

POSITIVE QUIRK TABLE

Type	Cost	'Mech*	Vehicle†	Battle Armor	Fighter/Small Craft‡	DropShip	JumpShip/WarShip/Space Station
Accurate Weapon	Variable	Yes	Yes	Yes	Yes	Yes	Yes
Anti-Aircraft Targeting	Variable	Yes	Yes	No	No	No	No
Atmospheric Flyer	3	No	No	No	Yes	Yes	No
Battle Computer	5	Yes	Yes	No	No	No	No
Combat Computer	3	Yes	No	No	Yes	No	No
Command BattleMech	2	Yes	No	No	No	No	No
Cowl	4	Yes	No	No	No	No	No
Docking Arms	1	No	No	No	No	No	Yes
Easy to Maintain	1	Yes	Yes	Yes	Yes	Yes	Yes
Easy to Pilot	2	Yes	No	Yes	Yes	Yes	Yes
Extended Torso Twist	3	Yes	No	No	No	No	No
Fast Reload	1	Yes	Yes	Yes	Yes	No	No
Hyper-Extending Actuators	1	Yes	No	No	No	No	No
Improved Cooling Jacket	1	Yes	No	No	Yes	Yes	Yes
Improved Communications	2	Yes	Yes	Yes	Yes	Yes	Yes
Improved Life Support	1	Yes	No	Yes	No	No	No
Improved Sensors	3	Yes	Yes	No	No	No	No
Improved Targeting, Short	3	Yes	Yes	No	Yes	Yes	Yes
Improved Targeting, Medium	4	Yes	Yes	No	Yes	Yes	Yes
Improved Targeting, Long	5	Yes	Yes	No	Yes	Yes	Yes
Internal Bomb Bay	3	No	No	No	Yes	Yes	No
Modular Weapons	1	Yes	Yes	Yes	Yes	Yes	No
Multi-Trac	2	Yes	No	No	No	No	No
Narrow/Low Profile	3	Yes	Yes	No	No	No	No
Protected Actuators	1	Yes	No	No	No	No	No
Reinforced Legs	1	Yes	No	No	No	No	No
Searchlight	1	Yes	Yes	No	No	No	No
Stable	2	Yes	No	No	No	No	No
Trailer Hitch	1	No	Yes††	No	No	No	No
Variable Range Targeting	Variable	Yes	No	No	No	No	No
VTOL Rotor Arrangement	1	No	Yes**	No	No	No	No

*Includes IndustrialMech, BattleMech or OmniMech **VTOL Vehicles only †Includes Combat Vehicle, Support Vehicle
 ††Combat Wheeled and Tracked Vehicles only ‡Includes Fixed-Wing Support Vehicle §Includes Satellite

Extended Torso Twist (3 Points)

Unlike most 'Mechs, one with this quirk can turn its torso much further. When torso twisting, the 'Mech can change its facing by one or two hexsides.

Fast Reload (1 Point)

BattleMechs like the *Hatchetman* and *Enforcer* use large removable ammunition magazines that allow them to reload much faster than normal. Units with this quirk can reload in half the normal time.

Hyper-Extending Actuators (1 Point)

The arm actuators of 'Mechs like the *Quickdraw* can bend much further than normal. Even if it has lower arm and/or hand actuators, it can still flip arms to fire all arm-mounted weapons into its rear arc.

Improved Cooling Jacket (1 Point)

One weapon's design incorporates a highly effective cooling jacket. When fired, this weapon generates 1 point less heat (never less than 1 point). More than one weapon or bay can have this positive quirk, but the cost for each must be paid.