



CREATING A MERCENARY FORCE

The following system enables a player or group of players to create a mercenary command from scratch. Players can determine all the components of a force, including its 'Mech complement, secondary air and ground assets, technical and support staff, and even logistical and administrative support.

This force-generation system is designed to simulate an organic process of mercenary-force creation such as those depicted in numerous *BattleTech* novels and sourcebooks. Rather than starting with a large sum of money and simply purchasing the different components of the force, one founding player character sets the ball rolling by proposing a new mercenary group and persuading other founding members to join him and form the core around which new members then join. The commander's background—his military service, friends and family—determine whom he attracts. Once they set foot on a base world, these core members cultivate their force through recruitment and field experience over the following months (and even years) until their command has developed the strength and experience they want.

In addition to simulating the organic force-generation process described in *BattleTech* fiction, this system also lets *Classic BattleTech RPG (CBT: RPG)* players create forces that better reflect the backgrounds and abilities of their characters.

For guidelines on operating a mercenary force after its formation, see *Running a Mercenary Force* (p. 153).

Terminology: In these rules, the term *unit* will be used as it is in the *BMR*, to refer to a single battlefield unit such as a 'Mech, vehicle or infantry platoon. The term *force* will be used specifically when referring to the mercenary *force* that a player will build.

FORCE CREATION

The general procedure for creating a new mercenary command is outlined below. The system is designed for compatibility with the *BattleTech* and *CBT: RPG* games. However, players should only use *CBT: RPG* rules in gamemastered role-playing campaigns. Players interested in greater depth may use the *Combat Operations* rules expansion to supplement these rules.

Players should read through the entire system at least once to get a basic idea of how it works before using it, and gamemasters should feel free to modify any rules to produce fair and believable campaigns for their playing groups.

PROCEDURE OUTLINE

- Step 1: Create a Leader
- Step 2: Running the Paths
 - Stage 1: Choose a Hiring Hall
 - Stage 2: Recruiting
 - Stage 3: Combat Experience
- Step 3: Force Identification

Step 4: Determine Payroll, Maintenance Costs and Support Requirements

Step 5: Finishing Touches

In *Step 1*, the controlling player of the force's commander determines his or her background, which in turn affects the commander's impact on the foundation of the force.

In *Step 2*, the commander assembles the force on the hiring world of his choice and establishes a core group through its founding year. Based on this core group, he then advances to the recruitment phase, allowing the force to grow a little before taking on any early missions. If the force is still not quite as powerful or large as he needs it to be, the commander may once more return to recruitment and repeat the process.

In *Step 3*, personnel are identified, given combat ratings and units as needed, and DropShip or JumpShip transportation is acquired.

In *Step 4*, support personnel, maintenance needs and the chain of command are firmed up, while *Step 5* completes the force creation process by naming the mercenary command and establishing its starting funds.

FORCE CREATION BASICS

Throughout the creation process, a number of different factors influence how many personnel the force recruits (warriors and non-combatants) and what their capabilities are. The capabilities of the force leader and other events in the various stages and sub-stages of development add modifiers to these key areas, reflecting the competing influences of the merc command's founders and random chance. The two main factors tracked throughout the generation process are personnel members and a set of point pools.

Personnel

Personnel membership consists of six basic types. Three of these types—Same, Complementary (Comp), and Distant (Dist)—refer to warriors, with Same referring to warriors of the same combat role as the founding member (for example, MechWarriors for a MechWarrior founder). Complementary warriors are those whose specialty complements that of the founder, such as conventional armor recruited by a MechWarrior commander. Distant warriors, meanwhile, are farther afield of the founder's specialty, such as infantry recruited by a founding officer who is an aerospace pilot. The Warrior Personnel Relation Guide Table below fleshes out this relationship. Armored infantry is classified as conventional infantry, while armor covers all conventional vehicles, including tanks, artillery vehicles, VTOLs, wet naval craft and conventional aircraft.

For every MechWarrior tracked in this system, vehicle recruits claim a full crew and infantry claims a full squad. Therefore, when a creation table result indicates Same for a MechWarrior commander,



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WARRIOR PERSONNEL RELATION GUIDE TABLE

Commander's Role	Same	Complementary	Distant
MechWarrior	MechWarrior	Armor/Aerospace	Infantry
Armor	Armor	MechWarrior/Aerospace	Infantry
Aerospace	Aerospace	MechWarrior/Armor	Infantry
Infantry	Infantry	Armor	MechWarrior/Aerospace

The remaining personnel types, the noncombatants, are Support (Sup), Medical (Med), and Administrative (Admin). Support personnel represent technicians or mechanics, as the force's needs demand, and many tend to come with the warriors and machines they are used to working on. Medical personnel represent medics and combat surgeons, who keep the troops fit and patched up during and between battles. Administrators are those unseen men and women who see to the force's basic supply, food

the commander has recruited a single 'Mech jock, while an identical result for an infantry commander founder could net either a 4-man battle armor squad or a 7-man conventional infantry squad.

CBT: RPG COMMANDER MODIFIERS TABLE

Life Path/Origin	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Clan Origins	-1	-1	-1	-1	-1	0	+1	+2	0	-3
Inner Sphere Origins	0	0	0	0	0	0	0	0	0	0
Periphery Origins	+1	+1	+1	+1	+1	0	0	-2	0	-2
Nobility	+1*	*	*	*	*	+1	0	0	0	+2
Academy Path (Incomplete)	-1	0	+1	0	0	0	-1	0	0	-1
Academy Path (Complete)	0	+1	0	0	0	0	0	0	0	0
Officer Candidate School	+1	0	0	0	0	0	0	0	0	0
Paramilitary Service	0	+1	0	0	0	+1	+1	0	0	0
Training Battalion	+1	0	0	0	0	0	+1	0	+1	0
Tour of Duty (per pass, 3 max.)	+1	0	0	+1	0	0	+1	+1	0	0
Covert Ops (per pass, 2 max.)	*	*	*	*	*	0	+2	+1	-2	0

Attribute/Trait/Skill	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Bad Reputation	-1	-1	-1	-1	-1	-1	0	0	0	0
Brave	+1	0	0	0	+1	0	+1	0	0	0
Combat Paralysis	0	0	0	0	0	0	-2	0	0	0
Combat Sense	0	0	0	0	0	0	+2	0	0	0
Contact or Well-Connected	0	0	0	*	*	*	0	+1	+1	+1
Enemy	0	0	0	-1	-1	-1	0	0	0	0
Good Reputation	*	*	*	*	*	*	0	0	0	0
Land Grant, Property, or Wealth	0	0	0	+1	0	+1	0	+1	+2	+1
Madness	-1	-1	-1	-2	-2	-2	0	0	0	0
Timid	0	0	0	0	0	0	-1	0	0	0
Title	0	0	0	+1	0	0	0	0	+1	+1
Unlucky	-1	-1	-1	-1	-1	-1	-2	-1	0	-1
SOC or CHA 3 or less	0	0	0	-1	-1	-1	-1	0	0	0
SOC or CHA 7 or more	0	0	0	+1	+1	+1	+1	0	0	0
Administration Skill (+3 or higher)	0	0	0	+1	0	+1	0	0	0	+1
Leadership Skill (+3 or higher)	*	*	*	0	0	0	+1	0	0	0
Negotiation Skill (+3 or higher)	0	0	0	*	*	*	0	0	0	+1
Scrounge Skill (+3 or higher)	0	0	0	+1	0	0	0	+1	0	+1

* +1 personnel may be applied in any one column marked by an asterisk



and other logistical needs, which grow more and more necessary in larger forces.

Point Pools

In addition to the six personnel types tracked throughout force generation, four point pools are used later on to help assign equipment weights and tech level, and also to establish experience ratings and the force's starting cash after generation.

During the force creation process, all point pools can go into negatives. However, the Cash Pool cannot voluntarily be pushed past -20; random event results can push the Cash Pool past -20, but the player cannot choose to do so. On occasion a commander may add points to any of these pools if an event or condition allows for it.

Experience (Exp) Pool: Allows the force commander to add bonuses to any rolls at the end of force generation, helping to increase the combat skills of each force member.

Tech Rating (Tech) Pool: Allows the force commander to add bonuses to any rolls when establishing the technological sophistication of the equipment used by all unit types (except for conventional infantry).

Weight Class (Mass) Pool: Allows the founder to do the same with vehicle weight classes.

Cash Pool: Used to establish a force's starting funds after generation. Cash Pool points can also be used to change the result of die rolls during force creation (see "Burning Cash," p. 141).

STEP 1: CREATE A LEADER

The mercenary force's founder/commander heavily influences the allotment of resources and manpower that form a core for the new force. Depending on his background, a commander may be able to bring more troops or more resources, or a little of each. Generally speaking, players may generate this leader using the rules found in *CBT: RPG*, or may opt for the quick commander generation process outlined below.

CBT: RPG COMMANDER GENERATION

If this founding commander is already generated using the *CBT: RPG* rules, certain Traits and Life Paths can help further increase the allotment of points and manpower a starting commander begins with. The *CBT: RPG* rules allow a multitude of ways to generate a character that can serve as a mercenary force commander, all of which may be applied. Gamemasters of *CBT: RPG* campaigns may want to bolster a freshly generated commander's experience by artificially aging him and providing 150 free Experience Points per year, using them as appropriate to upgrade the character's skills and traits.

A given trait's modifiers are not cumulative unless otherwise indicated (as in the case of multiple tours of duty or covert operations). This rule also applies to *CBT: RPG* traits that have variable levels (such as Good Reputation or Wealth), or that can be taken multiple times (such as Enemy and Contact traits).

Jeff's character, *Shinto Kubusaka*, embarks on forming his own mercenary command. *Shinto* hails from the *Draconis Combine*, where his character graduated from the prestigious *Sun Zhang MechWarrior Academy* as a *MechWarrior*. His Life Paths include a successful run through the *Sun Zhang Academy Path*, complete with OCS training, and three tours of duty for the *Dragon*. In addition, *Shinto* has accumulated the following applicable traits: *Brave*, three *Contacts*, four *Enemies*, *Good Reputation (2)* and *Wealth (3)*. His SOC score is 4 and his CHA score is 7. He also possesses a +4 bonus in the *Leadership* and *Negotiation* skills.

In cross-referencing the *CBT: RPG Commander Modifiers Table*, Jeff finds that *Shinto* qualifies for modifiers based on *Academy Path (Complete)*, *Officer Candidate School* and all three *Tours of Duty*. He also receives a modifier for having the *Brave*, *Contact*, *Enemy*, *Good Reputation* and *Wealth* traits, irrespective of the quantity or level of those that vary (so his 3-point *Wealth* trait applies the same bonuses as a 1-point or a 10-point trait). His SOC score is neither high enough for a bonus nor low enough for penalties, but he has a winning CHA score of 7. Finally, his *Leadership* and *Negotiation* scores are both above +3, meaning the bonuses for each will apply.

Adding up the results of his academy training and OCS, *Shinto* finds he is starting with one recruit of the Same type (a fellow *MechWarrior*), and a *Complementary* recruit (who may be a tank crew or an aerospace fighter pilot). His three tours of duty each give him one more *MechWarrior*, as well as a new technician, plus a total of 3 points in his *Exp* and *Tech* Pools. The Life Paths alone have thus granted *Shinto* a healthy start of five *MechWarriors* (including himself), three techs, a tank crew (or fighter pilot) and points that Jeff can use to increase the odds of skilled pilots or better technology.

For *Shinto's* Attributes, traits and skills, Jeff notes that several features (such as *Contact*, *Good Reputation* and his high *Leadership/Negotiation* skills) offer flexible personnel options, where he can choose what type of recruits he wants. Only two, however (*Good Reputation* and *Leadership*) allow him to select warrior recruits, so he makes those warriors of the Same type. Deciding to divide the other two flexible recruit points between tech support and medics, he then adds up the results of all applicable categories and finds that he has gained three new *MechWarrior* recruits (for *Brave*, *Good Reputation* and *Leadership*), two new technicians (for *Contact*, high CHA and *Wealth*, losing one for *Enemy*), and two medics (for *Brave*, high CHA and high *Negotiation*, losing one for *Enemy*), plus one administrator (for high CHA and



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Wealth losing one to that damnable Enemy). He has also accumulated 3 more points each in his Exp, Mass and Cash Pools, and 2 more points in his Tech Pool.

FAST COMMANDER GENERATION

If players would rather not use the *CBT: RPG* rules to create a leader, they can quickly generate a commander using the tables below to determine his training and service experience. This method de-emphasizes the commander's character, but can quickly produce a capable leader with useful resources to draw upon for the force generation process.

When using this method to generate a commander, the player simply selects the commander's origins, training, and combat experience, which in turn determine his base Piloting/Gunnery target numbers (P/G TNs) and age. The character may choose a maximum of one training type for any commander with Clan origins, and up to two training types for an Inner Sphere commander, so long as one of the two is Family Trained. Note that for training, the higher base age and lower base P/G target numbers apply, while personnel and point pool modifiers are cumulative.

For combat experience, a commander may choose one, two or all three experience types, though only the Tour of Duty may be taken more than once (to a maximum of three times). The commander's origin and experience will further modify the age, skills, personnel and point value numbers.

As an optional rule, players may wish to add any of the Attributes, traits or skills featured for a *CBT: RPG*-based character (thus gaining the additional personnel and point pool modifiers) by choosing up to five different positive Attributes, traits or

skills from the *CBT: RPG* Commander Modifiers Table, p. 138. This number can be increased by one for every negative Attribute, trait or skill the commander also takes. To determine whether or not a given Attribute, trait or skill is positive or negative, simply add up all the applicable personnel and point pool modifiers. If the number is less than zero, the Attribute, trait or skill is negative. Otherwise, it is positive. For purposes of integration with the *CBT: RPG* system, all traits and skills purchased in this fashion receive the minimum level necessary to attain the bonus, and so a fast-generated commander with Wealth, poor CHA and high Leadership is assumed to have the Wealth (1) trait, a CHA score of 3 and a Leadership skill bonus of +3.

Kevin wants to build his own mercenary command, but does not want to bother with the lengthy character generation process of CBT: RPG, and thus opts for the fast-generation approach. He decides his force's founder-commander is an Inner Sphere noble, trained by the family as a MechWarrior before going into the academy. He also decides this commander graduated with honors, served with a training battalion and then went through two tours of duty before mustering out to seek his own fortune as a mercenary commander.

After tallying up the modifiers from the Fast-Commander Generation Table, Kevin finds his mercenary commander is 28 years old (22 after graduating from the academy with honors, plus 2 for the training battalion and 4 more for two tours of duty). He also finds the commander's skills are a respectable Piloting 2 and

FAST COMMANDER GENERATION TABLE

	Base Age	Base P/G TNs	Personnel Modifiers						Point Pool Modifiers				
			Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash	
Highest Training													
Family Trained (Nobility)	18	7/6	+1*	*	*	*	*	*	+1	0	0	0	+2
Academy/Clan Dropout	18	6/5	-1	0	+1	0	0	0	0	-1	0	0	0
Academy/Clan Graduate	20	5/4	0	+1	0	0	0	0	0	0	0	0	0
Academy Honors Graduate	22	4/4	+1	+1	0	0	0	0	0	+1	0	0	0
Clan Graduate w/2+ Kills	20	4/3	0	0	0	0	0	0	0	0	+1	0	0
Commander's Origins													
Clan Origins	-2 yrs	-1/-1	-1	-1	-1	-1	-1	-1	-1	+1	+2	0	-3
Periphery Origins	+1 yr	+1/0	+1	+1	+1	+1	+1	+1	0	0	-2	0	-1
Combat Experience													
Covert Ops (each, 2 max.)	+4 yrs	-1/-1	*	*	*	*	*	*	0	+2	+1	-2	0
Training Battalion	+2 yrs	-0/-0	+1	0	0	0	0	0	0	+1	0	+1	0
Tour of Duty (each, 3 max.)	+2 yrs	-1/-1	+1	0	0	+1	0	0	0	+1	+1	0	0

* +1 personnel may be applied in any one column marked by an asterisk for a given condition (once per condition).