



## NEGATIVE QUIRK TABLE

Type	Value	'Mech*	Vehicle†	Battle Armor	Fighter/Small		JumpShip/ WarShip/ SpaceStation
					Craft‡	DropShip	
Ammunition Feed Problem	1	Yes	Yes	Yes	Yes	Yes	Yes
Atmospheric Flight Instability	2	No	No	No	Yes	Yes	No
Bad Reputation	1	Yes	Yes	Yes	Yes	Yes	Yes
Cooling System Flaws	3	Yes	No	No	No	No	No
Cramped Cockpit	2	Yes	No	No	Yes	No	No
Difficult Ejection	1	Yes	No	No	Yes	No	No
Difficult to Maintain	1	Yes	Yes	Yes	Yes	Yes	Yes
EM Interference	1	Yes	Yes	Yes	Yes	Yes	No
Exposed Actuators	1	Yes	No	No	No	No	No
Exposed Weapon Linkage	2	Yes	Yes	No	No	No	No
Fragile Fuel Tank	2	No	Yes**	No	Yes	Yes	Yes
Gas Hog	2	Yes	Yes	No	Yes	Yes	Yes
Hard to Pilot	2	Yes	Yes	Yes	Yes	Yes	Yes
Inaccurate Weapon	Variable	Yes	Yes	Yes	Yes	Yes	Yes
Large DropShip	1	No	No	No	No	Yes	No
No/Minimal Arms	3	Yes	No	No	No	No	No
No Cooling Jacket	2	Yes	No	No	Yes	Yes	Yes
No Ejection Mechanism	2	Yes	No	No	Yes	No	No
Non-Standard Parts	1	Yes	Yes	Yes	Yes	Yes	Yes
No Torso Twist	2	Yes	No	No	No	No	No
Poor Cooling Jacket	1	Yes	No	No	Yes	Yes	Yes
Poor Life Support	1	Yes	No	No	Yes	No	No
Poor Performance	3	Yes	Yes	No	Yes	Yes	Yes††
Poor Targeting, Short	2	Yes	Yes	Yes	Yes	Yes	Yes
Poor Targeting, Medium	3	Yes	Yes	Yes	Yes	Yes	Yes
Poor Targeting, Long	4	Yes	Yes	Yes	Yes	Yes	Yes
Poor Workmanship	1	Yes	Yes	Yes	Yes	Yes	Yes
Prototype	2	Yes	Yes	Yes	Yes	Yes	Yes
Sensor Ghosts	2	Yes	Yes	Yes	Yes	Yes	Yes
Unbalanced	1	Yes	No	No	No	No	No
Un-streamlined	2	No	No	No	Yes	Yes	No
Weak Head Armor	Variable	Yes	No	No	No	No	No
Weak Legs	1	Yes	No	No	No	No	No
Weak Undercarriage	1	No	No	No	Yes	Yes	No

\*Includes IndustrialMech, BattleMech or OmniMech

\*\*ICE-powered vehicles only

†Includes Combat Vehicle and Support Vehicle

††WarShips only

‡Includes Fixed-Wing Support Vehicle

§Includes Satellite

INTRODUCTION

GENERAL RULES

ADVANCED  
AEROSPACE  
MOVEMENT

ADVANCED  
AEROSPACE  
COMBAT

ADVANCED  
AEROSPACE  
CONSTRUCTION

MAINTENANCE,  
SALVAGE, REPAIR  
& CUSTOMIZATION

BATTLEFORCE:  
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