weapons fire by wearing certain types of protective clothing or armor. Players may equip their characters with one or more of these protective outfits, all of which are described below.

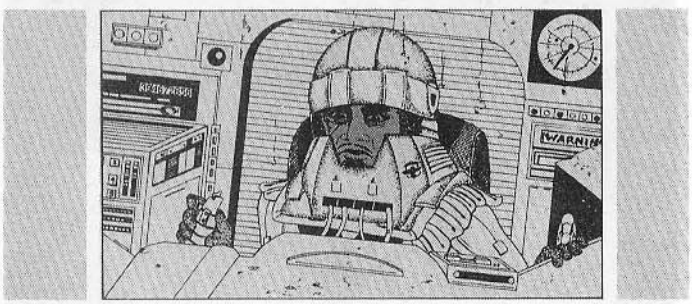
Flak Vest

By far the most common form of protective clothing worn in the Successor States is the flak vest, a cloth and metal-fiber, triple-mesh garment designed to stop the penetration of slugs and other projectiles. A flak vest reduces by one-half all damage taken from slug-throwing weapons and bows, and is modestly effective against energy weapons (stopping 2 points of damage per hit). Flak vests have a total absorptive capacity of 25 points of damage. After reaching this limit, the vest becomes useless, providing no further protection. A flak vest protects its wearers' full torso and arms, but not the legs or head. However, the flak suit, a variant of the flak vest, provides full body protection. Flak suits have a total absorptive capacity of 40 damage points, but are also bulkier than a vest, reducing a character's MP allowance by one-half.

Heavy Environment Suit

Heavy environment suits are used for travel in endemic or low-oxygen atmospheres, and provide the same protection as a flak suit, up to an absorptive limit of 50 points. Heavy environment suits also effectively protect their wearers from the effects of tranq guns and stunners (-4 to all Saving Roll Targets against these attacks). Gamemasters must bear in mind, however, that the life-support effectiveness of a heavy environment suit may be impaired if it takes more than 10 points of damage. Light environment suits absorb 30 points of damage and add -2 to all Saving Roll Targets against tranq guns and stunners. Characters wearing environment suits reduce their MP allowance by half.

On rare occasions, players may encounter warriors outfitted with protective suits made from ablative materials like those used to shield 'Mechs making assault landings from low orbit. Ablative suits absorb all damage taken from laser fire, up to a maximum absorptive capacity of 50, but offer no protection against other weapons. Because ablative materials are exceedingly rare and primarily reserved for 'Mech use, only a few man-sized suits of this material have been produced, and their purchase cost (black market only) is usually astronomically high. There are stories, however, of certain crack Kurita infantry units who possess such garments.



MELEE ATTACK PHASE

Melee combat consists of close action between opponents in adjacent hexes. Characters engaged in melee attacks use weapons listed on the Melee Combat Weapons Table below. They carry out their maneuvers during the Melee Combat Phase, after the completion of all movement and ranged combat.

Just as in Ranged Combat, Warriors making Melee attacks declare their targets in consecutive order, beginning with the Warrior with lowest Initiative Score. To be eligible to perform a Melee attack, a character must:

1. Be adjacent to one or more enemy characters
2. Have not made a Ranged Attack during the present combat round
3. Have not moved during the current phase at an MP rate faster than Dodge/Evade. (Exception: a Running or Sprinting character may attempt a Grapple/Tackle maneuver, as described below).

WEAPONS

The table below presents all the combat information required to resolve melee and close combat attacks. Each weapon is described in the following four categories.

Skill Class Indicates the Weapon Skill used to determine a character's unmodified To-Hit Target with that weapon.

Damage Dice indicates the number of six-sided dice to be rolled to determined the amount of damage done by any successful hit.

Ammo indicates the number of shots available before the weapon must be reloaded/recharged (where appropriate).

PERSONAL MELEE COMBAT WEAPONS TABLE

Weapon Type	Skill Class	Damage	Ammo
Cudgel/Blackjack	Brawling	1D+1*	
Club	Brawling	1D+2*	
Dagger/Knife	Bow/Blade	1D-1(min 1)	
Sword	Bow/Blade	2D+2	
Bayonet	Rifle	1D+3	
Vibro-blade	Bow/Blade	3D	20
Stun-Stick	Bow/Blade	1D-2**	20
Neural Whip	Bow/Blade	1D6**	20
Shield Bash	Brawling*	1D+1	
Hand-to-Hand Attacks:			
Grapple/Tackle	Brawling*	Brawling damage	
Punch/Kick	Brawling*	Brawling damage	

Key to Symbols:

*If the attacker comes from behind and scores a Head Hit, the defender must make a BODY Saving Roll to avoid unconsciousness.

**Attacks directly affect target's overall BODY, rather than one hit location.

Defender will possibly be Unbalanced by attack (see below).

Brawling Damage = BODY score non-lethal damage, except for critical wounds.

TO-HIT MODIFIERS

Unlike Ranged Combat, Melee does not require that either weapon range or line-of-sight be taken into account. The only considerations are the relative elevations of the two combatants, the type of movement each last performed, and the type of attack made. A character's base To-Hit Roll with a melee weapon is equal to the Skill Rating Target associated with his current DEX, -1 for each level of relevant skill (*Bow/Blade, Rifle,* or *Brawling*). For example, a character with a DEX of 7, Skill Level 2 *Bow/Blade* and Level 1 *Brawling* would have an unmodified To-Hit Roll of 6 with any sort of blade weapon, 7 with a Cudgel, Blackjack, or Club in hand-to-hand combat, and 8 with a Bayonet.

Additional modifiers applied to the base To-Hit Roll are as follows:

MELEE TO-HIT ROLL MODIFIERS TABLE

Target	
-1	Stationary
-1	Made ranged attack against another opponent
0	Walked
+2	On higher elevation
+3	Dodged/Evaded
-2	Also making all-out attack
+2	In moving vehicle
+1	In partial concealment
Attacker	
+1	Walked
+2	Dodged/Evaded
+2	Ran (tackle only)
+3	Sprinted (tackle only)
-2	Making all-out attack
-2	On higher elevation
+2*	Using wrong hand
+2*	Using 2 weapons
+2	Drawing weapon this round
+4	Aimed shot - head
+3	Aimed shot - arm
+2	Aimed shot - other
+1	Partial darkness
+2	Total darkness

[NOTE: Ambidextrous characters may avoid some of these penalties.]

SPECIAL ATTACKS

Aimed Shots

Characters may attempt to target melee attacks for specific parts of the body. To attempt an Aimed Shot, an attacker must have moved no faster than one half his MP allowance during the preceding Movement Phase. A successful Aimed Shot always hits the targeted location.

Coshing

Attackers using Cudgels, Blackjacks, or Clubs may make a special attack from behind, in an attempt to knock their opponent unconscious. This attack, known variously as coshing or sandbagging, requires either a Hit Location Roll of Head or an Aimed Shot to the head. It gives one-half the weapon's normal damage. However, if the attacker strikes his opponent's head, the victim must make a BODY Saving Roll, with a penalty of +1 for every level of his attacker's *Brawling* skill. (This shows that the attacker "has the right touch" rather than missing or, alternately, beating his opponent's brains out). If the roll fails, the victim becomes unconscious for 1D6 melee rounds per damage point inflicted.

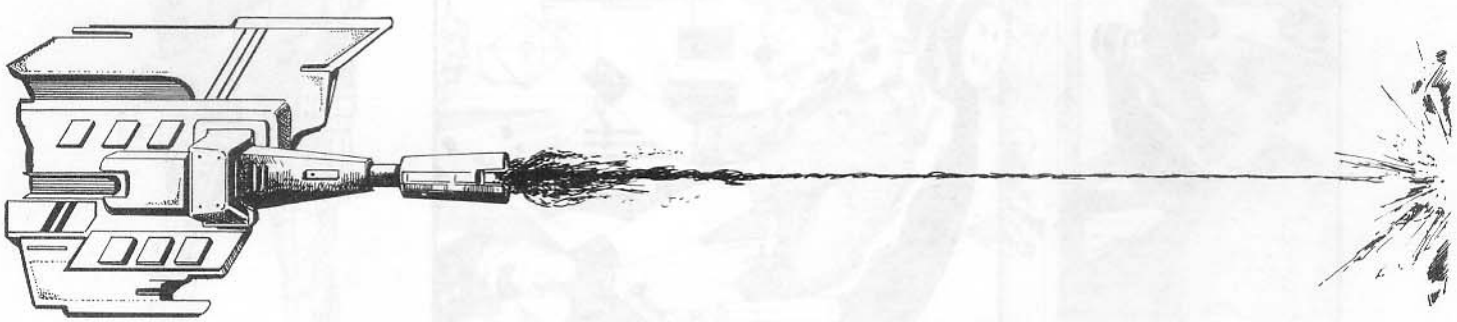
All-Out Attacks

Characters may attempt to put extra effort into a melee attack, throwing caution (and potential defense) to the wind. Any MechWarrior attempting an all-out attack receives a +2 bonus to his To-Hit Roll whenever trying such an attack. However, an opponent carrying out a melee attack against him also receives a +2 modifier to his To-Hit Roll.

Grapple/Tackle

At times, characters may attempt to attack using their bodies rather than weapons. When the attacker has either not moved or moved very little, this attack is termed a Grapple. Otherwise, it is termed a Tackle. In both cases, the objective is to restrain the opponent, or to wrestle or shove him to the ground or floor. In making a Grapple/Tackle attack, the attacker suffers a penalty for moving during the preceding movement phase, but also receives a +1 bonus to damage for each two hexes traveled (rounding down). This represents the additional force generated by a running opponent against an immobile target.

The Grapple/Tackle attack is resolved in the normal fashion. The defender receives damage as above, and additionally, the attacker sustains damage equal to one-half the defender's BODY score (round up). All damage in Grapple/Tackle attacks are applied to the combatants' torsos.



For example, an attacker with a BODY of 8 and Level 2 *Brawling* skill grapples a defender with a BODY of 6, after moving six hexes to make the attack. A successful attack results in 13 total points of damage to the defender, determined as follows: 8 (normal *Brawling* damage) + 2 (Level 2 *Brawling* skill) + 3 (one-half of the six hexes moved). The attacker suffers 3 points damage (one-half the defender's BODY). All damage is applied to the torso.

If an attack is successful, players must determine whether the combatants fall to the ground. The defender makes a DEX-based Saving Roll, using the difference between attacker's and defender's BODY score as a modifier. In the example above, the defender would suffer an +2 (8 - 6) modifier to his Saving Roll Target. If the situation were reversed, i.e., the attacker had BODY 6 and the defender BODY 8, the Target modifier would be -2 (6 - 8), a bonus to stay standing erect.

During successive turns, the attacker has control of the defender. That is, the attacker may release the defender and move elsewhere. Otherwise, the defender must spend an entire combat round attempting to escape the attacker's grasp. This, too, is a DEX roll, made with the same BODY modification as before, with an additional penalty of +3 if the combatants have fallen to the ground. The end result of all successful Grappling operations puts both combatants in the same hex.

Shields

Characters carrying one-handed melee weapons or slug-throwers may carry a small shield in the form of a buckler or Roman round shield to help in their defense. (The usefulness of large, full-body shields like the tower shield of Earth's Middle Ages has been obviated by the development of the laser.) Use of a shield somewhat restricts the player's own vision and mobility, adding a +1 modifier to the wearer's own To-Hit Target with weapons, and reducing by one-quarter his MP allowance for any maneuver (i.e., Walking = 3 MP, Dodging/Evading = 5 MP, Running = 7 MP). Nonetheless, players may feel that the benefits of wearing such protection justify these costs.

Alternatively, a character can use his shield as an offensive weapon. During any melee combat round, the attacker may choose to use the shield as a weapon, driving it against his foe in an attempt to unbalance or force him backward. As in a Grappling attack, the difference in BODY is used as a To-Hit Target modifier, and a successful attack requires the defender to make a DEX-based Saving Roll (including the BODY difference) to remain upright. If the defender is able to remain standing, he will be forced into one of his three rear hexes by the attack, and the attacker will advance into the hex vacated by the defender.

Gamemasters may choose to allow shields of different sizes and capabilities, using the buckler shield as a guide.

Firing Ranged Weapons Into Melee

Given the turn length and the proximity of grappling or wrestling combatants, the following simplification has been made, in order to partially discourage trigger-happy combatants from firing into melee. Whenever more than one target, friendly or enemy, is present in a hex, the actual recipient of the ranged attack is determined AT RANDOM immediately prior to To-Hit Roll. The reason for this is that a third party could not fire at one of two closely-struggling combatants without risk of hitting the other. Naturally, if the To-Hit Roll fails, the attacker misses all targets in the hex.

Martial Arts

Characters with *Brawling* level 4 or more qualify for martial arts skill. They are now able to cosh without a weapon. Their Grapple/Tackle bonus is (BODY+ DEX x2)instead of +1 per every 2 hexes run. They only sustain one-fourth normal damage as a defender or attacker in a Grapple/Tackle attack, and no DEX Saving Roll is required to remain standing after such an attack.

Resolving Melee Combat

When resolving melee combat the attcker rolls to see if he hits his target. If the roll is successful, non-lethal damage equal to the attacker's body is applied. The damage amount may be modified by certain skill levels. The attacker also makes a hit location roll. If a critical hit is rolled (i.e. doubles) the specific lethal damage is applied. If no critical hit is rolled there is no additional effect. Now lethal damage must be recorded and levels monitored as Consciousness Rolls must be made in the same manner as described for lethal HTH.

An unconscious character suffers whatever others may wish to do. No to-hit roll is required to strike an unconscious character. Non-lethal HTH are recovered at a rate of 1 point per 5 minutes for the first hour and 20 points per hour thereafter. No physical activity may take place during this recovery period. Physical activity stops healing of non-lethal at its current level.

INSIDE GUN IMPLACEMENT

DAMAGE

This chapter describes the Damage Adjustment Phase of **MechWarrior** that takes place at the end of each combat round. Included are the rules for determining damage taken during personal combat, the effects of critical hits, rates for healing naturally, the kinds of medical care available in the MechWarrior universe, how it may be applied and the effects of this care.

DETERMINING DAMAGE LOCATION

If a warrior makes a successful To-Hit Roll, the attacker then rolls two dice and reads them consecutively (producing a result between 11 and 66). Compare this die roll to the appropriate column on the Damage Location Table to determine the hit location of the shot.

DAMAGE LOCATION TABLE

	Second Die					
First Die	**1**	**2**	**3**	**4**	**5**	**6**
1	L Arm*	L Arm	L Arm	L Arm	R Leg	R Leg
2	R Leg	R Leg*	R Leg	Head	Head	Head
3	Head	L Arm	Torso*	Torso	Torso	Torso
4	Torso	Torso	Torso	Torso*	Torso	Torso
5	Torso	Torso	R Arm	R Arm	R Arm*	R Arm
6	R Arm	L Leg	L Leg	L Leg	L Leg	L Leg*

* = Automatic critical hit (see Allocating Damage, below)

EFFECTS OF COVER

If a damage location roll indicates a body area that is protected by cover (i.e., a leg hit when the target is kneeling behind a stone wall), ignore the result and reroll on the table again. If a second 'impossible' result occurs, let it stand, and treat the shot as a ricochet or other oddity.

AIMED SHOT

If an attacker declares and successfully executes an aimed shot, he automatically strikes the damage location declared.

ALLOCATING DAMAGE

Each character has a total damage capacity equal to his BODY score x 10. For example, a character with BODY 6 has a damage capacity of 60 points, a character with BODY 8 has a damage capacity of 80 points, and so on. Damage capacity is distributed among the six hit locations of a character's body as follows:

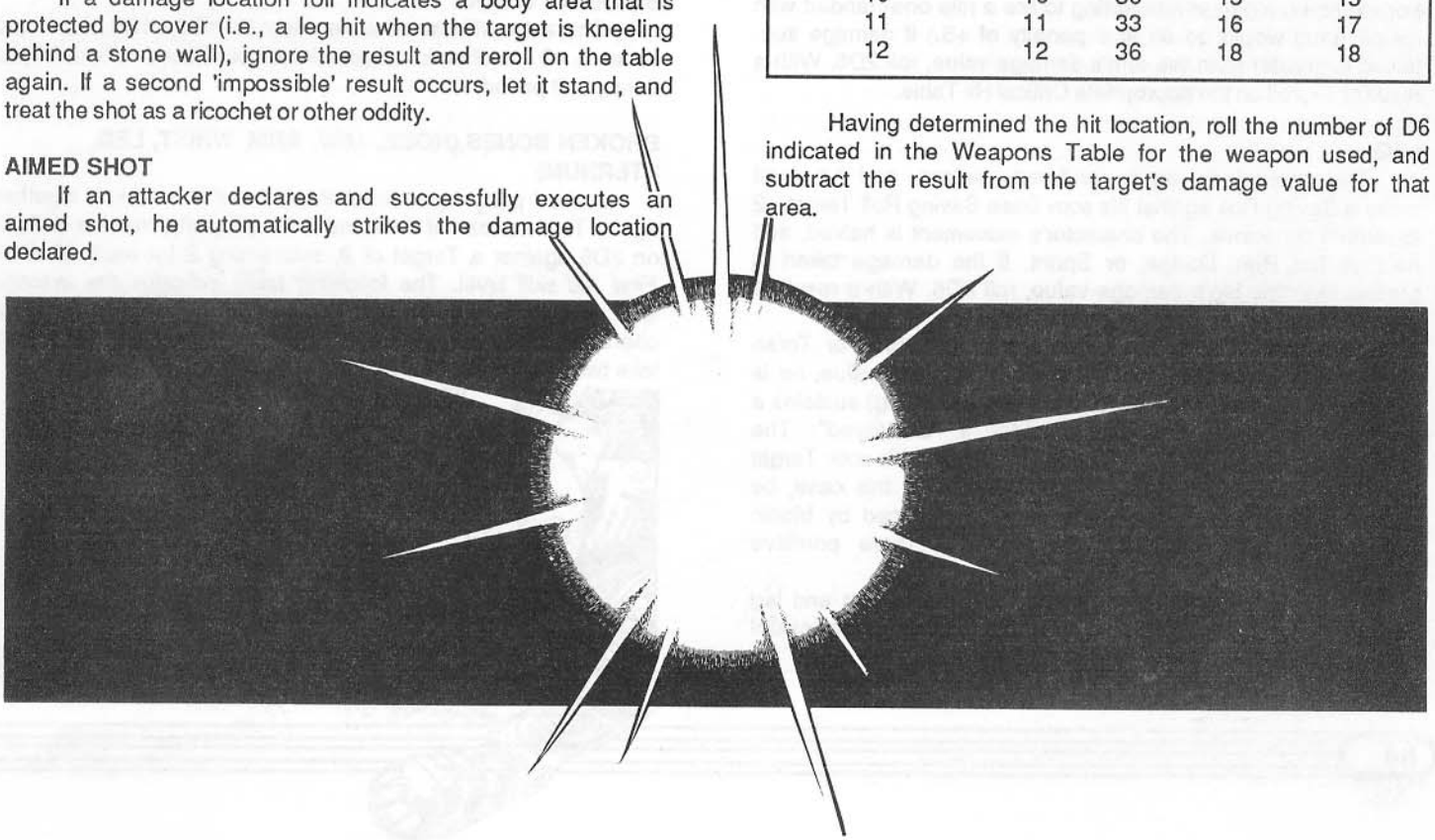
Head	10%
Arms	15% each
Torso/Trunk	30%
Legs	15% each

The Damage Capacity Table indicates the damage value for each location according to a character's BODY score:

DAMAGE CAPACITY VALUES

BODY Score	Head	Torso	Damage Arms (each)	Legs (each)
2	2	6	3	3
3	3	9	4	5
4	4	12	6	6
5	5	15	7	8
6	6	18	9	9
7	7	21	10	11
8	8	24	12	12
9	9	27	13	14
10	10	30	15	15
11	11	33	16	17
12	12	36	18	18

Having determined the hit location, roll the number of D6 indicated in the Weapons Table for the weapon used, and subtract the result from the target's damage value for that area.



EFFECTS OF DAMAGE

If the total amount of damage sustained by a body location at the end of any combat round is equal to or greater than the area's damage value, the following effects occur:

HEAD

The victim automatically loses consciousness. To remain alive, make a 2D6 roll (add together the results of two dice) against the BODY Base Saving Roll Target. If the roll succeeds (i.e, was greater than or equal to the Target), the character lives. If the roll fails, the character is dead. No medical treatment will revive him. If damage sustained is greater than the head's damage value, also make a roll on the Head Critical Hit table.

TORSO

The victim automatically becomes unconscious. The character must make a Saving Roll against the BODY Base Saving Roll Target to remain alive. If the roll fails, immediate (within 30 minutes) Level 4 medical care may save the character. If the damage sustained is greater than the torso's damage value, also make a roll on the appropriate Critical Hit Table.

ARM

The character's arm is rendered useless. the character must make a Saving Roll Against his BODY Base Saving Roll Target +2 to remain conscious. If the damage is to his weapon arm, the player may fire (or swing) his weapon with the other hand, at the usual penalty of +2. (If the weapon in use is a two-handed weapon, the player may continue to make attacks with the remaining hand, at an additional penalty of +3. For example, a player attempting to fire a rifle one-handed with his off hand would do so at a penalty of +5.) If damage sustained is greater than the arm's damage value, roll 2D6. With a result of 7+, roll on the appropriate Critical Hit Table.

LEG

The character's leg is rendered useless, and he must make a Saving Roll against his BODY Base Saving Roll Target +2 to remain conscious. The character's movement is halved, and he may not Run, Dodge, or Sprint. If the damage taken is greater than the leg's damage value, roll 2D6. With a result of 7+, roll on the appropriate Critical Hit Table.

If a character sustains damage to his Head or Torso equal to or greater than twice the area's damage value, he is considered automatically killed. If a limb (arm or leg) sustains a similar amount of damage, consider it "destroyed". The character must then make a Saving Roll against his BODY Target to remain alive (blood loss and shock could, in this case, be fatal enough). "Destroyed" limbs may be replaced by bionic limbs of myomer or metal (or, possibly, more primitive prostheses).

If a character becomes unconscious due to arm and leg hits, he may regain consciousness by making a successful Saving Roll against his BODY Target + 2.

CRITICAL HITS

The Critical Hit Table shows what a bloody and dangerous matter personal combat is in the 31st century. Most possible hit locations can sustain only one or two good hits from a common weapon like a pistol or rifle, while a single shot from a powerful weapon like a laser rifle can often disable an opponent on the spot.

[GAMEMASTER'S NOTE: Shots fired by tranq guns or stunners are designed to affect a character's overall stamina, and do not damage specific hit locations. When a character is hit by a shot from one of these weapons, he must make a Saving Roll against his BODY Target. If successful, the character has resisted the weapon's effects; if unsuccessful, he immediately falls unconscious.

During an attack, characters may sustain damage from critical hits that is greater than a location's total damage value. Critical hits result automatically with damage location die roll results of 11, 22, 33, 44, 55, and 66. If a critical hit occurs, roll 1D6 against the appropriate column on the table below to determine the precise nature of the Critical Hit.

CRITICAL HIT TABLE

Die Roll	Head	Arm	Leg	Torso
1	Blurred Vision	Shoulder Separated	Ligaments Torn	Ribs Broken
2	Nose Broken	Arm Broken	Internal Bleeding I	Internal Bleeding I
3	Jaw Broken	Internal Bleeding I	Leg Broken	Sternum Broken
4	Hearing Loss	Wrist Broken	Ankle Shattered	Internal Bleeding II
5	Burns/Scarring	Finger(s) Severed	Internal Bleeding II	Lung Pierced
6	Eye Blinded	Elbow Shattered	Foot Torn Off	Spleen Perforated

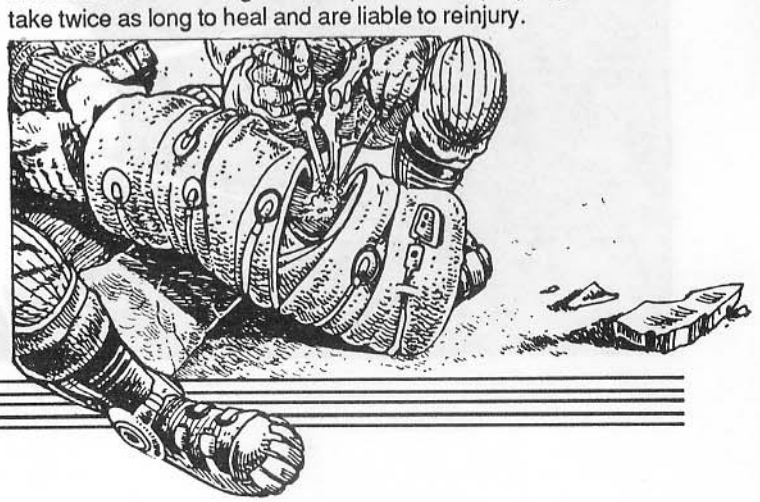
Damage results from The Critical Hit Table are further elaborated below. The skill rolls indicated must always be made against the Skill Rating Target of the character tending the wounded, not the victim.

BLURRED VISION

Character will have double vision for 1D6 x 1D6 hours, and suffer a +3 modifier to all attacks or DEX-based actions made during that period.

BROKEN BONES (NOSE, JAW, ARM, WRIST, LEG, STERNUM)

A third party must reset the bone if it is to knit together again. To determine if the bone is set properly, make a skill roll on 2D6 against a Target of 9, subtracting 2 for each *Medical/ First Aid* skill level. The following table indicates the average time needed for a given break to heal fully and the penalties a character takes during his recuperation. Improperly set bones take twice as long to heal and are liable to reinjury.



HEALING RATES TABLE

Body Part	Healing Time	Effects of Injury
Nose	2 weeks	Temporary -1 to CHA (permanent if improperly set)
Jaw	4 weeks	Garbled speech; temporary -1 to CHA (permanent if improperly set)
Arm	6 weeks	Requires hard cast; +1 to all combat and DEX-based Targets using arm
Wrist	8 weeks	Arm must be immobilized and cannot be used
Leg	8 weeks	Requires hard cast; character may move at 1/3 rate using crutches
Sternum	12 weeks	No strenuous movement of any kind permitted

HEARING LOSS

The character suffers a loss of hearing in one ear. Roll 1D6. On a roll of 1 or 2, this deafness is permanent. On a roll of 3-6, the hearing loss is temporary and will end after 1D6 weeks. While affected, the character suffers a +4 modifier to all hearing rolls.

BURNS/SCARRING

The character's face is severely scarred by burns or explosion damage. He loses 1D6 points from his CHA score (although it cannot fall below 1). Hospitalization and proper skin grafting will reduce this CHA loss by 50 percent.

EYE BLINDED

The character permanently loses all vision in one eye unless the attending medic can successfully make an Emergency Skill Roll (roll 2D6, with a successful result equal to or greater than the medic's *First Aid* Skill Rating Target +4). Victims who are blinded in one eye suffer a permanent +1 modifier to all combat and DEX-based die rolls. They also lose 1 hex-width from their firing arc (reflecting their "blind side"). By making successful BODY and Medical Saving Rolls, the blindness will be only temporary (1D6 + 10 days).

SHOULDER SEPARATED

For two weeks, this injury adds +2 to all combat or DEX-based skill rolls made with the afflicted arm.

INTERNAL BLEEDING I

The victim's injuries cause internal bleeding. The attending medic must make an Emergency Skill Roll against his *Medical* Skill Target +3 to complete proper lifesaving procedures, or else the victim dies in 2D6 hours. Add 1 to the Emergency Skill Roll Target for each hour of delay between injury and treatment.

INTERNAL BLEEDING II

This is the same as Bleeding I, except that the medic's Emergency Skill Roll is made against his *Medical* Skill Target +6, and the Target modifier is +1 for every 15 minutes of delay between injury and treatment.

FINGER(S) SEVERED

A character loses one to three digits from the affected hand (Roll 1D6: 1-3 = 1 finger; 4-5 = 2 fingers; 6 = 3 fingers). Injury reduces by 1 all To-Hit Rolls (if the affected hand was the character's shooting hand) and rolls against the DEX score for manual dexterity using this hand.

ELBOW/ANKLE SHATTERED

A character's bone is broken into multiple fragments, which will require delicate surgery to restore. The attending medic must make an Emergency Skill Roll against his *Medical* Skill Target + 5 to successfully complete this surgery. If the die roll is successful, treat the affected limb as a normal broken arm or leg; if unsuccessful, the victim will suffer permanent disability to the affected limb (unless he gets a bionic replacement).

LIGAMENTS TORN

The character suffers a one-half reduction to his walking MP allowance for 1D6 x 1D6 days. He may make no Run/Dodge or Sprint maneuvers until the injury heals.

FOOT TORN OFF

A character's foot is ripped loose from his body. Any character with *First Aid/Medical* Skill Level 4+ who provides medical attention within 30 minutes of the injury can attempt to re-attach the foot by making an Emergency Skill Roll against his *Medical* Skill Target +6. If successful, treat the damaged limb as a properly-set Broken Leg. If unsuccessful, the victim is crippled (MP allowance reduced by two-thirds) until he obtains a bionic replacement.

RIBS BROKEN

A character's MP allowance is reduced by 1 for three weeks. For that period, he is permitted no heavy lifting.

LUNG PIERCED

The attending medic must make an Emergency Skill Roll against his *Medical* Skill Target + 4, or else peritonitis results. In the latter case, the victim must make a successful Saving Roll against BODY Target + 2, or perish. If successful, the character will suffer a loss of one-half his MP allowance loss (no Run/Dodge or Sprint maneuvers permitted) for 2D6 weeks.

SPLEEN PERFORATED

The attending medic must make an Emergency Skill Roll against his *Medical* Skill Target + 4 to save the victim's life. An unsuccessful roll means that the victim dies. If successful, the patient must remain out of action for twelve weeks to recuperate.

Medical Skill Rolls are made on 2D6 against a character's current skill rating in *Medical/First Aid* (Target Score for LRN - 1 for each skill level). A successful result is equal to or greater than the character's Target. The effects of critical wounds are in addition to the loss of HTK points, though critical wound healing time can run concurrently.

CONSCIOUSNESS ROLLS

Whenever damage reduces a character's Hits-To-Kill, he must make a Consciousness Roll. The Target number for remaining conscious is based on both the original HTK and the current HTK rating of the character. Consult the Consciousness Table to find the HTK number or less that triggers the need for a Consciousness Saving Roll.

For example, if a character with a HTK rating of 80 suffers 14 points of damage, his HTK rating drops to 66. The table calls for a Consciousness Roll of 3 or greater. If only 12 points of damage had been done, no roll would be required.

CONCIOUSNESS TABLE

	Saving Roll Required					
HTK	**3**	**5**	**7**	**10**	**11**	**Dead**
20	17	13	10	7	3	0
30	25	20	15	10	5	0
40	33	27	20	13	7	0
50	42	33	25	17	8	0
60	50	40	30	20	10	0
70	58	47	35	23	12	0
80	67	53	40	27	13	0
90	75	60	45	30	15	0
100	83	67	50	33	17	0
110	92	73	55	37	18	0
120	100	80	60	40	20	0

HEALING AND MEDICAL CARE

NATURAL HEALING

To heal normally, a character's HTK total must be above half the original total. The character will then heal at the rate of one point per day. If the character rests totally (stays in bed), he will heal at the rate of 2 points per day.

If a character's HTK total is less than half the original total, the character will lose HTK points according to the following table.

LOST HTK POINTS

Original HTK	Points Lost Per 24 Hours	Hours Between Healing Attempt
20	6	30
30	6	25
40	5	20
50	5	16
60	5	14
70	4	12
80	4	10
90	3	8
100	3	6
110	2	5
120	2	4

As can be seen, characters with low HTK total who cannot be brought back to at least half their normal totals will soon die. In the case of the weakest characters, this is almost automatic.

EFFECTS OF FIRST AID AND SURGERY

Characters with *Medical/First Aid* skill can perform first aid and surgery to heal the wounded. There are four levels of medical care, and they are based directly on the equipment available for use. Each level of care may be attempted immediately. Second attempts of the same level of care may only be attempted according to the Lost HTK Table.

In other words, first aid may be performed on a character immediately. When a MedKit arrives, it may also be used immediately. It cannot be used again until the required number of hours have passed. If the character is brought to a field hospital, he may be healed there immediately, but a second care attempt may NOT be made until the required number of hours have passed. To find the number of HTK points healed per care attempt, consult the following table:

HTK POINTS HEALED

	Care Level			
Skill Level	**1**	**2**	**3**	**4**
0	1	1	1	1
1	2	2	2	2
2	2	2	3	4
3	3	4	5	6
4	5	6	7	8
5	6	7	8	9
6	7	8	9	10
7	8	9	10	11

1 = 1D6
2 = 2D6
3 = 3D6
4 = 4D6
5 = 6D6
6 = 1D6 X 10
7 = 1D6 X 12
8 = 2D6 X 8
9 = 2D6 X 10
10 = 2D6 X 12
11 = 3D6 X 10

Medical Care

The Medical Care Table shows the care levels, the equipment required for a specific care level, the *Medical* skill level required to use specific equipment, and the time required for each use or healing attempt.

MEDICAL CARE TABLE

Equipment	Care Level	Skill Level Required	Time	Skill
None	1	1	2D6 minutes	First Aid
MedKit	2	1	4D6 minutes	Advanced First Aid
Field Surgery Kit	3	3	5 min/HTK healed	Field Surgery
Equipped Hospital	4	3	10 min/HTK healed	Hospital Surgery

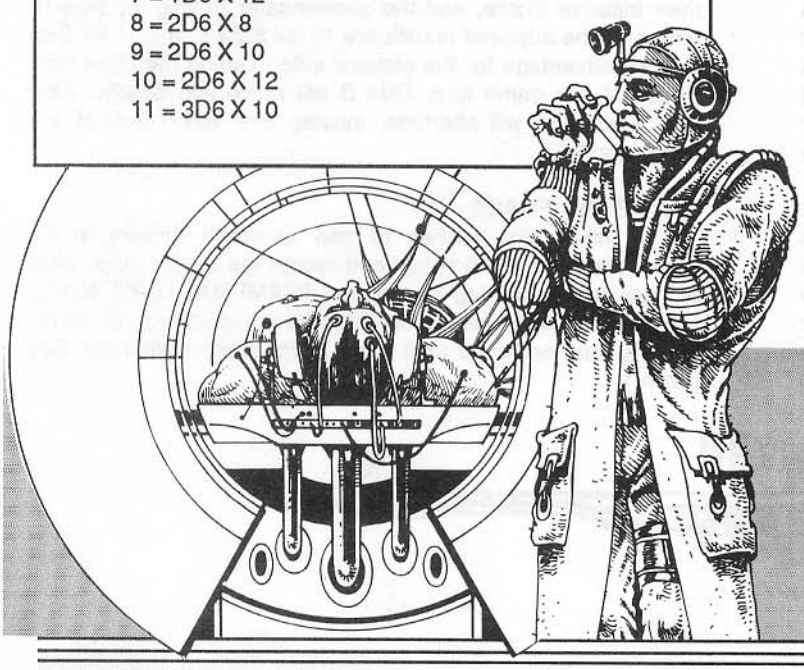
Once a character's HTK has been raised above half its normal value, no further medical treatment will do any good. Only normal healing or bed rest will return the character to full health.

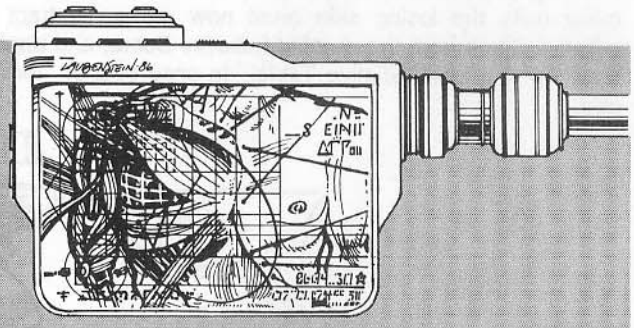
It is possible for a character to be completely healed by surgical care. To prevent him from leaping off the operating room table and into combat, 24 hours of bed rest are required for each hour spent under the knife (Level 3 or Level 4 care). If the character does not remain in bed after such treatment, he will lose 10 HTK per day not spent in the convalescent period. If surgery is attempted before the character is healed normally, all restorative effects are halved, medical care time doubled, and any bed rest time doubled.

For example, a character with 100 HTK is severely wounded in combat. After first aid, he is brought to the hospital with 10 HTK remaining. Level 4 surgery restores 60 HTK, creating a current level of 70. This surgery took 600 minutes, or 10 hours, requiring ten days of bed rest (during which time the character will also gain 2 points per day of normal healing.) If the character decides to immediately return to combat and is then wounded once again, he immediately loses 10 HTK for missing one day of bed rest.

When he returns to the operating table, his HTK level is 20; surgery restores 50 points. The time spent under the knife jumps to 1000 minutes (the normal 50 X 10 multiplied by 2). Normally, 1000 minutes, or 17 hours, of surgery calls for 17 days of rest, but in this case, the time must be doubled to 34 days. If the character still decides to go out before his convalescent time is up, all medical care attempts will be at one-quarter normal, and all rest times will increase four times. This geometric progression will continue until the character dies.

When a character reaches 0 Hits To-Kill, he is dead. There are no exceptions to this rule.





EXPANSIONS TO BATTLETECH

During a MechWarrior campaign, players will resolve 'Mech-to-'Mech combat using revised Expert BattleLance rules from **BattleTech**. These revisions include changes in the Initiative Phase, the addition of a Targeting Phase and a new Artillery Attack Phase, and a minor change to the End Phase. The addition of the Targeting and Artillery Attack Phases permit the aiming and resolution of off-board artillery fire. Note that this chapter explains only the NEW rules.

SEQUENCE OF PLAY

The sequence of play used in **MechWarrior** is as follows:

Initiative Phase
Targeting Phase
Movement Phase
Reaction Phase
Attack Phase: Off-Board Fire
Attack Phase: Weapons Fire
Attack Phase: Physical Attacks
Heat Phase
End Phase

INITIATIVE PHASE

In **MechWarrior**, characters can improve their side's Initiative Score by increasing their skill levels in either *Tactics* (+1 to all Initiative Scores for every skill level) or *Leadership* (+1 for every four skill levels). These bonuses will affect their team's Unit Initiative Bonus (UIB).

To determine initiative in **MechWarrior**, each side rolls 2D6, then adds its Unit Initiative Bonus (UIB) to the result. A 'Mech unit's UIB is based solely on the sum total of the *Tactics* and *Leadership* initiative bonuses of the MechWarriors ACTIVELY involved in the present combat. After having purchased their MechWarrior skill levels during the character generation process, players will have noted their warrior's potential UIB points on the Character Sheet.

Next, compare the results of the modified Initiative Rolls. As in Expert BattleLance, the side with the lower die roll loses the initiative, and must go first during the Movement and Attack phases of the current game turn. To determine how many units the losing side must now move, subtract their Initiative Score from the winning Initiative Score, and apply the results of the Lost Initiative Table. In case of a tie, reroll the dice.

LOST INITIATIVE TABLE

Die Roll Differential	Initiative Effect
1-5	Losing side moves 1 'Mech first
6-12	Losing side moves 2 'Mechs first
13-20	Losing side moves 3 'Mechs first
21+	Losing side moves 4 'Mechs first

The gamemaster can determine the UIB Rating of an NPC 'Mech force using the UIB Ratings Table below. Simply cross-reference the number of 'Mechs present in the current engagement with the overall experience level assigned to the unit (Green, Regular, Veteran, or Elite):

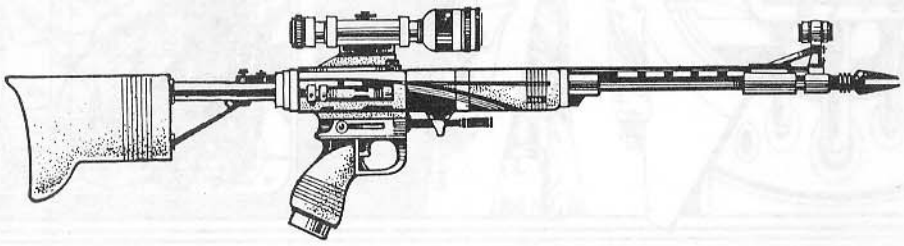
UIB RATINGS TABLE

# OF MECHS	GREEN	REGULAR	VETERAN	ELITE
2	0	0	2	3
3	0	1	2	4
4	0	1	3	6
5	0	2	4	7
6	1	2	5	9
7	1	2	5	10
8	1	3	6	12
9	1	3	7	13
10	2	4	8	15
11	2	4	9	16
12	2	5	9	18

As an example of how the Initiative Phase works in MechWarrior, suppose Side A (the players' side) has six 'Mechs and a UIB of 7. Side B (NPCs) also has six 'Mechs and is rated Veteran (yielding a UIB of 5). The players roll a 10 as their Initiative Score, and the gamemaster (rolling for Side B) rolls a 6. The adjusted results are 17 for Side A and 11 for Side B, a +6 advantage for the players' side. During the Movement Phase of this game turn, Side B will move two 'Mechs. After that, each side will alternate, moving one 'Mech until all are accounted for.

TARGETING PHASE

If either side wishes to use off-board artillery in the present combat, it will select and record the terrain map hexes of their targets during this round. [GAMEMASTER'S NOTE: Remember that artillery shots targeted in a given round will not actually land on-board until three to six game turns later. See below.)



ATTACK PHASE: OFF-BOARD FIRE

During this phase, off-board artillery whose fired shots will land on the battlefield this game turn reveal their written target hex selections, and resolve their fire using the off-board fire rules(see below). At this time, players determine and record damage taken by units present in hexes hit by off-board artillery. This damage takes effect at the end of the Physical Attacks phase.

Artillery Attacks

If either or both sides have off-map artillery units within range of the battlefield, they may use it to provide support fire in an attack. The artillery units select targets for their attacks during the Targeting phase of each game turn, and resolve their attacks according to the following rules.

To participate in a given combat engagement, an artillery unit must either have a direct line-of-sight from its present position to the battlefield (based on normal LOS rules for intervening Terrain and Elevation hexes), or they must have a character present on the battlefield site acting as its forward observer.

Forward observers serve as an artillery crew chief's 'eyes' on the battlefield. They relay the compass coordinates and distance of the target, and provide the artillery gunner with the results of shots fired, until the gunners have homed in on their target. Any friendly character present on a battlefield site (including Techs, Scouts, or MechWarriors themselves) may act as a forward observer. Obviously, characters who possess some degree of *Gunnery/Artillery* skill will provide the most accurate assistance. The 'Mech team records the identity of each artillery unit observer on a piece of paper (along with the character's location on the battlefield terrain map, if the individual is not travelling in one of the active 'Mechs in the engagement).

If an observer becomes unconscious or killed during the course of an engagement, the artillery unit he supports can only continue to fire if it has already successfully completed the "ranging" process (see below), and if it continues to fire at the same target hex. Forward observers may be on foot, in vehicles, or even in 'Mechs. *Stingers* and *Wasps* have been extensively used in this role. They may even use special laser beams to designate targets and omit the Ranging sequence. This equipment replaces the 'Mech's medium laser.

Targeting

During the Targeting Phase of each combat round, each artillery unit eligible to fire selects a target hex, and records this selection on a sheet of paper. This target is revealed during whichever off-board Fire Attack Phase the shot arrives on-board. All artillery units suffer a time delay of three to five game turns between targeting and fire resolution, depending on the type of unit being fired. Sniper cannons suffer a delay of three turns, and Long Tom howitzers suffer a five-turn delay. Thus, a Sniper cannon would resolve its targeted shot from Turn 1 on Turn 4, its shot from Turn 2 on Turn 5, and so on. A Long Tom howitzer would not resolve its Turn 1 shot until Turn 6.

Artillery Fire Resolution

Artillery units do not make individual To-Hit Rolls for each shot they fire, as does a 'Mech or MechWarrior in personal combat. Instead, they employ Ranging Rolls to home in on the target hexes selected by their forward observers. Roll 2D6 and apply the results of the Ranging Rolls against one of the five columns on the Artillery Fire Table below, always starting with Column A. The following modifiers are applied to the Target result:

+1 for each level of *Gunnery/Artillery* skill possessed by the artillery unit crew chief. For NPC artillery units, use the following guidelines: Green = Artillery 0; Regular = Artillery 2; Veteran = Artillery 3; Elite = Artillery 5.

+1 for each 2 levels of *Gunnery/Artillery* skill possessed by the unit's forward observer.

-3 if the unit's forward observer has no *Gunnery/Artillery* skill.

After applying all modifiers to the Ranging Roll, cross-reference the result against column A on the table below. If the result matches a letter between A and E, the shot has missed its mark, and the next Ranging Roll will be made on the column matching the letter indicated. If the result is a *, the shot has struck its intended target, and the Ranging process is complete. All subsequent shots fired by an artillery unit that has completed ranging automatically land in the target hex specified by the forward observer. Some units may have pre-ranged target hexes for which no Ranging is required.

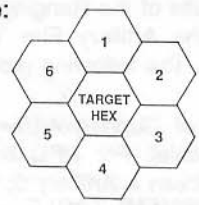
ARTILLERY FIRE TABLE

Die Roll	A	B	C	D	E
2	A	B	C	D	E
3	A	B	C	D	E
4	A	B	C	D	E
5	A	B	C	E	E
6	A	C	D	E	E
7	B	C	D	E	*
8	C	C	D	E	*
9	C	D	E	E	*
10	D	D	E	*	*
11	D	E	E	*	*
12	E	E	E	*	*
13	E	E	*	*	*
14	E	*	*	*	*
15+	*	*	*	*	*

For example, a Long Tom is attempting to hit a target on the BattleTech mapsheet. The gun crew chief has a *Gunnery/Artillery* Skill Level 2 and the forward observer has a Skill Level 1. For the first shot, the 2D6 roll is 6. Skill levels add 3, for a total Ranging Roll of 9. Referencing Column A, the result is C. This means that the shot scatters and that the next roll will be resolved on Column C. This procedure lasts until a * or hit result occurs. Then, each shot targeted for that hex will always hit, even after switching targets and returning to the ranged hex.

Missed Shots

Missed shots, of course, do not simply disappear into midair. They explode in some other location on (or off) the battlefield. To determine the landing area of a missed shot, roll a 1D6 and consult the hex diagram below to determine the direction of the misfire:



Next, roll either 1D6 (if the shot was made on columns C,D, or E of the Artillery Fire Table). If the shot was made on Column A or B of the table, roll 2D6-3 (but never less than 1) to determine the distance the shot travelled off-line. Gamemasters should note that a missed shot will occasionally land fortuitously in the vicinity of an enemy (or friendly) 'Mech, causing the same damage as an on-target shot.

Damage

A Sniper cannon shot does 10 points of damage to each unit present in the hex where it explodes, and 5 points of damage to any unit located in one of the six surrounding hexes. A Long Tom shell does 20 points of damage to each unit in the hex where it explodes, and 10 points of damage to any unit in the six surrounding hexes.

END PHASE

The following revision of the Expert BattleTech rules applies only to MechWarrior Consciousness Rolls, which occur in the End Phase of each game turn. All other considerations, such as the spread of fires, and so on, are the same as in the previously published rules.

MechWarriors wounded during the current turn must make a Saving Roll to determine if they remain conscious and able to continue fighting. The chart provided for this purpose in the **BattleTech** rules presumes that all 'Mech pilots have a BODY score of 6 and 60 HTK.

MechWarrior differs because the number of HTK varies with the character's BODY score (see also Chapter 3). Each cockpit hit is the equivalent of 10 HTK and the Consciousness Roll will depend on the character's current HTK level. Use the Table on page 86 to find the number required.

NOTES ON PILOTING AND GUNNERY SKILL

The way that *Piloting* and *Gunnery* skills are used differs slightly between **BattleTech** and **MechWarrior**. In **BattleTech**, pilots are given their base Target number, usually 5. This is then modified for range and other conditions. In **MechWarrior**, the base target number is calculated by finding the Skill Roll Base Target for the governing attribute and then modifying this number with the character's skill level. This number can now be used in the same manner as the usual **BattleTech** base target or To-Hit number.

OTHER 'MECH-RELATED RULES

The following rules will be useful in campaigning in either **MechWarrior** or **BattleTech**. They expand on the combat-related activities of ejection, scavenging, and 'Mech repair.

EJECTION

There comes a time in battle when the MechWarrior must leave his 'Mech in a hurry. This can be accomplished using the cockpit ejection system. A simple push of a button will blow the cockpit canopy away and rocket the pilot up and away from the now-disabled 'Mech. The ejecting Pilot will land in the hex immediately in front of his 'Mech.

At times, ejection can be quite dangerous, because obstacles may severely damage the launch mechanism and, ultimately, the MechWarrior.

A successful *Piloting* skill roll is required to prevent damage. The skill roll Target can be modified as follows:

Per Level of Piloting Skill	-1
Landing Terrain	
Clear	-2
Water	-1
Rough	0
Rubble	+1
Light Woods	+2
Heavy Woods	+4
Buildings	+4

If the roll fails, the MechWarrior suffers 2D6+6 points of damage. Use the Damage Location Table to determine where each 5 points of damage hit. The damage caused to the 'Mech by ejection is equivalent to having a body part destroyed.

If the MechWarrior does something stupid such as ejecting inside a building whose roof is intact, the gamemaster must determine the results.

PRIZE 'MECHS AND SCAVENGING

To keep from "throwing good 'Mechs after bad," it is common for one side to withdraw from the battlefield when it appears there is no longer a reasonable chance of winning. This leaves the remaining side in control of any disabled and destroyed enemy and friendly 'Mechs on the field. Some of these units will now be little more than scrap, with few or no parts remaining for salvage. Others, however, may have suffered partially or totally reparable damage. Some may even be virtually intact, having been disabled either through overheating or the death of their occupant(s). These 'prize 'Mechs' can be the most valuable booty a 'Mech unit collects. Characters who learn to take maximum advantage of these opportunities greatly improve their chances for continued survival as well as their personal and family status.

Before they can scavenge any prize 'Mechs, the victors must first carefully check them out to eliminate possible remaining enemies. Most often, this would be a MechWarrior armed with a hand weapon. However, it could easily be a MechWarrior who succeeds in restarting a 'Mech originally disabled by heat shutdown. Or, it might even be a damaged 'Mech playing possum.

A victorious party that gets too cocky in approaching its fallen foes can set itself up for some rude surprise. As any real inspection of a prize will require that a Warrior or 'Tech get out of his 'Mech and enter the enemy unit, he is leaving himself an open target for hostile fire. If the players' group takes precautions to give its inspection team proper cover, however, surviving enemy Warriors will more likely surrender than sacrifice their own own lives. The exception may come when there is a history of bad blood between the two sides, or if the victors have a reputation for slaughter or inhuman treatment of prisoners. Depending on the tactics of the victor, remaining mobile 'Mechs may or may not attempt to fire or make a break for freedom. Such units are more likely to surrender if the two parties in the battle are both Mercenary, and its Warriors believe they can ransom back the 'Mech from their opponents in exchange for cash or parts.

When the victors have eliminated all opposition (one way or another), the inspection team can begin to assess whether any salvage exists among the remaining equipment. Any character examining a 'Mech can make a 2D6 roll against his *Technician* Skill Roll Target +6 (or, if no skill level exists, against the LRN Target +3). If this roll is equal to or more than the character's adjusted Target number, he can accurately assess the extent of the damage a 'Mech has sustained. Those who fail this roll will be able to do little more than make sweeping generalities ("It looks fairly bad", or "it looks intact") or to state the glaringly obvious ("Well, its head has been blown off"). Based on this information, the party may choose to take any of these possible courses:

1. Attempt to restore the 'Mech to operating status, using the regular Repair rules.

2. Tear down the unit for salvage, adding its still-functional parts to the unit supply stores.

3. Haul the 'Mech off the field as is, for repair or salvage later.

The base time requirement for a Level 2 Tech to tear down a 'Mech is 360 minutes. Characters with higher or lower Technician Skill Level receive the same adjustments to their time efficiency as outlined below.

If the party has land vehicles at the battle site, it may use these vehicles to transport the salvaged parts or 'Mechs. In most cases, however, the party's 'Mechs will have to do their own hauling, using large, immensely strong nets suspended from their backs. 'Mechs can carry loads of up to twice their own body weight. A 'Mech carrying a load weighing from 0 tons to one-half its weight loses 1 point from its Walking MP. Loads from one-half to 1x the 'Mech's weight reduces MP by one-half. Loads from 1x to 2x a 'Mech's weight reduce its MP by three-fourths. Units engaged in cargo-hauling cannot run or jump.

BETWEEN-BATTLE REPAIRS

After each battle in an extended campaign, MechWarriors will normally have an opportunity to repair some portion of the damage their 'Mechs have sustained. The extent of the repairs possible immediately following a battle depend on a variety of factors. These include the availability of repair materials in unit supply stores, the relative difficulty of the repair attempted, the competence of the Technician making the repairs, and the time the unit is willing to devote.

The following Repair Equipment Table indicates what tools are required to repair specific damage.

REPAIR EQUIPMENT TABLE

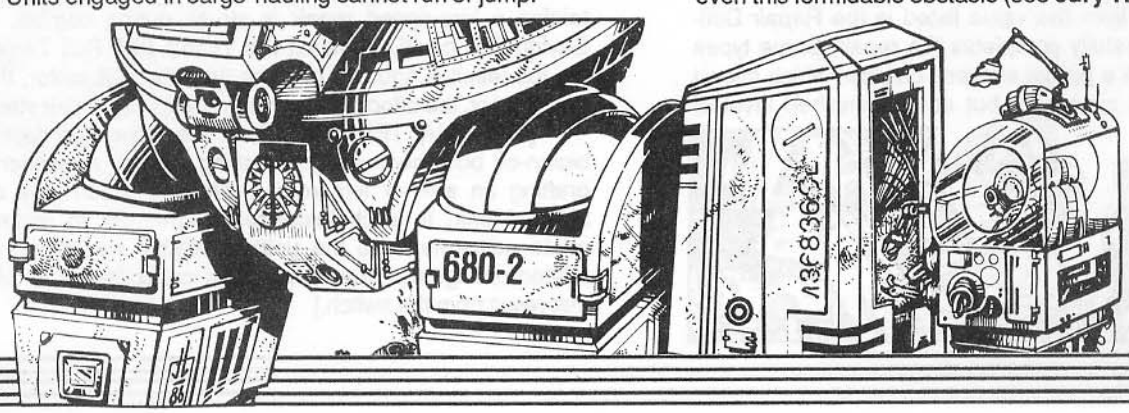
Damage	TK	CK	JK	EK	SK	FK	GK	RP
Body segment destroyed	Y	Y	Y	Y	N	N	N	Y
Internal structure replacement	Y	N	N	Y	N	N	N	N
Life support repair	Y	N	N	Y	Y	N	N	N
Sensor repair	Y	N	N	Y	Y	N	N	N
Engine repair	Y	N	Y	Y	N	Y	N	Y
Gyro repair	Y	N	N	Y	N	N	Y	N
Actuators/Myomers	Y	Y	Y	Y	N	N	N	N
Heat Sinks	Y	Y	Y	Y	N	N	N	N
Weapons Replacement	Y	Y	Y	Y	N	N	N	N
Armor Replacement	Y	Y	Y	N	N	N	N	N

Table Key:

TK = tool kit
CK = cutting kit
JK = joining kit
EK = elec kit
SK = sensors kit
FK = fusion kit
GK = gyro kit
RP = repair platform

Material Availability

Units acquire initial stockpiles of 'Mech replacement parts when creating their 'Mech units. Over the course of time, units will deplete these stores in making repairs, and may supplement them with booty from raids, parts gathered by scavenging defeated enemy 'Mechs, supplies received as wage or payment, or through the rare cash purchase from League or House stockpiles. A 'Mech unit can generally only make repairs for which it has the necessary spare parts. However, highly-skilled repairmen may be able to surmount even this formidable obstacle (see **Jury-Rigging**, below).

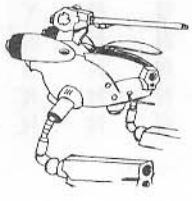


Repair Difficulty

Each category of 'Mech repair has a base chance of success, listed in the Repair Difficulty Table below.

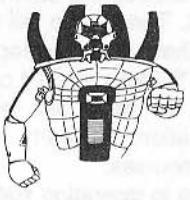
REPAIR DIFFICULTY TABLE

Damage	Completely Repaired	Partially Repaired	Effect of Partial Repair	Time Required (minutes)
Body Segment Destroyed	11+			240
Body Segment Blown Off	9+			180
Internal Structure Damaged	6+			90
Critical Hit/Life Support	7+			120
Critical Hit/Sensors	8+	5-7	+1 To-Hit	150
Critical Hit/Engine	7+	4-6	+3 Heat/turn	300
Critical Hit/Gyros	9+	6-8	+2 to Piloting	240
Other Critical Hits	5+			120
Damaged Weapons	6+	3-5	Must be replaced	150
Armor Damaged	6+	3-5	1D armor permanently lost	30
Ammo Reload	3+			15
Heat Sink	7+	4-6	1/2 Effect	120



MODIFIERS TO SUCCESS CHANCE

Skill Level	Modifier
Technician Skill Level 4-5	-1
Technician Skill Level 6-7	-2
Technician Skill Level 8	-3
No *Technician* Skill:	
LRN 8-9	+1
LRN 6-7	+2
LRN 4-5	+4
LRN 2-3	+6



Time Factor

The time multipliers in the following table assume five laborers per Tech and a repair platform. Absence of the platform adds 1.0 to the time multiplier. Absence of an individual laborer adds 0.2.

MODIFIERS TO BASE TIME TO REPAIR

Technician Skill	Multiplier
None or 1	2.0
2	1.0
3	0.75
4	0.5
5	0.4
6	0.33
7+	0.25

For each repair attempted, the Tech rolls 2D6. If the result is equal to or greater than the value listed in the Repair Difficulty Table, he successfully completes the repair. Some types of repairs also indicate a partial success chance, which allows the 'Mech to continue operating, but at a diminished level of capability.

Repair rolls may only be attempted once per time required period on each damage area. A repair roll that fails leaves the target 'Mech in the same condition it was prior to the attempt. Thus, if a 'Mech with a critical hit to one engine fails its repair roll, the 'Mech could still operate, but would continue to generate 5 points of heat per turn, and would have only 2 points of shielding left.

To determine the total amount of time required to repair a 'Mech, simply add up the time requirements for each repair needed (note that if there are three 'Mech sections that need armor restoration, or two separate engine critical hits to be repaired, an equal amount of time will be required for each). Players and gamemasters should also remember that a repair takes the same amount of time whether it succeeds or fails. Indeed, whenever a character elects to make a repair roll for a given problem, he is committing himself to spending the block of time needed to see if the attempt is successful.

After calculating all repair times for their 'Mechs, the party may then decide which, if any, of these repairs it wishes to undertake. A party may often discover that they do not have the time to complete all needed repairs, or that one 'Mech will require much more time to fix than its companions. The decisions about whether to repair or not to repair are both difficult to make and crucial to the 'Mech unit's future. A partially repaired 'Mech is often at a big disadvantage in its next battle. Conversely, a decision to tarry too long over repairs (especially in enemy territory) may lead to the enemy discovering and possibly catching the party unaware in an attack.

Jury-Rigging Repairs

A Tech with Skill Level 4+ may attempt to jury-rig a temporary repair when he does not have the proper parts. The Tech adds +3 to his base target number for repair die rolls. If successful, the repaired area will function normally as long as it is not further damaged. Each time a body-segment containing a jury-rigged repair is struck during combat, make a Saving Roll on 2D6 against the Tech's Skill Roll Target. If the die roll result is equal to or more than the skill factor, the repair holds. If not, the affected area returns to its pre-repair status.

[GAMEMASTER'S NOTE: In the case of a destroyed or blown-off body segment, jury-rigging a repair may often involve grafting an arm or leg from a different 'Mech type onto the afflicted unit. In such instances, remember to make appropriate adjustments to the unit's available weaponry, and any related changes to armor, heat sink capability, or MP allowance that result from the switch.]

ENCOUNTERS AND EVENTS

Having developed the general outlines of a planetary assignment for the players' group, some gamemasters may still need assistance in creating adventure situations that might result from such an assignment, or in inventing short encounters to spice up the slow periods during an adventure. More experienced gamemasters may occasionally see their best-laid adventure plans go astray when the players dutifully ignore the scenario, and wander off in a totally unplanned direction.

The following encounter tables have been designed to aid both seasoned and unseasoned gamemasters. They provide a variety of potential encounters with NPCs, events, or strange phenomena, any of which could quickly and easily start an adventure.

The encounter situations have been organized into two basic categories: General Encounters and Battlefield Encounters. Gamemasters using the tables as their primary source for encounters should roll on these tables according to the type of assignment in which the players unit is engaged. Refer to the following chart on Frequency of Encounters.

USING THE ENCOUNTER TABLES

When an encounter is called for, roll two dice of different colors. Read the results consecutively to produce a value from 11 to 66, then cross-reference the result on the appropriate table below.

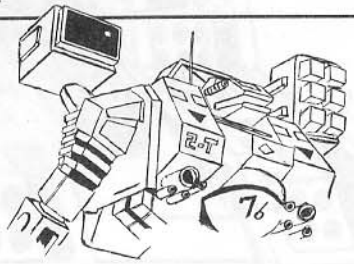
GENERAL ENCOUNTER TABLE

Encounter	Current Unit Assignment				
	Garrison	Assault	Raiding	Relief	Pacification
New Supplies	11	11-13	11-14	11-12	11-12
New Personnel	12-13	14-16	15-16	13-15	13-15
Reinforcements	14-15	21-24	21-22	16-22	16-21
Attack by Natives	16-22	25-26	23-26	23-24	22-31
Attack by Raiders	23-26	–	–	–	32-33
Attack by Assault	31-34	–	–	–	34
Star League Facility	35-36	31-33	31-34	–	–
Epidemic/Disease	41-42	34-35	35-36	25-26	35-36
Natural Disaster	43-44	36-42	41-42	31-33	41-42
Important VIP	45-51	43-44	43-44	34-36	43-45
Interesting NPC	52-53	–	45-46	–	–
Oppty for Treachery	54-55	45-46	51-53	41-44	46-52
Eqpt Malfunction	56	51-54	54-55	45-51	53-54
Personal Challenge	61-62	55-61	56-62	52-54	55-56
Bounty Hunter	63	62-63	63	55-61	61
Profit Making Oppty	64-66	–	–	–	62-63
Captive	–	64-66	64-66	62-63	64-66
Friendly Forces	–	–	–	64-66	–

FREQUENCY OF ENCOUNTERS

Assignment	General	Battlefield
Garrison	Roll once every 2 weeks	Roll 1x per day *
Assault	Roll once per week	Roll 2x per day
Raiding	Roll once per week	Roll 3x per day
Relief	Roll once per week	Roll 2x per day
Pacification	Roll once every 2 weeks	Roll 1x every two days

*Only during periods when General Encounters indicate that combat will occur.



BATTLEFIELD ENCOUNTER TABLE

Die Roll	Event
11-14	Enemy Patrol
15-21	Enemy Assault Force
22-23	Ambush
24-25	Water Source
26	Aerospace Fighter Attack
31-34	Intelligence Report
35-36	Artillery Attack
41-42	Equipment Malfunction
43-44	Attack by Natives
45	Interesting NPC
46	Natural Disaster
51-53	Bad Weather
54-55	Assault Mission
56-63	Recon Mission
64-66	Static Anti-'Mech

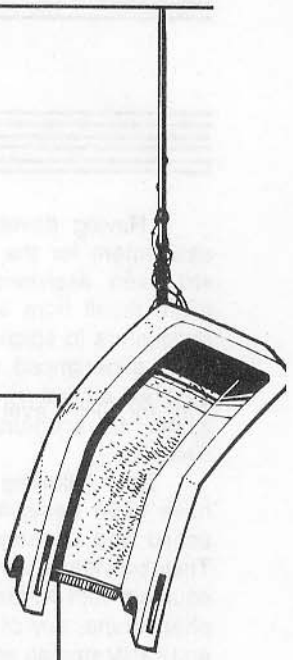
GENERATING OPPOSING FORCES

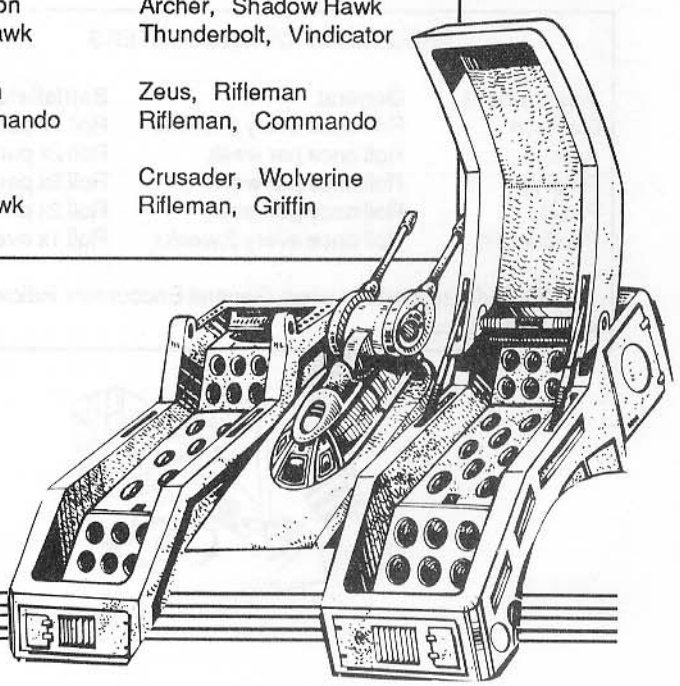
A number of encounters require that gamemasters generate enemy 'Mech forces for the players to face. In such a situation, the gamemaster can use the following two-step procedure to quickly create these foes.

First, determine enemy force composition. Roll 2D6 as many times as needed (based on the estimated weight of the enemy force), and apply the results to the appropriate column of the Standard Enemy Forces Table.

STANDARD ENEMY FORCES TABLE

Die Roll	Light (avg weight 165 tons)	Medium (avg weight 205 tons)	Heavy (avg weight 245 tons)
2	Crusader, Shadow Hawk Phoenix Hawk, Wasp	Thunderbolt, Panther Rifleman, Stinger	Zeus, Griffin Archer, Phoenix Hawk
3	Thunderbolt, Stinger Locust, Shadow Hawk	Marauder, Enforcer Archer, Wasp	Crusader, Dragon Thunderbolt, Wolverine
4	Archer, Panther Griffin, Wasp	Phoenix Hawk, Phoenix Hawk Thunderbolt, ShadowHawk	BattleMaster, Rifleman Warhammer, Shadow Hawk
5	Griffin, Valkyrie Phoenix Hawk, Locust	Marauder, Wolverine Dragon, Panther	Warhammer, Rifleman Archer, Enforcer
6	Wolverine, Shadow Hawk Griffin, Commando	Archer, Vindicator Rifleman, Stinger	Zeus, Wolverine Thunderbolt, Phoenix Hawk
7	Rifleman, Panther Phoenix Hawk, Wasp	Thunderbolt, Enforcer Rifleman, Valkyrie	Marauder, Thunderbolt Warhammer, Panther
8	Wolverine, Stinger Phoenix Hawk, Locust	Rifleman, Griffin Wolverine, Wasp	BattleMaster, Enforcer Crusader, Griffin
9	Griffin, Commando Stinger, Shadow Hawk	Archer, Wolverine Archer, Locust	Marauder, Dragon Crusader, Phoenix Hawk
10	Thunderbolt, Wasp Wolverine, Locust	Warhammer, Dragon Stinger, ShadowHawk	Archer, Shadow Hawk Thunderbolt, Vindicator
11	Rifleman, Shadow Hawk Griffin, Stinger	Crusader, Rifleman Thunderbolt, Commando	Zeus, Rifleman Rifleman, Commando
12	Wolverine, Valkyrie Enforcer, Stinger	Archer, Vindicator Griffin, Phoenix Hawk	Crusader, Wolverine Rifleman, Griffin





The next step is to determine the enemy unit's experience level by rolling two dice, and cross-referencing the result on the appropriate column below:

	ENEMY EXPERIENCE LEVEL			
Enemy	Players' Unit Rating			
Rating	Green	Regular	Veteran	Elite
Green	11-26	11-22	11-15	11-13
Regular	31-52	23-42	16-31	14-23
Veteran	53-62	43-56	32-52	24-43
Elite	63-66	61-66	53-66	44-66

(All Green units are assumed to have *Piloting* and *Gunnery* Skill Level 1. All Regular units have *Piloting* and *Gunnery* Skill Level 3. Veteran units have *Piloting* and *Gunnery* Skill Level 4. Elite units have *Piloting* and *Gunnery* Skill Level 5).

GENERAL ENCOUNTER DESCRIPTIONS

NEW SUPPLIES

The players' unit locates (or receives from off-planet) an unexpected source of spare parts. The unit has a choice of receiving either:

1. A standard group character generation spare parts shipment. (See **Creating A 'Mech Unit.**)

2. A shipment containing any five 'Mech components the unit desires (including replacement limbs or parts that are normally unavailable, e.g., gyros or sensor arrays).

NEW PERSONNEL

The players' unit receives a new recruit from either their ruling House's military command or from the planet's native population. Roll 1D6 to determine the new recruit's character class:

1-2 = Tech
3-5 = Scout
6 = MechWarrior (with or without his own 'Mech).

REINFORCEMENTS

An additional 1D6/2 (rounded up) battalions of 'Mechs land on the planet. If the players' unit is currently involved in combat with enemy units, these reinforcements may be either friendly or hostile, depending on the unit's current assignment (roll 1D6):

Assault:	1-3 Attacker reinforced	4-6 Defender reinforced
Raiding:	1-2 Attacker reinforced	3-6 Defender reinforced
Relief:	1-4 Attacker reinforced	5-6 Defender reinforced
Pacification:	1 Rebels reinforced	2-6 Defender reinforced

(Note: A unit on garrison duty that has become involved in an enemy raid, assault, or rebellion is treated as the defending force on the appropriate assignment line above.)

ATTACK BY NATIVES

The players' unit is attacked by a force of planetary natives. Roll 2D6 to determine the nature of this attack.

2-6 = The unit is attacked while outside its 'Mechs and must face its attackers in personal combat. The enemy force consists of 2D6-2 men, each with BODY 6 and 1 level of skill in the weapon they carry. To determine the weapon carried by each, roll 1D6 and add the following assignment modifiers (Relief -3; Garrison +1; Pacification +2):

1 or less	Melee Weapon only
2	Bow and Sword
3	Pistol
4	Shotgun
5	Rifle
6	SMG
7	Laser Pistol
8	Laser Rifle

7-12 = The unit is attacked while inside its 'Mechs. To determine the composition of the attacking force, roll 2D6 and add the following assignment modifiers (Relief -4; Garrison +1; Pacification +2):

5 or less = Infantry only. Attackers receive 1 platoon (29 men) armed with either (1-2) SMGs (1 point of damage per successful attack), (3-4) flamers (2 points of damage per successful attack), or (5-6) portable rocket launchers (4 points per successful shot) for each 30 tons of weight in the players' force.

6-9 = Attackers receive the infantry units described above, plus 1 Hunter or Vedette tank for each 100 tons of weight in the players' force. (Note: Gamemasters may choose to substitute a Manticore tank for 2 Hunter/Vedettes, or a Demolisher tank for 4 Hunter/Vedettes). Treat all tank crews as having *Driver* and *Gunnery* Skill Level 2.

10 or more = Attackers receive the infantry and armored units listed above, plus one 30-50 ton 'Mech (design is gamemaster's choice) for each 150 tons of weight in the players' force. Treat the pilots of these 'Mechs as having BODY 7 and Level 2 *Piloting* and *Gunnery* skills.

ATTACK BY RAIDERS

An enemy raiding force strikes the planet, with a total weight approximately 75-90% of the on-planet defending force. Gamemasters should decide a primary target for the raiders based on the resources available on the world, and may roll up the enemy units on the Sample Enemy Forces chart in the Battlefield Encounter section. Units with Aerospace Fighter strength have the option of attempting to contest the enemy landing. Thereafter, the gamemaster should roll twice daily on the Battlefield Encounter Table for the duration of the raid (i.e., until the raiders accomplish their objective or are turned back).

ATTACK BY ASSAULT FORCE

The planet is struck by an enemy invasion force with a 1D6 total approximate weight:

1 = 80% of defending force
2 = 100% of defending force
3 = 125% of defending force
4 = 150% of defending force
5 = 175% of defending force
6 = 200% of defending force (The strike force's objective is the complete conquest of the planet. For the duration of this campaign, the gamemaster should roll three times per day for encounters on the Battlefield Encounters Table.)

STAR LEAGUE FACILITY

The players' unit learns of rumors of a Star League facility (storehouse or supply cache, headquarters compound, or military base) concealed somewhere on the planet's surface. The players may decide (or be ordered) to investigate this rumor and search the indicated area. (The rumor may be true or false, at the gamemaster's discretion). If the players find a facility, they will probably also be given orders to inspect it to eliminate any surviving security measures they encounter and to identify materials for House salvage.

EPIDEMIC/DISEASE

The decline of medical technology since the beginning of the Succession Wars has left planetary cultures susceptible to the outbreak and spread of strange and often deadly infectious diseases (produced by the malfunction of sanitation or water purification equipment, the discharge of spores from landing spacecraft, or the use of biological warfare). Every character in the players' unit who enters an epidemic area without proper protection (heavy environment suits or the equivalent) must make a Saving Roll against BODY to avoid contracting the disease. If portions of the unit contract the disease and are not isolated, they may infect others. Units who become involved in such a crisis may also be able to aid the search for an antidote to the disease, by conducting their own research, being sent on missions to obtain samples of the infectious agent, etc.

NATURAL DISASTER

The planetary environment in the vicinity of the players' unit is affected by one of the following major phenomena (roll 1D6):

1 = Avalance
2 = Flood/Tidal Wave
3 = Earthquake
4 = Solar Flare/Meteor Strike
5 = Fire/Forest Fire
6 = Dome Decompression/Mine Cave-in

At the gamemaster's discretion, the players' group may either be caught within the phenomenon, or have the task of rescuing personnel or supplies jeopardized by the disaster.

IMPORTANT VIP

An important House personage comes to the planet where the players are stationed, or is discovered present on a world they are attacking. If the VIP is associated with the players' current House, they may be called upon to escort or guard the VIP (both inside and outside their 'Mechs) during his/her stay on-world. If the VIP is from an enemy House, the players may be sent to capture or kill him. Alternatively, gamemasters can use this result as a prelude to an armistice or peace treaty.

INTERESTING NPC

The players encounter one of the following NPC groups (roll D6):

1-2 = Trader – A free trader and his five-man crew, recently arrived on-world to sell his latest cargo. The players may choose to become customers for the trader's goods, or find him a useful source of information about events in the surrounding space sector.

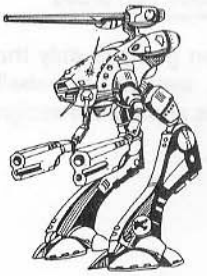
3-4 ComStar Personnel – A ComStar Adept from the star system's local relay station, accompanied by 1D6 other Adepts or Acolytes. These may request the unit's assistance to accomplish some task, or behave so secretively about their on-world mission that the players become curious, then involved either in helping or hindering that mission.

5-6 Dispossessed MechWarriors – 1D6 former MechWarriors from a planetary family that has lost its 'Mechs. This encounter can be friendly or hostile, depending on the gamemaster's discretion and the players' role playing adroitness. If friendly, the Warriors can be a source of replacement personnel or of information about planetary happenings. If hostile, treat this encounter as an Attack by Natives (see General Encounter event description for this listing).

EQUIPMENT MALFUNCTION

One of the 'Mechs in the players' unit develops an operating malfunction that hinders its effectiveness. Roll 2D6 for each 'Mech in the unit. The 'Mech of the player who rolls lowest will suffer the malfunction. To determine the nature of the malfunction, roll a 1D6:

1: Gyro damaged; +2 penalty to all *Piloting* Skill Rolls.
2: Leg actuator broken; all MP halved.
3: Weapons malfunction; weapons system jams on any To-Hit Roll of 10+, and is rendered useless for the duration of that combat.
4: Weapons malfunction; weapons system suffers a +1 penalty to its normal To-Hit chances.
5: Jump jet malfunction; unit cannot jump (if unit is not jump-capable, treat as result 2).
6: Engine malfunction; engine generates 3 additional points of heat per combat round.



PERSONAL CHALLENGE

One of the player characters in the unit is challenged to a duel. The challenger can be a dispossessed 'MechWarrior, an NPC member of the players' unit, a member of a rival unit from the same House, or even an enemy MechWarrior invoking the unwritten law of challenge combat as a means of settling a dispute. The challenge can be for either (1-3) 'Mech or (4-6) personal combat, and can be either a fight to the death (1-2) or to first blood (3-6). Regardless of the precise nature of the challenge, few MechWarriors will risk damaging their reputations by turning down such a challenge.

BOUNTY HUNTER

The players' unit encounters a bounty hunter, a rogue 'Mech who makes his living collecting the bounties that various Houses (especially House Kurita) place on verified elimination of 'Mechs from certain "troublesome" enemy units. To determine the nature of this encounter, roll 1D6:

1-2 = The bounty hunter and three associates attempt to sneak up on the unit while the players are outside their 'Mechs, seizing one or more 'Mechs by outright theft. The bounty hunter possesses BODY 8, *Rogue* 4, Level 3 skill with a laser pistol, and the equipment and know-how to crack a 'Mech's internal security system in 1D6 combat rounds. His associates each have BODY 6, *Rogue* 2, Level 2 weapons skill with either a rifle (1-4) or laser pistol (5-6), and need 2D6 turns to crack a 'Mech's security.

3-6 = The bounty hunter and his associates attack the players from ambush while both sides are in their 'Mechs. Roll up the bounty hunter's four-man Lance from the Medium column of the Standard Enemy Forces Table. The bounty hunter will be in the unit's largest 'Mech, and has *Piloting* 3 and *Gunnery* 4 skill. His companions each have *Piloting* and *Gunnery* ratings of 2.

PROFIT-MAKING OPPORTUNITY

The players' unit is approached by a private party (free trader, industrial complex, or even a local government official) who offers a lucrative, short-term commission to perform a specified task such as guarding a cargo's safe overland passage, defending a major industrial facility that has been threatened with sabotage, or protecting a planetary official's life. Though accepting this offer will be financially rewarding, it could put the group in physical jeopardy. (Few private citizens would put up the money needed to hire a 'Mech unit unless they fully expected the assignment to be too dangerous for conventional forces.)

CAPTIVE

The unit acquires an enemy captive who may possess useful information about his force's plans and activities. The captive will have 1D6 pieces of useful information. Roll 1D6 again to determine the general importance of each. On the scale of 1-6, a 1 represents a fact of modest importance on up through 6, representing a fact of great significance, such as the location of a major supply cache or the plans for the enemy's next offensive thrust. The players may also attempt to obtain this information from the captive by using their *Interrogation* and general roleplaying skills.

CONTACT WITH FRIENDLY FORCES

If they have not already made contact with the garrison they landed on-planet earlier, the players' unit now succeeds in making contact to relieve the garrison. Depending on the desperateness of the situation, the planetary forces may be concentrated around a final stronghold, or dispersed into guerrilla units in the planet's backwater regions. If the players' unit has already joined forces with the on-world garrison, treat this result as the appearance of a battalion of friendly 'Mechs previously believed lost in battle.

BATTLEFIELD ENCOUNTER DESCRIPTIONS

ENEMY PATROL

The players' unit encounters an enemy patrol consisting of 1 Light or Medium Lance. Both sides see the other simultaneously. Either side may fight or attempt to flee.

ENEMY ASSAULT FORCE

The players' unit encounters an enemy assault consisting of (roll 1D6):

1-2 = 2 Medium Lances

3-4 = 1 Heavy and 1 Medium Lance

5 = 1 Company (1 Heavy, 1 Medium, 1 Light Lance)

6 = 1 Company (2 Heavy, 1 Medium Lance) Both sides see the other simultaneously; either may choose to fight or attempt to flee.

AMBUSH

The players' unit is ambushed by an enemy force whose weight is roughly equal to its own. The enemy automatically wins the initiative in the first combat round, and receives a +5 bonus to its initiative in the second combat round. If one or more characters in the players' unit possess *Tactics* Skill Level 3+, he may make a skill roll against this ability. If the roll is successful, the players will detect the ambush before it is unleashed, depriving the enemy of the advantage of surprise. In either event, the players group will have to fight their attackers before they can withdraw.

WATER SOURCE

The players come upon a water source of significant size (lake, pond, river, or stream). Roll 1D6:

1-2 = The water source is presently held by an enemy force roughly 60 + (1D6 x 10)% of the player unit's own size. The players will have to drive off this enemy force to secure the water source for their own use.

3 = The water source is unoccupied, but its banks are guarded with static anti-'Mech defenses. If the players approach the water, turn to the Battlefield Encounter dealing with these defenses.

4-6 = The water source is totally undefended, and may be secured as a defensive position, at the players' option.

AEROSPACE FIGHTER ATTACK

The players' unit is attacked by an enemy Aerospace Fighter (if there are any present on the planet). The fighter will make five runs at the unit (either bombing or strafing) before departing. If the players' unit has one or more Aerospace Fighters stationed within a ten-mile vicinity of this assault, the players may elect to call in those fighters to intercept the enemy ship on its return flight and to engage it in battle. Otherwise, there is little the attacked MechWarriors can do except try to weather the worst of the assault.

INTELLIGENCE REPORT

The unit receives an intelligence report from one of its side's Scouts (possibly even the Scouts attached to the players' own unit). Roll 1D6 to determine the subject of the intelligence report:

1-2 = The location of an enemy repair depot or supply cache.

3-4 = The location of a major enemy 'Mech force

5-6 = The location of a water source or well-fortified defensive position.

Roll 2D6 if the players decide to check out the report. On a result of 9 or less, the report is essentially accurate.

ARTILLERY ATTACK

The players' unit is attacked by an off-board artillery bombardment consisting of (roll 1D6):

1 = 1 Sniper Cannon
2 = 1 Long Tom III Howitzer
3 = 2 Sniper Cannons
4 = 1 Sniper, 1 Long Tom
5 = 2 Snipers, 1 Long Tom
6 = 2 Long Tom Howitzers

Each artillery piece involved has a forward observer concealed somewhere on the mapboard where the attack takes place. (Gamemasters should write down the location of these observers on a piece of paper before the encounter begins.) The bombardment will continue until the players either withdraw completely from the observers' line-of-sight (a very easy or a very difficult task, depending on prevailing terrain), or disable/kill the forward observers.

EQUIPMENT MALFUNCTION

See General Encounters Table.

ATTACK BY NATIVES

See General Encounters Table.

INTERESTING NPC

See General Encounters Table.

NATURAL DISASTER

See General Encounters Table.

BAD WEATHER

The region surrounding the players' unit experiences a 1D6 x 1D6 hour period of extremely bad weather (snow, heavy rain, fog, and so on) that diminishes 'Mech effectiveness. For the duration of this period, the movement of all 'Mechs is slowed by 1 MP/turn, with a +2 penalty to all To-Hit Rolls made at ranges of more than two hexes. For Aerospace Fighters, roll 2D6. On a result of 2-7, the Fighter may not operate until the weather clears.

ASSAULT MISSION

Two Lances from the players' unit (or the entire unit, if smaller) are ordered to assault and secure a particular objective such as a water source, strategic geographical location, a factory, mine, industriplex, or an enemy supply cache or fortification. Roll 1D6 to determine the strength of the enemy forces defending this objective:

1 = If it is a geographical area, the target is undefended. If it is any other site, the area is defended only by infantry (1 platoon for every 50 tons in players' force) and conventional armor (1 Hunter tank for each 100 tons in the players' force).

2-3 = The area is defended by the conventional forces described above, plus 1 Medium Lance from the Standard Enemy Forces table.

4 = The area is defended by 2 Lances of 'Mechs whose total weight is roughly 60-80% of the players' own unit weight.

5 = The area is defended by 2 Lances of 'Mechs whose total weight is roughly 100-120% of the players' unit weight.

6 = The area is defended by 2 or more Lances of 'Mechs whose total weight is roughly 140 + (D6 x 10)% of the players' unit weight.

RECON MISSION

One Lance of the players' unit is sent to scout out a particular geographical grid. Roll 1D6 to determine what the players find while investigating this area.

1-2 = Nothing unusual

3 = An artillery emplacement, defended by 2 jeeps with SRM-2s and a Hunter tank. If the unit attacks the emplacement successfully, roll 2D6. On a result of 2-8, the gun (1-4 Sniper, 5-6 Long Tom III) will still be functional.

4 = A water source. If investigated, consult the Water Source encounter.

5 = An enemy patrol (see Enemy Patrol encounter)

6 = An enemy assault force (see Enemy Assault Force encounter)

STATIC ANTI-'MECH DEFENSES

The players' unit travels through an area mined with vibrabombs. The map area affected will have 2D6 vibrabombs implanted in it. To determine the location and weight setting of each bomb, proceed as follows:

Location

To determine the row of the map where each bomb has been placed, first roll 1D6 to determine the general map segment (1-2 = row 01-06; 3-4 = row 07-12; 5-6 = row 13-18). Then roll a second die to determine the precise row within that segment. Repeat the same two-step procedure to determine the column used.

Force Setting

Each bomb is set for a force setting of 20 + (2D6 X 5) tons, and will explode when that force is exerted on the bomb site.

Characters with a *Tactics* Skill Level 4+ may make a Saving Roll versus their LRN score. If successful, they will identify the minefield's presence in time for the unit to skirt its boundaries safely.

MAJOR EVENTS

Gamemasters who need assistance in creating initial assignments for their players or in fleshing out the ongoing history of their campaign universe can use the Major Events Table to "kick start" their imaginations. The table lists eleven types of major events that commonly occur in the worlds of the Successor States, and that might become adventure opportunities for a 'Mech unit.

To determine how many Major Events occur in a given month, roll 2D6:

2-5 = 1 event
6-8 = 2 events
9-10 = 3 events
11 = 4 events
12 = 4 events + roll again

For each event indicated, roll 2D6, and read the results consecutively to produce a number between 11 and 66. Then consult the appropriate entry on the Major Events table.

MAJOR EVENTS TABLE

Die Roll	Event
11-14	Internal Dissension
15-16	Armistice
21-22	Change of Allegiance
23-25	ComStar Activity
26-32	Periphery Contact
33-41	Major Campaign
42-43	Technological Advance
44-46	Star League Facility
51-56	Fall of Major World
61-63	Death of Major Personage
64-66	Change in House-House Relationship

The events indicated by the table results will occur THREE MONTHS AFTER the roll is made. Thus, a gamemaster starting a campaign in January of 3025 would make rolls on the table prior to starting the campaign to determine the events occurring in January through March, and then roll during January on the Major Events table to determine the events occurring in April of that year.

Because the gamemaster is always determining events well in advance of their occurrence, he can use his foreknowledge to generate encounters, rumors, and clues that will naturally build up to the major event. Similarly, he can create adventure assignments that put the players' unit smack in the middle of things when these events break. For example, if one of the Major Events rolled for April is Regimental Change of Alliance, the gamemaster should intersperse the time period between January and March with situations hinting that something is in the air. Some examples might be late delivery of pay or of parts shipments promised by the unit's present employer, an overheard argument between unit and House officials, a secret meeting between the unit commander and a mysterious stranger, etc., and so on.

As the months go by, and more and more events are added to the calendar, the gamemaster can link multiple events together to form a major plotline. Thus, January's roll of a Major Campaign starting in April can be the source of March's Fall of Major World result to occur in June. This, in turn, would cause May's Internal Dissension result to take place in the losing House's Royal Court in August.

Similarly, gamemasters can treat multiple die rolls yielding the same event result as an indication that the event is of truly great import. For example, three to four consecutive months of Technological Advance results might signal the reopening of a major 'Mech production facility, or even the recovery of some aspect of JumpShip manufacturing technology. Or, the gamemaster could treat a recurring indication of ComStar Activity as a full Communications Interdict against one Successor House's territory. Following are some possible interpretations and uses for each Major Event result.

INTERNAL DISSENSION

Depending on the gamemaster's preference, internal dissension can take two very different forms. Normally, this event refers to internal discontent with House politics, expressing itself as planetary revolt, an assassination attempt against a Duke or Warlord, or as a full-scale power bid by a disaffected ruling House member (like Michael Hasek-Davion, Theodore Kurita, or Frederick Steiner). Alternatively, gamemasters can interpret this event as an outbreak of dissension within the players' own 'Mech unit, which could result in a mutiny or a permanent split-up of the unit.

ARMISTICE

Peace is temporarily declared along one or more of the fronts of the Succession Wars as a result of an agreement between two or more of the five Houses. This armistice may cover an area as large as an entire border between Houses or as small as a single planet, and can be a either a set or indefinite time limit. Gamemasters should note that although few, if any, parties will violate an armistice agreement by initiating a full-scale assault in the armistice zone, the agreement will normally not stop the opponents from continuing raiding activities or military buildups in the affected area.

CHANGE OF ALLEGIANCE

The players' 'Mech unit changes allegiance from one Successor House to another (or in some cases, from the existing House regime to a rebel faction). As a result of this change of loyalties, players may often gain or lose large amounts of land, spare parts, or cold, hard cash.

COMSTAR ACTIVITY

A significant development affecting the relationship between ComStar and one or more of the ruling Houses occurs. Possible events might include the opening or closing of a major relay station, a ComStar request for 'Mech unit volunteers to assist its Explorer Corps teams on a mission, or a call for aid from a relay station that has been attacked or struck by a natural disaster. If this result is rolled more than two months in

a row, treat the event as a full-scale communications interdict against one Successor House's territory (as punishment for some gross transgression against the facilities under ComStar's sacred trust).

PERIPHERY CONTACT

Interaction between the players' unit (or their current House employer) and inhabitants of the Periphery occurs. Possible contacts fitting this category are many and varied, and include the arrival of free traders from the Periphery, House-sponsored exploratory missions to Periphery worlds believed to be uninhabited, raids on House worlds by Bandit King 'Mech forces (or vice versa), or even the establishment of long-term relationships between the two areas (like the one between Kyalla Centralla of the Magistracy of Canopus and Catherine Humphreys of the Principality of Andurien described in **The Periphery**, Appendix.)

MAJOR CAMPAIGN

One or more Houses begins a major offensive against its bordering neighbors. Such a campaign can either consist of a general assault on a number of enemy-held worlds along a given front, seeking to make inroads wherever the enemy is weakest, or a series of "stepping-stone" invasions aimed at the ultimate conquest of a single key objective. In either case, the campaign should involve a minimum of 10-20 regiments of 'Mechs per side, and occupy the primary attentions of all the forces stationed on either side of the campaign front.

TECHNOLOGICAL ADVANCE

Techs from one or more of the Successor State Houses succeed in recovering one of the lost technologies of the Star League years, or they uncover an entirely new product or process. This advance is most likely to be related to military matters, and especially to technologies dealing with 'Mech, Aerospace Fighter, or JumpShip construction or repair. At the gamemaster's discretion, the advance may be applied to an entirely different aspect of society (medicine, communications, agriculture, etc.). If this result recurs several times within a period of a few months, the gamemaster should increase the significance of the discovery made.

The most logical source of research developments like these is the NAIS in New Avalon or the copycat universities recently built by House Kurita and Marik. Of course, no matter where the initial discovery is made, the other Houses will soon have their own spies (or maybe even a full-scale invasion force, as in the case of the Battle for Hoff) on the scene to try and gain the secret for themselves.

STAR LEAGUE FACILITY

A major Star League facility (storehouse, administrative headquarters, military or naval base) is discovered on a Successor State world. As in the case of a Technological Advance, rumors of the discovery will travel quickly through the Successor States, drawing spies or military units from other Houses to investigate or attempt to seize the facility.

FALL OF MAJOR WORLD

A planet with valuable resources or strategic significance changes hands from one House to another. Such an event will usually have repercussions (retaliatory raids, unit transfers, and further assaults) up and down both sides of the border where the change has occurred.

DEATH OF MAJOR PERSONAGE

An important Successor State figure, ranging from a major military leader or a planetary ruling Duke on up to a royal family member, heir, or even a Warlord, dies. The death can occur as a result of combat, illness, or a successful assassination attempt. The possible repercussions can be as simple as the transfer of power to a newly-promoted military leader or noble, or they can be as disruptive as a planetary rebellion or full-scale civil war. At the gamemaster's discretion, this event can be treated instead as an attempt on a major personage's life, with the player characters having the opportunity to either perform or prevent the attempt.

CHANGE IN HOUSE/HOUSE RELATIONS

A significant change in the relationship between two or more Successor Houses occurs. This event can be either a sweeping change such as the formation or breaking of an alliance, or a subtle incident whose public effect is small but that will subtly improve or erode an existing relationship over the course of time.

RANDOM EVENTS

As gamemasters become familiar with the **MechWarrior** universe, they will probably begin to develop their own ideas for major events and ongoing subplots. If desired, a gamemaster may randomly determine where and to whom a given result occurs by using the following tables. Obviously, he will disregard any result produced by these tables that is inconsistent with previous events, with information already known by the players, or with simple logic.

GENERATING RANDOM EVENTS

First, determine the House or Houses involved in the event by rolling two dice, and reading the results consecutively.

DETERMINING HOUSE INVOLVEMENT

One House		Two Houses	
Die Roll	House Name	Die Roll	House Names
11-23	Davion	11-24	Davion/Kurita
24-35	Kurita	25-33	Liao/Davion
36-51	Steiner	34-45	Kurita/Steiner
52-61	Marik	46-56	Steiner/Marik
62-66	Liao	61-66	Marik/Liao

[GAMEMASTER'S NOTE: In the event of a Campaign or Major World Taken result on the Major Events Table, the gamemaster may choose one or roll randomly to determine which of the two houses in a rolled pair is the aggressor. All Step 2 rolls are made on the defending House's table.]

Next, roll 2D6 on the appropriate House Encounter Table below to determine on which planet the event occurs (roll a second 2D6 on the second column of this same table if a specific personality is involved in an event).

HOUSE DAVION ENCOUNTER TABLE

Die Roll	World	Personality
2	Tancredi II	Periphery Lord
3	Kathil	NAIS Scientist
4	New Syrtis	ISF Agent (House Kurita)
5	Galtor	Planetary Garrison Commander
6	Mallory's World	Michael Hasek-Davion
7	New Avalon	Hanse Davion
8	Harrow's Sun	Planetary Duke
9	Quentin	Aaron Sandoval
10	Kasai	Morgan Hasek-Davion
11	Chesterton	ComStar Precentor
12	Talon	House Liao Diplomat

HOUSE KURITA ENCOUNTER TABLE

Die Roll	World	Personality
2	Ozawa	Bandit King/Periphery Lord
3	Buckminster	Military District Commander
4	Al Na'ir	Planetary Garrison Commander
5	Luthien	Vasily Cherenkoff
6	Hoff	Theodore Kurita
7	Kessel	Takashi Kurita
8	Proserpina	Subhash Indrahar
9	Galedon	ISF Agent
10	New Samarkand	Planetary Noble
11	Ras al Hague	Son of the Dragon (ISF)
12	Borden	ComStar Precentor

HOUSE STEINER ENCOUNTER TABLE

Die Roll	World	Personality
2	Coventry	ComStar Precentor
3	Alarion	Col. Davis Winfield (Wnflds Brg)
4	Summer	Aldo Lestrade, Duke of Summer
5	Meacham	Melissa Steiner
6	Tharkad	Planetary Garrison Commander
7	Hesperus II	Katrina Steiner
8	Menkent	Frederick Steiner
9	Severn	Estates General Representative
10	Fatima	Harrison Bradford, Duke of Coventry
11	Tamar	Col. Gerhardt Hansen (Roughriders)
12	Donegal	Planetary Duke

HOUSE MARIK ENCOUNTER TABLE

Die Roll	World	Personality
2	Nouve	Minor Noble
3	Amity	Comstar Precentor
4	Denebola	Military Commander
5	Irian	Parliament Minister
6	Kalidasa	Thomas Marik
7	Atreus	Janos Marik
8	Andurien	Christopher Halas
9	Oriente	Catherine Humphries
10	Merak	Freeworld Trader
11	Oliver	Planetary Garrison Commander
12	Shiloh	Planetary Duke

HOUSE LIAO ENCOUNTER TABLE

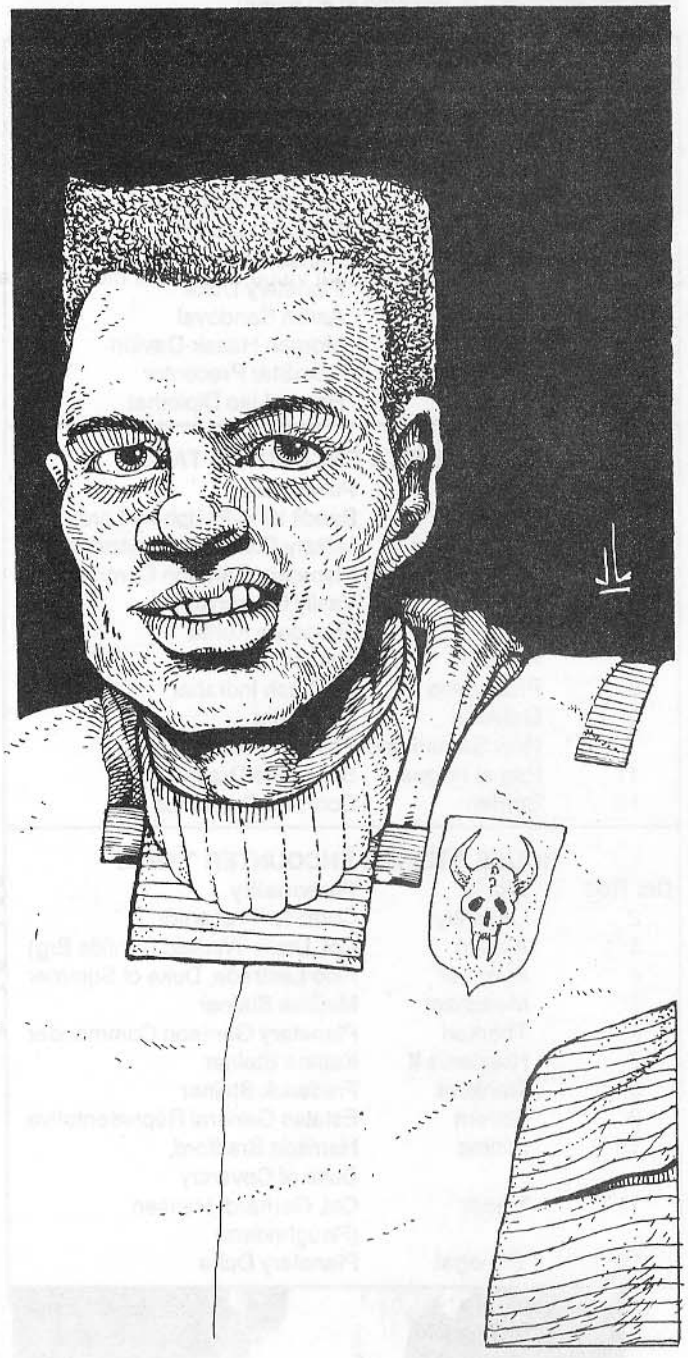
Die Roll	World	Personality
2	Kearny	Minor Liao Noble
3	Liao	ComStar Precentor
4	Carver	Col. Archie McCarron (MAC)
5	Sian	Romano Liao
6	Hsien	Pavel Ridzik
7	Capella	Maximilian Liao
8	Tikonov	Planetary Duke
9	Tellmann	Candace Liao
10	Sean	Planetary Garrison Commander
11	Kapteyn	Commonality Prefect
12	Nikko	Hasek-Davion Diplomat

REACTION TABLE

The Reaction Table notes the random impression of a first time meeting between NPCs and player characters. Several factors may modify the result of a roll on this table. They include use of various skills (*Diplomacy* or *Streetwise*) and several conditional modifiers (i.e., the reaction of citizens whose town was just razed by Kurita-marked troops and the players happen to be heavily armed wearing Kurita uniforms). The gamemaster should consider all such factors before making the 2D6 roll.

REACTION TABLE	
1	Sworn Ally - NPCs will live and die for the group
2	Friendly - NPCs will go out of their way to help the group
3	Friendly - NPCS will try to help or assist the group
4	Friendly - NPCs may help the group
5	NPCs predisposed toward group
6	Neutral
7	Neutral
8	Neutral
9	NPCs predisposed against group
10	Unfriendly - NPCs may hinder the group
11	Unfriendly - NPCs will try to hinder the group
12	Enemies - NPCs will go out of their way to hinder group
13	Enemies - NPCs may attack group on sight
14	Sworn Enemies - Blood Feud - NPCs swear life-long war against group

Once an initial reaction has been determined, the actions of the group will probably sway the NPCs. The neutral and slight reactions should be easier to change, but the extreme reactions will be much more difficult to change.



ECONOMICS

CURRENCY

During the period of Star League dominance, interstellar commerce was based on the exchange of League scrip, issued against a standard of germanium stored in Fort Knox on Terra. Germanium, the material composing early Quantum II K-F hyperdrive cores, was the accepted measure of wealth during this era, though the scrip's actual value depended more on the general confidence the business community had in the Star League government. Indeed, the amount of paper in circulation exceeded the amount of stored metal by a factor of 15- or 20-to-1.

The events of 2766-2785, which led to the Succession Wars, destroyed the underpinnings of the Star League economy and ushered in nearly a century of financial chaos. Upon naming themselves First Lords of the League, each of the heads of the five Successor States issued new 'League' currency bearing his likeness. Individuals were allowed to exchange their old League scrip for these new currencies at a sharply unfavorable exchange rate (because each Lord extracted a 25 to 50 percent fee to fund his war efforts).

League scrip soon became worthless on the open market, as it became apparent that no one was going to win the First Succession War and restore the old currency to its former standing.

In the meantime, the Succession crisis began to have a radical effect on interstellar trade as well. During the two centuries immediately prior to the Wars, the economies of many worlds had become extremely dependent on trade to provide them with essential raw materials, maintenance services, and spare parts. As the Succession War intensified on every front, free traders soon found their livelihoods (and their lives) threatened by the constant danger of attack, the risk of having their vessels confiscated by a House government for use in the war effort, and the refusal of the various Houses to accept the scrip of its adversaries as legal currency. By the beginning of the 29th century, commerce between worlds slowed to a trickle, driving many colonies to starvation and collapse.

HOUSE BILLS (H-BILLS)

Following the First and Second Succession Wars, the galactic economy was converted from the germanium standard (which no House had sufficient stockpiles to sustain) to one based on water and similar crucial resources. Beginning with the House of Steiner in 2823, the emerging Successor States began to issue House bills against water supplies. Gradually, a loose set of exchange rates began to prevail, allowing the rebirth of a limited degree of interstellar commercial activity. House bills, or H-Bills, today constitute approximately 90 percent of all currency in the Inner Sphere. Each House issues its own currency, which varies considerably in value.

An advantage of H-Bills is that they represent real wealth, measured in terms of industrial strength and the availability of important natural resources. In the century and a half since the H-Bills standard has been in widespread use, it has become, more or less, the medium of exchange, assuming the value of "letters of credit" rather than certificates representing a fixed quantity of goods.

When a small new world is established, it usually issues its own private currency, but then transacts most business beyond its domain through barter. (There are a few of these worlds who require that outsiders deal in their own currency.)

COMSTAR BILLS (C-BILLS)

The other important existing currency is the C-Bill issued by ComStar. These represent credit notes for its services. As the value of C-Bills is constant throughout the Inner Sphere, they can be used as a yardstick for all other currency. (A C-Bill has approximately the same purchasing power as five U.S. dollars from the year 1986.)

C-Bills constitute about ten percent of the Inner Sphere's currency, their value based on a fixed amount of ComStar service, transmission time, or delivery distance.

The practice of issuing ComStar scrip was first approved by the First Circuit during the Directorship of Conrad Toyoma in 2835. The idea was to offer payment in kind for resources and services ComStar needed, as the organization had no natural resources or land of its own on which to base a currency. For the same reason, ComStar has always been dependent on its clients to provide essential sustenance for its ComTechs.

As a result, the issuance of C-Bills has helped to replace the system of barter that often made life somewhat haphazard in the days when there was no viable alternative. Because of the high regard for ComStar throughout the Successor States, not only are their C-Bills accepted everywhere, they also serve as a medium for transferring currency, especially between enemy Houses.

Merchants, both free traders and those associated with large commercial lines, suffer the most and benefit the most from the proliferation of various currencies. In eras when there was a fixed currency with a known value, it was harder to acquire a fortune, but wealth was secure once acquired. In the Successor States era, fortunes can be made and lost with the meteoric fluctuation of H-Bills values. A canny merchant will often keep his capital diversified in the currency of several Houses or in useful commodities that are saleable anywhere. Commerce remains a perilous endeavor, however, for many of the most valuable commodities can only be obtained through scavenging, a practice that lies far beyond the protection of civil law.

CONVERTING CURRENCIES

The following table indicates value of the various currencies in relation to one another.

CURRENCY CONVERSION CHART

CURRENCY	C-Bill	Kurita	Davion	Steiner	Marik	Liao
ComStar	1.00	1.25	1.11	0.91	1.43	2.00
C-Bill		(5/4)	(10/9)	(10/11)	(10/7)	(10/5)
Kurita	0.80	1.00	0.89	0.73	1.14	1.60
	(4/5)		(8/9)	(8/11)	(8/7)	(8/5)
Davion	0.90	1.13	1.00	0.82	1.29	1.80
	(9/10)	(9/8)		(9/11)	(9/7)	(9/5)
Steiner	1.10	1.38	1.22	1.00	1.57	2.20
	(11/10)	(11/8)	(11/9)		(11/7)	(11/5)
Marik	0.70	0.88	0.78	0.64	1.00	1.40
	(7/10)	(7/8)	(7/9)	(7/11)		(7/5)
Liao	0.50	0.63	0.56	0.45	0.71	1.00
	(5/10)	(5/8)	(5/9)	(5/11)	(5/7)	

MERCENARIES

Each of the five Successor Warlords has a sizable regular army of his own, but in the turbulent political climate of the Inner Sphere, the Houses also depend for support on mercenary units.

The advantages of mercenary life include flexibility of assignment, competitive salaries, and the choice of masters. Wolf's Dragoons are the most outstanding example of the successful mercenary organization. Although combat and their employers' shifting fortunes have certainly taken their toll on Wolf's Dragoons, the outfit has never fallen on the difficult economic times so common among other mercenaries.

Despite the demand for their services, the economic woes of mercenaries are a direct consequence of shortages of parts and hard cash, both essential to the mercenary's profession.

Most mercenary units are at the mercy of their employers' integrity in remunerating their services, either in equipment or hard cash (preferably C-Bills). Most Houses will be unwilling to pay in C-Bills, especially those whose H-Bills have an unfavorable exchange rate. Others might be unscrupulous enough to send the unit into combat, knowing that it will come out in desperate need of parts, which the unit have to obtain from the employer. All mercenary units must, therefore, be on guard against employers who might want to make them too dependent. (It is the Dragoons' private source of spare parts, located somewhere beyond the Inner Sphere, that allows them to sidestep this pitfall.)

Thus, a mercenary's unit's fortunes depend on the equipment and other resources it possesses. These resources fall into five categories: 'Mechs, FTL transportation, cash flow, spare parts and supplies, and technical/repair personnel. A surplus or deficit in any of these areas can have a crucial impact on the unit's future.

MERCENARY BATTLEMECHS

A mercenary unit's prospects for employment depend on the number and condition of its BattleMechs. If the unit has more, better, or better-repaired 'Mechs, it can command a higher price for its services. By comparison, mercenary units whose 'Mechs are weak or ill-repaired will not be in a very good bargaining position.

Unfortunately, this situation tends to be self-perpetuating. A well-paid unit can keep its 'Mech force strong and will be in demand. A badly-damaged unit, however, often needs a lucrative contract to be able to afford restoration of its status. Yet, high pay is exactly what its damaged status no longer permits.

FTL TRANSPORTATION

Though most Mercenary units do have their own DropShips, not all of them have their own FTL transportation. Without their own JumpShips, however, the outfit will have to hitch a ride with a commercial or military JumpShip to get from one assignment to another. Both government and private corporations charge exorbitant fees (about 50,000 C-Bills to carry and drop a *Leopard* Class DropShip one time), and accept payment only in cash, making transportation a key point of negotiation in a mercenary contract. It should also be noted that, as there exists only a finite number of JumpShips, it is part of the casuistry of war in this century not to attack such vessels. The chances of acquiring a ship in the course of mercenary activities are vanishingly small.

CASH FLOW

C-Bills are accepted throughout the Inner Sphere as a universal 'coin of the realm but employers will most often pay mercenary companies with their House currency. At times, this creates more economic woes for the unit, for there is no guarantee that independent worlds or other Houses will honor the H-Bills of their current patron.

Contracts are sometimes paid with a combination of cash, goods, and services. The extent to which a Mercenary unit demands currency as part of its contract may indicate whether the unit intends to stay around for awhile (the further one gets from the issuing House, the less chance of the currency being honored).

SPARE PARTS

A mercenary unit tends to keep quiet about its surplus or deficit of spare parts. If a governmental or mercantile patron learned that a unit desperately lacked a particular 'Mech component, the price for the part would suddenly become astronomical. During negotiations, therefore, a mercenary 'Mech unit is usually careful not to reveal its actual situation. Of course, it is also true that the availability of spare parts is often beyond the control of either the mercenary unit or its patron in some areas of the Successor States.

TECHNICAL PERSONNEL

A Mercenary unit lives and dies by its ability to make do with what it has. Units staffed with their own experienced technicians are more versatile than units without, and so these repair services have become specialized and very high-priced. If a mercenary outfit must depend on its patron's service for repairs, the unit's wages are likely to be less.

BOOM OR BUST

For all these reasons, mercenary units often find themselves in an inescapable cycle of boom or bust. A unit can realistically expect to complete only five to ten missions a year, because of the amount of time required to travel into and out-system, as well as to perform the logistical tasks necessary to support such missions. A mercenary lance usually earns from 300,000 to 800,000 C-Bill equivalents per mission.

A mercenary unit must either obtain spare parts from its patron, or buy them outright, depending on availability. Even when available, costs can fluctuate wildly, being directly related to the rapaciousness of the patron, the House, or the planet. The cost of repairs, additional equipment, replacement parts, and even ammunition can rapidly drain available cash. In addition, the upkeep of a 'Mech costs approximately 5,000 C-Bill equivalents per month (rations, billeting, and so forth). Mercenaries may often have to pay non-patrons for necessary services such as refueling and even money changing. This latter service can cost as much as five to ten percent of the total amount, but is necessary for transactions with locals, who will only accept the currency of the indigenous House. The total earnings of a company over the course of a year – anywhere from 5 to 20 million C-Bill equivalents – can be more than offset by the enormous overhead involved in operating a unit, paying its bills and expenses, and maintaining its hardware.

Units capable enough or fortuitous enough to keep ahead of their financial obligations are few and far between. Units unable to manage their affairs wisely in the slowly-eroding society of the Inner Sphere often get into trouble because of a lack of ready cash (though any of the other above-listed factors can be the cause of financial woes).

Whatever the circumstance, the unit will most often be forced to sell its services for a lower price. This might also include yielding the right to salvage on the battlefield or scavenging from abandoned facilities or storehouses, both important sources of replacement parts and equipment. Mercenary organizations placed in this position vis-a-vis their employer often are unable to escape from the spiralling effects of the "company store" syndrome, whereby continued service with the same employer drives the unit deeper into debt, but no escape is possible until that debt is discharged. This happens most often in Marik and Kurita space, and a unit that is actually close enough to the border to jump sides will often do so. This has recently led to a gravitation of mercenary units to House Davion.

[GAMEMASTER'S NOTE: Most mercenary units are constantly in danger of falling into desperate financial straits, whether through misfortune, accident, battlefield losses, a rapacious employer, or other circumstance. A gamemaster can choose to visit any or all of these events on the player's heads. Furthermore, the prevailing trends also make these events likely, because more and more regular units in the Inner Sphere are become mercenary or near-mercenary units, increasing the competition for limited contracts and a fixed amount of available cash. However, a gamemaster should give the player characters some leeway in his otherwise even-handed administration of the **MechWarrior** game system. Although realism is part of the fun of roleplaying, a too heavy dose may leave the players feeling that the game is more an exercise in futility than an adventure in roleplaying.]

SCARCITY OF 'MECH EQUIPMENT

As player 'Mercenary units undertake and successfully complete contract assignments for their Successor House employers, they may sometimes receive a significant portion of their pay in kind. This may be either a negotiated share of the booty seized, or the right to draw against House supply stockpiles. Along with battlefield scavenging, such arrangements represent the unit's primary means for replenishing their stores of spare parts and ammunition to keep their 'Mechs up and running.

Of course, such ad hoc arrangements are usually quite flawed when it comes to allocation. Units will not always be able to acquire all the components they most desperately need. Indeed, some key materials may not be available at all in certain areas for months or years at a time, as a result of the vagaries of war and the permanently overtaxed condition of the few surviving 'Mech production facilities left in the Successor States.

LANDHOLDINGS IN THE 31ST CENTURY

BACKGROUND

The feudal system that arose on Earth in Europe after the fall of the Roman Empire was based on land and on the power and obligations conferred by land. Because a king with a sizeable realm could not possibly oversee every city, farm, tributary, or dependency in his domain, he would delegate a trusted brother, son, or other relative to rule in his name. This trust included the patent of nobility title to a specific property. Thus, duchies belonged to dukes, baronies to barons, and from counts came the 20th-century subdivision of land called counties.

The feudalism of the Successor States is quite similar, and has worked well in the task of governing far-flung and diverse empires composed of many worlds. The system continues because it works, and also because of the enduring human fascination with the pomp and panoply of the rich and the powerful.

Trusted governors and administrators were granted titles of nobility, and with those titles came responsibility for worlds or parts of worlds. The noble would collect taxes from his

subjects and pass on a percentage to his lord. He would swear fealty to his lord, and provide him with military assistance, supplies, and support in time of war, alliance, or treaty. In exchange, the noble received the legitimacy and support of his ruler, protection from powerful neighbors, and the privileges and perquisites of being all but absolute monarch of the territory placed in his care.

A pyramid of feudal power and obligations has the capacity to tie hundreds of worlds to a single ruler, with each hierarchical level receiving power and title to land from above, and delegating power and parcelling out titles of land to those below. A man's power is measured in terms of the numbers of people obligated to him for protection and service.

HOLDINGS

Early in the Star League period, the concept of holdings became important in the intertwined political and economic workings of the Galaxy. Although many nobles hold purely honorary titles with no real power of wealth or land attached to them, the most important nobles base their titles on the solid currency of property.

Holdings most commonly refer to landholdings, grants of land on some world or worlds connected to a particular title. Holdings vary in scope and value. The Duke of Omaha directly controls only a few thousand square kilometers on Newbraska's northern continent, but those holdings include the capital of one of the most important grain-producing agricultural worlds in the Federated Suns. The Duchy of Fenestere, on the other hand, includes five star systems with a total of 18 planets. Only one of these – a tide-locked, thin-aired, low-G, fire-and-ice expanse of desert and glaciers – is even marginally habitable.

As the rank of nobility falls, so do the extent and value of the holdings. A Duke who rules a world may administer his holding through several marquesses, who each control a continent. Each continent is divided into countships, which are in turn divided into baronies. Individual barons may control single cities, villages, or even single outposts or mountain fortresses.

A hold is more than land. It is a direct measure of the resources the noble can draw on – timber, food, water, metals, petroleum, factories, electronics, industries, lost remnants of Star League technology, and – most importantly – people. With sufficient holdings, even a baron can field and equip a small army, while a wealthy duchy can support hundreds of 'Mechs, thousands of troops, and the JumpShip fleet to carry them.

Occasionally, holdings can incorporate other property than land. This is particularly true of nobles who, through war or politics, have lost the land on which their title was originally based. In some cases, these nobles live as 'guests' of some sympathetic, higher noble (often a relative) who may exact 'rent' by using the poor relation to pioneer the uninhabited wilderness of some remote part of his holdings, or by incorporating them into his own military forces in time of war. Other nobles, particularly those who are themselves warriors, claim as their holds their JumpShips and the 'Mechs and troops aboard them. They survive by selling their services to those who need them, as mercenaries.

WARRIOR HOLDS

Although holds are most commonly associated with particular patented titles, they are not the exclusive domain of the nobility. Nobles frequently award grants of land to warriors in their employ, and most mercenary companies have holds known as "securities". Such grants are important to warrior units. They offer the promise of home and property in the future, and a sanctuary where the unit can rest and refit between campaigns in the present. Mercenary units are sometimes offered land grants in exchange for military services to a House, which tends to tie the unit to that particular ruler and his world. A ruler may further guarantee a mercenary unit's loyalty by keeping its holding (including the unit's families) under his 'protection'. From this comes the term "securities".

Warrior holds generally encompass a few hundred or thousand square kilometers, room enough for a small town, with plots of land for each of the unit's people. A lord may award larger grants to units that have shown special distinction in combat; there are even several cases of warrior holds that encompass an entire world. Other units are granted status as "the lord's men", with the right to settle within their lord's personal domains without holding title to any one plot of land.

LAND GRANT TABLES

Title	Holdings (Sq.Km)	Average Worth/ Yearly Income
Knight	10 sq.km	25,000
Baronet	500 sq.km	50,000
Baron	1,000 sq.km	100,000
Viscount	5,000 sq.km	500,000
Count	15,000 sq.km	1,500,000
Marquess	100,000 sq.km	10,000,000
Duke	500,000 sq.km	100,000,000

The average income numbers on this table should be considered minimums and the cash surplus generated by each holding. All normal expenses, including normal defenses, have already been paid.

HOUSEHOLDS

The term "household" is applied to the retinue of technicians, laborers, specialists, wives, and children who are associated with a particular hold, especially that of a military unit. It includes people who travel with the unit as support personnel, as well as the administrators, soldiers, workers, and families who remain on the unit's "home" land grant (perhaps light years away). Noble warriors may have enormous households to administer their far-flung and extensive holdings while they are away on a campaign.

Even a single, four-'Mech Lance with four MechWarriors and two to four Techs requires a number of support people not listed on battlefield duty rosters. These may include specialists such as medical personnel; planetologists to assess the biological or other hazards of an unfamiliar world; and experts in communication, electronic, and computer technology. There may also be cooks, orderlies, janitors, and personal servants, plus a platoon or more of ground troops to provide base security. Perhaps most important is the large work force of laborers, ranging from the untrained to the semi-skilled, to provide the

muscle needed to erect quarters, load or unload cargo, and work under the Techs in handling multi-ton chunks of 'Mech armor during repair work. These workers also tend to the multitude of small, routine maintenance and repair tasks required to keep a 'Mech operational.

The need to travel light dictates that most units, especially mercenary regiments, depend on the resources of the world where they are serving to support them. This labor force of assistant Techs, variously referred to as "astechs" or "asties", is frequently hired on a temporary basis from the population of the planet where the unit is serving. There is always at least a small retinue of astie followers who follow the unit from world to world, acting as a cadre of trained workers on a new planet, and serving as the work force on uninhabited or unfriendly worlds.

No warrior in his right mind would depend for his safety on the potentially hostile natives of a strange world. To carry out vital services too numerous or specialized to be handled by the unit's own Techs, there must be a staff of medics, and weapons, electronics, and computer specialists (popularly called "spectechs") travelling with the unit wherever it goes.

Many units, even relatively small ones and especially those detailed to long stretches of garrison or outpost duty, allow the families of the troops and staff to live with the unit. Most spouses double as warriors, technicians, or staff, and ideally every person in the entourage has duties in some capacity or other. Children are often in training as apprentices to the unit, which they will join formally when they come of age, and the staff includes tutors to educate them.

Units that have their own JumpShips have extensive staffs to care for shipboard routine, maintenance, repair, and supply. The logistical nightmares of a military unit operating from a world without a ready supply of food, water, and machine parts can be enormous.

There is a great deal of variation from unit to unit, and from noble to noble. A poor or efficiently lean 'Mech lance may have few if any personnel other than the warriors and Techs themselves. They manage somehow to do most of the work themselves, supplemented by outside people hired on a short-term basis. The household of a wealthy or ostentatious warrior duke with his own 'Mech company or regiment can amount to a small army in its own right, complete with a regiment of armored troops to guard it.

A unit's household includes not only the support staff travelling with the unit, but also the household personnel who remain in the unit's landhold, if there is one. This may include household troops and administrators. If the unit's families have remained in the hold, there will be a complete village with merchants and farmers, Techs and astechs, medical personnel, children and teachers all living in a tightly-knit community that depends on the absent military unit or on the unit's ruling noble for financial support.

The household community tends to be self-sufficient, compact, and stable. Any given community will have moved a number of times in its history. For example, they may have been evicted from one landholding by war or a change of masters, may have been living with the unit on a variety of worlds on garrison or occupation duties, or may have moved with the unit to another world as the result of a deal between two distant nobles.

The household community's principal loyalty is to itself and the Master of the Household, and through him to the baron or duke who supports them. Life is somewhat more stable within the households of warriors who are themselves nobles. With lands and holdings of their own through their patents of nobility, they are unlikely to be evicted or disenfranchised, and the common soldiers in the noble warrior's service can be relatively sure of a home when they retire.

LAND INCOME MODIFIER TABLE

Die Roll	Knight	Baronet	Baron	Viscount	Count	Marquess	Duke
0	-90	-50	-40	-35	-25	-25	-20
1	-80	-45	-35	-30	-25	-20	-15
2	-70	-40	-30	-25	-15	-15	-10
3	-60	-35	-25	-20	-10	-10	-5
4	-50	-25	-20	-15	-5	-5	-0
5	-40	-20	-10	-5	0	0	0
6	-30	0	0	0	0	0	0
7	0	0	0	0	0	0	0
8	10	0	0	0	0	0	0
9	20	10	5	5	0	0	0
10	30	20	10	10	5	5	0
11	40	25	20	15	10	10	5
12	50	35	25	20	15	10	10
13	60	40	30	25	20	15	10
14	70	40	30	25	20	15	15
15	80	45	35	30	25	20	20

(% Addition or decrease to base annual earnings)

Situation	Modifier
Light Lance vs Light Lance	-2
Heavy 'Mech vs Heavy 'Mech	-1
Heavy Lance vs Heavy Lance	-3
Heavy Lance vs Single 'Mech	-2
Heavy Lance vs Medium Lance	-4
Full-out Invasion	-14

+1 Per *Land Management* Skill Level

The number found by the modified roll represents the percentage change in average annual earnings. For example a Baron with a Land Management skill of 3, whose land was not fought over, rolls a 9 with two dice. This is modified to a 12 and the table yields a 25. This means that the Baron's 1000 square kilometers of land will earn a surplus of 125,000 C-Bills (100,000 x 1.25). This money can then be spent on anything.

ENTAILMENT

A noble has the right to hand out landholds from among his own holdings. He also has the right, within limits, to take it back. A landholding commoner who displeases him may have his rights to a hold revoked. Specifications of the hold and the circumstances under which it may be revoked are spelled out in the title contract when the holding is first conferred. For example, a particular hold might be granted to a warrior or noble and his family for perpetuity, though this is a rarity in a violent age of shifting alliances. On the other hand, an entailment clause could be invoked for so minor a matter as the lack of an heir to whom the property would pass after the landholder's death.

The legal twistings of hold contracts and titles can be daunting. Thus, the household staff of most landholding military units include several specialists in property and contractual law. The death of the landholder's lord could require new title negotiations with the new lord, or the holder could find himself disenfranchised and impoverished.

By common law and tradition, patents of nobility cannot be revoked, and those noble patents tied to a particular world or landhold cannot be separated from those holdings. Yet, attempts have been made throughout history to do just that, and the matter is usually settled only by a war.

Land represents a landholder's ability to raise and support a large household of staff, retainers, and troops. Land grant titles spell out the rights and responsibilities of household retainers, who frequently go with the land rather than with the house master. This can be a severe burden to retainers and servants who have worked for a particular master for years, but it must be remembered that a landholder who has had his holdings revoked is no longer able to support an extended family. There is usually considerable latitude in the legal rights and responsibilities of retainers.

HOUSEHOLD PERSONNEL

Both the number of personnel and the range of their duties in the household of an independent-command military unit vary tremendously, depending on the unit's size and the philosophy of its organization. Some positions, however, are fairly standard throughout the Successor States.

Senior Tech

The Senior Tech is usually attached to the unit's commander. He is in overall command of the unit's technical staff.

Senior Astech

Usually an astech on the unit's permanent staff (rather than one hired locally), he is responsible for the training, discipline, deployment, and duty assignments of the unit's astech force.

Doctor

The medic is generally a licensed physician in larger or well-equipped units, or a warrior or Tech who does double-duty with first aid in a small or impoverished one. He holds sick call, treats the wounded, acquires and dispenses medication, supervises sanitation and cooking facilities, and arranges for the evacuation, hospitalization, and medical retirement of badly injured personnel.

Weapons Master

A Tech with long experience with a variety of weapons systems, the Weapons Master is responsible for a unit's weapons, ammunition, and weapon power sources, including those mounted on 'Mechs. He also serves as drill sergeant to direct the training of new recruits, and may also be called upon to act as personal tutor in tactics, weapon handling, and hand-to-hand combat for warrior apprentices with the unit. He is usually a personal retainer of long standing in the commander's service.

Computer Tech

This is a Tech responsible for maintaining the household's computers and computer-based electronics. He is responsible for the computer programs that govern everything from the unit's supply inventories to the printing of duty rosters and supply requisitions. He also works under the senior Tech to maintain the unit's BattleMech computers and their programs.

Freehold Steward

This is the chief official who handles the affairs of the unit's holdings, and is answerable directly to the commander. In noble households, he is the Chamberlain, and administers the ruling noble's estate and palace affairs, whether or not the noble is present.

Household Troops

This is a personal guard of foot or mechanized soldiers who guard a unit's (or noble's) landholdings, and who provide ground security forces, sentries, patrols, internal security, bodyguards, and support troops for 'Mech units in the field. They may be merely a show piece, or they may be seasoned fighters such as a well-trained, experienced Mercenary unit.

Planetologist

Larger units usually include a scientist/scientific team responsible for assessing biological, techtonic, meteorological, and other hazards on an unfamiliar world.

CASTLE

The feudal trappings of the Successor States civilization have resurrected another facet of Earth's Middle Ages. Permanent landholds connected by charter or deed to a particular ruling noble nearly always have a structure called the Castle, which serves as the noble's headquarters and offices when he is present. It also provides space for barracks for the household troops; repair, service, and storage facilities for 'Mechs; granaries and storehouses for food; quarters for the entire household staff; and a central rallying point for community functions such as award ceremonies and presentations.

Garrisons and mercenary units stationed on distant worlds will try to acquire a local building to house the staff personnel, as well as the maintenance, repair, vehicular, weapons, and communications equipment vital to a military unit. When a local building is not available or the unit knows it will have to make a rapid withdrawal, temporary barracks and headquarters are scooped out of the ground by 'Mechs or other heavy equipment, then are roofed over and camouflaged. One of the most important features of these headquarters is a central combat communications station, where unit staff can assess battlefield intelligence and maintain communications

links with each 'Mech and tactical force in the field. The relatively greater power of their communications gear allows them to maintain contact with individual 'Mechs during combat, even when the 'Mechs of one unit may be out of touch with one another.

On landholds, the castle is the heart of the land title, protecting the hold's village community, and providing heavy mounted weapons to protect the local spaceport. On many worlds, even those not directly entailed to a ruling noble, massive fortresses have been constructed in strategic locations near spaceports, mines, industrial facilities, or vital cities. These serve as local headquarters for military forces garrisoning the area.

The largest castles are vast walled encampments spanning hundreds of square kilometers, and mounting beam and missile weapons of great range and power. Castles have become strategically important because of the people, resources, and equipment centered in them. In a nuclear age, such a single concentration of power and resources would be unwise, as it could be wiped out in one fell swoop. In the Successor States era, however, nuclear weapons have been outlawed.

Contemporary philosophers see the castle as a symbol of a once-mighty culture turning in upon itself, walled off against the encircling, barbaric night. Like the castles of the Earth's Dark Ages, these may, in fact, guard the seeds of new civilization that will take root in the dawn of a new day.

TRADING CARTELS

Though trade and commerce remain risky ways to make a living, there are a handful of large interplanetary trading combines that have managed to flourish in the hostile environment of the last 200 years. These cartels also wield considerable economic (and often political) power in one or more of the Successor Houses. Some of these combines are holdovers from the halcyon days of the Star League, though their business focus and management structures are often much-changed. There are also others of a new breed, which developed to exploit the vagaries of these troubled times.

Trading cartels generally concentrate their operations within one or more designated trade routes. They usually possess a fleet of 5 - 20+ JumpShips, two to three times as many DropShip freighters, and often wield significant influence at the planetary spaceports they serve. Most planets where cartels operate will accord their fleets immunity from attack, allowing the fleet to operate freely across House borders, and even at times to enter the periphery of an active war zone. The most powerful cartels even maintain small 'Mech forces to oversee the security of their vessels, warehouses, and production facilities. The power and political loyalties of these forces tend to be very carefully monitored by the planetary and House governments whom they serve.

Player character 'Mech units may come into contact with trading cartels in a number of ways: as possible short- or long-term employers of a 'Mech unit's services, as potential sources of pay-as-you-go travel between worlds (for units who do not have their own JumpShip), or as sources of trade goods. The following descriptions are a representative sampling of trade combines.

CERES METALS

Ceres Metals is the largest remaining vestige of the glories of the Star League. One of the first developers of BattleMech technology, it remains a major economic force throughout most of the Inner Sphere. Though it has lost almost half its one-time industrial capacity to the ravages of war, Ceres continues to operate over 500 major metals mining, refining, and manufacturing facilities on nearly 100 worlds, producing all manner of military and non-military components and equipment. Its fleets of freighters have carte blanche at the spaceports of all five Successor Houses, and its political power on several planets rivals that of the local bureaucracy.

Ceres retains its neutrality by supplying arms and equipment to anyone who can pay for them. If the firm does have a preference about which House should emerge victorious from the Succession Wars, it has kept it well hidden. Planets where Ceres operates major facilities include Dorwinion and Ward (Davion), Kimball and Elidor (Kurita), Sarna (Liao), and Coventry (Steiner). Its main headquarters are on Capella (Liao).

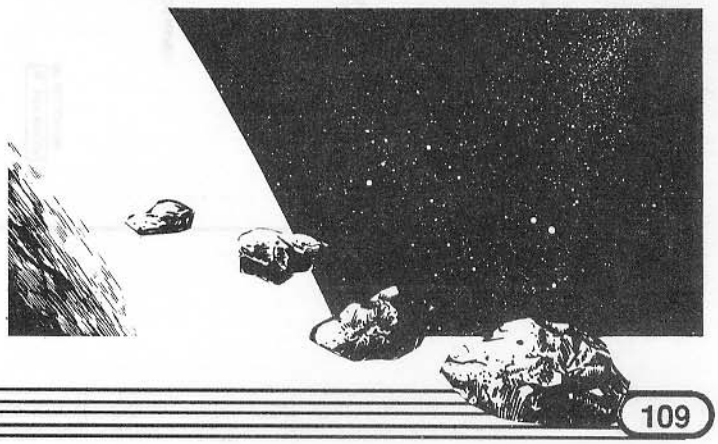
THE SYNGUARD CORPORATION

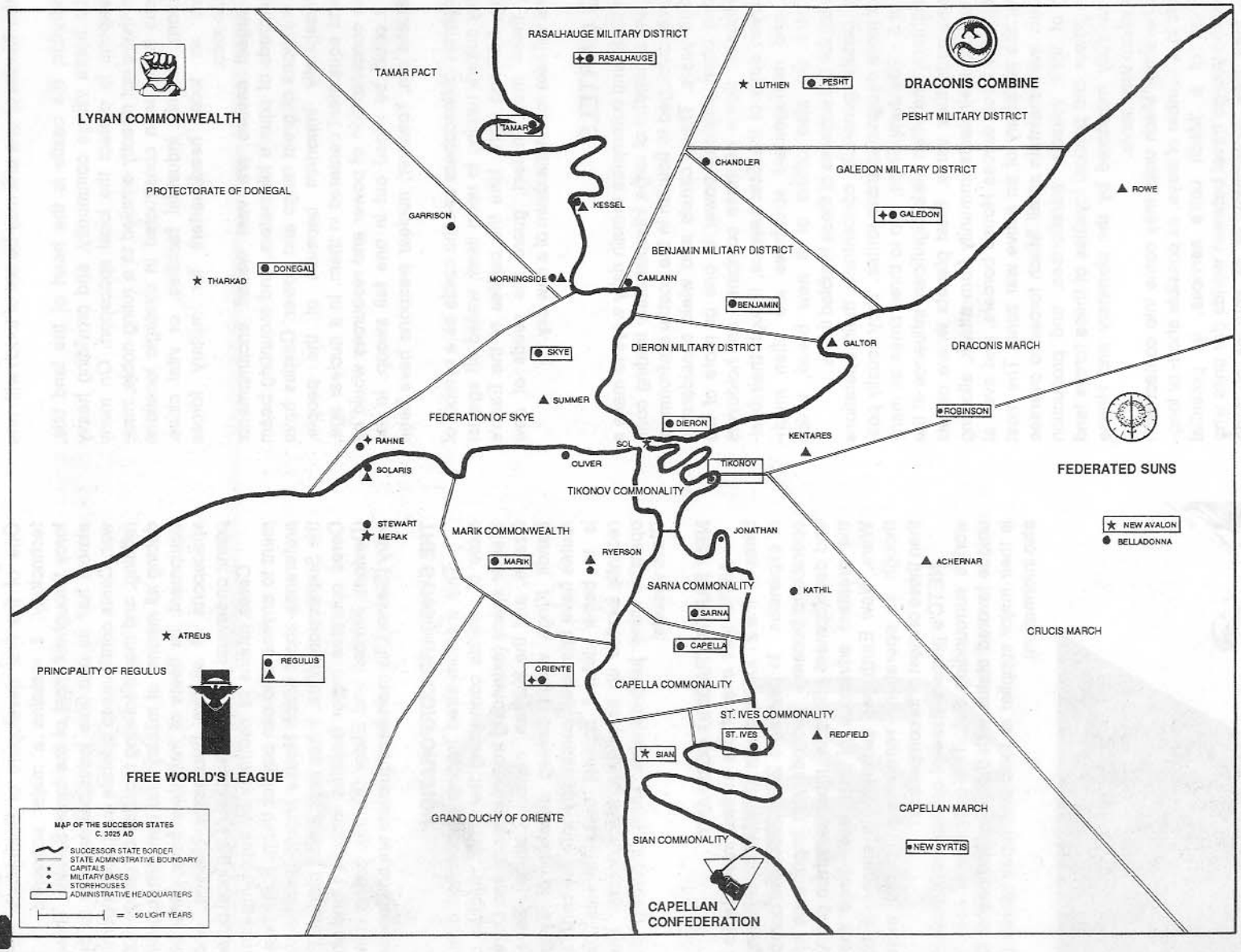
This medium-sized trading corporation operates along a route of worlds connecting the outer reaches of Kurita and Steiner space (extending from Alphecca and Duran to Moseby, Ozawa, and the Kuritan capital, Luthien). Several Periphery Bandit Kings within striking distance of Syngaurd's trade routes have interfered continually with the cartel's operation. It is to better defend against these threats that Synguard recently beefed up its private 'Mech forces. The corporation operates nine jump-capable ships, including three *Monolith* Class vessels.

NEW EARTH TRADING COMPANY

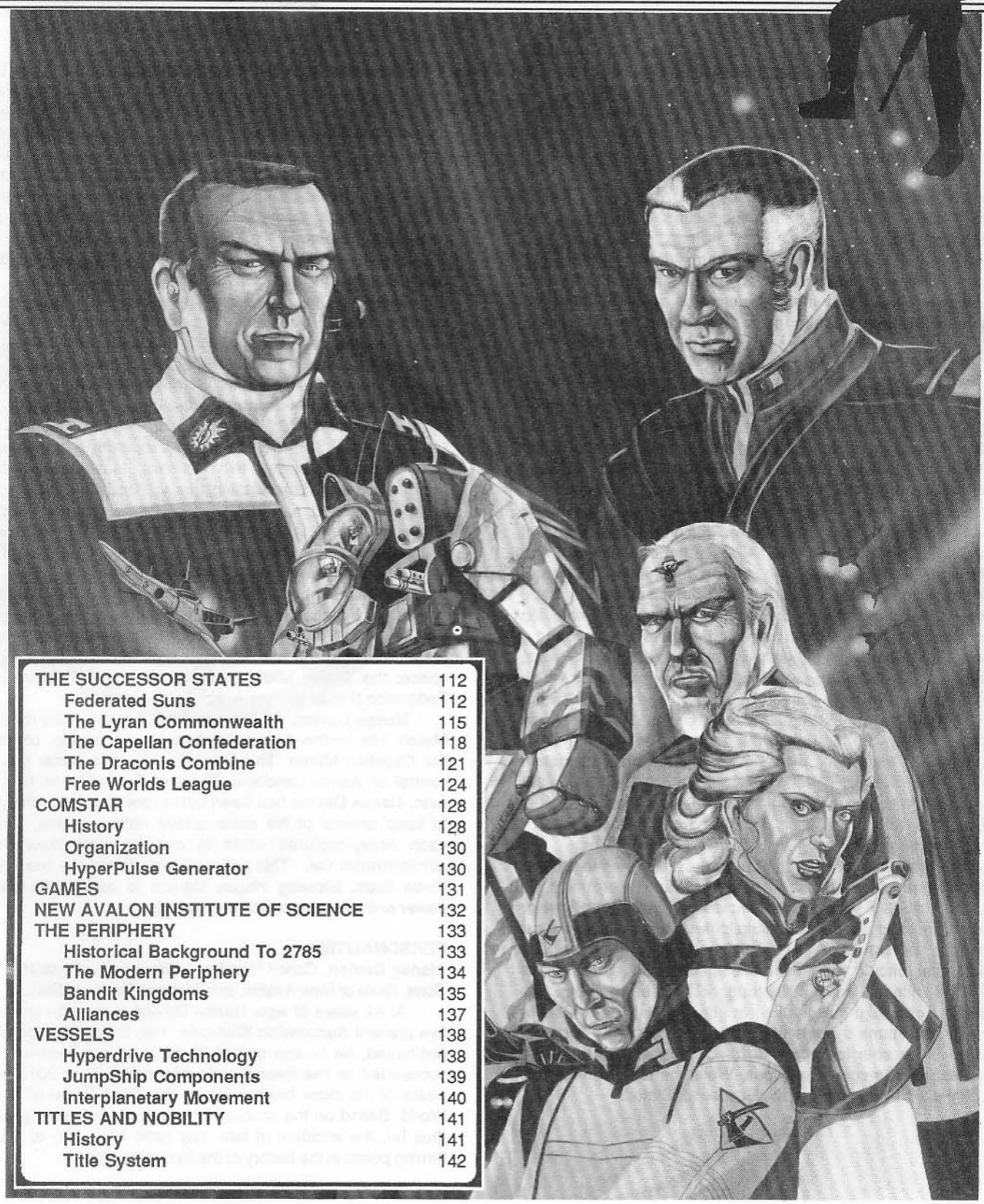
NETC was one of the earliest intergalactic trading combines of the 2100s, and was a key principal during the first age of expansion. In the years 2300-2750, the company's trading operations became secondary in importance to its research and development efforts in robotics, which produced some of the greatest advances of that age. Since the Succession Wars, New Earth has switched its emphasis back to trade, though its operations remain significantly more automated than those of most of its competitors.

NETC's primary base of operations includes the 30 or 40 worlds surrounding Sol. The company is said to possess a unique favored status with the relay stations of ComStar, and is their major supplier of food and repair stores (and possibly also information).




RASALHAUGE MILITARY DISTRICT
RASALHAUGE
TAMAR PACT
LYRAN COMMONWEALTH
TAMAR
LUTHIEN
PESHT
DRACONIS COMBINE
PESHT MILITARY DISTRICT
CHANDLER
GALEDON MILITARY DISTRICT
ROWE
PROTECTORATE OF DONEGAL
KESSEL
GARRISON
GALEDON
BENJAMIN MILITARY DISTRICT
DONEGAL
THARKAD
MORNINGSIDE
CAMLANN
BENJAMIN
SKYE
DIERON MILITARY DISTRICT
GALTOR
DRACONIS MARCH
SUMMER
FEDERATION OF SKYE
ROBINSON
DIERON
RAHNE
KENTARES
SCI
OLIVER
TIKONOV
SOLARIS
FEDERATED SUNS
TIKONOV COMMONALITY
STEWART
MERAK
MARIK COMMONWEALTH
JONATHAN
NEW AVALON
BELLADONNA
RYERSON
MARIK
ACHERNAR
SARNA COMMONALITY
KATHIL
SARNA
ATREUS
CRUCIS MARCH
CAPELLA
PRINCIPALITY OF REGULUS
REGULUS
ORIENTE
CAPELLA COMMONALITY
ST. IVES COMMONALITY
ST. IVES
REDFIELD
SIAN
FREE WORLD'S LEAGUE
CAPELLAN MARCH
GRAND DUCHY OF ORIENTE
SIAN COMMONALITY
NEW SYRTIS
CAPELLAN CONFEDERATION
MAP OF THE SUCCESOR STATES
C. 3025 AD
SUCCESSOR STATE BORDER
STATE ADMINISTRATIVE BOUNDARY
CAPITALS
MILITARY BASES
STOREHOUSES
ADMINISTRATIVE HEADQUARTERS
= 50 LIGHT YEARS

APPENDICES



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THE SUCCESSOR STATES, CIRCA 3025

To be successful over the long term, a good campaign should allow players to learn about the major events shaping the future of the game universe as well as some opportunity to influence the course of those events. Gamemasters about to begin designing a **MechWarrior** campaign will find that the political situation in the Successor States provides them with a wide-open, fluid backdrop and many options for future developments. For example, will the marriage between Hanse Davion and Melissa Steiner take place, permanently twining the destiny of their two houses, or will fate conspire to nip this alliance in the bud? Or, will Subhash Indrahar or young Theodore Kurita take advantage of the current unrest in the Draconis Combine to launch a bid to unseat Takashi Kurita as Coordinator? Then again, will it be Michael Hasek-Davion who yields to the siren song of power, throwing the worlds along the Davion-Liao border into turmoil as he betrays his liege lord in a bid for the throne? And what will happen to the Free Worlds League if aging patriarch Janos Marik dies?

As sole creator of a campaign universe, the gamemaster has the power and responsibility for deciding the outcome of these and other questions. As he designs the master plot and decides the time frame for the game's resolution, the gamemaster is also defining future hot spots and setting the stage for other major campaigns in the coming year. By providing rumors and clues that allow player characters to glean some background information during the course of their adventures, the historical backdrop becomes a live environment with which players can interact to help shape the direction of future campaigns. Conversely, unexpected actions by the player characters may demand that the gamemaster create new, unplanned-for events, or may simply provide his imagination with grist for the mill. After a few months, both gamemaster and players will discover the campaign taking on a life of its own, with a future unfolding logically from seeds sown by everyone involved.

The material presented in this book is designed to provide new gamemasters with essential background information on each of the five Successor Houses of the **MechWarrior** universe, including detailed descriptions of each House's most prominent personalities, planets, and 'Mech units. The gamemaster should read over this material several times to familiarize himself with it thoroughly before attempting to create a campaign scenario. In time, the **MechWarrior** universe and game system will be so familiar that the gamemaster will be able to improvise his own ideas. So pull up a chair, and roll the computer tapes. Welcome to the dangerous and unpredictable universe of the Successor States!

THE FEDERATED SUNS

The Federated Suns were founded in 2317 by Lucien Davion, Prime Minister of New Avalon, when he negotiated a mutual defense and assistance agreement known as the Crucis Pact with 20 nearby star systems. Lucien became the Federation's first president and New Avalon its capital. A member of the Davion family has led the Federated Suns in an unbroken succession of over 700 years. There are presently about 110 star systems actively settled under its aegis, nearly double the number of worlds controlled at the beginning of the Succession Wars. In addition, uncounted other worlds are claimed and exploited by Davion Forces.

Much of Davion's growth over the past 200 years has taken place at the expense of Liao's Capellan Confederation. In the last ten years, however, House Davion has diverted most of its military energies to campaigns against its most feared enemy, the Draconis Combine (House Kurita), which nearly succeeded in conquering the Federated Suns during the First Succession War. By forging an alliance with the Lyran Commonwealth in 3022, Davion has forced Kurita to spread its 'Mech resources along two frontiers, leaving many worlds thinly defended. By exploiting this vulnerability, Davion forces have succeeded in dealing the Combine several painful setbacks over the past three years, seizing Tancredi II, Galatia, and the Star League storehouses at Galtor and Rome, while losing very few units themselves.

The planets of the Federated Suns have been organized into three Marches: the Draconis March comprises the star systems most closely bordering Kurita space; the Capellan March includes the star systems most closely bordering Liao space; the Crucis March contains the central worlds of the Federation (including New Avalon).

Hanse Davion, as Duke of New Avalon, rules the Crucis March. His brother-in-law, Michael Hasek-Davion, commands the Capellan March. The Draconis March is under the titular control of Aaron Sandoval, Duke of Robinson. In fact, however, Hanse Davion has been using recent gains in this region to keep several of his more restive nobles in line, awarding each newly-captured world to one of these dukes as an administrative fief. This policy has stretched the resources of these lords, allowing House Davion to expand its personal power and influence on its home worlds.

PERSONALITIES

Hanse Davion, *Called "The Fox", Prince of the Federated Suns, Duke of New Avalon, and Victor at Halstead Station.*

At 42 years of age, Hanse Davion is the youngest of the five present Succession Warlords. Tall, broad-shouldered, and red-haired, he is also one of its most striking leaders. Hanse succeeded to the throne quite unexpectedly in 3013, on the death of his older brother Ian at the Third Battle of Mallory's World. Based on the accomplishments of his twelve-year reign thus far, the accident of fate may have been one of the great turning points in the history of the Successor States.

Davion is known as The Fox by both friends and enemies, and the nickname is certainly apt. Under his leadership, the Federated Suns have reached new heights of power. An unorthodox military strategist, Hanse Davion has often been able to achieve brilliant victories with a minimum of bloodshed. Equally important are his skills as a negotiator and diplomat, which have enabled him to consolidate gains made on the battlefield, and to bring the border worlds recently seized from House Kurita firmly under Federation sway.

Yet even these accomplishments do not tell the full story of the man, whose most notable trait is the ability to come up with daring new ideas and solutions. One example is Hanse Davion's sponsorship of a new university, the first serious attempt yet made to recover the technologies and scientific knowledge lost in the Succession Wars. A second, less noble example is his ingenious use of agents provocateur to foment unrest among the member planets of the Free Worlds League. By this means, he has House Mark's best military units tied up trying to suppress rebellions.

Foremost among the young Duke's bold initiatives, however, is his alliance with Katrina Steiner. After 14 months of delicate negotiations, the Commonwealth and the Federated Suns signed a secret treaty at Sol in May 3122, witnessed by the First Circuit of ComStar. A secret clause of this treaty is the promise of marriage between Hanse and Melissa Steiner, Katrina's daughter and chosen heir, when Melissa becomes 18 in 3028. This marriage and the resulting consolidation of the two realms would almost certainly change the prevailing balance of power irrevocably. It might also be the first step to a real League reunification attempt.

Michael Hasek-Davion, *Duke of New Syrtis*

Michael Hasek-Davion, Hanse's 49-year-old brother-in-law, is extremely ambitious. When he married Prince Andrew's illegitimate first-born child, Marie, it was in the hope that he would someday sit on Andrew's throne. Although he is the appointed ruler of the Capellan March, Michael will not be satisfied until he is the undisputed head of the Federated Suns.

Hasek-Davion believes that Hanse Davion's new emphasis on the Draconis front is a direct attempt to reduce the importance of the Capellan March, and so to lower Michael's prestige. Michael's obvious dissatisfaction with this policy has led to rumors that his opposition has blossomed into active treason. Not only has he resisted requests to commit his household troops to reinforce the Draconis offensive, but agents of Maximilian Liao, the Councillor of the Capellan Confederation, have reportedly paid several visits to the palace at New Syrtis.

Hanse Davion has publicly expressed only the greatest confidence in his relative, but Hasek-Davion is aware that Hanse's spies have intensified their activity in the Capellan March. Any action by Michael will be tempered by the fact that Morgan, his only son, is a member of the Davion Household Guard, and assigned to the Royal Court at New Avalon. For the present, Michael appears content to ready his forces on both sides of the Capellan border, waiting for the moment when Hanse finally makes a fatal slip.

MAJOR WORLDS

New Avalon

The capital of the Federated Suns since its inception 700 years ago and the ancestral home of the House of Davion, New Avalon is a temperate, Earth-like agricultural world whose rolling hills and ample water produce enough food each year to supply five other nearby star systems. It is also the site of the Royal Court and the recently founded New Avalon Institute of Science. Three regiments of the Davion Household Guard and several regiments of mercenary units with long-standing affiliations to the Federated Suns are permanently-garrisoned on New Avalon.

Kasai

Kasai, a desolate desert world close to the Periphery in the Draconis March, is uninhabited save for the regiment garrisoning the old supply depot here. Although the wars have greatly depleted the depot's stockpiles of spare parts and munitions, it remains a source of supply for Federated Suns units. Historically, Kasai has been a frequent target of Combine attacks, with raids launched from Galedon, Melisande, and Rowe (the last of which has been recently been conquered by Davion).

Kentares IV

Kentares is the site of the Kentares Massacre, the worst atrocity ever committed in the Human Sphere. A wealthy industrial world during the Star League years, the planet was captured during the First Succession War by Combine leader Minoru Kurita as part of an apparently triumphant drive toward New Avalon. Victory was short-lived, however, and Minoru fell to an assassin's laser. To avenge his father, Jinjiro Kurita exterminated the population of Kentares. Fifty million civilians (over 90 percent of the world's inhabitants) died in the carnage.

Meanwhile, the massacre had given House Davion time to rally its forces, and they succeeded in turning back Kurita's forces at Harrow's Sun. Though Kentares was repopulated with colonists after the massacre, it has never fully recovered its prosperity. Today it is largely a wasteland of ruined cities and rusting factories, garrisoned by a single battalion of 'Mechs.

Mallory's World

Due to its strategic location providing access to over 20 key star systems in Davion, Kurita, and Liao space, Mallory's World has become a heavily-fortified staging base for large-scale assaults into enemy territory. Once a flourishing agricultural planet of the Terran Hegemony, the planet has changed hands several times over the last two centuries. The last occasion was only twelve years ago, when the Federated Suns recaptured it in a pitched battle that cost the life of Prince Ian Davion. Since that time, the planetary garrison (normally two to three regiments strong) has repulsed two sustained assaults by crack Kurita 'Mech units.

New Syrtis

The home of Michael Hasek-Davion and hereditary homeworld of the Hasek family, New Syrtis is only marginally habitable, but boasts large workable ore deposits vital to the surviving industries of the Federated Suns. The world's arctic climate greatly aids its planetary defense, most notably against a year-long siege by the Capellan Confederation. New Syrtis is regularly garrisoned by the 33rd Hussars and the Syrtis Fusiliers, two of Hasek-Davion's personal 'Mech regiments.

Kathil

Site of a former Star League naval base, Kathil contains the Federated Suns' best drydock facility for JumpShip and DropShip refitting or repair. Though under the administrative jurisdiction of the Capellan March, Hanse Davion has garrisoned the planet and the base with two of his most trusted regular 'Mech regiments, Chisholm's Raiders and the 5th Crucis Lancers.

Talon

A mountainous K-star world with modest water resources but rich mineral deposits, Talon's greatest asset is a fully functional 'Mech production facility of medium size that manufactures *Griffins, Riflemen*, and *Enforcers*. Though at first glance Talon appears to be located very near Michael Hasek-Davion's homeworld of New Syrtis, in fact, both New Syrtis and New Avalon are three full jumps away from Talon, which is garrisoned by a single regular battalion.

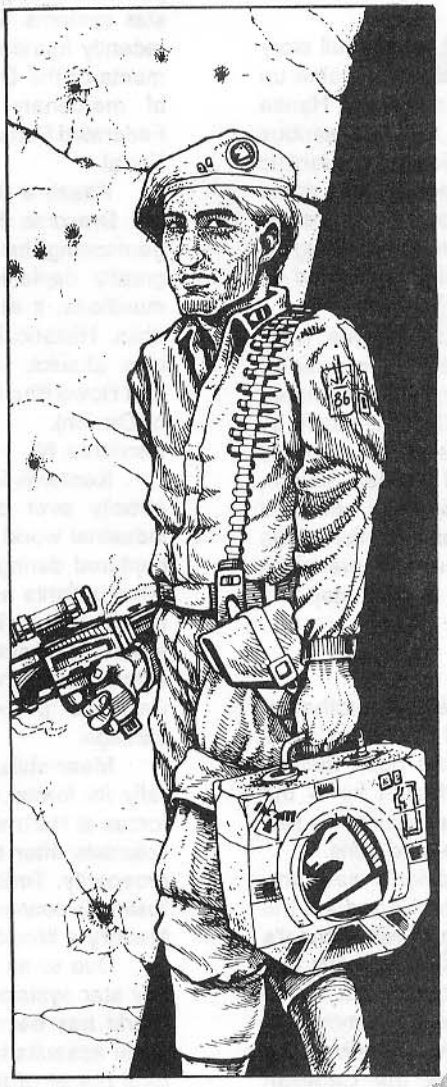
Quentin

An inhospitable planet located along the Draconis March, Quentin possesses functional 'Mech production facilities (like its Kurita-owned counterpart, the borderworld Al Na'air, 18 light years distant). The output of both factories has been severely curtailed by their respective Houses' frequent raids on each other. Quentin's planetary garrison normally consists of one or two full regiments of mercenaries.

MILITARY FORCES

At the present time, House Davion maintains the largest contingent of 'Mechs in the Successor States, a force totalling about 110 regiments. A surprisingly large number of these units (slightly more than half) are mercenary regiments, many of whom have served the House for decades, becoming more like a standing army than mercenaries under contract.

Some of the more notable units in the Davion forces include the following:



Regulars

The Crucis Lancers

(8 Regiments: 2 Elite - 3rd, 7th; 4 Veteran - 1st, 4th, 5th, 6th; 2 Regular - 2nd, 8th)

The Lancers were originally composed of expatriates from the Star League Regular Army, but now also contain a smattering from several of the Crucis March worlds. The unit has broken up and reformed several times, and been involved in some of House Davion's most important campaigns. The 7th Regiment includes McKinnon's Raiders, a company renowned for its innovative, high-mobility campaign tactics.

The Ceti Hussars

(3 Regiments: 2 Veteran - 1st, 2nd; 1 Regular - 3rd)

Based on New Earth, the Hussars have been the bulwark of Davion's Draconis March strike force over the past decade. While scoring a number of key victories, they have also suffered extensive losses. Barely a third of the MechWarriors in the current Hussars were piloting their 'Mechs at the beginning of 3015.

The Syrtis Fusiliers

(3 Regiments: 1 Elite - 6th; 2 Regular - 5th, 8th)

The Fusiliers are Michael Hasek-Davion's personal house-hold guard, handpicked from the worlds of the Capellan March. The 6th Fusiliers are a crack unit, but have seldom strayed far from New Syrtis in the past few years.

Mercenaries

The Eridani Light Horse

(1 Regiment: Elite)

Originally formed from Star League regulars, the Light Horse was organized as a raiding and reconnaissance force, and has worked for several different masters over the years. The regiment entered the service of House Davion in 3002. Two of the three Light Horse battalions possess no 'Mechs heavier than 60 tons.

Lindon's Company

(1 Battalion - Veteran)

Lindon's Company is a battalion-sized force of light and medium 'Mechs. It was originally formed from the remnants of a former House Kurita mercenary regiment that suffered heavy losses in a deep penetration raid against Driscoll's World after promised Kurita reinforcements did not arrive. The survivors' hatred of the Draconis Combine runs deep.

Miller's Marauders

(2 Battalions - Veteran)

After an eight-year tour of duty in service of the Lyran Commonwealth, the Marauders recently joined Davion's forces. The Marauders are a heavy 'Mech unit that recently distinguished itself during the assault and capture of Galtor III.

Team Banzai

(1 Regiment: Elite)

The Team is unique among regiments in the Inner Sphere, as most of its warriors are also expert Techs. Tactically brilliant on the battlefield, they are just as valuable in the laboratory or as teachers at the New Avalon Institute of Science. They have been under long-term contract to Davion since they were formed just over 10 years ago, and the Team's leader, Dr. Banzai, is a personal advisor to Hanse Davion as well as a good friend of Jaime Wolfe and Natasha Kerensky.

Special 'Mechs

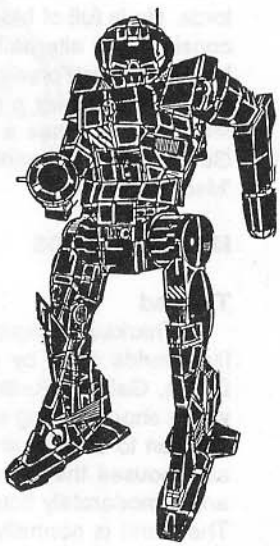
The BattleMechs unique to House Davion units are the 50-ton *Enforcer* and the 30-ton *Valkyrie*. The *Enforcer* is a mid-sized 'Mech carrying a large laser and 10-point autocannon for firepower. The *Valkyrie* is a jump-capable, relatively light 'Mech with moderate firepower (an LRM-10 and a medium laser) and double the armor protection of a *Stinger* or *Wasp*. Following are full statistics for each 'Mech:

Type: ENF-4R Enforcer — Tons

Tonnage	50		50
Internal Structure			3
Engine:	Nissan 200		8.5
Walking MP:	4		
Running MP	6		
Jumping MP	4		2
Total Heat Sinks:	12		2
Gyro:			2
Cockpit:			3
Armor Factor:	144		9
	Internal Structure	*Armor Value*	
Head:	3	9	
Center Torso:	16	23/4	
Rt./Lt. Torso:	12	17/3	
Rt./Lt. Arm:	8	14	
Rt./Lt. Leg:	12	20	

Weapons and Ammo:

Type	*Loc.*	*Critical*	
AutoCannon/10	RA	4	12
Ammo (AC)10	RT	1	1
Large Laser	LA	2	5
Small Laser	LT	1	.5

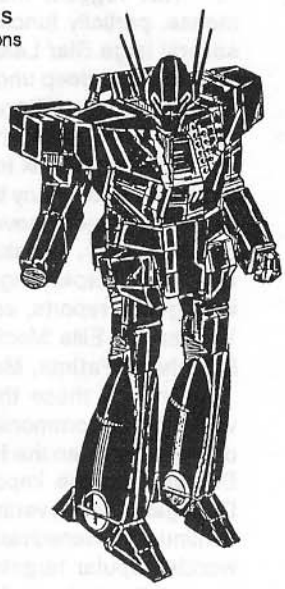


Type: VLK Valkyrie — Tons

Tonnage	50		30 tons
Internal Structure:			3
Engine:	Omni 150		5.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		2.5
Total Heat Sinks:	11		1
Gyro:			2
Cockpit:			3
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head:	3	8	
Center Torso:	10	14/4	
Rt/Lt Torso:	7	12/2	
Rt/Lt Arm:	5	9	
Rt/Lt Leg:	7	12	

Weapons and Ammo:

Type	*Loc.*	*Critical*	
LRM-10	LT	2	5
Ammo (LRM) 12	RT	1	1
Medium Laser	RA	1	1



THE LYRAN COMMONWEALTH

The Lyran Commonwealth was formed in 2341 as an amalgamation of three smaller mutual defense leagues: The Tamar Pact, the Federation of Skye, and the Protectorate of Donegal. The original Lyran capital was Arcturus. Shortly after the outbreak of hostilities between the Commonwealth and the Draconis Combine in 2407, however, the Lyran government moved to its current location at Tharkad. Soon after, leadership of the Commonwealth passed from Alistair Marsden to his only heir, Katherine Marsden Steiner, and remains in Steiner hands to this day.

The Lyran Commonwealth currently rules about 90 worlds in the northwest quadrant of the Inner Sphere. During the course of the Succession Wars, it has been slowly but steadily losing ground to the Draconis Combine, which has taken over almost a fourth of the former Lyran territories (including over more than half of the old Tamar Pact worlds along the Draconis border).

Despite this heritage of often humiliating military setbacks, the Commonwealth remains a formidable force in Successor States politics, for its domain includes some of the most richly-endowed planets in the Human Sphere. There are, for example, Alarion, Coventry, Donegal, Summer, Tamar, New Karlsruh, and Hesperus II. The latter is the site of the Star League's largest surviving military supply depots and the largest still-functioning 'Mech manufacturing and repair facility in the Successor States. Indeed, during the 18-year reign of Katrina Steiner, the current Archon, the Commonwealth's fortunes have experienced a strong resurgence. Its 'Mech forces have stemmed the tide of Kurita advances along its eastern border, and succeeded in making modest inroads into the territories of its other neighbor and rival, the Free Worlds League. In 3022, the Commonwealth signed a treaty with the Federated Suns. This has facilitated joint offensives in Kurita space, and it recently allowed Commonwealth forces to recover the Kurita-held worlds of Severn and Carse.

Regardless of its military fortunes, The Lyran Commonwealth has consistently maintained its reputation for making money. Its overall industrial output, particularly of non-military goods, outstrips that of its four neighbors, and has made its House currency the most stable in the Successor States. Some of its success is due to human ingenuity, and some to the rich natural resources of the average Lyran member-world and to the relatively small amount of war damage sustained by the industrial plants of a few, key remote worlds. Over the years, the Archons of House Steiner have consistently sponsored innovative economic and trade policies, such as large tax breaks for industrial reconstruction projects, awarding land grants to successful entrepreneurs as well as victorious MechWarriors, and encouraging the activities of free traders. Many of these policies are still presently in force.

There are two levels to the Lyran Commonwealth's political structure. First, there is the Archon and his family, who preside over the Royal Court at Tharkad. The other level is the Estates General, a parliamentary body consisting of one representative from each Commonwealth world. The Estates General meets yearly during the spring Court session. Though originally convened as an advisory body only, over time it has evolved into a powerful and independent political force,

capable of toppling an Archon's reign. (Alessandro Steiner, Katrina's predecessor as Archon, abdicated the throne in 3007 as a result of continuing conflicts with the Estates General over his military strategy). Intrigue in Tharkad during Court season often runs high, creating plenty of in-fighting among the royal family and much employment for spies and assassins. Yet, the overall political structure has proven remarkably stable. It is difficult to speculate what the revelation of the planned marriage between Archon-Designate Melissa Steiner and Hanse Davion will do to that stability.

PERSONALITIES

Katrina Steiner, *Archon of the Lyran Commonwealth and Duchess of Tharkad*

During her twenties and thirties, Katrina Steiner distinguished herself as a BattleMech commander of a Royal Guards regiment, rising up through the family ranks to capture the reins of power upon her uncle Alessandro's abdication. Since her election as Archon, she has proven to be a canny strategist as well. Having recruited several new regular and mercenary regiments to her service, she was able to marshal her forces effectively enough to tie up superior numbers of the Draconis Combine.

Yet, Katrina's real forte is the negotiating table. Her ceaseless efforts from 3021-3022 were the primary force behind the Commonwealth's recent peace treaty with House Davion. She has also been able to improve relations between the Commonwealth and ComStar (resulting in an under-the-table trade of raw materials stockpiles for improved service, and a recent upgrading of four Lyran relay stations to "A" status). Katrina has also made conciliatory overtures to each of the other three Successor Warlords, although they have consistently rejected her proposals. Some members of the Estates General severely disapprove of these diplomatic initiatives, which may explain the four unsuccessful attempts on the Archon's life over the past decade.

Katrina, now 49, is a woman of stately grace. Of all the Successor State rulers, she seems to be the only one aware of Hanse Davion's potential, and has moved aggressively to align her family's fortunes with his. Only time will tell if Katrina's efforts to seal the bond will ever reach fruition.

Melissa Steiner, *Archon Designate*

Though still only a girl of 15, Melissa has been thrust by recent events onto the center stage of Successor State politics by recent events. She is both the designated heir of Katrina Steiner and the secret betrothed of Prince Hanse Davion of the Federated Suns. Tall and willowy, Melissa has her mother's piercing grey eyes, but only the barest training in 'Mech combat and the arts of war. Indeed, had the fates not ordained her current role, it seems more likely that the bookish and sensitive Melissa would have become a ComStar Acolyte rather than a House MechWarrior. Because of the girl's youth and utter lack of military background, considerable criticism has greeted her appointment as Archon-Designate, further heightening the intrigue surrounding the Royal Court. Nonetheless, Katrina Steiner is confident that her daughter has the inner steel to survive the difficult challenges that lie ahead.

Frederick Steiner, *Duke of Duran*

Four years Katrina's senior, the Archon's cousin Frederick is a career MechWarrior who has commanded a regiment of the Lyran Guard for nearly 25 years. His achievements have been only modest, however, which is why he was not elected to succeed Alessandro. One of the most vocal critics of Katrina's conciliatory policies, Frederick instigated two of the attempts on his cousin's life.

Personally courageous but fatally short-sighted, Frederick is cut from the mold of the mid-2800s Successor Warlords. He is full of blood-lust and bluster, unable or unwilling to consider any alternative to military victory. Though this makes him somewhat predictable, Frederick is the great obstacle to Katrina's plans for a new order, and to Melissa's accession to the crown. He has a powerful cadre of friends in the Estates General and a variety of other supporters in many Regular 'Mech regiments.

MAJOR WORLDS

Tharkad

Tharkad is capital of the Commonwealth and one of the five worlds ruled by of the Steiner family (the other four are Duran, Gallery, Furillo, and Porrima). It is a cool, rocky world with a short growing season and long, often grueling winters. In addition to the Royal Court and the Estates General, Tharkad also houses the remnants of an old Star League storehouse and a moderately flourishing metals mining and refining sector. The world is normally garrisoned by four regiments of 'Mechs (three Regular, one Mercenary).

Hesperus II

This rugged, mountainous planet is the site of an immense, partially functional 'Mech production facility as well as several large Star League supply depots concealed among the world's many deep underground caverns. Many of the Commonwealth's finest military hours have taken place on Hesperus. Twelve times since the outbreak of the the First Succession War, Kurita or Marik forces have invaded the planet, only to be repulsed just as many times.

The planet's severe terrain and bitter weather work in its defense, often wreaking havoc on the best-laid plans of its attackers. Depending on the Commonwealth's most recent intelligence reports, anywhere from two to six full regiments of Veteran and Elite 'Mechs may be guarding Hesperus.

Meacham, Fatima, Menkent

Though these three worlds offer only modest economic value to the Commonwealth, together they form a critical line of defense between the House Kurita border worlds of Kimball and Borden, and the important Commonwealth worlds of Alarion, Donegal, and Coventry. Forces on both sides of this line are continually maneuvering, which makes these three Steiner worlds popular targets for reconnaissance or raiding ("test of strength") missions. A single brigade of up to three regiments may be defending each of these worlds at any given time.

Coventry

A pleasant, heavily-inhabited world with a mild climate and a fully operational light 'Mech production facility, Coventry is deep within Steiner space. It is generally garrisoned only sparsely, usually with a single regiment of Regular 'Mechs. Coventry's present ruler, Duke Harrison Bradford, is one of Katrina Steiner's staunchest supporters.

Alarion

The old Star League naval base located on this otherwise desolate world is the only major starship repair and refitting facility in Steiner space. The planet's garrison was doubled after a damaging hit-and-run raid by House Marik forces in 3006 (one of the defeats that brought about the Alessandro Steiner's abdication).

Severn

This well-populated K-star world, which houses several important heavy manufacturing complexes, was seized by House Steiner less than nine months ago after a hard-fought campaign. Commonwealth forces expect Kurita to make a major effort to retake either this world or Tamar, its equally industrialized neighbor, within the next year or so.

Summer

Home of a major Star League storehouse and an important staging world for Steiner offensives, this inhospitable desert planet is ruled by Duke Aldo Lestrade, an outspoken opponent of Katrina Steiner's treaty with the 'enemy' House of Davion. Lestrade's household regiment, the 17th Skye Rangers (often affectionately referred to as "the Boys of Summer"), is considered one of the Commonwealth's best.

Donegal

Sometimes known as the "Trader's World", Donegal is richly endowed with industrial grade diamonds, rare earths, and exotic plant and animal life. It has become a natural staging base for free traders transshipping cargoes into and out of the Periphery.

MILITARY FORCES

House Steiner can currently muster slightly over 75 'Mech regiments. About a third of these are mercenaries, though that percentage has steadily increased during the reign of Katrina Steiner (who has actively wooed disaffected mercenary units from her Kurita and Marik rivals). A large percentage of Steiner forces are composed primarily of medium and heavy 'Mechs, units better suited to defense or prolonged offensive campaigns than quick strikes or raids. As a consequence, House military strategy has often seemed to follow a plodding, unimaginative course of periodic major assaults against two to three key enemy worlds, followed by three to four years of static inactivity. Even Katrina Steiner's generally enlightened reign has produced little improvement. Some of the more notable units of the Lyran 'Mech forces include the following:

Regulars

The Lyran Guard

(12 Regiments: 3 Elite - 6th, 11th, 15th; 5 Veteran - 3rd, 10th, 14th, 19th, 26th; 2 Regular - 30th, 36th; 2 Green - 24th, 32nd)

House Steiner has always maintained a large standing force of household 'Mechs culled from both personal planetary forces and from companies promoted for valor from other Regular regiments. The 6th and 15th regiments are currently stationed on Hesperus II. The 3rd Regiment has traditionally served as the Palace Guard of the Court at Tharkad.

The Skye Rangers

(4 Regiments: 2 Elite - 4th, 17th; 1 Veteran - 10th; 1 Green - 22nd)

The heavy 'Mech regiments of the Skye Rangers have often played a major role in House Steiner's offensive campaigns. The 4th Regiment was a key participant in the Commonwealth's successful assault on the planet Carse in 3023. In the past year, Steiner created the 22nd Regiment from warrior families on Skye, Dallen, and Chaffee, and outfitted them with spanking new 'Mechs from the Hesperus production plant.

Winfield's Brigade

(2 Battalions - Elite)

These two battalions of medium and light 'Mechs are considered among the few effective 'rapid-strike' units available to House Steiner. The units are commanded by Davis Winfield, the tall and strapping second son of that small agricultural planet's reigning duke.

Mercenaries

Hansen's Roughriders

(1 Regiment - Veteran)

Colonel Gerhardt Hansen assembled the Roughriders from the remnants of a Marik regular unit that he led in unsuccessful rebellion against Janos Marik in 3014. The regiment has served House Steiner for the last seven years. The Roughriders prefer close combat, and have several companies composed entirely of heavy 'Mechs. They recently played a key role in the conquest of Severn, and are presently stationed on the border world of Suk.

Barrett's Fusiliers

(1 Battalion - Veteran)

Currently stationed on Skandia, Barrett's Fusiliers very recently switched its allegiance to House Steiner after ten years of service to the Draconis Combine. It is said that Alonzo Barrett, the Fusilier's commander, holds a personal grudge against Natasha Kerensky and her Black Widow Company of Wolf's Dragoons, and hopes for a chance to settle the score.

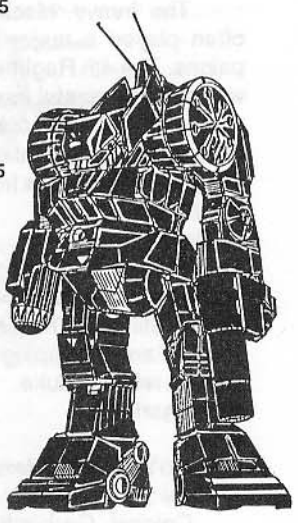
Special 'Mechs

Two BattleMech designs unique to the Lyran Commonwealth are the 80-ton heavy 'Mech *Zeus* and the 25-ton *Commando*. The *Zeus*, produced only at the Hesperus facility, is a heavily-armored 'Mech with a versatile array of firepower (including an LRM launcher, autocannon, and several lasers). The *Commando*, primarily produced at the Coventry 'Mech plant, is a non-jump capable light recon 'Mech armed with two SRMs. Following are full statistics for each of these 'Mechs:

Type: ZEU-6S Zeus			Tons
Tonnage	80 tons		80
Internal Structure:			8
Engine:	Pitban 320		22.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Total Heat Sinks:	16		6
Gyro:			4
Cockpit:			3
Armor Factor:	184		11.5
	Internal Structure	*Armor Value*	
Head:	3	9	
Center Torso:	25	26/9	
Rt/Lt Torso:	17	18/6	
Rt/Lt Arm:	13	22	
Rt/Lt Leg:	17	24	

Weapons and Ammo:

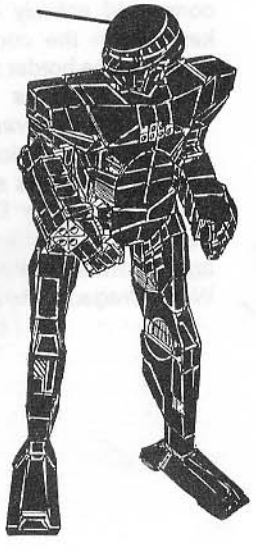
Type	*Location*	*Critical*	
Large Laser	LT	2	5
LRM-15	RA 3	7	
Ammo (LRM) 8	RT	1	1
Medium Laser	LT(R)	1	1
Flamer	CT(R)	1	1
Medium Laser	CT	1	1
Autocannon-5	LA	4	8
Ammo (AC) 20	LA	1	1



Type:COM-2D Commando			Tons
Tonnage:			25
Internal Structure:			2.5
Engine:	Omni 150		5.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Total Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	64		4
	Internal Structure	*Armor Value*	
Head:	3	6	
Center Torso:	8	8/4	
Rt./Lt. Torso:	6	6/3	
Rt./Lt. Arm:	4	6	
Rt./Lt. Leg	6	8	

Weapons And Ammo:

Type	*Location*	*Critical*	
SRM-6	CT	2	3
Ammo (SRM 6) 15	LT	1	1
SRM-4	RA	1	2
Ammo (SRM 4) 25	RT	1	1
Medium Laser	LA	1	1



THE CAPELLAN CONFEDERATION

The Capellan Confederation was one of the last alliances to be created during the 24th Century. It was formed in 2367 by a treaty agreement between the five powerful area worlds of Chesterton, Capella, Chisholm, Sarna, and Sian (each of which had already built itself into the head of a small coalition of younger or poorer worlds). The Confederation almost collapsed the following year when its representatives convened to elect a ruler. Each member state fought adamantly for its own candidacy until a nifty bit of eleventh-hour diplomacy by Franco Liao, the ruler of a small, water-poor mining world of the same name. Liao convinced the leaders of Chesterton, Capella, and Sian to support him as a compromise candidate.

This incident proved to be prophetic of the Liao family's future history. Franco's heirs soon entrenched themselves as hereditary rulers of the Confederation by shrewdly playing on the fears of each member state, gradually infiltrating each opposing royal household with members of their prolific brood. Descendants of family Liao eventually took over the ducal thrones of Sian, Chisholm, and seven other worlds, which assured their continued rule.

From the outset of the Confederation's existence, the Capellans have battled with their neighbors, the Free Worlds League. During the Age of War, disputes over border worlds frequently flared into full-scale conflict between the two. The Capellan forces usually came out on the short end, and this pattern would also repeat in the following centuries.

Since the start of the Succession Wars, the Confederation has lost half its territories and many of its most valuable star systems to House Davion and House Marik. Indeed, most historians believe that what has prevented the complete destruction of the Capellan State is not the Liao family's military prowess, but rather its ability to convince rival House leaders that they would rather have the 'helpless' Capellan Confederation on their border than one another.

The Capellans of 3025 are far from helpless against all but a full-scale invasion, however. Because their borders have shrunk appreciably, they are now able to heavily garrison all their remaining holdings with troops and fortifications. As a result, very little significant fighting has taken place on either side of the Capellan border for the past 50 years.

Though the Confederation presently controls less than 40 settled worlds, it has a complex political structure to match its undiminished dreams of power. The worlds of the Confederation are ordered into six Commonalities, each with its own administrative seat. These commonalities are Sarna, Tikonov, Capella, St. Ives, Chesterton, and Sian. The fact that House Davion conquered more than two-thirds of the original worlds of the Commonality of Tikonov and all of the Commonality of Chesterton more than a century ago has not altered this structure a jot. Indeed, Lord Hargreaves, the Chesterton Commonality's fifth Prefect in Exile, still retains his seat at Court, where he complains continually (as did each of his predecessors) about the Confederation's failure to mount a serious offensive to recover his lost lands.

Of the five remaining active Commonalities, descendants of the Liao family rule three (Tikonov, Sarna, and Sian), giving them effective control over Court proceedings and House policy.

Despite the Confederation's long history of ill fortune, the far-flung branches of the Liao clan get along surprisingly well. This suggests that Liao family members who are out of power have realized that their beleaguered peers are doing the best they can in the circumstances.

PERSONALITIES

Maximilian Liao, *Chancellor of the Capellan Confederation, Prefect of the Commonality of Sian, and Duke of Sian*

Maximilian Liao, the current ruler of the Capellan Confederation, is a small, wiry man of 45 with a softspoken manner and watery blue eyes. He was appointed Chancellor upon his father's death in 3013, the same year Hanse Davion came to power in the Federated Suns. Since then, Hanse's exploits and initiatives have had a major impact on the course of Successor State history. Nevertheless, Maximilian believes that it is he who holds the balance of power among the Successor States lords, and that he could emerge from the next great war as the compromise choice for First Lord of a new Star League. Some politicos have commented that Maximilian still believes in Santa Claus, too.

To accomplish his lofty objectives, Maximilian has turned his efforts toward diplomatic initiatives. On the one hand, he has joined with Houses Kurita and Marik in a loose alliance primarily directed against House Davion. On the other, Maximilian's agents have been in contact with Michael Hasek-Davion, the Duke of New Syrtis. They have offered to recognize Michael as the legitimate Prince of the Federated Suns in exchange for his support in ousting the Davion garrisons posted along portions of the Capellan March. It is Liao's hope that this two-pronged assault will topple House Davion from its current prominent position, leaving none of the other powers strong enough to win a clear-cut military victory. This would create a perfect opportunity for Liao to use his diplomatic connections with three of the four surviving Warlords to forge a new Star League with himself at the head (following in the footsteps of Franco, his ancestor of some 600 years before).

Colonel Pavel Ridzik, *Duke of Thomas*

Ridzik is a gruff and grizzled, red-bearded veteran of more than 30 years of 'Mech campaigning. Ever since Maximilian's rise to power, the Colonel has served him as de facto supreme commander of House Liao's 'Mech forces. His accomplishments since assuming this role have been vital to the Confederation's continued existence. Pavel has proven to be a master at anticipating his opponents' strategies, and has marshalled his limited forces expertly to meet and repel their offensive thrusts. At present, however, Ridzik cannot undertake offensives other than occasional hit-and-run supply and water raids because of Chancellor Maximilian's diplomatic initiatives with Michael Hasek-Davion and House Marik.

MAJOR WORLDS

Sian

The Confederation homeworld is a lush, tropical garden planet that is also richly endowed with precious metals and a still functioning electronics industry. One of the few interior worlds remaining in Confederation space, the planet is the most thinly defended of any capital world, maintaining only two regiments of Regular 'Mechs.

Capella

The Capellan colony was originally founded by Ceres Metals, an extraordinarily aggressive (some would say rapacious) multiplanetary cartel whose unofficial slogan for many years was "We Make What Terra Needs Most – Money!". Since the onset of the Succession Wars, Capella's enormous industriplexes (including the only surviving 'Mech production facility in the Confederation) have been responsible for maintaining Ceres' profitability. They continue to make money despite (or, in some cases, because of) the hardships suffered by many of Capella's fellow worlds. Nonetheless, life for most of Capella's common citizens has not been easy, as the planetary government has had to employ a number of Draconian measures to keep the factories up and running. The planet is normally garrisoned by two to three 'Mech regiments.

Tikonov

Garrison duty on any border world always carries an element of risk, but no planet in the Successor States seems more frighteningly exposed to its enemies than Tikonov. One of the last bastions of the once strong Confederation Commonality, Tikonov lies within jump distance of more than ten Davion-held worlds, and can receive reinforcements from only three or four Liao worlds. Enemy forces have, in fact, raided or assaulted the planet five times in the last 30 years. Its garrison can range anywhere from one to five regiments, depending on the Confederation's latest intelligence reports.

Liao

Original homeworld of the House of Liao, this mining world has been hard-hit by war, currently producing only a shadow of its former output. Candace Liao, current scion of a cadet branch of the family, is the world's present duke, presiding over a citizenry of barely 100,000 inhabitants.

Carver

The watery world of Carver still harbors some much-depleted but still valuable Star League spare parts depots on two of its larger islands. The tactical mechanics of island-hopping make assaults and raids against these facilities somewhat complicated.

Hsien

The doughty inhabitants of Hsien reside on the large moon of their star system's fourth planet, where they mine its rich ore reserves and attempt to fend off frequent raids by House Marik forces. Tomana, yet another member of the ubiquitous Liao clan, presides over the colony.

MILITARY FORCES

Maximilian Liao believes that his BattleMech regiments are not capable of fighting a prolonged offensive war against any of the other Houses, especially against Hanse Davion's troops. The sheer weight of numbers bear him out, as Liao can field barely 60 regiments. In general, Liao's units also tend to be older and not as well supplied as those of his foes, placing them at a further competitive disadvantage. Nonetheless, a number of Liao units are highly competent, particularly on the familiar terrain of their home worlds.

Following are some of the more notable units of the Capellan 'Mech forces:

Regulars

Capellan Hussars

(3 Regiments - Veteran)

These three regiments comprise Maximilian Liao's household guard, and are usually stationed on either Sian or Capella. As with so many other aspects of Confederation court life, there are currently 14 MechWarriors named Liao commissioned in the Hussars.

Northwind Highlanders

(4 Regiments: 1 Elite - Marion's Highlanders; 2 Veteran - McCormack's Fusiliers, 1st Kearny Highlanders; 1 Regular - 2nd Kearny Highlanders)

These medium and light units are little known outside Liao space, but they are the bulwark of the garrisons manning the last bastions of the Confederation's northern frontier. They have responded to threats time after time, earning precious little glory or booty for their efforts. Though these closeknit regiments have great heart and pride, their continuing lack of replacement and spare parts may someday prove a handicap that even they cannot overcome.

Mercenaries

McCarron's Armored Cavalry

(5 Regiments: 2 Elite - 1st, 2nd; 2 Veteran - 4th, 5th; 1 Regular - 3rd)

One of the largest mercenary units in existence, Colonel Archie McCarron's motley crew of medium and light MechWarriors have long been known as the bad boys of the Successor States. Unkempt and undisciplined, they are true to little except their own rough code of honor. Nonetheless, there are few units a MechWarrior would rather have standing alongside him in a pitched firefight.

In the 80 years since the cavalry's formation, "Big Mac" has served every Successor Warlord except House Davion at least twice, and has nearly doubled in size. In the three years since rejoining the service of House Liao, McCarron's battalions have served as a kind of roving super-utilityman. They move up and down the Liao borders in response to intelligence reports of enemy 'Mech concentrations, or rush in to relieve units already under attack.

Though they have performed spectacularly in this role, the Big Mac battalions have become restless for bigger booty, recently undertaking unauthorized raids into Marik space (with Pavel Ridzik's unofficial blessing). Rumors say these raids have netted McCarron's men enough prize 'Mechs to outfit a sixth battalion.

Special 'Mechs

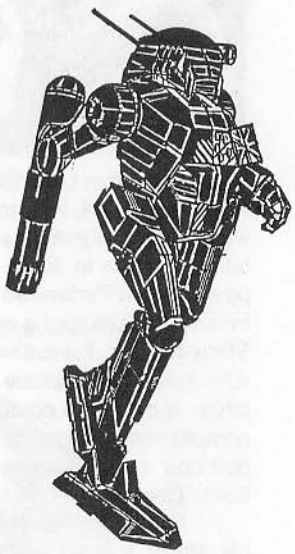
Despite the fact that the bulk of House Liao's fighting since the outset of the Succession Wars has been defensive in nature, very few of its 'Mechs are the heavy, well-armored types best suited for static defense. Indeed, the Confederation's sole operational 'Mech production facility is not currently able to produce a 'Mech larger than 60 tons. The 45-ton *Vindicator*, the most effective of House Liao's homegrown 'Mech designs, is jump-capable but relatively slow. It is a medium 'Mech with fairly substantial armor protection and good long-range firepower.

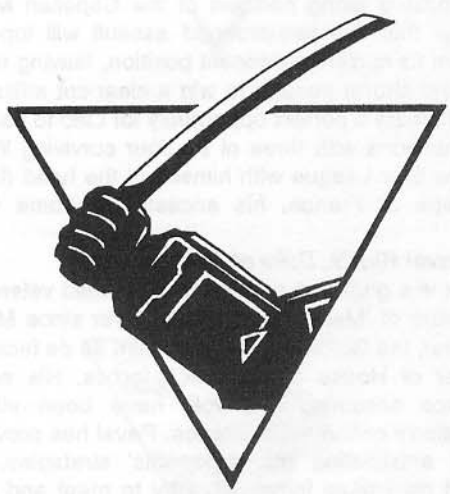
Type: VND-1R Vindicator — Tons

Tonnage:	45 tons		45
Internal Structure:			4.5
Engine:	GM 180		7
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		2
Total Heat Sinks:	16		6
Gyro:			2
Cockpit:			3
Armor Factor:	144		9
	Internal Structure	*Armor Value*	
Head:	3	9	
Center Torso:	14	18/9	
Rt/Lt Torso:	11	16/6	
Rt/Lt Arm:	7	14	
Rt/Lt Leg:	11	18	

Weapons and Ammo:

Type	*Location*	*Critical*	
LRM-5	LT	1	2
Ammo (LRM) 24	CT	1	1
PPC	RA	3	7
Medium Laser	H	1	1
Small Laser	LA	1	.5





THE DRACONIS COMBINE

The Draconis Combine was founded in 2319, after a long and brutal military campaign conducted by Shiro Kurita, First Citizen of New Samarkand and Director of the Alliance of Galedon. The Alliance had been formed to combat the great mercantile alliance led by the wealthy Ozawa clan. Kurita was a brilliant tactician and strategist. He was also an accomplished statesman when it suited him, and a ruthless conqueror when it did not.

Raised in a military and social tradition dating back more than six centuries, Shiro embraced and embodied the "way of the warrior". Cutting a path through the Byzantine politics of New Samarkand, he forged an alliance of petty kings and lords from the fringe of the Terran Hegemony to the borders of the Draconis Rift. Shiro then marshalled his modest military resources in a brilliant war of conquest that more than doubled the size of his realm. By the time of his death in 2348, the Draconis Combine, the domain he had built from almost nothing, stretched from the border of the Federated Suns to the edge of the Principality of Rasalhague.

Shiro Kurita's a legacy continues to this day, not only in the all-pervasive military tradition of the Combine, but also in the self-reliance of its people (which could easily be mistaken for xenophobia). These two factors have contributed most directly to the constant belligerence of past and present Kurita patriarchs. Only on rare occasions have they set aside their dominant tendencies toward violence, arrogance, and ruthlessness in favor of alliance or cooperation. However, the next generation usually made up for it by redoubling its martial nature. The two most outstanding examples of this were Hehiro and Minoru Kurita.

Hehiro engaged in a rare display of trust when he signed the Treaty of Vega in 2569, making the Draconis Combine a Member-Federate in the nascent Star League. His son Leonard, who succeeded him in 2591, very nearly undid this act through flagrant violations of his father's treaty with Ian Cameron. Next, Minoru Kurita, a consummate diplomat, obtained sufficient surety from the House of Steiner to turn his entire strength against the Federated Suns in 2785-86. Following Minoru's assassination on Kentares, his psychotic son Jinjiro massacred 50 million civilians in the Kentares Massacre, an act that not only destroyed the momentum gained in the war against Davion, but also contributed to an alienation between Steiner and Kurita, which Jinjiro allowed to flourish.

The Draconis Combine has expanded to the border of the Lyran Commonwealth, ab-sorbing lesser states along the way. At present, it consists of approximately 100 worlds. In 2617, the coreward world of Luthien replaced New Samarkand as the administrative capital, but Shiro Kurita's homeworld continues to play an active role. For example, Kurita draws its palace guards and elite MechWarriors from the famous Sun Zhang Academy, the largest 'Mech Academy in the Inner Sphere. Furthermore, New Samarkand is the traditional base of operations for the Internal Security Force, the secret police of the Draconis Combine. The influence of the ISF permeates Combine society. The relationship between the Coordinator of the Combine and the Director of the ISF has varied, waxing and waning in cordiality through the years. Nevertheless, the ISF has remained utterly loyal to the Combine, if not to the House that rules it.

PERSONALITIES

Takashi Kurita, *Coordinator of the Draconis Combine, Duke of Luthien, Unifier of Worlds.*

Takashi Kurita, at 55, is a handsome, wiry man with nearly white hair and steel blue eyes, strongly Oriental features only slightly marked by crow's feet and scars. He possesses all the attributes of his lineage: military skill and ruthless cunning, intransigence and insuperable arrogance. Since his father Hehiro's death at the hand of a Kurita household guard 21 years ago, Takashi has ruled the Combine. Because he commanded Hehiro Kurita's household troops at the time of the assassination, Takashi was at first suspected of complicity. However, the actual murderer was killed by his own comrades shortly after committing the deed. If that was not enough to prove his innocence, Takashi ordered a brutal purge during the first 18 months of his rule to silence any last accusing voices.

Takashi Kurita has been an effective and forceful leader. Through judicious use of the ISF, and as a direct result of his complete and utter distrust of everyone, the Kurita warlord has suppressed or thwarted nine attempts on his life and two abortive coups by members of his own immediate family. Not only has he suppressed opposition to his rule, Takashi Kurita has hunted down and thoroughly crushed it.

Following the tradition established by Jinjiro Kurita nearly two centuries ago, Takashi's authority is based on a superstructure of military commanders in each of five military districts (at Rasalhague, Pesht, Galedon, Dieron and Benjamin), rather than on a system of planetary nobility. The governments of individual planets have no real power outside their worlds, and have gradually yielded considerable authority to the military rear echelon, often in exchange for their lives. Kurita is extremely effective in playing off his commanders against one another. Further, should any commander begin to win too great respect or popularity, Kurita will often summarily replace the individual. Though this tactic may have curtailed Kurita gains, especially against an ever more powerful and clever Davion opponent, it has also kept Kurita commanders from stepping out of line or combining against their master.

Vasily Cherenkoff, *General of the Army, Knight of the Dragon.*

Commander of the Dieron Military District, Cherenkoff is a young but already quite venal man. During his brief but meteoric rise to power, he has demonstrated two outstanding personality traits. First, the ability to make enemies, usually as a result of his abrasive personality and Kurita-like arrogance. Second is his enormous capacity for food and drink of all kinds, making him a physically imposing specimen.

Kurita selected Cherenkoff several years ago. Though the General is competent and loyal, he has proved to be no match for the tacticians employed by Hanse Davion. Like most of the military hierarchy in the Draconis Combine, Cherenkoff has decided that trying to make a name for himself could be hazardous to his health, and so tends to limit his initiatives to rote maneuvers and strict adherence to regulations. For Kurita's part, he has found it easy to manipulate and control the vain, rotund General. Because Chernoff is friendless, Kurita believes he can dispose of the man easily when he has outlived his usefulness.

Subhash Indrahar, *Director of the ISF ("the Smiling One")*

Due to the power he wields as Director of the secret police, Indrahar is one of the most feared men in the Combine. Outwardly affable and friendly, his demeanor belies the ruthlessness of his work. Middle-aged, barrel-chested, and broad-shouldered, Indrahar affects archaic spectacles through which he typically squints.

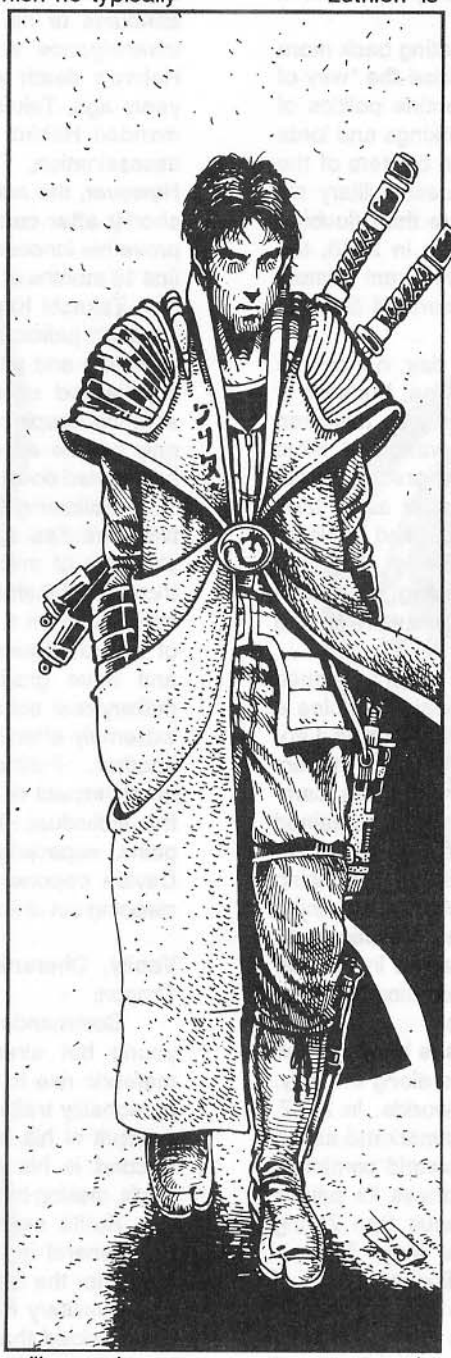
At the Kurita court, Indrahar's public image is that of a connoisseur of fine art and music, an epicure and admirer of dance and opera, and a student of great literature. His gregariousness has even earned him the nickname of "the Smiling One".

Indrahar's facade keeps others from scrutinizing him too closely. In reality, he is more treacherous (and perhaps more dangerous) than Takashi Kurita himself. Those who cross him usually discover this too late and much to their shock. Indrahar is also something of a mystic. In recent years, he has created an inner circle of fanatical agents and spies personally loyal to him and known as "sons of the Dragon". The existence of this extremely secret society is unknown even to Indrahar's longtime friend, Takashi Kurita.

Theodore Kurita, *Prince of Luthien, Heir-Designate*

Brave, arrogant, proud, and crafty, Theodore Kurita is the archtypical Kurita clanmember. Unlike his father Takashi, he has had no opportunity to command the Household Guard. In fact, he has stayed (or been kept) largely away from Court, ostensibly to be "groomed" by military life. In reality, the devious Takashi wishes to prevent his talented and ambitious son from becoming a part of the intrigues of the Kurita court. Although Theodore has friends at Luthien as well as at New Samarkand, Rasalhague, and other major worlds in the Combine, his father and the ubiquitous ISF keep him under close scrutiny.

Theodore Kurita has served in a number of regular units, both in the field and as a staff officer (most recently to General Cherenkoff in the Dieron Military District). At present, he commands the motley Legion of Vega. Through induction into the Sons of the Dragon while he was stationed at New Samarkand, Theodore has become a friend of Subhash Indrahar. No less paranoid or arrogant than his forbears, the younger Kurita has shown a remarkable propensity for military science, the like of which has not been seen since Minoru or even Shiro Kurita. Nevertheless, his father's mistrust has kept Theodore from having any major influence, though some have attributed the successes along the Lyran front to advice he provided while serving on the District Commander's staff.



MAJOR WORLDS

Luthien

The capital of the Draconis Combine since 2617, Luthien is a heavily industrialized and not especially wealthy world, dominated by sprawling, ugly cities whose air and water are seriously contaminated.

Luthien is known for the televising of bloody sporting events (sometimes involving vehicles as well as persons) that are invariably fought to the death. Though Luthien is quite far from the borders of Steiner and Davion space, it is heavily garrisoned with four regiments of BattleMechs from the Kurita Household Guard.

Buckminster

As a result of recent campaigns, Buckminster has become a front-line world, and its bucolic character abruptly altered by the sudden presence of BattleMechs and DropShips. A light industrial and agricultural world, the planet is currently in a state of flux because of the somewhat disruptive presence of mercenary units and a full regiment of Kurita 'Mechs. The world is also rife with ISF informants and spies.

New Samarkand

New Samarkand was once the mercantile and administrative center of the Draconis Combine, with bustling cities, dominated by the mansions of the rich and frequented by the great mercantile houses and cartels. This wealth is a thing of the past, buried by the political and economic upheavals of the Succession Wars. Much of New Samarkand is now in decay. Although the ISF and the famous Sun Zhang MechWarrior Academy are based on the planet, its cities have also become a haven for thieves and scoundrels.

Rasalhague

In the days of Star League, the torrid climate of Rasalhague's main world produced for export many tropical fruits and rare spices, as well as exotic animals and birds from its vast jungles. The Succession Wars have scorched away much of the world's lush vegetation. The remaining wastelands are now dotted with military encampments and ground-based defenses, as befits the headquarters of a Military District.

Proserpina

Proserpina is a typical world of the frontier, stripped of most of its resources and brutally beaten by attacker and defender. Especially vicious was the release of deadly nerve gases into the planet's atmosphere by the most recent wave of Kurita attackers, decimating Proserpina's civilian and military population and making it possible for the attackers to take the world easily. Proserpina is now the base from which further Kurita invasions of Steiner space will take place.

Al Na'ir

The planets in orbit around Al Na'ir (Alpha Gruis) are, by and large, hot and inhospitable. Like most blue giants, Al Na'ir is too young in its stellar evolution for habitable worlds to have developed. Tidal stresses caused by the primary's enormous mass were sufficient to pull one of its orbiting worlds apart, producing a highly metal-rich asteroid belt. The Trojan points of this belt constitute the settled part of the system. The Zero-G environment is extremely suitable for 'Mech factories, which are well defended by static weapons as well as armament rescued from scuttled or crashed DropShips. The Al Na'ir belt is also a dangerous navigational hazard, unsafe even for a highly skilled pilot unless he is intimately familiar with its inner reaches.

Hoff

Much like Proserpina, Hoff has suffered profoundly from the Succession Wars. During the past 200 years, it has been traded back and forth frequently between Davion, Kurita, and (occasionally) Liao. Once heavily industrialized, Hoff is still valuable for scavenging purposes, though its current importance is due more to its strategic location, the kind of cruel irony so common in this age of war.

MILITARY FORCES

House Kurita fields a force 80 regiments strong.

Regulars

Sword of Light

(5 Regiments: 2 Elite - 2nd, 5th; 2 Veteran - 1st, 7th; 1 Regular - 8th)

The Sword of Light comprises half of House Kurita's personal 'Mech regiments, and its Warriors are drawn primarily from the Sun Zhang 'Mech Academy at New Samarkand. As is so typical of the Combine bureaucracy, Warriors are chosen more for their political orthodoxy and loyalty than their piloting talent. In practice, this has led to wide disparity in quality between regiments, and even between companies in the same regiment. Two regiments of the Sword of Light form the backbone of the garrison on Luthien. The other regiments are currently stationed on worlds in the Galedon Military District.

Night Stalkers

(2 Regiments: Veteran - McGavin's Regiment; Johiro's Regiment)

These two light 'Mech regiments from the industrial world of Melisande are fast gaining a name for themselves as a crack fighting team, figuring prominently in the Combine's successful defense of Al Na'ir in 3023. Unfortunately, Colonel Lloyd McGavin also has quite a reputation as a firebrand who says and does what he deems best for his men. Wherever McGavin's regiment has been stationed in the last 18 months, the local contingent of ISF agents has coincidentally doubled in size.

Proserpina Hussars

(3 Regiments: 1 Elite - 3rd; 2 Veterans - 1st, 4th)

The Hussars have long been the cutting edge of Kurita troops stationed along the border of the Lyran Commonwealth, and are perhaps the finest practitioners of hit-and-run raids in the Successor States. Over the past several years, however, the general buildup of Steiner 'Mech forces along the Draconis border has increasingly frustrated the Hussars' efforts. Their Commander, Colonel Bruce Lee Bernstein, has been pressuring his superiors to authorize a major assault on either Garrison or Arcturus.

The Legion of Vega

(Approximately 3 Regiments - Regular)

The Legion is the brainchild of Takashi Kurita himself. It is an amalgamation of loosely-organized, poorly-led, and poorly-equipped 'Mech lances drawn from bandit kingdoms, other houses, and mercenary regiment fragments from across the Human Sphere. As it is the scrapheap of House Kurita military, attempts to use it in a real offensive generally end in disaster. The Legion's last assignment was to relieve the beleaguered Tancredi garrison, a wholly unsuccessful endeavor. Takashi Kurita has recently posted his son Theodore to command the Legion, in an effort to effectively remove the younger Kurita from politics. However, the ISF has thoroughly infiltrated the unit, and Theodore is on very good terms with them at the moment.

Mercenary Forces

Wolf's Dragoons *(5 Regiment - Elite)*

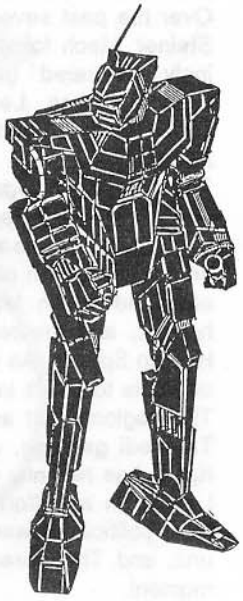
Colonel Jaime Wolf's Dragoons first appeared in the Inner Sphere in 3005. Over the past 20 years, they have become the most widely renowned mercenary regiment in the Successor States. The Dragoons have worked for every major House, joining House Kurita in 3021. The unit's origins are shrouded in mystery. Since signing an agreement with the Draconis Combine, the Dragoons have spearheaded House Kurita's successful assault on House Davion's research facility on the planet Hoff, generally wreaking havoc all along the Kurita's border with the Federated Suns.

Brion's Legion *(2 Battalions - Regular)*

The remnant of a full regiment of medium 'Mechs, these two battalions could not form a sharper contrast to Wolf's Dragoons' innovative tactics and battle-hardened precision. Brion's Legion, pledged to House Kurita for the last twelve years, has made a tradition of being in the wrong place at the wrong time. Both its battalions are still badly bedraggled from the beating they took at Tancredi II, having received little assistance from their "benefactors" at Luthien to rebuild their strength. Currently garrisoned on the backwater world of Murchison, the Legion's prospects do not seem to be getting any brighter.

Special 'Mechs

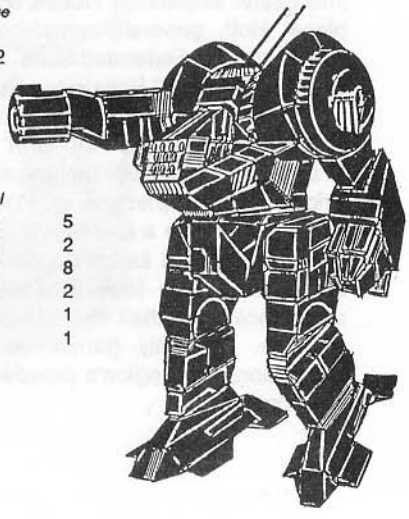
The following two 'Mechs are in common use in the Draconis Combine. The *Panther* is a 35-ton, jump-capable, light 'Mech with better than average firepower. The *Dragon* is a heavy 'Mech with superior armament and surprising mobility.



Type: PNT-9R Panther			Tons
Tonnage:	35 Tons		35
Internal Structure:			3.5
Engine:	Hermes 140		5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		2
Total Heat Sinks:	13		3
Gyro:			2
Cockpit:			3
Armor Factor:	104		6.5
	Internal Structure	*Armor Value*	
Head:	3	9	
Center Torso:	11	14/7	
Rt/Lt Torso:	8	10/5	
Rt/Lt Arm:	6	10	
Rt/Lt Leg:	8	12	

Weapons and Ammo:

Type	*Location*	*Critical*	
SRM-4	CT	1	2
Ammo (SRM) 25	LT	1	1
PPC	RA	3	7



Type: DRG-1N Dragon			Tons
Tonnage:	60 Tons		60
Internal Structure:			6
Engine:	Vlar 300		19
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Total Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	160		10
	Internal Structure	*Armor Value*	
Head:	3	9	
Center Torso:	20	27/12	
Rt/Lt Torso:	14	16/8	
Rt/Lt Arm:	10	14	
Rt/Lt Leg:	14	18	

Weapons and Ammo:

Type	*Location*	*Critical*	
LRM-10	CT	2	5
Ammo (LRM) 24	LT	2	2
AutoCannon5	RA	4	8
Ammo (AC) 40	RT	2	2
Medium Laser	LA	1	1
Medium Laser	LT(R)	1	1

FREE WORLDS LEAGUE

The Free Worlds League was formed in 2271 by the Treaty of Marik, which united three principalities in the volume of space the League presently occupies. These were the Grand Duchy of Oriente, the Principality of Regulus, and the Marik Commonwealth. All three were loosely structured, mercantile-oriented associations of worlds left behind in the chaos following the collapse of the Terran Alliance. The leaders of these states decided that it was easier (and more profitable) to join together than to fight. By pooling their resources, the group was able to survive their first years, when it was beset by enemies. Again, during the Age of War, the Free Worlds League stood firm against the volatile political situation created by the complex maneuverings of the six major states of the Inner Sphere as well as the innumerable smaller ones.

During times of danger, the League Parliament named someone to the post of Captain-General, an appointment that lasted only for the duration of the crisis. As crises became more frequent, a special resolution in council granted the right of first appointment to the House of Marik, a family with a long and honorable military tradition. By the mid-24th Century, the post of Captain-General had become virtually hereditary, though the powers granted still applied only in time of war or crisis. In peacetime, House Marik was still responsible for the maintenance and provisioning of the military.

The Free Worlds League joined Star League in 2571, by treaty between Marik and Ian Cameron. The House of Marik, in addition to its strong military position, had over the years developed a strong position within the intricate machinations of the Free Worlds League Parliament. It thus had little trouble getting the support needed to raise the taxes levied by Star League in return for the enforcement of its laws, and to cooperate with its civil authority. Yet, planets in the Free Worlds member-states often demonstrated remarkable recalcitrance and a tendency toward provincialism that would haunt the Marik in years to come.

During the Good Years immediately before the revolt of Stefan Amaris, the Free Worlds League prospered through the development of technology and industry. The HPG, core of the Star League Communications Network (and, later, ComStar), was invented in 2614 on Oriente. First marketed by the Alphard Trading Corporation, advanced communication and water purification technology was widely used in the volume of space directed by the House of Marik. The House, in fact, became extremely wealthy through these and other ventures, making it appear to have completely discarded its previous warlike aspect.

The rapid onset of the succession crisis and the Civil War fought between the House of Amaris and the Star League resulted in the Resolution in Council 288. This resolution assigned extraordinary power "for the duration of the crisis" to Kenyon Marik, an ambitious and belligerent individual. With the sudden and unexpected departure of the fleet and military under the command of Aleksandr Kerensky, Kenyon Marik accurately surmised that the crisis would not end soon. Consequently, he declared himself First Lord of the Star League in July 2786, just months after Minoru Kurita and Anthony Davion had done the same. Summoning the BattleMech forces from throughout the Free Worlds League, he launched a full-scale attack against the Lyran Commonwealth, which he perceived to be his greatest enemy. The horrible destruction known to posterity as the Succession Wars ensued.

During the last two centuries, the House of Marik has continuously held the post of Captain-General of the Free Worlds League, ostensibly through the legal instrument of Resolution 288. At the beginning of each Marik's reign, the ruler would reiterate the Proclamation of 2779 made by Kenyon Marik, declaring the continuation of the crisis until further notice (presumably until the House of Marik ruled the Inner Sphere). Public tolerance has varied over the years, but support for the Marik has in general declined. With its popular base of support ever narrower, the ruling House depends more and more on BattleMechs for enforcing its decrees.

With the steady erosion of support among the members of the League Parliament, the House of Marik turned to hiring mercenary units from outside the League to perform the functions of suppressing rebellions, as well as to reinforce the Marik's personal entourage. Nonetheless, the people of the Free Worlds League still remembered their earlier, more democratic government. Most recently, the revolt has been led from within House Marik itself. Anton Marik, Duke of Procyon, heir and brother to Captain-General Janos Marik, had obtained the support of a number of Janos' most powerful enemies in Parliament, in exchange for their support of Anton's attempt to overthrow his brother. Secretly in league with traditional Marik enemy Maximilian Liao, Anton waged a year-long campaign against his brother that was ultimately unsuccessful, but served to underscore the discontent seething beneath the surface of League politics.

Today, the Free Worlds League consists of approximately 110 worlds, divided into nearly 80 smaller principalities, ranging in size from the tiny Duchy of New Assam (consisting of a single continent on Tiber IV) to the Principality of Andurien, which spans four worlds and controls parts of five others. The increasing balkanization of the League has made it easier for Marik to "divide and conquer" his enemies, as only rarely can the numerous petty princes agree on tactics or make common cause in the Parliament. On the other hand, the strife in his realm has increased the Marik's bureaucratic headaches, making the administration and sometimes the defense of his sprawling and disorganized realm a nightmare.

The Free Worlds League is slowly disintegrating, with member worlds less and less willing to take direction from Atreus, the capital. The League is kept together by much the same factors that originally spawned it: the need for its members to make common cause against common enemies, trade and commerce agreements prohibiting tariffs and quotas within Marik space, and the somewhat subliminal awareness that membership in the Free Worlds League is what stands between them and being at the mercy of the other even more rapacious warlords of the Inner Sphere.

PERSONALITIES

Janos Marik, *Captain-General, Duke of Atreus ("the Marik")*

At age 67, Janos Marik is the oldest of the five lords of the Successor States and ruler of the Free Worlds League. He is only a moderately capable administrator and a competent tactician in an era that demands a leader of far greater talents. Marik has sought to reverse the divisive trends of 200 years of history by at-tempting to bring the far-flung worlds of his domain under direct bureaucratic control, an ambition that is diametrically opposed to the desires of his military commanders and noble subjects.

The Free Worlds League has fractured into an ever-larger number of ever-smaller administrative units, each fiercely independent and absurdly isolationist in a time when none of them can truly stand alone. Janos Marik realized this 35 years ago when he succeeded his father Stephan, who died in a ship accident in the Oriente system. As it would take a man of superior diplomatic skill to accomplish the task of gathering support and neutralizing opposition from this assemblage, Janos Marik is probably finding it next to impossible. The end result has been a series of abortive coups, assassination attempts, and bloody rebellions that have drained the strength of an entire generation of Marik MechWarriors and made a sizeable dent in the hoarded wealth of the House.

Fortunately, the Lyran front has remained relatively quiet during Janos' reign, and the Concord of Kapteyn, a treaty between Marik, Kurita, and the long-hated rival Liao, has seemingly removed any threat from the Capellan March. Eleven years have passed since the rebellion by his younger brother, Anton. Janos has yet to officially name an heir, though some rumors at the Atreus court suggest that an unknown heir is being kept in safety somewhere beyond the boundaries of Lyran space.

Thomas Marik, *Adept XVIII, ComTech Order*

In an age virtually bereft of technical expertise, the soft-spoken Thomas Marik, a 19-year veteran in the service of ComStar, is one of the most knowledgeable men in the Inner Sphere. Over a course of several years, he has embarked upon independent researches that have considerably expanded and enhanced his own technical expertise. Though he has not yet made any big discoveries, his pursuits have gained him the notice of many important figures in ComStar, including (it is rumored) members of the First Circuit itself.

In actuality, Thomas Marik's importance is far greater than most within the Order would suspect. He is a member of the ruling House of the Free Worlds League and is, in fact, the fifth son of Janos Marik himself. Until three years ago, four older brothers and two older sisters were sufficient argument for his continued non-participation in politics.

Circumstances have now conspired to change the situation. The devastation of the Succession Wars has gradually eliminated the number of possible heirs to the Captain-Generalship. Furthermore, the revolt of several Marik family members has made the aging Captain General seek outside his realm for a worthy heir. In a secret meeting to which the supposedly neutral ComStar was a party, Thomas was confirmed some years ago as heir to the Ducal Throne of Atreus.

Janos Marik risks a great deal by bringing a neophyte into the Byzantine political scene at the Atreus court. However,

Thomas' special knowledge adds a new dimension to his future role as ruler. Far more than the continued existence of the Free Worlds League is at stake, and ComStar is well aware of the implications of this turn of events. Its leaders hope that the years of indoctrination have made Thomas Marik more loyal to the order of the Blessed Blake than to his Marik heritage.

Few in the Free Worlds League are aware of this arrangement between Janos Marik and ComStar. Among those few is Christopher Halas, Duke of Oriente (see below), whose ambitions include controlling Thomas Marik when (and if) he comes to power. Thomas Marik has kept his own counsel about whom he trusts and whom he does not, however. He remains at the ComStar "A" facility on the Steiner world of Teukros, perhaps preparing for the day when he will take up the Captain-General's baton on Atreus.

Christopher Halas, *Duke of Oriente, Knight of the Order of Atreus*

The Duke of Oriente is a quiet but effective politician, as well as a skilled military leader with several years' experience as a MechWarrior. He rules one of the largest principalities in the fragmented Free Worlds League, including the worlds of Lefarge, Pollux, and Fletcher and the heavily-fortified capital of Oriente. As a result of his position, the duke is an important figure in the Free Worlds League Parliament.

Unlike many of his fellow Free Worlds nobles, the pragmatic Halas does not take issue with the Marik's use of Resolution 288 to maintain his legal authority. He realizes that having the Captain-General as a central figure prevents the total disruption of the League. Without Marik, the internecine squabbling and strife among the member-worlds would no doubt undo the fabric of the League in short order. Only when unified can these worlds avoid being swallowed up by their enemies.

Though he is wary now of trusting his nobles, especially the powerful ones, Janos Marik has become quite friendly with Duke Christopher, using him as a front man for directives and actions in the Parliament. This is not to suggest that the Duke is without guile.

Though basically honest, straightforward and honorable, Christopher Halas believes that the specialized technical knowledge that Thomas Marik has had "jammed into his brain" is insignificant compared to the Duke's own wide experience as a soldier, MechWarrior, and Aerospace Pilot. Ultimately, he believes that his practical experience will far outweigh Thomas' dilettantish learning in the day-to-day practice of government.

Dame Catherine Humphreys, *Duchess of Andurien*

At 74, Catherine Humphreys has the distinction of being one of the few nobles in the Free Worlds League who is older than Janos Marik. In her youth, she served as an Aerospace Fighter pilot in the forces of her aunt, Duchess Morgaine Humphreys. She rose rapidly in the ranks, due both to her family name and personal skill. Catherine succeeded to the ducal title after her aunt Morgaine's assassination in 2989, and has been an active participant in Free Worlds politics ever since.

The duchess favors a strongly provincial policy that has been a source of consternation to the allies as well as the enemies of the Captain-General. Although she has refused to participate in most of the military ventures attempted by Janos Marik, Dame Catherine also stubbornly refuses to supply or aid those who oppose him. Nevertheless, she personally is dissatisfied with Marik' policies and has her own plans.

Her main concern always is to protect and expand the interests of Andurien, whether or not they coincide with the interests of the Free Worlds League. In matters not directly affecting Andurien, she routinely casts a negative vote in Parliament. (One member of the Free Worlds Parliament has been heard to remark, "The only damn word the woman knows is 'no'.")

At least since the revolt of Anton Marik eleven years ago, Dame Catherine has entertained the idea of seceding from the Free Worlds League, though she is not naive enough to believe that her five BattleTech regiments could withstand the military might the Marik would hurl against her. Consequently, she has begun to send out careful feelers to potential allies within and outside the Free Worlds League. So far, the duchess has found her staunchest ally in Kyalla Centralla, the Magestrix of Canopus. Kyalla has promised to defend Catherine with ten MechWarrior regiments in exchange for help in Kyalla's planned campaign in the Inner Sphere (see **The Periphery** for details).

These independent initiatives by Dame Catherine reveal that her own objectives outweigh any other consideration, even the survival of the already-fragile Free Worlds League. They also show that her determination to win freedom from the Atreus court has blinded her to the possibility that Kyalla may be using Catherine as a catspaw, rather than the other way around. The outcome of this labyrinthine intrigue is presently still in question.

MAJOR WORLDS

Atreus

Atreus is the capital of the Free Worlds League and well-known for its gigantic architectural wonders such as the Marik Palace, the Palace of Justice, and the House of Parliament. Regrettably, this is yet another indication of the tendency in the League to look backward to more glorious days. Atreus' grand boulevards paved with marble and lined with columns belong to the long-past age of the Star League.

Kalidasa

The wealthy world of Kalidas, an independent duchy a single jump from the Marik/Steiner border, still possesses some functioning 'Mech production facilities. Kalidasa's industrial facilities have produced new units for the Oriente Fusiliers and Household Guard contingents. The planet's climate is hot, with a thin atmosphere, high winds, and searing sandstorms that make it quite inhospitable (and difficult to seize).

Andurien

Though much fought-over, Andurien has the distinction of having never been heavily damaged by an invading force. Its defenders have traditionally been more willing to offer their services to the attacker than to let him devastate their planet. The planet still has the appearance of a wealthy, populous world, though MechWarriors (and their war machines) are not an uncommon sight. Andurien is most famous for its extensive Botanical Gardens, containing samples of rare plants and trees from across the Human Sphere, and which was founded by the hypochondriac Duke Allard of Andurien in the late 25th century. Today, Andurien is ruled by Dame Catherine, Duchess of Andurien, a fierce old lady with ambitions of her own.

Oriente

A key world for centuries, Oriente lies along what was once the primary trade and communications route through the Free Worlds League. It is now the capital of the largest single province in the League, due mainly to the aggrandizement of the ducal House of Halas, heirs to Oriente since the extinction of the previous line in 2875. Oriente is a heavily-industrialized world that has suffered bombardment (and then been rebuilt again) many times. It is in stark contrast to its distant neighbor, Andurien. Oriente nobles are, in fact, contemptuous of what they perceive as Andurien's spinelessness.

Irian

Irian was once renowned for its craftsmanship and originality in developing new 'Mechs and equipment. The last design to come from it was the Hermes II, which is in wide use among the Free Worlds League. Irian was brutally attacked during the revolt of Anton Marik a dozen years ago, when its still-functioning 'Mech plants were rendered so much slag. The Duchy of Andurien recently began to underwrite the rebuilding of these facilities, which have been able to begin limited production.

MILITARY UNITS

The Free Worlds League military strength is composed of 40 regiments.

Regulars

The Fusiliers of Oriente *(6 Regiments: 2 Elite - Ducal Guard, 1st Brigade; 2 Veteran - 2nd, 3rd Brigade; 2 Regular - 4th, 5th Brigade)*

During the stormy reign of Janos Marik, the Fusiliers have stood firm as the bulwark of the loyalist defense. In the civil war between the Marik and his brother Anton in 3014, the 1st Brigade led the defense at Calloway VI, and turned the tide in Janos' favor. The Fusiliers are composed of three heavy (Guard, 2nd, 5th) and three medium regiments, drawn from the best fighting men of territories ruled by the Duke of Oriente. Unlike many other units, the Fusiliers have always replenished or reformed their existing regiments, building on a rich legacy of valor that now dates back over five centuries.

The Defenders of Andurien *(5 Regiments: 3 Veteran- 1st, 4th, 6th; 2 Regular - 3rd, 5th)*

Due to Dame Catherines's stubborn refusal to contribute forces to Marik offensives against the Lyran Commonwealth, these three medium regiments have received most of their "experience" battling one another during planetary maneuvers or defending their homeworlds from the occasional House Liao raid. Nonetheless, the Defenders are well-trained in military fundamentals, well-led, and possessed of strong steel of spirit. The two great benefits of their relative inactivity are that they are better supplied and in far superior physical condition than most other units in the field.

Mercenary Units

21st Centauri Lancers
(1 Regiment - Elite)

This heavy mercenary unit is currently led by Colonel Thaddeus Kusaka. The Lancers have served as free mercenaries in the Inner Sphere for over 150 years, after mutinying from the House of Liao in a dispute over pay. Their fortunes have waxed and waned somewhat over the years, but the unit has never lost its reputation for honest service. For the past ten years, the regiment has served at a variety of posts along the Steiner border, somehow remaining aloof from the political turmoil swirling around them.

Special 'Mechs

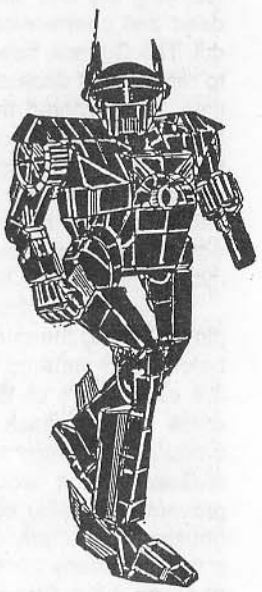
Due to the melange of nation-states within the borders of Marik space, 'Mechs of all types are in use among the various prin-cipalities. However, the *Hermes II* [produced by the well-known factories on Irian until they abruptly stopped production in 3014) is commonly used by virtually everyone. The *Hermes* is a medium 'Mech with a long lifespan.

Type: HER-2S Hermes II

			Tons
Tonnage:	40 Tons		40
Internal Structure			4
Engine	Hermes 240		11.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Total Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	120		7.5
	Internal Structure	*Armor Value*	
Head:	3	9	
Center Torso:	12	17/6	
Rt/Lt Torso:	10	14/5	
Rt/Lt Arm:	6	11	
Rt/Lt Leg:	10	14	

Weapons and Ammo:

Type	*Location*	*Critical*	
AutoCannon 5	CT	4	8
Ammo (AC) 20	LT	1	1
Medium Laser	RA	1	1
Flamer	LA	1	1



COMSTAR

HISTORY

ComStar, the interstellar communications network, is the child of Jerome Blake, one of the most influential men in the thousand-year history of interstellar space travel. An electronic engineer and high-level bureaucrat, Blake was appointed Star League Minister of Communications by the High Council of the League in early 2781, after the conclusion of the civil war. He was charged with restoration of the League's extensive and partially destroyed communications network.

THE BLAKE REGIME

Star League was a shambles in the years immediately following the civil strife of the middle 2700's, with 100 million dead and communications to the Territorial States completely cut. The Council, however, was unable to elect a new First Lord to replace the deceased usurper, Stefan Amaris. In the meantime, they ordered the powerful Regent, Aleksandr Kerensky, to disband his troops. Then, the Council further isolated Kerensky by ordering the Regular Army dispersed to posts on worlds scattered across the League. Kerensky responded by calling together all his remaining loyal troops and disappearing with them from known space. Meanwhile, tensions between rival Member-States had escalated to open, armed conflict.

The Communications Network, which had first been deployed during the ministry of Joshua Hoshiko nearly 200 years before, had suffered grievous damage during the civil war. In the early years of Blake's ministry, its facilities continued to come under attack, with the rival Lords spending huge amounts of energy trying to capture or destroy them. Blake realized that it would be difficult, perhaps impossible, to prevent interstellar communications, particularly between rival houses, from utterly disintegrating. This led him to conceive of a radical means for keeping the lines of communication open throughout the Star League, and perhaps to maintain civilization itself in the terrible times yet to come.

In a secret meeting held in the winter of 2786, Blake gathered together the Administrators of the First Circuit Relay Stations on New Earth, Barnard, Alpha C, Bryant, Procyon, and Dieron. He explained his plan for a communications network that might survive the violence of the coming wars. Though simple in design, the plan was complex in execution. Blake managed, however, to obtain a promise from a majority of the Council Lords that they would guarantee the safety of the communications network if it would stay out of politics. Because communications were crucial to all concerned, Blake was able to save the network and (he hoped) the high technology that had built it.

This success cemented his authority, and provided him with a tangible base of operations for carrying out the rest of his plan. By hastily recruiting several BattleMech regiments, Blake managed to capture Earth in a lightning operation in the summer of 2788. A huge find of spare parts and excess equipment allowed him to pay off the 'Mech regiments in his service. Blake then declared Sol a neutral system under the protection of the communications authority, and dispatched emissaries to the five Warlords through the good offices of the First Circuit. He was able to take advantage of the element of surprise and the Lords' preoccupation with each other to obtain the assurances he needed to proceed with his plans. Davion and Marik were the first two Lords to recognize the advantage of a neutral communications authority spanning the former Star League, and the other Lords followed close behind.

Much of the early history of the Interstellar Communications Net, which soon adopted the now-familiar name of ComStar, is shrouded in religious mystery. What is apparent is that both the bureaucracy and the technocracy of the organization were necessary to keeping ComStar isolated from the "outside world". Penalties for discussing even the most mundane technology with outsiders were extremely severe, including discharge from ComStar Service. Blake himself was something of a mystic who viewed the decline of civilization as retribution for its sins. He realized that the tremendous scope of destruction caused by the wars would eventually consume civilization unless some of its precious knowledge was retained. Regardless of its mundane, secular obligations, Blake believed that ComStar had a higher obligation to maintain and preserve knowledge at all costs. Thus, ComStar became a haven for all manner of technicians, prospering while elsewhere BattleMech regiments tore the rest of interstellar society apart.

Within 20 years, ComStar was operating at a profit. However, it had been forced to exclude more than 40 percent of the worlds formerly linked by communications in the time of the Star League, and had completely lost contact with the Periphery beyond the Inner Sphere (or so went the official line).

Blake's directorship of ComStar lasted for twelve more years, during which time ComStar continued to expand its services, improving and upgrading its stations and restoring a regular short-distance mail service to supplement its HPG (HyperPulse Generator) transmissions. As a by-product of its existence, the organization helped reestablish a semblance of normal commerce by introducing a ComStar letter of credit (the ubiquitous "C-Bill"), which served as a medium of exchange between both rival and friendly houses, all of whom had also placed their own currencies ("H-Bills") in service.

At Blake's insistence, the First Circuit, now the absolute governing body of ComStar, met only in closed session and imposed a 'secret society' mentality on its subordinates. An internal security force known only as ROM (an acronym whose original meaning has been lost to history) was formed in 2811 to help prevent leakage of technological information to the outside, and to help thwart defection to the Successor Lords. ROM quickly became feared and respected throughout ComStar, punishing not only "treason" but also "doctrinal" (i.e., policy) disputes with dispatch and efficiency.

SECRET SOCIETY

Upon Blake's death in 2819, the First Circuit chose Conrad Toyama, First Tech of Dieron, as his successor. A staunch admirer of Blake, Toyama was determined to carry out his dreams and policies. ComStar doctrinal history claims that, on his deathbed, Blake communicated "the Word" to Toyama, and revealed his fears that high-placed officials in the organization would betray ComStar. Whether or not this story is true, it is apparent that Toyama had serious philosophical conflicts with several of his colleagues in the First Circuit and their supporters. They wished to have the activities of ROM brought under the Circuit's control and for ComStar to use its now tremendous resources and technological expertise to build its own BattleMech force and conquer the Inner Sphere. This faction bided its time while Blake was still alive, apparently hoping to persuade Toyama to their point of view. As it turned out, they could not have been more wrong.

Toyama was utterly opposed to ComStar taking an aggressive role in Successor State affairs. He based his stand on one of Blake's journal entries, a prediction by the Director of a future complete breakdown of civilization. He postulated a time when power would run out and the machines break down, when there were would be no more BattleMechs and no more Succession Wars. Only then, Blake had written, would ComStar emerge from its isolation and relight the lamp of civilization, establishing itself as an enlightened theocratic oligarchy. Though the journal entry appeared to be mere speculation, Toyama looked upon it as gospel, a prophecy of things to come.

Toyama's reaction to the war-mongering of his opposition was swift and violent. Considering their proposals an affront to "the word of Blake", Toyama used the tremendous (and largely unseen) power of ROM to remove his opponents, including four of the six members of the First Circuit and nearly 20 percent of ComStar's administrators and Techs. It took Toyama less than a week to purge the opposition, who were so taken by surprise that they never managed to organize any resistance.

Rapid changes in ComStar followed. Secure in his power, Toyama culled what he believed was the essence of Blake's world-view from his unpublished diaries, and published it. These ideas became essential to ComTech training. The corporate hierarchy was dismantled and replaced with a more plutocratic structure, grandly titled the ComTech Order. Trainees became Acolytes. Technicians became Adepts. Managers and administrators became Precentors. Pervading all levels of the organization (and responsible only to the Primus himself), was ROM, helping to ensure total obedience to the dictates of First Circuit. Toyama's great love of ceremony led to the development of elaborate rituals for important events and contacts with the Outside, from initiation of a new Acolyte to the Excommunication of a World or State from ComStar services. One example was the Interdict placed on the House of Marik following its attack on the ComStar station at Oriente in 2837.

Toyama hand-picked his successor, Raymond Karpov. In order to further extend ComStar's influence over the Inner Sphere while remaining out of its politics, Karpov issued an Edict in 2854 that threw open a fixed number of Acolyte positions to scions of Great Houses and MechWarrior families. This also allowed ComStar to absorb what little technological innovation was going on outside.

The rigidity of the ComStar structure, the wide-ranging authority of the Primus and the First Circuit, and the all-pervasiveness of ROM have proved to be an effective combination. More and more of the litany and ritual of ComStar ceremonies have become necessary for the accomplishment of ComStar operations. During Toyama's Primacy, a ComStar Acolyte might have uttered the "necessary" invocation prior to activating an HPG only because he feared a ROM agent would call him out if he did not. Less than 50 years later, a less sophisticated Acolyte might utter the same invocation because he believed that the HPG would simply not function if he did not. The rituals created by Toyama took less than two generations to become ritual magic, in the shadow of the saintly figure of the Blessed Blake.

ORGANIZATION

The ComTech Order has changed little since Primus Raymond Karpov established the Doctrinal Edict that created a three-tiered hierarchical structure in 2861. The Primus, or Director, is generally nominated by his predecessor and confirmed by the First Circuit, which was enlarged to ten members in 2857 with the addition of Arcturus, Oriente, Altair, and Capella. Immediately below the Primus are the Precentors of the various stations, ranked according to the importance of their station. Most prominent among these "A" stations are the ten of the First Circuit and the Center Station on Terra.

Directly responsible to each Precentor are a number of Adepts, ComTechs with at least one year of service to the Order. Unlike Precentors, who are transferred only by promotion or demotion, Adepts serve only one year at a given station, then are automatically transferred to another post. This policy discourages undue familiarity with lay personnel, superiors, or fellow Adepts. To further distinguish Adepts, an intricate system of rankings and degrees has evolved, indicating length of service, equipment training, and distinguished conduct.

Members of the Order with less than two year's service are called Acolytes. During an initial apprenticeship of ten weeks, the neophyte is introduced to the "outer mysteries" of the Order: hyper-pulse equipment, the stations of the First and other Circuits, and the basics of celestial mechanics. Following this, applicants who have proved themselves worthy of the Order are initiated, which commits them to lifelong service. ComStar discipline and the continued effectiveness of ROM restrict renegades to a tiny few.

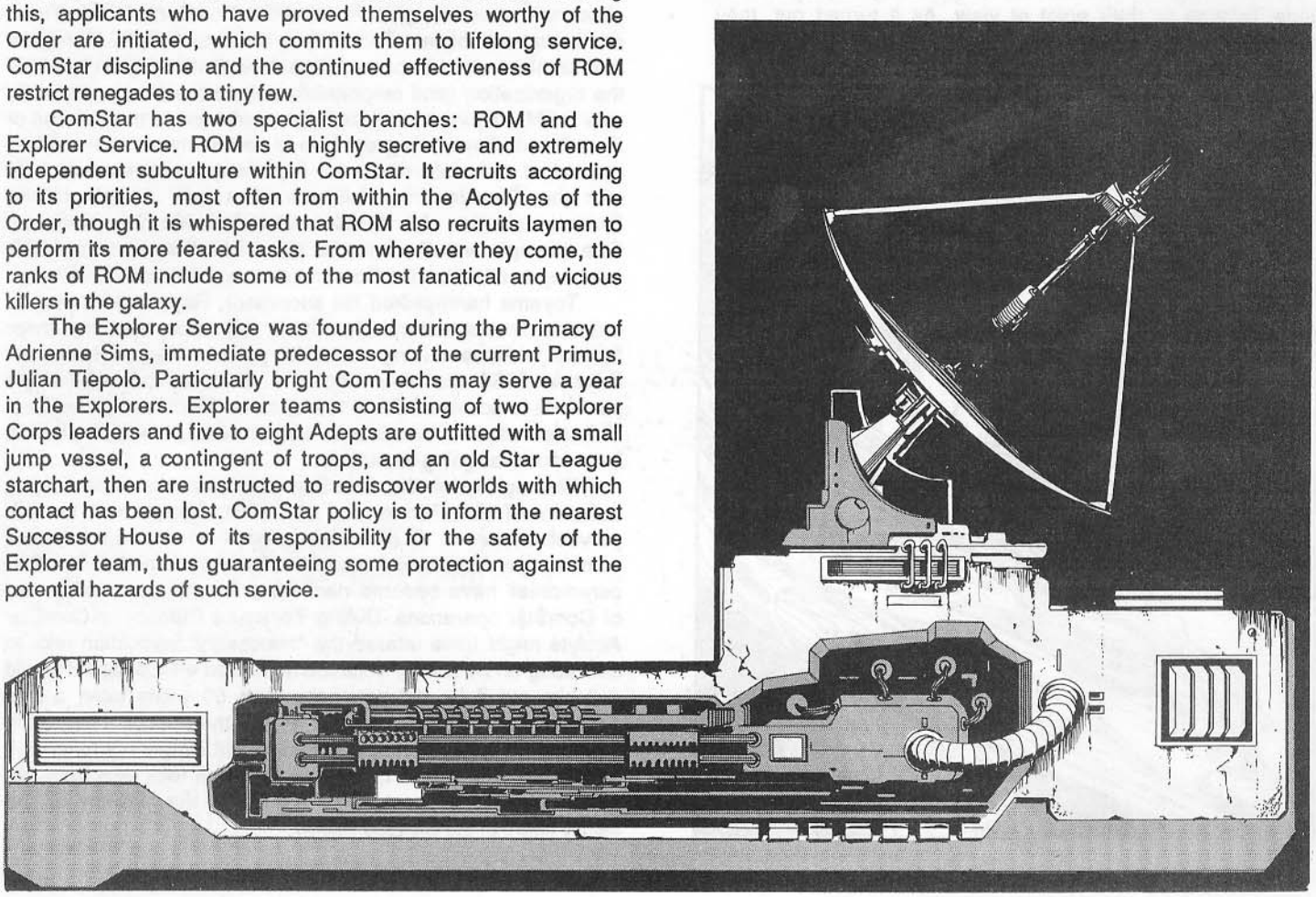
ComStar has two specialist branches: ROM and the Explorer Service. ROM is a highly secretive and extremely independent subculture within ComStar. It recruits according to its priorities, most often from within the Acolytes of the Order, though it is whispered that ROM also recruits laymen to perform its more feared tasks. From wherever they come, the ranks of ROM include some of the most fanatical and vicious killers in the galaxy.

The Explorer Service was founded during the Primacy of Adrienne Sims, immediate predecessor of the current Primus, Julian Tiepolo. Particularly bright ComTechs may serve a year in the Explorers. Explorer teams consisting of two Explorer Corps leaders and five to eight Adepts are outfitted with a small jump vessel, a contingent of troops, and an old Star League starchart, then are instructed to rediscover worlds with which contact has been lost. ComStar policy is to inform the nearest Successor House of its responsibility for the safety of the Explorer team, thus guaranteeing some protection against the potential hazards of such service.

HYPERPULSE GENERATOR

The key piece of ComStar equipment is the HPG (HyperPulse Generator), which operates on the same general principles as a Kearny-Fuchida drive. The ComStar communications net is composed of a large number of powerful HPGs capable of transmitting or receiving an instantaneous signal across a distance of nearly 50 light-years. These large facilities are the "A" stations. There are well over 50 "A" stations scattered throughout the Inner Sphere. In addition, there are stations capable of transmission and reception over a 20- to 30-light-year span. These are the "B" stations located at every inhabited world in the Inner Sphere, except the Independent Worlds of Butte Hold, Redmond, Unuk al Hay, Santander, Oberon, and New Silesia.

Messages are processed serially, and the HPGs at an "A" station generally make transmissions to each station they serve every 12-24 hours, whenever enough messages for the destination have accumulated. Priority messages can also be sent, but the costs are astronomical. "B" stations process messages in the same way, though they transmit much less frequently (only two or three times a week), and always to the same "A" relay station. Messages are charged on a per-transmission basis, and so the cost to send one via multiple stations can be extremely high.



THE GAMES

The average citizen of the Successor States believes that all MechWarriors are powerful figures with lands, titles, and great personal wealth. In reality, that is the exception rather than the rule. For every renowned mercenary regiment like Wolf's Dragoons or Hansen's Roughriders, there are a score of struggling units, battalion-sized or smaller, who fight day after day and year after year, half the time not knowing where their next meal or load of spare parts will come from. Sooner or later, many of these Warriors get desperate enough for cash to travel to Solaris VII to try their luck at the Games.

Solaris is a rowdy frontier world on the border between Marik and Steiner space that has frequently changed hands over the past 200 years. Regardless of which side controls the planet, however, the planetary government sponsors games of gladiatorial combat every three months, very like those of the Roman era some 3,000 years ago on Sol.

For three days, any MechWarrior willing to pay the 5000 C-Bill entry fee can face off against other Warriors, alone or in pairs, in an arena jam-packed with spectators as bloodthirsty as their ancient counterparts. Contestants may surrender and break off a fight at any time by setting off a signal flare, but losers-by-retirement must pay their vanquishers a 100,000 C-Bill ransom, and suffer a significant loss of reputation. Consequently, most battles continue until one side is either killed or totally incapacitated. Contestants receive salvage rights on all 'Mechs they destroy in combat. In addition, those who survive to the final day and place high in the overall competition can earn themselves a hefty chunk of prize money (purses are based on the total number of entrants, with a contestant needing to win seven to nine total matches for a championship). Those who feel truly confident of their abilities can place bets with the arena bookmakers who impassively view the individual wins and losses as mere tallies in their betting books.

The Games are big business on Solaris, bringing in a substantial amount of revenue to the planetary and House governments who operate them. Thus, whichever House is in control of the Solaris system has a strong vested interest in maintaining the integrity and reputation of the competition, and in closely monitoring the activities of Taurus Enterprises, the private combine that actually conducts the Games. Nonetheless, rumors abound of bribes, purse money being skimmed off, betting scandals, fixed draws, 'ringers', and even covert team-up agreements made to eliminate certain 'undesirable' contestants from the competition. Individual gamemasters can decide whether or not any of these tales is true.

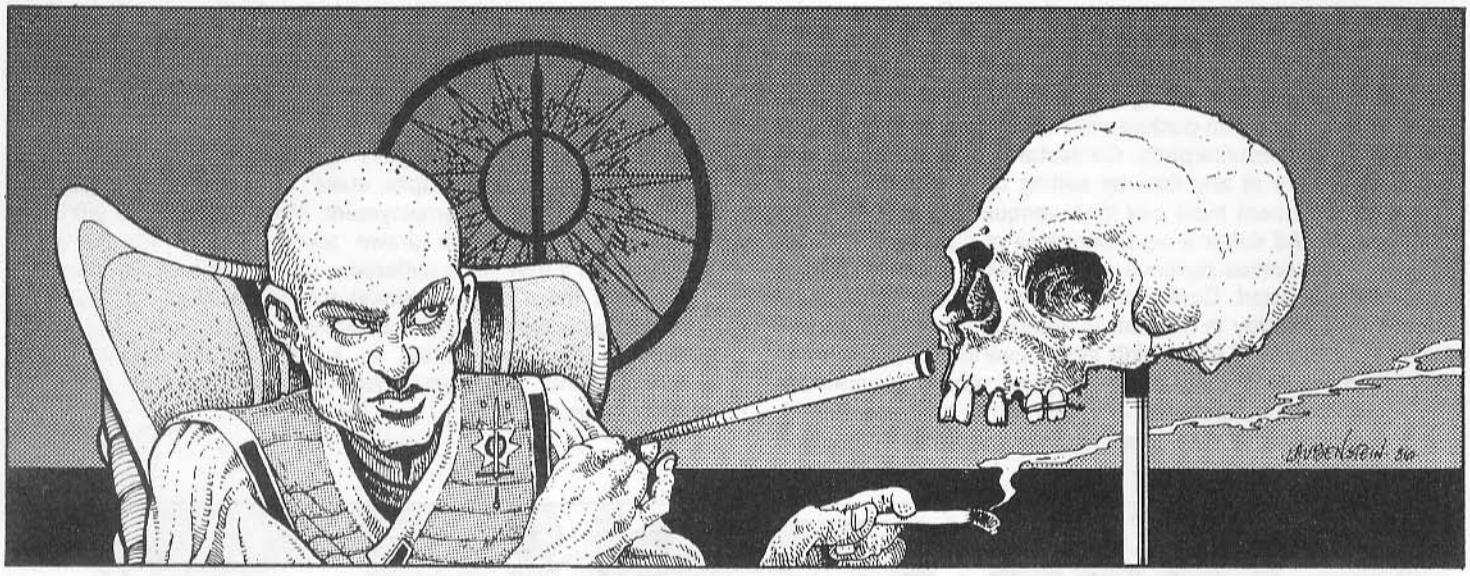
Novice 'Mech units may find the Games a good way to accumulate an initial capital stake, or to earn a reputation that might attract gainful employment. More experienced units may also find themselves drawn toward Solaris for the same purposes if they have suffered a run of bad luck. Or, they may be sent there on assignment by House Marik or Steiner to investigate reports of illegal activities or a buildup of enemy forces using the Games as a front. In any event, players should find their visit both entertaining and potentially dangerous.

NEW AVALON INSTITUTE OF SCIENCE (NAIS)

In early 3015, Hanse Davion initiated perhaps the boldest stroke of his still brief reign as Warlord when he decreed that the Federated Suns would fund the construction of a brand new university on its capital world of New Avalon. This facility was completed in late 3016, and Davion committed a sizable number of his empire's scarce scholars and technicians to serve as its instructors. In the few short years since its opening, the New Avalon Institute of Science (NAIS) has already become recognized as the most advanced center of higher learning and research in the Successor States.

NAIS offers training in seven major disciplines: Biology/Medicine; Engineering; Mining/Metallurgy; Chemistry; Military Science; Finance; and Political Administration. The primary goal of the first five disciplines is to recover the lost technologies of the last millennium. The last two course areas serve primarily as a training ground for Davion bureaucracy, while training in Military Science produces officers for House Davion regular units.

A few noteworthy successes in the medical and metallurgical fields have already been achieved. Study in these disciplines includes a great deal of hands-on training and research, plus a lot of trial and error, because few scientific texts have survived intact to the present day.



The Institute functions more like the 20th-century Sol military academy at West Point than a public university. Prior to admission, candidates are tested rigorously for both intelligence and political leanings, and aptitude tests determine which disciplines they may study. Those who are accepted become 'wards' of the ducal government of New Avalon, and must commit themselves to ten years of service to the Federated Suns upon graduation. Course schedules are long and arduous (eight to ten hours per day), leaving the student little time for traditional campus hijinks (or sleep, for that matter). Despite all these drawbacks, however, there is little question that the training is well worth the price, and the current backlog of candidates is ten times greater than the school's capacity.

The other Houses of the Successor States have watched the growth of the Institute with great interest and growing concern. As part of the secret alliance between House Davion and Steiner, the latter has been allowed to send a limited number of its own young scholars to the NAIS. Meanwhile, two of Davion's opponents, the Draconis Combine and the Free Worlds League, have followed Davion's lead by opening their own universities, though neither is as well bankrolled or staffed as the Institute. Because of this disparity, House Kurita, Marik, and Liao all spend time trying to infiltrate their intelligence agents into the NAIS as students, or attempting to bribe other students to enter their employ.

Player characters who are affiliated with House Davion or Steiner may have a chance to receive Institute training as a part of their initial character development, as outlined in **Creating MechWarrior Characters**. Scouts from other Houses may also come into contact with the NAIS as part of an intelligence-gathering assignment or even an assassination or sabotage mission.

THE PERIPHERY

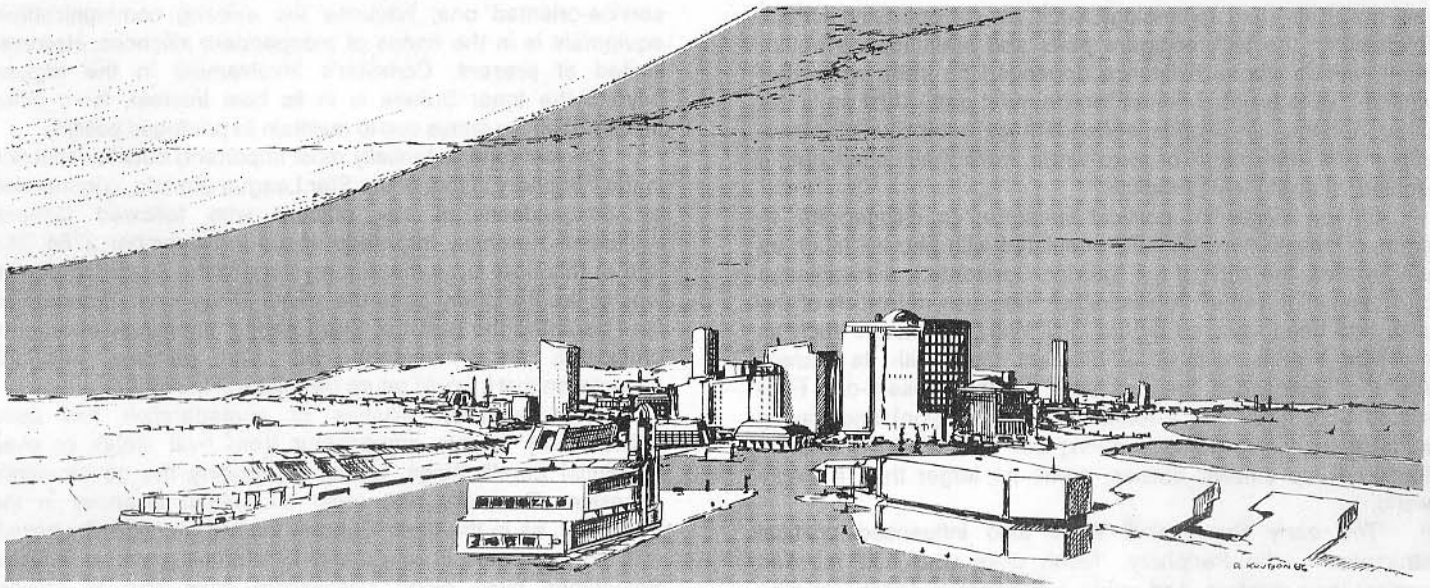
HISTORICAL BACKGROUND TO 2785

To even the most well-informed citizen of the Successor States, the Periphery seems like a huge area without firm definition, stretching far beyond the borders of the Successor Houses into interstellar night. If it WERE possible to define the frontier of this vast domain, it would lie perhaps 150 to 200 light years from the Terran homeworld. Even this estimation does little to convey where the Periphery actually begins or ends.

As described in the **Historical Preface**, much of the Periphery was explored and settled as early as the Exodus. These origins have always given the citizens of the vast Periphery a feeling of independence from Terra. During the next two centuries (the Age of War), the worlds of the Periphery also danced the intricate pavanne that passed for combat during the era. Nevertheless, the independent-minded Outer Worlds continued to resist the idea of Terra as a guide or mediator in their affairs.

The Cameron family, hereditary rulers of the Terran Hegemony from 2339 on, was able to accomplish very little diplomatically in regard to these distant states. Then, when the rulers of the Inner Sphere combined voluntarily to form the Star League, the Periphery refused to join. It was only after they lost a bloody, 20-year war waged against them by the Inner Sphere that the Periphery was 'persuaded' to join. Though the victorious Star League launched a strenuous propaganda campaign to create a veneer of unity after their conquest of the Outer Worlds, it is clear (in hindsight, at least) that they still considered themselves separate, even a century and a half later.

Nonetheless, the Good Years were beneficial to the Periphery as well as the Inner Sphere. The technological developments of the 27th and early 28th centuries (HPGs, small-scale myomers, and low-cost water purification) allowed greater communications among and exploitation of the vast resources of the Periphery. Trade and commerce grew exponentially. Many of the worlds of Star League, both inner and outer, became economically interdependent, which encouraged the specialization of worlds into agricultural, industrial, and so on.



The long peace between 2597 and 2765 was finally broken by the secession of several Periphery worlds, followed by a coup staged by Stefan Amaris of the Rim Worlds. Fifteen years of civil war followed. Before it ended, the fighting damaged the whole of Star League, especially in the areas around Terra and in the Rim Worlds. Vast sections of the League's HPG network were destroyed or disabled, effectively cutting off contact between the Periphery and the Inner Sphere. The departure of Kerensky's armada in November of 2784 removed the last obstacle to open war between between the states of the Inner Sphere. By turning on one another, the Successor Houses now left the Periphery to its own devices. Over the next two and a half centuries, the distant outer worlds were finally free to follow their own paths.

THE MODERN PERIPHERY: 2785 TO THE PRESENT

The collapse of Star League had a profound effect on the balance of power in the Periphery. First, the Civil War and ensuing conflicts completely disrupted its interdependent economy. Second, Kerensky stripped the Inner Sphere as well as the Periphery of its 'Mech defenses in order to fight the Civil War. This left poorly-defended planets prey to private forces still armed with 'Mechs. Third, loss of communication with the Inner Sphere and the ensuing Succession Wars increased the Periphery's isolation. Until now, Star League had kept in check the conflict between the many factions within the Periphery. These grievances and differences now erupted openly.

The impact of some of these factors was felt only over the course of time, while others were felt almost at once. For instance, the interdependent economy of the Periphery was affected almost as severely as that of the Inner Sphere by the collapse of communications (see the **Economics** chapter). This realigned the economic balance of power on the basis of true wealth, i.e., 'Mechs, ships, industrial facilities, valuable raw materials, and technology such as still-operating HPGs. Because of the lack of spare parts and maintenance equipment, worlds whose existence depended on trade with other worlds had to be abandoned for the most part. Just as in the Inner Sphere, any worlds dependent on extensive off-planet support for agriculture or pure water were maintained only if located in key strategic locations.

It took longer for political structures to disintegrate. In areas of space more densely populated with planets (such as the Hyades, the core of the Taurian Concordat), a semblance of organization remained (especially because not much of the area had been ravaged by the Civil War). Territories such as the Rim Worlds suffered a different fate. With its planets stretched across an area as wide as the present-day Federated Suns (but with a tenth of the population) and having suffered extensive damage during the Civil War, the alliance fractured into smaller entities, some no larger than a single world.

The early Succession Wars also influenced political structures in the Periphery. 'Mech units who had rebelled against their masters, had made a dangerous enemy, or who wished to seek their fortune often journeyed into the less organized space beyond the Inner Sphere. There they often became de facto rulers of a world. Conquest was usually easy, because the worlds most easily taken were the most worthless in terms of natural resources, water, or location. This only spurred renegade 'Mech units to further conquests, usually against more heavily-populated, richer targets. Although many observers believed these bandits would have little chance of survival without a solid base of operations, the bandits have gone on to become a menace to more stable worlds.

The next two centuries of Periphery history seemed based on the dialectical interaction of two mutually opposing forces. On one side were the independent and self-styled "kings" of one or more worlds: bandits and privateers of the frontier who expanded their borders through menace, coercion, or occasionally by contracting their services to their neighbors. On the other side were the evolving alliances, some based on the remnants of past governments, others newly-formed for the purpose of trade or mutual defense against other alliances or the selfsame Bandit Kings. (Alliances also allowed states to pool limited supplies of technological resources, such as parts for 'Mechs or water purification devices.) The Bandit Kings acted as a destabilizing force, destroying or dividing alliances. The alliances were a counterpoint to that trend, stabilizing regions to the point where trade and even technological development could begin again.

Within each type of government, there were social forces attempting to pull it apart. For example, an alliance often suffered from the inertia or internal disagreement of the members, and limited resources made it impossible to satisfy all parties at all times.

Though the rulers of the Successor Houses do not know all the details, they are probably aware that the ComStar organization has maintained at least a tenuous contact with the Periphery, substituting small packet vessels where HPGs have been destroyed or disabled. ComStar's influence in the Periphery is insignificant compared to what it exerts in the Inner Sphere, however. Among the Outer Worlds, it operates more as an information-gathering organization rather than a service-oriented one, because the existing communications equipment is in the hands of independent alliances. However limited at present, ComStar's involvement in the regions beyond the Inner Sphere is in its best interest, for it relies heavily upon the status quo to maintain its privileged position.

The last (and potentially most important) outside influence in the Periphery is that of the Star League armada, commanded by descendants of the officers who followed General Aleksandr Kerensky into deep space in November 2784. The fate of this fleet is as much a mystery to the scattered dominions of the Periphery as to the states of the Inner Sphere. The fleet departed the realm of Star League, seemingly in order to precipitate an unavoidable war and perhaps with the expectation that it would return sometime in the future.

Often a given alliance or confederation has been infiltrated by agents provacateur from rival states or even influential Bandit Kings, further weakening the government's cohesion. Generally, the most successful alliances in the Periphery, as in the Inner Sphere, tend to be oligarchy-based, with power vested in one family or a small group of families. Sometimes even blood relationship does little to prevent divisiveness and treachery, however.

Bandit kingdoms, too, suffer from constant flux. Not surprisingly, the existence of many smaller provinces are closely tied to the existence of a charismatic leader. Thus, a weak or ineffectual successor can sometimes undo the gains made by a strong predecessor. As bandit kingdoms are not formal confederations, they may also change hands as a result of personal disagreements, disputes over battle plans, or even more subtle treachery. Indeed, such exchanges may take place even on a battlefield. This trend has prevented the formation of large-scale or long-lasting confederations of bandit lords. Nonetheless, Bandit Kings do not generally suffer from many of the problems that plagued less tyrannical forms of government.

Both bandits and alliances have sought to develop the vast reaches of the Periphery in search of natural resources and new sources of spare parts and abandoned technology. Because of the need to invest so much men and material in defense efforts, development has been hampered. Nevertheless, continuing expansion and exploration has helped to maintain a relatively high level of technology.

States in the Periphery are more conscious of the need to maintain this high level of technology for two reasons. First, they need technology to survive the natural forces against which man must contend. Second, technology makes the state more able to resist an attack by any future victor of the Succession Wars. Indeed, because the worlds of the Periphery were forced (largely because of the beating given them by Kerensky) to re-develop industry and agriculture, they are more ideally prepared for war than the Inner Sphere, whose economy and outlook is scavenger-based. Because of the lack of competent Techs and sufficient resources, however, military forces of the Periphery still cannot match those of the Inner Sphere either in numbers or in firepower. The Outer Worlds have by and large been careful not to draw attention to themselves, lest one of the Successor States decide to embark on a campaign of conquest. In reality, the Inner Sphere defends its borders against bandits, and knows little about the activities beyond.

COMMUNICATIONS WITH THE INNER SPHERE

Though the Periphery has been fairly cut off from the Inner Sphere since the time of the Civil War two and a half centuries ago, there is no absolute border where the Inner Sphere ends and the Periphery begins. Both independent 'Mech units and intrepid traders make their way beyond the Successor States from time to time, and some information has trickled back into the Inner Sphere. This is most true in the reaches beyond the Draconis Combine and the Federated Suns, where both Davion and Kurita spies are attempting to woo support from the several states that descend from the former Outworlds Alliance. Also, both Davion and the House of Calderon, rulers of the much-reduced Taurian Concordat, are engaged in economic infiltration of the wide, disorganized space between the rimward portion of the Capellan March (near Aldebaran) and the Hyades, the core of the Concordat.

BANDIT KINGDOMS

There are many Bandit Kings in the Periphery, and their influence varies from power over one world to a dozen. Both their numbers and their relative strength are in constant flux, however. Several kings are fairly well-established, and are known (by reputation at least) in the Inner Sphere and the Periphery.

BANDIT KINGS

For each Bandit King, the following information is provided below: capital world and approximate location; number of 'Mechs and number of worlds controlled; current affiliation, if any. Although Bandit Kingdoms and Alliances are grouped separately, the difference between the two is more semantic than actual.

HELMAR VALASEK, SANTANDER V

(Coreward Of The Draconis Combine)

Valasek controls only the bone-dry world of Santander V, from which he launches water-raids against the small number of worlds within a jump of his capital. Valasek's dominion over Santander began six years ago after he killed the commander of the former Davion 'Mech company that settled the planet following criminal accusations. Since then, a steady trickle of equally bad sorts have made their way to Santander, pledging their 'Mechs to Valasek's service in exchange for booty and sometimes revenge against former employers or comrades.

Valasek's total 'Mech strength is just short of a full battalion, but due to the lack of spare parts and competent technicians, his actual strength is actually somewhat less. He has no present affiliation, for neither Steiner, Kurita nor Davion consider him much of a threat or potential asset.

HENDRIK III, OBERON VI

(Coreward Of The Draconis/Lyran border)

Hendrik is the leader of a confederation of Bandit Kings whose worlds lie beyond the accepted boundary of the Inner Sphere. He is descended from the first Bandit King, the famous Hendrik Grimm, who left the service of House Steiner after its leaders left Grimm's regiment to defend a position against insurmountable odds. Grimm settled his regiment in the near-Periphery Oberon system.

In the course of 170 years, the Grimm's descendants have gradually expanded their authority over neighboring planets. Successive kings have turned gradually from banditry to diplomacy in dealing with these worlds, to the point that the adjective "bandit" may no longer apply. Hendrik's 'Mech strength is more than two full regiments, and the economy of his principality is now based on the sale of these 'Mechs rather than on raids beyond its borders for necessary equipment or water.

REDJACK RYAN, BUTTE HOLD
(Coreward Of The Lyran Commonwealth)

Ryan is the current leader of a mob of renegades, low-lifes, and criminals headquartered at the isolated, resource-poor world of Butte Hold. A distant descendant of the famous Terran Hegemony entrepreneur Rudolph Ryan, Redjack is a lot less reputable, having led his subordinates in an uncontrolled destruction of a Marik agricultural world while serving as a battalion commander for Hendrik of Oberon. After Ryan and his men were forced to flee pursuit by Marik and Hendrik, they settled at Butte Hold.

In the past half-dozen years, Ryan's men have epitomized banditry, raiding both Steiner and Kurita space as well as into the Periphery. As a result of this indiscriminate activity, Ryan has made enemies but not friends. Though his total strength is unknown, it is estimated to be nearly two battalions of 'Mechs, but with little Aerospace Fighter support.

CIRCINUS FEDERATION, CLAYBORNE II
Beyond The Rimward Edge Of The Lyran Commonwealth)

The Circinus Federation was created nearly 50 years ago as a confederation of former raiders into Marik and Steiner space. Circinus, located in an area long held by the Lyran Commonwealth, suffered greatly in the first two Succession Wars, and was largely abandoned for more than a century. ComStar's Explorer Service rediscovered the planet late last century, but withheld the knowledge for several years while a key HPG installation was being restored. More recently, Circinian raiders have struck Steiner border worlds, making their presence known (against ComStar's advice and wishes).

Circinus has a total strength of slightly more than a BattleMech regiment, including Aerospace Fighters and support equipment. These forces are dispersed across nine worlds, however, because the ruler of each member-world is mistrustful of his fellows, as well as being desirous of defending his own real estate against attack.

MARIUS O'REILLY, ALPHARD
Rimward Of The Free Worlds League, Near The Magistracy Of Canopus

O'Reilly is the overlord of the remains of the Alphard Trading Corporation (ATC), once among the greatest mercantile concerns in the Periphery. ATC was hard hit by the Civil War and the early Succession Wars, not least because of the dabbling of its Board of Directors in Periphery politics. One of its most prominent clients was Stefan Amaris, for whom it produced 30 new BattleMechs a month in the mid-28th century. Most of ATC's facilities were decimated by Kerensky's forces or later conflagrations.

More than 150 years later, Marius' father, Johann Sebastian O'Reilly, a daring trader in the Free Worlds League, found himself in the Alphard system. While scavenging through an ATC refining facility on Planet IV, he discovered a hidden storehouse of germanium, worth at least 50,000,000 C-Bills, enough to build several hundred drive cores. O'Reilly realized that such a find would be more dangerous than profitable without the means to defend it. Therefore, he used small amounts of the stockpile to hire trustworthy 'Mech units to defend the world against all comers. In the meantime, his well-supplied and somewhat expanded trading concern conducted a thorough search of other savaged planets in the area in cooperation with the petty governments and populaces that remained. Unhindered by rivals or belligerents, J.S. and his son constructed an economic hegemony of eight planets that is presently enjoys a standard of living rivaling that of any Successor State.

Marius O'Reilly currently employs approximately one regiment of BattleMechs, deploying them in company-sized groups at all of his major installations. More importantly, he has a reliable source of spare parts and a growing industrial base. Nevertheless, he lacks much of the technical expertise to make rediscoveries of lost technology.

THE BELT PIRATES, STAR'S END
Near The Draconis Rift, Coreward Of The Draconis Combine

The Star's End asteroid belt is located in a star system near the edge of an empty void approximately 60 light years in diameter, stretching between Kurita space and the Rim Worlds. Much of the Belt was mined out even before the Succession Wars, but it was known as a haven for pirates raiding into the Star League. After the League's collapse, these privateers proceeded as usual, with Kurita and Periphery worlds as the primary targets.

As the supplies of spare parts, especially for jump vessels, slowed to a trickle, the pirates of the Belt became aware that their livelihood depended on the technical expertise to repair and replace malfunctioning avionics equipment. As a result, though numerous pirates have been killed while plying their trade, the technology of building and repairing JumpShips has by no means been lost in the Belt. Hidden within the Trojan points of the Belt are zero-G graving docks and hangars, capable of actually reassembling functional JumpShips from scavenged components.

The Belt pirates employ about a battalion of BattleMechs, mostly for the purpose of scavenging jump points for JumpShip hulks. There is also speculation that Katrina Steiner has contracted with the Belt to provide the Lyran Commonwealth with several reconditioned vessels in exchange for raw materials.

ALLIANCES

THE OUTWORLDS ALLIANCE

Ruled by the House of Avellar, the Outworlds Alliance is centered in the Alpheratz system beyond the coreward edge of the Federated Suns. Being relatively distant from the battles fought in the Periphery, the Alliance still fared badly in the Civil War. After the disintegration of the Star League, it was left to go its own way because of the bitter conflict between its two closest Inner Sphere neighbors, Houses Davion and Kurita. Like most organized governments in the periphery, it was fortunate that the Alliance never felt much psychological dependence on Terra as homeworld. Thus, the Outworlds were able to handle isolation with some aplomb, though their economic dislocation was significant.

In Star League times, the extent of the Outworlds was as great as that of the Draconis Combine, and spanned 150 worlds. Disassociation, abandonment, and loss of communications has shrunk this dominion to just over 40 worlds, but the Avellar family has provided just and competent leadership for two centuries. The current patriarch, Neil II Avellar, is currently being wooed by agents from both House Davion and House Kurita. He has resisted such blandishments, hoping to avoid becoming embroiled in the bitter dispute between the two Successor States.

THE TAURIAN CONCORDAT

The Taurian Concordat, ruled by the House of Calderon, is based in the close star cluster of the Hyades, rimward beyond the Federated Suns. It controls 30 worlds in an area spanning just over eight light years, one of the highest concentrations of solar systems in the Human Sphere. The Taurian Concordat was decimated by the Civil War, having been brutally beaten by Kerensky's forces after 18 of its worlds seceded from the Star League in 2765. Indeed, the Taurians have often been a source of trouble. Having been the last of the Outer Worlds alliances to join Star League at the end of the 26th century, mistrust of outsiders seems bred into them.

This is especially true of the realm's current leader, Thomas Calderon. Mistrustful of enemies and allies alike, he has spent a great deal of energy (and of his realm's treasury) to support this paranoia. Many of the realm's oligarchs feel that Thomas Calderon would do well to step down from the post of Protector and permit his son Jeffrey to assume the throne. Affable, charismatic, and almost completely guileless, Jeffrey is the antithesis of his father.

The Concordat is somewhat impoverished due to severe restrictions on internal commerce and limitations on private exploration imposed by the ruling house. However, the Taurian Concordat's delay in exploring and exploiting the mostly-abandoned buffer between it and the Federated Suns might result in the establishment of Davion outposts closer to its borders than it might otherwise like.

THE MAGISTRACY OF CANOPUS

The Magistracy of Canopus, ruled by the House of Centrella, has grown rapidly in the last several years under the leadership of the extremely charismatic Magestrix Kyalla, a two-meter-tall black woman who won the support of her countrymen through her exploits as a BattleMech leader. Kyalla has stirred enthusiasm in her allies with the promise that Canopus might someday return to its former greatness by taking advantage of the divisions in the Inner Sphere.

Unlike other Periphery lords such as Neil Avellar, who fear involvement in the Succession Wars, Kyalla has sought active participation, negotiating not only with disaffected provincial leaders in the Free Worlds League, but also with the least powerful of the Successor States, the Capellan Confederation. She has had moderate success in wooing disgruntled 'Mech units to her banner, offering generous land grants in exchange for service. Canopus can now field nearly six regiments of 'Mech units.

Kyalla's dream of greatness for Canopus involves a scheme that would bring vast sections of the Free Worlds League and the Capellan Confederation under her control, a dream that until recently has had very little chance of success. Of late, however, spies from the Inner Sphere (especially those sent by ROM, ComStar's secret intelligence service) have learned that the Magistracy of Canopus has a source of supply for its 'Mech units that lies "somewhere beyond the Periphery", and that this source has been the key to its phenomenal growth.

VESSELS

HYPERDRIVE TECHNOLOGY

In the thousand years since man's first leap into interstellar space, the sheer immensity of the universe has at times overwhelmed him. Just as explorers of the Terran solar system were daunted by the distances involved in interplanetary journeys, so were the explorers of the 22nd and 23rd centuries overwhelmed by the almost inconceivable emptiness of space, with the bright stars so distant from Sol and from one other.

The device used to span interstellar vastness was the hyper-drive, commonly known by the names of its inventors, the 21st-century physicists Kearny and Fuchida. From the point of view of Einsteinian physics, the Kearny-Fuchida hyperdrive was demonstrably not feasible. However, what Kearny and Fuchida did was to abstract Einstein's mathematics into a subset of their own.

The principle of the hyperdrive is fundamentally simple. It was a matter of generating a field of precise and known characteristics around a mass located at Point A, and then moving it through an alternate 'dimension' called hyperspace (for want of a better term), instantaneously transporting the mass to Point B. A century after Kearny and Fuchida were publicly ridiculed for their ideas, the TAS Pathfinder made its historic "jump" to nearby Tau Ceti, demonstrating the practicality of hyperdrive technology and catapulting mankind into an entirely new phase of history.

JUMP POINTS

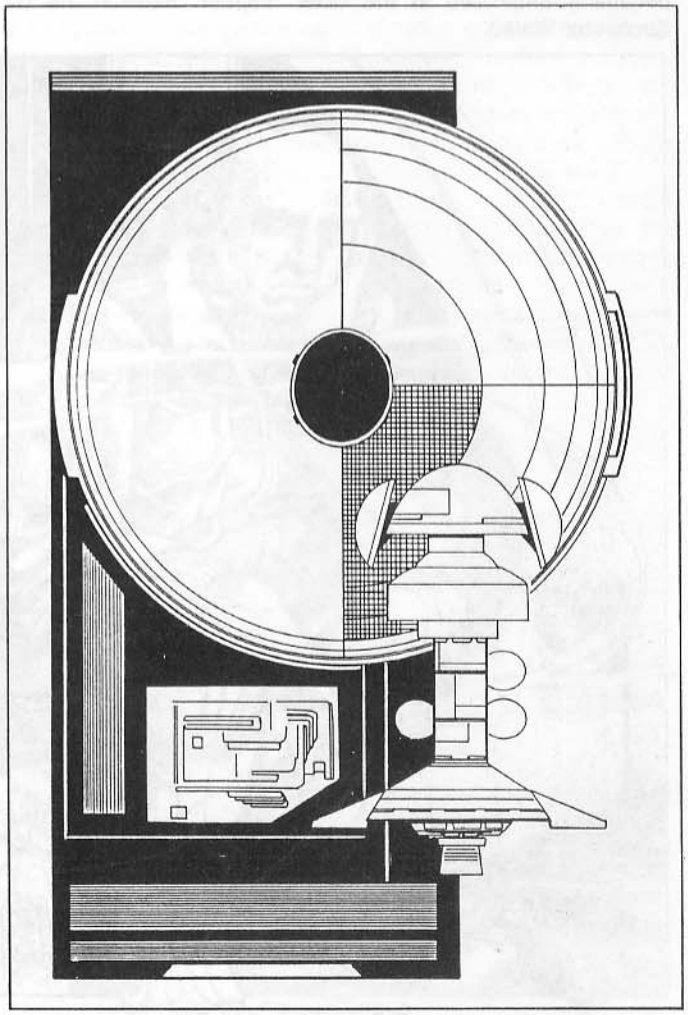
Although jump technology has changed considerably in the last several centuries, its basic principles remain essentially the same. Jumps are accomplished by generating a K-F hyperspace field outside a ship, which transports it from one location to another similar one near the destination star. Called variously jump, close, or proximity points, these locations are situated at the apex and nadir of the gravity well, along a line perpendicular to the plane of the system and passing through the gravitational center. There are two to each system, always fixed and always at the same distance from any world in the plane of the system. The actual distance from proximity point to system center is based on spectral type, as follows:

PROXIMITY POINT TABLE

Spec Type:	B	A	F	G	K	M
Dist (km):	2E11	1E10	2.8E9	1E9	2E8	1E8
Dist (AU):	1300	67	19	6.7	1.3	0.7

NOTE: 1E11 = 1×10^{11}

Transportation of cargo and passengers from one inhabited world to another is, therefore, a two-stage process consisting of travel from the inner part of a solar system to the jump point, and then the jump itself. The disparity in scale is immense. For example, traversing the interplanetary distance from Earth to Sol's jump point is close to 7 Astronomical Units (where 1 AU = 92,900,000 miles), while the maximum effective range for a single hyperspace jump is 30 light years. As a light year is roughly 63,000 AU, the difference in distance is approximately (30 X 63,000)/7 or about 27,000 to 1!) Furthermore, because the Kearny-Fuchida drive will not operate in a gravity well, vessels must use considerably slower means to travel, making the journey from jump point to inner system in a matter of several days (compared to the instantaneousness of jump).



JUMPSHIP COMPONENTS

In addition to its electronics and life support system, a jump ship consists of two important components: the drive core and the drive sail. The drive core converts electromagnetic energy into a hyperspace field, and the drive sail gathers solar energy and transfers it to the core.

The first JumpShip, the *TAS Pathfinder*, was built around a drive core composed of a titanium/germanium alloy suspended in a long tube of liquid hydrogen. The core acted as a large superconducting capacitor, storing the energy from an on-board fusion drive that processed deuterium from seawater. The fusion plant was capable of generating approximately 1,000,000 kilowatt-hours (a megawatt-hour) of energy, sufficient for one jump. It also imposed a mass constraint that seriously restricted the range of jump to as little as 16-18 light years jump-and-return for a medium-size vessel. Also, the amount of time required to recharge the drive core was prohibitive (three to four weeks or more).

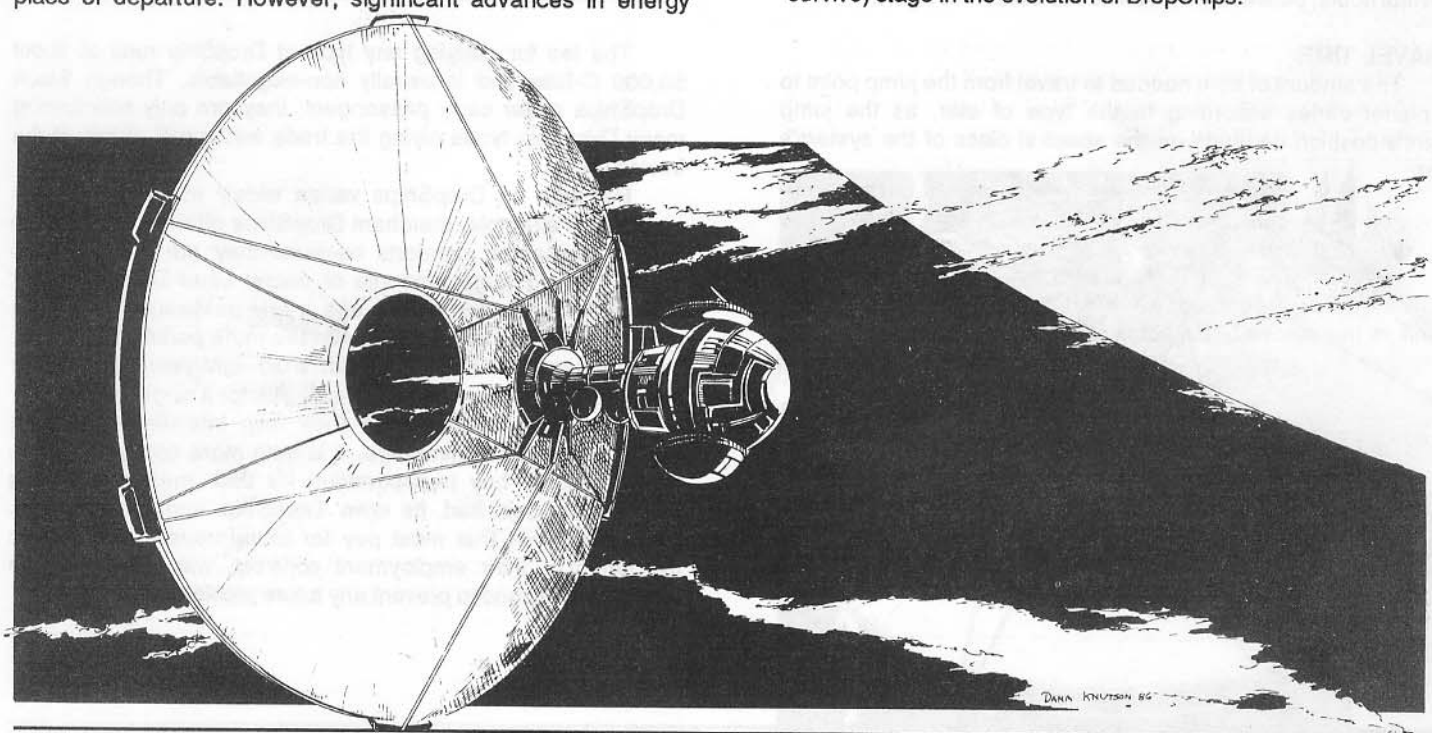
During the second century of interstellar expansion, an alternative source of energy was developed, whose technology is still standard many hundreds of years later. Advances in metallurgical and polymer technology in the early 2200s led to the development of the jump sail, a huge, flexible parasol of light metal with great tensile strength and a specialized coating capable of extremely high absorption of radiation. When coupled with highly-conductive energy transferral nets, these sails could transform solar energy from a system primary. The jump sail replaced the huge fusion reactor, permitting a JumpShip to "refuel" and jump further.

Early jump sails were extremely inefficient, truly enormous (50 kilometers wide), and vulnerable to stress tears and impact holes. Being so cumbersome, they were also difficult to deploy and retract. For that reason, there were occasions when the sail was left deployed during the jump, and emerged at the destination crumpled, melted, and sheared in many places. At least once, the entire sail was left behind at the place of departure. However, significant advances in energy absorption and improvement in structural technology resulted in considerable reduction in the size of the sail. A Star League jump sail was less than a kilometer in breadth, yet still capable of absorbing the requisite megawatt hours necessary to power a Kearny-Fuchida hyperdrive.

Military tactics for interstellar war evolved from the design of interstellar vessels. The long, thin drive core and the enormous jump sail were both prime potential targets for enemy attacks. Because of their vulnerability and because of the natural hazards such as meteors, gravitational stresses, and so forth within a solar system, JumpShip pilots rarely wished to travel deep into any solar system.

At major worlds and along key trade routes, the Terran Hegemony and its successors established recharging stations in the area of the jump point. These stations used the same "sail" technology used by the ships themselves. Though many of the stations across the present-day Inner Sphere are in ruins, the Successor Houses have made every effort to keep or rebuild them. (A station of sufficient size is capable of transmitting sufficient energy for a jump in approximately 18 hours.)

In order to travel interplanetary distances, JumpShips carry subordinate vessels. In the Star League era, trends in naval architecture led to the development of the "DropShip", a small- to medium-size, highly mobile vessel with aerodynamic capabilities. Though usually incapable of independent jump, DropShips were well-equipped with secondary (maneuver) drives capable of traversing interplanetary distances in a matter of days or weeks, and could carry large amounts of cargo or passengers. Vessels designed for military use were built specifically to carry BattleMechs and Aerospace Fighters, as well as support equipment such as artillery pieces and command vehicles. The small number of ship types presently in use represent the highest (or perhaps the most fit to survive) stage in the evolution of DropShips.



INTERPLANETARY MOVEMENT

Because of the distortions imposed on space by the magnetic field of a star and its planets, it is structurally unsafe to enter a system except at its jump, or close, points. For centuries, navigational computers have been computing Kearny-Fuchida jumps exclusively to and from these points. Because jump points lie at a considerable distance from the center of a solar system, it usually requires a normal-space journey of several days, and sometimes weeks, to reach the inner inhabited worlds of the system.

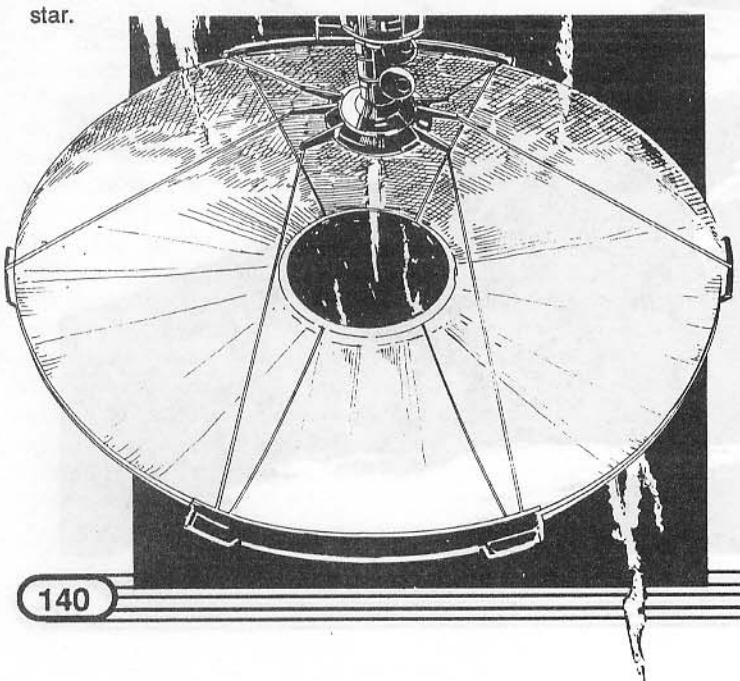
DropShips use fusion (EMH reaction mass) or liquid or solid fuel to propel themselves through space. They follow a traditional course pattern, accelerating in bursts until they reach maximum velocity at approximately the "turnover", or midpoint, of the journey. The vehicle then stops accelerating in the direction of the target, rotates its axis 180 degrees, and applies acceleration in the opposite direction. This creates a brake on velocity, and so the DropShip arrives more or less at rest with respect to its target planet.

Because of the fragility of JumpShips and their vulnerability to attack, naval architects have designed a second, much different type of vessel for interplanetary travel, called DropShips. Though incapable of FTL travel, DropShips are highly maneuverable, well-armed, and sufficiently aerodynamic to take off from and land on a planetary surface. As the name implies, a DropShip is attached to hardpoints on the JumpShip's drive core, later to be dropped from the parent vessel shortly after in-system entry.

DropShips are capable of extreme acceleration over very short periods of time. They can withstand the stresses of acceleration of up to 4G (four times Terran standard gravity) for several minutes, and an acceleration of 2-3G for two to three hours. Under most circumstances, however, a DropShip will conserve reaction mass by performing "burns" at 1G for several hours, between which times the vessel will coast.

TRAVEL TIME

The amount of time needed to travel from the jump point to a planet varies according to the type of star, as the jump point's position depends on the spectral class of the system's star.



The following chart shows approximate travel times from a jump point in each spectral class to the habitable zones of the system, assuming a steady acceleration of 1G.

JUMP POINT TABLE

Spectral Class	Jump Point Distance	Transit Time	Turnover Velocity
B	2E11 km	105-110 days	4.45E4 km/sec
A	1E10 km	21-25 days	9.91E3 km/sec
F	2.8E9 km	9-12 days	5.25E3 km/sec
G	1E9 km	6-8 days	3.13E3 km/sec
K	2E8 km	3-4 days	1.40E3 km/sec
M	1E8 km	2-3 days	9.91E2 km/sec

TRANSPORTATION COSTS

Interplanetary and interstellar travel in the Inner Sphere is fairly easy. As there are enough JumpShips and DropShips calling at most worlds, travellers usually have only a short wait before finding a ship headed in their desired direction. Though JumpShips carry neither internal cargo nor passengers, most do carry a number of DropShips. It is aboard DropShips that passage may be booked.

The number of DropShips any given JumpShip can haul depends on size. The table below indicates the capacity of the most common JumpShips.

JUMP SHIP CAPACITY

JumpShip Type	DropShips Carried
Scout	1
Invader	3
Monolith	9
Star Lord	6
Merchant	2

The fee for carrying any type of DropShip runs at about 50,000 C-Bills and is usually non-negotiable. Though 'Mech DropShips never carry passengers, they are only one among many DropShip types plying the trade and travel routes of the Inner Sphere.

Passage on DropShips varies widely in both price and quality. For example, merchant DropShips offer very little in the way of passenger comforts because they are designed primarily to carry large amounts of cargo. Liner DropShips mix both passengers and cargo, and a few passenger DropShips still make scheduled runs between the more populated planets. Cost ranges from 500 C-Bills for a 30 light-year passage for one person up to several thousand C-Bills for a single 'Mech.

Mercenary units without their own interstellar transport are at a severe disadvantage. It is both more costly and more complicated to buy transportation for their men and 'Mechs than if the unit had its own DropShip and/or JumpShip. Mercenary units that must pay for travel usually include it in the terms of their employment contract, with their passage fees placed in bond to prevent any future problems.

TITLES AND NOBILITY

The title system of the early 31st century Successor States is directly descended from forms once common on old Earth. Two hundred years before the advent of space flight, all of Earth's independent states, with the exception of a few small and insignificant republics, were ruled by monarchs wielding varying degrees of near-absolute power. By the time men first walked on Earth's moon, there remained only one sovereign power still bestowing patents of nobility through royal privilege. The system seemed all but dead.

The course of history was reshaped, however, by man's dispersal among the stars.

HISTORY

The origin of nobility titles can be traced back to feudal Europe. In that era, monarchs were hampered by long travel times from place to place within their realm, and plagued by intrigue and opportunism among their administrators. Because they could not directly administer every part of their domain, kings were forced to delegate local power and authority to others. By bestowing patents of nobility, the monarch secured the loyalty of those delegates. Hundreds of years later, these exact conditions arose again during the era of Terran Hegemony, forcing a similar solution.

The feudal power system is an interlocking network of obligation and responsibility. A monarch grants power to a relative or a distinguished servant, and this power is usually based on control of a particular piece of land. In exchange, the nobleman swears an oath of fealty binding him to his sovereign. The sovereign may grant a charter to a nobleman to commemorate an important battle, for example, or to designate claim to a newly-acquired piece of territory. Although it is extremely rare, a king may also title a commoner with a patent of nobility. Nobility titles are hereditary, generally passing from father to eldest son, and with complex laws and traditions governing the succession when an eldest son is unavailable to assume the position.

Michael Cameron, the first elected ruler of the Hegemony in the mid-24th century, is credited with reviving the nobility system as a means of rewarding and guaranteeing the service of local governors across the far-flung Empire. By the time his office became hereditary, the system of noble titles had become the one that would be used throughout the Successor States centuries later. It seems likely, however, that the foundations of modern nobility were already in place during the period of the Alliance, as Cameron himself claimed his own lineage and title back to Sir Ewen Cameron of Lochiel, under the Stuarts of England and Scotland.

The civil war and the disintegration of Star League resulted in the Successor States, five major Houses and numerous minor ones vying for control of the scattered remnants of human interstellar civilization. A system of nobility remained intact. In time, each state evolved its own version as a result of wars, revolutions, and military or political purges. The names of various titles varied from state to state, as did the range and authority of each title-holder's power. Even within a single state's titled structure, chance events of history or birth could create enormous differences between its hereditary titles and the formulas of neighboring worlds.

TITLE SYSTEM

The principle classes of nobility under the ruling sovereign are Duke, Marquess, Count, Viscount, and Baron. Some worlds maintain all five noble classes or their equivalents, while others have done away with all of them.

Of the five, dukes and barons are the most common. Many dukedoms consist of a central duchy surrounded by dependent baronies, with none of the middle-level aristocratic classes. Throughout inhabited space, dukes are the most common and most powerful expression of aristocratic presence, for each of the Five Houses of the Successor States depends on an interlocking network of key duchies to support its political power.

Cameron based his nobility system on the English version, which differed significantly from the European system. The system in common use throughout Davion's Federated Suns is actually closer to the old European system than to the English. The Federated Suns use "Count", for example, instead of the English "Earl".

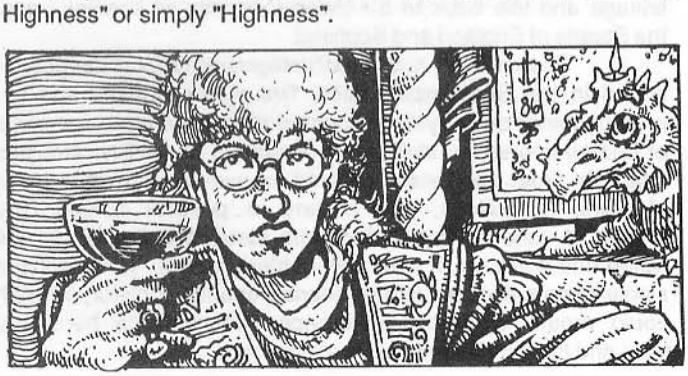
PRINCE

The title of Prince (from the Latin *princeps*, meaning "first" or "leader") is less a title of nobility than a badge of rank, and can be applied to any leader exercising absolute or nearly absolute sovereign power. It is NOT a patented title, and is not granted to individuals by a sovereign as a reward for service, as are other ranks of nobility. In hereditary monarchies, the term Prince or Princess is applied to members of the royal family who are in line of succession to the throne. Occasionally, powerful nobles may adopt the term "Prince" as an honorary or formal title. There are also numerous examples of untitled military or political leaders seizing power and, with it, the title "prince".

Hanse Davion, Prince of the Federated Suns, is the only one of the five Successor Lords to have adopted the title, but it is quite common among worlds of the Periphery, especially those ruled by 'kings' or 'emperors'. Beyond the Inner Sphere, it can refer to the sovereign ruler of a world or a group of worlds, or to the royal heir to the throne in a hereditary monarchy.

A particular principality is sometimes traditionally reserved for a royal heir apparent. This was the case of the Federated Suns in the old Star League, and is the chief legal basis for the Davion family's claim to rulership over all the Successor States. On many worlds, a prince receives title to a royal principality once he is designated heir to the throne.

A prince or princess is generally addressed as "Your Highness" or simply "Highness".



DUKE

The title of Duke is the highest-ranking of the various patented nobilities. It is descended from "dux," powerful military commanders with territorial responsibilities in the old Roman Empire. It is one of the most widespread of noble titles, and is found in all five of the major Successor State Houses.

Throughout the Successor States, dukes and their families rule entire worlds in the name of the State's ruler. Sometimes their domain may include several star systems and their planets. The title of duke or duchess is directly linked to a particular territory, called a duchy. Some duchies are traditionally reserved for a state's ruler, passing to his successor upon his death. Thus, the Prince of the Federated Suns is also always the Duke of New Avalon, by a tradition extending back to the original charter granted by Michael Cameron.

As the most important of a ruler's viceroys, a duke wields enormous power. In most cases, his actual power over a local area is far greater than that of the distant and preoccupied head of state. Although they take an oath of fealty and promise to support the sovereign in war, treaty, and political maneuvering, many dukes of the Five houses are virtually independent of the House ruler.

Some dukes among worlds of the Periphery are, in fact, absolute sovereigns. This situation commonly arose when a Duke with a world or worlds in his charge rebelled and severed ties with his lord. Often, he would retain the title of duke (rather than styling himself "king" or "emperor") to maintain legitimacy in the eyes of the populace, most of whom would have retained some measure of loyalty to the original aristocratic system.

The titles "Grand Duke", "Great Duke", and "Archduke" are encountered on some worlds. They mean "chief duke", but in fact rarely imply superiority over other dukes, being titles of honor, tradition, and usage only. A "duchess" is a female duke, and the title of duchess may be extended to a duke's wife.

A duke or duchess is always addressed as "Your Grace".

MARQUESS

Next below duke in order of rank is the marquess, also known variously among sundry worlds as "marquis" or "margrave". The origin of the title is from the German *mark* ("border") *graf* ("count"), and refers to the local ruler of a border territory or frontier.

In the Successor States, the title marquess or its equivalent is still applied to governors of frontier dependencies of empires, monarchies, or duchies that embrace a number of worlds. Some single-world duchies use the term to refer to titled provincial administrators elsewhere on the world than in the capital itself. On other worlds, it has become a purely honorary title divorced from the original titled responsibility.

A marquess is addressed as "My Lord", his wife the marquessa (or grafin) as "My Lady".

COUNT

The title of count, derived from the Latin "comes" or "companion" of the Emperor, generally brings with it responsibility over a "county" or "countship", though in many cases the title has become purely honorary. The equivalent of count in terms of noble rank on various worlds includes "earl" and "graf", while a "landgrave" refers to a graf of considerable power and landholdings – an "archcount".

Countships are generally far below duchies in terms of land, wealth, and power, but there are examples of individual counts who have created extremely powerful structures as great in extent and authority as many duchies or kingdoms. This is particularly true when a particular countship is annexed as a title of succession, that is, the heir to the throne automatically receives a particular land- or world-based countship. Rarely does a count rule an entire world. When he does, the world is usually uninhabitable or only marginally so, but important because of its resources, position, or tradition. Generally, a count exercises direct control over a continental land mass, or, on rich and fertile worlds, to a tract of land ranging from hundreds to thousands of kilometers across. Some counts are regarded as the sovereigns of particular cities, or of the settled moons of worlds ruled by a duke or marquess.

A count is addressed as "my Lord", his wife the Countess as "my Lady".

BARON

Lowest in rank of the orders of peerage is baron, the word being derived from the term "the King's man". The power wielded by a baron can vary tremendously. The title may be an honorific only, bestowed for service to the crown, or it can carry with it feudal attachments to land that confer real power on the owner. There are baronies encompassing an entire world, though most are restricted to individual cities, or even a particular fortress and military settlement.

The usage style for barons follows that of continental Europe on old Earth, rather than for England. A baron is referred to as "Baron Smith", for example, rather than as "the Baron of Lemnos". A baron is addressed as "My Lord", his wife as "My Lady".

BARONET

The term baronet was originally created by James I of England to raise money, the idea being that commoners would pay for the privilege of being styled "baronet". Among the Successor States, it is occasionally encountered, generally as an honorary title conferred for service by a peer on a commoner. In most cases, a baronetcy is hereditary, the title passing on to the elder son. Among the warrior cultures of the Successor States, it is frequently awarded as an honor for great bravery in combat on the part of an enlisted trooper.

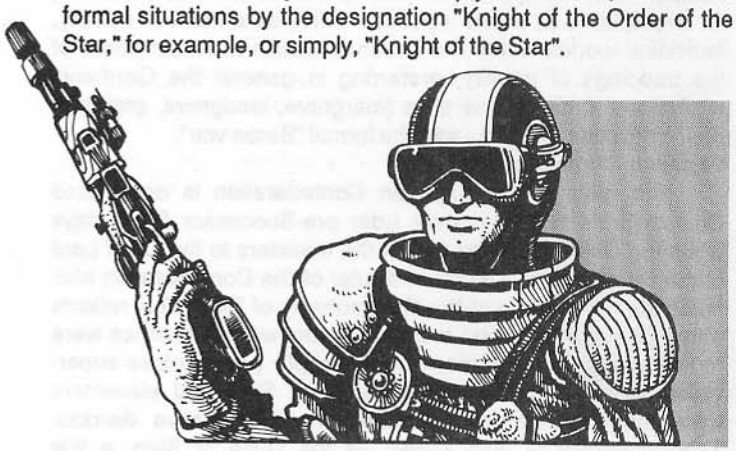
A baronet is addressed as "Sir", followed by his full name. His wife is addressed as "Lady", followed by her husband's last name. A female baronet would be addressed as "Dame".

ORDERS OF KNIGHTHOOD

Within the Successor States, the concept of knighthood has returned to the original feudal idea of knightly orders. The sovereign grants a charter to these organizations, which are generally military and sometimes religious in nature, and dedicated to a particular set of customs, training methods, and philosophies.

There are literally hundreds of orders of knighthood throughout the Successor States, with individual orders being created by special degree of local rulers. The bestowal of knighthood is reserved as an honor for a warrior who has distinguished himself in battle, though some among the Successor States have retained or recreated the curious 20th-century custom of bestowing knighthoods for accomplishment in music, science, literature, or even broadcast media entertainment.

Few knightly orders retain the usage of "Sir", which arose in the Middle Ages, though an echo still exists when a baronet is addressed this way. Most use simply their name, followed in formal situations by the designation "Knight of the Order of the Star," for example, or simply, "Knight of the Star".



MULTIPLE TITLES

Individual noblemen frequently carry a number of titles. Sometimes this is because of successive awards by their sovereign, and other times because two or more positions are linked by tradition or official decree.

Frequently, a nobleman's eldest son will bear the noble's secondary title, and lesser titles may be borne by younger sons or daughters. Other members of a noble's family may be addressed as "Lord" or "Lady".

If the position of a nobleman's wife depends on her husband's title, she is addressed as "Lady" followed by her full name. If she holds the title herself, she is addressed as "lady" followed by her first name only. Depending on the laws and traditions governing a particular world, culture, or line of succession, an entire extended family of lords and ladies can be created with a single patent of nobility.

Thus, when Ian MacPherson became a duke, he was known as His Grace, Lord Ian, Duke of Caledon. His eldest son took the Duke's title as Count of Stoneheath and became Lord Ian, Count Stoneheath, and would be addressed as Lord Ian. His brother is addressed as Lord William MacPherson or Lord William. The Duchess is Lady Pamela, because she holds title in her own name. Lord William's wife, however, is a commoner, and so is known as Lady Jane MacPherson or Lady MacPherson.

VARIATIONS AMONG THE SUCCESSOR STATES

Each of the Five Houses has developed its own usages and forms of nobility, due to the vagaries of history or culture. A few of the major differences among them are described below.

Lyran Commonwealth

The territories belonging to House Steiner are administered by an "Archon", a title derived from a governmental system of ancient Athens, which vested power in a council of nine archons or magistrates. The Lyran Commonwealth is governed by a ruling council. Theoretically, the Council holds elective powers over the archonship, but, in fact, generally approves a hereditary succession. The heir is the Archon Designate.

The Archon is, by tradition, also Duke or Duchess of Tharkad, capital of the Commonwealth. The Commonwealth nobility is less class-conscious or bound by aristocratic tradition than many other hereditary states. The title of "duke", for example, is as much a political office as a mark of nobility. Individual worlds within the Commonwealth maintain some of the trappings of nobility, preferring in general the Germanic equivalent of the various titles (margrave, landgrave, graf, and prefacing a baron's name with the formal "Baron von".

Capellan Confederation

The ruler of the Capellan Confederation is designated Chancellor, a title held over from pre-Successor State days when the Chancellor was one of the ministers to the Chief Lord of the Star League. The current ruler of the Confederation also holds the title Prefect of the Commonality of Sian. This reflects a neo-Communist period in Sian's history when industries were "commonized" and handed to the people (under close supervision, of course). The supervisors on Sian and elsewhere were "prefects" or administrators of administrative districts. The Chancellor is also known as the Duke of Sian, a title created by the First Lord when Sian was incorporated into the League.

In general, prefects hold much the same position in terms of power and authority as do dukes, marquesses, and counts, though some semi-independent worlds within the Confederation retain the older titles. Their holdings are called refectures, and, within Confederacy feudalism, answer to the duchies and countships of other worlds. There is a range of authority within the ranks of prefects. A powerful prefect may be designated "Senior Prefect", "Lord High Prefect", or "Arch Prefect".

The title baron has largely been superseded by the title "Warlord" or "Daimyo" among those taken by the resurgence of interest in Japanese and Chinese culture within the Confederation. "Warlord" is held strictly as a military title, and considered to be a stepping stone to the title of duke. Some worlds have revived the ancient title "shogun", or supreme warlord, to designate the senior Daimyo of a district or army.

Particularly important in Confederation military-oriented culture are the Warrior Houses. These are patterned somewhat after the samurai warriors of feudal Japan, and can be compared with the knightly orders of other interstellar states. The leader of a Warrior House, usually a daimyo with no direct holding of land or power, will swear fealty to a landholding prefect or daimyo, and provide him with trained soldiers, equipment, transports, and BattleMechs. A warrior house belonging to one lord may be "rented out" in mercenary fashion to another lord in exchange for goods, services, support, or favors. The allegiances, authority, and obligations among the various warlords of varying degrees of power and wealth can be exquisitely complex.

Draconis Combine

Takashi Kurita styles himself Coordinator of the Combine, Duke of Luthien, Unifier of Worlds. His title of Duke goes back to Star League days when the industrialized world of Luthien was an important element in the First Lord's power base. The stark utilitarianism of Draconian civilization tends to downplay the authority of individual nobles, though Kurita maintains the skein of dukedoms throughout his realm as a means of unifying power and consolidating it with his throne. Of far greater importance throughout the Combine are the local units of the ISF, Kurita's powerful and far-reaching secret police.

In compensation for the lack of noble titles, orders of knighthood are important among career military officers. One of the best known is the Order of the Dragon, which includes within its ranks no less a personage than Vasily Cherenkoff, General of the Army.

Free Worlds League

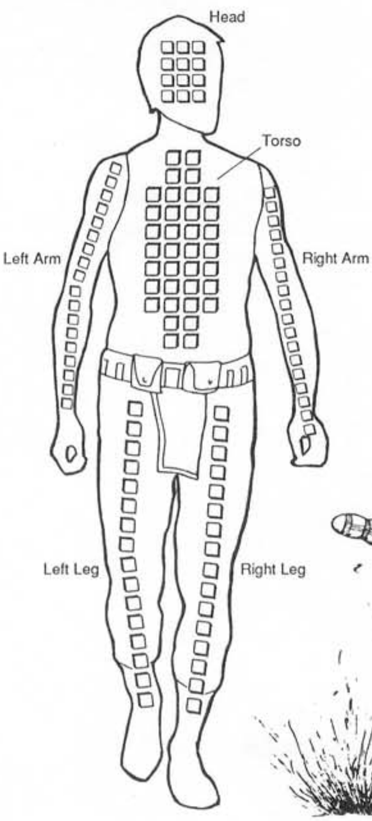
The leader of the Free Worlds League is Captain-General Janos Marik, Captain-General and Duke of Atreus. Again, the dukedom of Atreus is descended from Star League days, and – as in the Federated Suns – the mechanism of the aristocracy is largely intact.

The title "Captain-General" is, obviously, a military one. It is based on the rise of Kenyon Marik to power during the Civil War and on the legal instrumentality of Resolution 288, which created the post of Captain-General "for the duration of the emergency" and is invoked with the swearing-in of each successive ruler.

The breakdown of a strong, central authority within the Free Worlds has resulted in considerable strife and opportunism among the nobles of all ranks. The Captain-General has shown considerable talent in pitting noble against noble in his effort to maintain power, but it is inevitable that sooner or later a coalition of warlord nobles will accumulate enough power and single-mindedness of purpose to quickly depose Marik at best, or begin a bloody civil war, at worst.

Despite its critics, the feudal governmental and economic system of the Successor States has endured centuries of revolution, war, civil war for one reason: it works. Attempts to dismantle it, even on the scale of a single planet, have been only partly successful. The feudal system of medieval times on Earth was overthrown by the emergence of a middle class of merchants and technical specialists, but the feudalism of the old Star League simply incorporated the existing middle class. Therefore, it is not likely that Successor States feudalism will be overturned from within. The final test of the system awaits the end of the Succession Wars, when one of the present contenders for the throne of First Lord will have to use the existing structure of aristocracy to create a new ruling system that embraces all the worlds of mankind.

MECHWARRIOR CHARACTER RECORD SHEET



Name____________________
Age____________________
Rank____________________
Saving Roll Target____________
Affiliation__________________
Home Planet________________
Mech Type_________________
____

Warrior Data	*Level*
BODY	______
DEX	______
LRN	______
CHA	______
PIB	______
HTK	______
Curent HTK	______

Total XP ______ XP Available ______

Current HTK

Lethal HTK **Non-Lethal HTK**

Skills	**Skill Level**	**Attribute Target**	**Modified Skill Roll Target**
Athletics			
Acrobatics			
Climbing			
Equestrian			
Running			
Swimming			
Bow/Blade			
Brawling			
Computer			
Diplomacy			
Driver			
Engineering			
Gunnery/Aerospace			
Gunnery/Artillery			
Gunnery/Mech			
Interrogation			
JumpShip Navigation/Piloting			
Land Management			
Leadership			

Skills	**Skill Level**	**Attribute Target**	**Modified Skill Roll Target**
Mechanical			
Medical/First Aid			
Piloting/Aerospace			
Piloting/Mech			
Pistol			
Rifle			
Rogue			
Hide In Cover			
Listen/Eavesdrop			
Stealth			
Forgery			
Security Systems			
Bribery			
Disguise			
Streetwise			
Survival			
Tactics			
Technician			

Equipment

Contacts

Notes

It's Not Just A Job, It's An Adventure . . .

Ten thousand years of organized warfare have culminated in that fabrication of arms and armor, of mobility and strength, called the BattleMech.

The typical 'Mech stands 10 to 12 meters tall. Vaguely humanoid, it is an armored giant of myth and legend come to life. The lightest weigh 20 tons, the heaviest 75 tons or more. Even the smallest 'Mech bristles with lasers, particle cannons, long- and short-range missile launchers, autocannon, or machineguns which make it striding, thundering death for any unarmored army silly enough to stand and fight.

MechWarrior includes the rules and other game information necessary to role play the men and women who pilot these monsters of destruction. Lists of skills and equipment, as well as extensive rules for personal combat are provided.

Also included is substantial background information on MechWarriors and their 'Mechs and on the Successor States and their endless wars. Descriptions of each major house, its leaders, major planets, and its best regular and mercenary 'Mech units provide the beginnings of endless adventures and campaigns.

There are also enought facts and figures to run a mercenary unit, including extensive mission tables and random encounter events. The information on titles and nobility—the goal of every MechWarrior—describes land holdings and, more importantly, annual revenues collected by typical holdings.

The most spectacular section of **MechWarrior** is the 16-page full-color section illustrating some of the uniforms and equipment used by major houses and mercenary units.

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