

MechWarrior Three Material.  
Draconis Combine.

These rules are to be used in games of MW3. They are also meant to supplement the life paths in the MW 3 main book. Unless otherwise stated, they follow standard rules.

Skill, Tactics \ Combined Arms.(Expanded)

Cadets attending the Sun Tzu School of Combat are better in combined arms situations. To reflect this, graduates of the Tsun Tzu School of combat will receive Tactics \ Combined Arms, which applies only to ground units. If combat involves only one type of unit, +1 to the Target Number. This will reflect that the character has problems commanding only one type of unit.

**Major Kuritan Military Academy (Generic)**

*Affiliation: House Kurita. Cannot have combat paralysis, Glass Jaw, No seriously "questionable" events in the character's past, to GMs discretion, unless a contact 1 is used to hide it.*

Attending any Academy in House Kurita is an honor. For those born to lower classes in the Combine, achieving Warrior Status is one of the few ways of improving their social standing. For Nobles, it is the way of maintaining their dominant place in society. Gaining a slot is a privilege. This is particularly true for MechWarriors. Training Academies are scattered all over the Combine and administered by the Department of Indoctrination. Those who are thought to be fit to serve, will attend any of the well known Academies and Universities.

This is not a full life-path and should not be taken as such. Instead it offers generic information common to most Kuritan Academies. The entries that follow round up the Major Kuritan Academies detailed in *Sowing the Dragon's Teeth*. P. 23. Simply add on (or replace as noted) the requirements, traits and skills listed below with those given in the specific Academy. If this Path and the specific academy entry both list the same trait or skill, apply both effects.

**Time:** 2 Years.

**Attribute Minimums:** Int 5, Ref 4, and Soc 4

**Attribute Thresholds:** Soc +1.

**Traits:** Promotion, Well Equipped, +1 Dex

**Skills:** Academic Military History, Protocol Kurita +1, Quirk \ The Code of Bushido, Survival +1, Blades +1

**Field:** Basic Training.

**Events:**

2. - Loose talk brings the attention of the Internal Security Force upon you! (Enemy 3, ISF. Stigma/Traitor. No further military paths within the Combine)

3. - Honor demands that you defend yourself! Problem is, your opponent is your social better! (Enemy 2, unattractive, good reputation, Blades +1, or Enemy 3, Bad reputation, Demotion)

4. - You are forced to leave the Academy since "you are a waste of resources." (+1d6 to the time it will take to complete this path. -1 Edg, +1 Cha, +3 fast talk)

5. - You excel in the physical arena, but the theory is hard! (Running +1, Military Martial Arts +1, slow learner)

6. - The local Yakuza Enforcer contacts you. You could make a fortune! (Player choice, if accepted, In for life, Contact and wealth 3. If player rejects, Brave, enemy one Quirk \ Paranoia)

7. - Living by the Code brings some satisfaction. (Quirk \ Code of Bushido, Good Reputation)

8. - All work and no play leads to good scores in training. (Enemy 1, Introvert, choose stigma/poor team player or poor vision)

9. - You seem to see things where there are none. (Sixth sense, quirk paranoia, choose addiction 1 or introvert)

10. - The Dragon requires unflinching devotion. You report a traitor in your mist to the ISF. (Contact 1, choose in for life with the ISF or bad reputation)

11.- Training reveals a hidden talent! (Night Vision, G-Tolerance)

12.- You realize that there is more to the Code than just being a good Warrior. (Interest \ Art Oral Traditions Draconis Combine, Martial Arts \ Karate, Blades +2)

13.- Your instructors emphasize devotion to duty in the New Way. (Good reputation, Academic, Draconis Combine History, Tactics \ any +1)

14.- Duty demands that you reject the man in shiny glasses, who claims to know of the Black Dragon (Enemy 2, Contact 1, good reputation)

15.- You are the one to get things on base. (Natural Aptitude Scrounge, gregarious, contact 1)

16.- The ISF note your devotion to the Combine (Players choice: Good reputation and contact 1,

or proceed to Special Forces AIT and then continue the life path)

17.- Night operations reveal a secret talent, (Night Vision, sixth sense, Ambidextrous)

18.- You come at the near the top of your class, earning you a choice assignment. (Proceed to the Wisdom of the Dragon, and then continue from here, well equipped, contact 2, fast learner)

19.- You are the top cadet in your class (Contact two, commission, rank, well connected)

20.- Choose one or roll twice and apply both effects.

### **Aerospace and Interstellar Institute. (AII)**

*Affiliation: House Kurita Only. May not have poor vision, Transit Disorientation Syndrome, poor hearing or disabled.*

The AII teaches students to serve as Aerospace Pilots, or to crew DropShips or JumpShips. Slow turnover of DropShip and JumpShip crews meant that all Cadets were also trained as Aerospace Warriors. The DCMS deployments of WarShips, an increasing number of Cadets have been selected for WarShip Training.

**Time:** 2 Years.

**Attribute Minimums:** Int 5, Ref 5, and Soc 4

**Attribute Thresholds:** Soc +1.

**Traits:** Promotion, well equipped, +1 Dex

**Skills:** Academic Naval History +2, Protocol Kurita +1, Sensors +1, Pistols +1, First Aid +1

**Field:** Basic Training or Naval Basic Training. (Aerotech 2, page 62)

Aerospace Pilot (Dex 5, Reflex 5)

Ship's Crew (Dex 4)

DropShip Pilot (Dex 5, Int 5)

JumpShip Pilot (Ref 5)

Note, player can use naval life paths found in Aerotech 2. (Page 62)

**Events:** Do not roll for events.

**Next Path:** Tour of Duty Inner Sphere (4), Tour of Duty House Kurita (4)

### **An Ting University:**

*Affiliation: House Kurita only. May not have poor vision or glass jaw.*

An Ting University reopened its doors in 3055 under the auspices of Coordinator Theodore Kurita. It offers a variety of Occupational Fields, primarily MechWarriors, Aerospace and

Armored Infantry. Its graduates are expected to serve two years in the Legions. Personnel applying from the An Ting region receive preference over other cadets.

**time:** 2 Years.

**Attribute Minimums:** Dex 4, Ref 3, and Soc 3

**Attribute Thresholds:** Soc +1.

**Traits:** Promotion, well equipped, +1 Dex, Quirk \ loyalty to Theodore Kurita

**Skills:** Tactics Combined Arms +1, Blade +1, Academic \Kuritan History,

**Field:**

MechWarrior. (Dex 4, Int 4)

Aerospace Warrior (Dex 5, Ref 4)

Cavalry (Dex 4, Ref 4)

Infantry (Dex 4, Bld 4)

Armored Infantry (Dex 5, Bld 5, Ref 5)

**Events:** Do not roll for Events.

**Next Path:** Tour of Duty Inner Sphere, (4) Tour of Duty Draconis Combine (4)

### **Dieron District Gymnasium.**

*Affiliation: House Kurita Only. Will accept anybody who meets the requirements.*

The Dieron District Gymnasium is the typical training academy for regular combine forces. It is distinguished from other academies since it does not enforce absolute loyalty to House Kurita. The ISF posts at least one agent at all times.

**Time:** 2 Years.

**Attribute Minimums:** Int 5, Ref 4, and Soc 4

**Attribute Thresholds:** Soc +1.

**Traits:** Promotion, well equipped, Dex +1, Enemy 1, (ISF Agent)

**Skills:** First Aid +1, Rifles +1, choose two non-combat skills with the GM's approval and one more combat skill, all at +1

**Fields:**

MechWarrior (Dex 4, Ref 4)

**Events:** Do not roll for events.

**Next events** Tour of Duty Inner Sphere (4), Tour of Duty, Draconis Combine (4)

### **Dover Institute for Higher Learning.**

*Affiliation: House Kurita only. If military path, cannot have disabled or glass jaw.*

The Dover Institute of Higher Learning finds itself between a technical college and a University. Due to its nature the player can choose to follow the standard university life path

(MW 3, page 46) for any civilian major with traits as follows, or the military path.

**Time:** 2 Years.

**Attribute Minimums:** Int 5, Ref, and Soc 4

**Attribute Thresholds:** Soc +1.

**Traits:** Promotion 2, well equipped, +1 Dex

**Skills:** Academic \ Kuritan Literature +2, Academic \ Science +2, pistols +2

**Field:**

MechWarrior (Dex 4, Ref 4, Int 5)

Mech Technician (Dex 4, Int 5)

Engineer (Int 5)

Doctor (Int 5, Dex 5)

**Events:** For civilian fields roll on the event table of University, MW 3 page 46 instead of General Academy Draconis Combine.

**Next Path** Tour of Duty Inner Sphere (4), Tour of Duty Draconis Combine (4) Civilian Job (4), Post-graduate studies (4), Ne'er do Well (4), Travel (4)

#### **Galedon Military Academy**

*Draconis Combine Affiliation only. Cannot have glass jaw, disabled, poor vision or poor hearing. Must meet attribute minimums for Bod and Ref.*

Characters who attend the Galedon Military Academy are among the fittest soldiers in the Combine. They are also extremely loyal to the Combine. Training is brutal, pushing Cadets to excel.

**Time:** 2 Years.

**Attribute Minimums:** Bod 5, Ref 5

**Attribute Thresholds:** Build +1, Cha -1, Ref +1

**Traits:** Promotion, Toughness, Pain Resistance, Quirk \ Loyalty to House Kurita.

**Skills:** Running +2, climbing +2, Military Martial Arts +1, Survival +1

**Field:**

MechWarrior (Dex 4, Ref 5)

Aerospace Warrior (Dex 5, Int 4)

Cavalry (Dex 4, Ref 4)

Infantry (Build 4, Dex 4)

Armored Infantry (Build 5, Dex 5)

**Events:** Do not toll for events.

**Next Path:** Draconis Combine Tour of Duty (4), Inner Sphere Tour of Duty (4)

#### **Pagoda for Luthien Officers.**

*House Kurita Affiliation only. Must have a Contact 1 already in the trait list.*

The Pagoda for Luthien Officers is a very exclusive academy for the upper crust of Kuritan nobility. s emphasis is on protocol and influence over military matters.

Previous Paths: Nobility, (1), Military School (2)

**Time:** 2 Years.

**Attribute Minimums:** Soc 5

**Attribute Thresholds:** Soc +1.

**Traits:** Commission, well equipped, Cha +1, Vehicle 2, Custom Vehicle 2

**Skills:** Protocol House Kurita +2, Bureaucracy +1, (Choose Tactics \appropriate to the AIT +1 and Academic \ Military History +1, or Administration +1 and Leadership +1)

**Field:**

MechWarrior (Dex 4, Ref 4)

Aerospace Pilot (Dex 5, Ref 4)

**Events:** Do not roll for events.

**Next Path:** Tour of Duty Inner Sphere (4), tour of Duty Draconis Combine (4), Travel (4)

#### **Sun Zhang MechWarrior Academy.**

*Draconis Combine Affiliation Only. Cannot have slow learner, Disabled or Bad Reputation. Cannot have a questionable event in the character's past, or a contact 1 willing to hide it.*

The Sun-Zhang Academy is the Largest MechWarrior Academy of the Inner Sphere. It promises to bring the best in a Cadet. Graduation brings honor to the Graduate and his family. In the equipment list receive a Katana and a Wakizashi for free.

**Time:** 4 Years. (FM: House Kurita: 29)

**Attribute Minimums:** Int 5, Ref 4, Dex 4

**Attribute Thresholds:** Soc +1, +1 Dex.

**Traits:** Promotion, well equipped, owns vehicle, Quirk: Loyalty to House Kurita, Quirk \ Code of Bushido.

**Skills:** Protocol Kurita +1, Blades +1, Interest \ Oral Traditions House Kurita, Academic \ Military History +1 Tactics \ Any +1

**Field:**

BattleMech Pilot (Dex 4, Ref 5)

Aerospace Pilot (Dex 5, Ref 5)

Armored Infantry (Bod 5, Dex 5)

**Events:** Do not roll events.

**Next Path:** Sun Zhang Cadre (4)

#### **Sun Zhang Training Cadre.**

*House Kurita Affiliation Only. Must attend Sun Zhang MechWarrior Academy.*

**Time:** 1 Year.

**Attribute Minimums:** Int 5, Ref 4, Soc 4

**Attribute Thresholds:** +1 Cha

**Traits:** Promotion, well equipped, Vehicle (2)

**Skills:** Add +4 to one military skill, +2 to two skills in primary field, +1 to any other skill

**Events:**

- 2.- You finally crack under the pressure! (No further military service, addiction 2, bad reputation, Introvert)
- 3.- While on combat operations you are stranded behind enemy lines! (Escape artist +2, Fast talk +1, survival +1, bad reputation, addiction 1)
- 4.- You ejected, problem is you cannot quite remember what happened. (Amnesia, Bod -1, disabled)
- 5.- A skeleton in your past re-emerges. The ISF wants to talk to you (Enemy 2, Quirk paranoia, introvert)
- 6.- When you wake up you realize just how badly hurt you were. (Unattractive, Addiction 1, choose lost limb 2 or glass jaw)
- 7.- Intense combat makes you wonder whether you can hack it! (Slow learner, half to your skills)
- 8.- Traveling to your new posting reveals that you are not quite fond of space travel. (Transit disorientation syndrome)
- 9.- While on post at Wolcott you get sick! (Allergy, poison resistance)
- 10.- You are having some doubts about the proper interpretation of the Code. (Players choice, if these doubts are serious, Contact 1 Black Dragon Society and In for Life. If player decides to continue on the "proper path" Enemy 1, Stigma \ ISF suspect)
- 11.- While in combat you realize that you have a natural knack for this (Natural Aptitude piloting or Natural Aptitude Rifles, Combat sense)
- 12.- Endless days of boredom are replaced by seconds of fear! (Addiction 1, +1 to two military skills)
- 13.- The Code demands you defend your honor! (Good reputation, Quirk Code of Honor, Blades +1)
- 14.- You did not know you had it in yourself! (Leadership +1, Brave, good reputation)
- 15.- You may be a Cadet, but you have the gift (Natural Ability Leadership, Promotion)
- 16.- You are known for finding things when needed. (Appraisal +2, Scrounge +2, Gregarious)
- 17.- During an operation you lead a charge after your Ta-i gets killed earning you the Bushido

Blade! (Commission, brave, Good Reputation, Vehicle 2)

18.- You manage the impossible and graduate only after one tour in the Cadre! (Commission, Vehicle 4, add +3 to half your skills. Take Natural Aptitude in one of your skills in your military field)

19.- Your Performance Evaluation and loyalty to the Draconis Combine places you above par! (Promotion, Good reputation, Contact 2, well equipped)

20.- Choose one, or roll twice and apply both effects.

**Next Path:** Tour of Duty Inner Sphere (4), Tour of Duty Draconis Combine (4), Sun Zhang Training Cadre (4)

### University of Proserpina (UP)

*Draconis Combine Affiliation Only.*

Since the University of Proserpina trains both Enlisted and Officers this school offers two passes. The first pass simulates Enlisted Training. The second, and fully optional pass represents OCS. The first pass will give the character all he needs in his Advanced Individual Training. The Second Pass will offer some refinement in skills, and the OCS package. OCS is only available for MechWarrior and Aerospace trained characters.

**Time:** 2 Years.

**Attribute Minimums:** Soc 4, Bld 3

**Attribute Thresholds:** Soc +1.

**Traits:** Promotion, well equipped, +1 Dex, commission if doing a second pass.

**Skills:** Blades +1, rifles +1, Protocol Draconis Combine +1, running +1, Swimming +1, Academic Draconis Combine Military History +1.

**Field:**

MechWarrior (Dex 4, Bld 4, Ref 4)

Aerospace Pilot (Dex 5, Ref 4)

Cavalry (Dex 4, Bod 4)

Infantry (Bld 3, ref 4)

Armored Infantry (Bld 5, Ref 4)

Battlefield Specialist (Int 4, Bld 5)

**Events:** Do not roll for events.

**Next Path:** Tour of Duty Inner Sphere (4) , Tour of duty Draconis Combine (4), travel. (4)

New Occupational Field.

Battlefield Specialist:

Blades.  
 Gunnery Humanoid laser  
 Gunnery Humanoid Missile  
 Gunnery Humanoid Ballistic.  
 Piloting BattleMech  
 Piloting \ Battlesuit  
 Rifle  
 Martial Arts Military  
 Tactics combined arms  
 Stealth.

When assigning skills, One skill at +6, two skills at +4, the rest at +2.

### **Wisdom of the Dragon.**

*Draconis Combine Allegiance Only, Cannot have questionable events in characters past, or a contact willing to hide it. Cannot have poor vision above 2, or poor hearing above two. Cannot have glass jaw.*

The Wisdom of the Dragon is a post graduate school. All Cadets come from other schools or from the field. This school serves as an officer candidate school. As such all graduates will graduate with a commission in the DCMS, and are considered the elite of the elite. If a character comes from the academies he must meet a social of 5. If the character is coming from the active force, he must have a contact 2. All Cadets are issued a Katana and a Wakizashi at graduation. In the equipment list, get it for free.

**Time:** 2 Years.

**Attribute Minimums:** Soc 5

**Attribute Thresholds:** Soc +1.

**Traits:** Commission, well equipped, Vehicle 2, custom vehicle 2 for Armor, BattleMech, Powered Armor and Aerospace characters equipped only. Quirk \ Loyalty to house Kurita, Quirk \ Code of Bushido.

**Skills:** +4 to two skills in primary AIT, +2 to another two skills, Protocol House Kurita +1.

**Field:** Officer Candidate School

**Events:** Do not roll for events.

Next Event: Tour of Duty Inner Sphere, Tour of duty Draconis Combine.

### **Tour of Duty: Draconis Combine.**

After training all soldiers of the DCMS report to their Regiments for duty. For some these two years are filled with boredom and routine. For others these are years of intense combat, that tests their skills as warriors. For some this is the

fulfillment of the code as true Samurai of House Kurita.

**Time:** 2 Years.

**Traits:** Promotion, well equipped, Vehicle (2) for MechWarrior, cavalry, BattleArmor and Aerospace trained characters.

**Skills:** +3 to half your military skills, +2 to two non-military skills

**Events:**

2.- Your unit is chosen for an abject lesson behind enemy lines! (Fast talk +2, Pistols +1, Introvert, Glass Jaw)

3.- Your Lance died before your eyes leading to nightmares at night. (Addiction 1, glass jaw, bad reputation)

4.- The Clan Star was far more than you bargained for. (Quirk, Code of Bushido, Demotion, Brave)

5.- Good news you are alive, bad news you are alive! Now if you could only remember! (Lost limb 2, amnesia, disabled)

6.- Didn't the Tai Sa order a retreat? Then why are you charging? (Quirk \ Code of Bushido, Brave, choose unattractive or disabled)

7.- You must remember that you are but a Warrior in House Kurita bound by honor and duty. Others fill the paperwork! (Enemy 2, timid, bureaucracy +1)

8.- A tour of Duty in the Lyons Thumb introduces you to the Lyrans as more than just potential Enemies. (Enemy 1, Appraisal +1, scrounge +1)

9.- I know that my duty is to the Combine, but she is beautiful. (Dependent 1, Introvert)

10.- This last tour has been really boring! (Add +1 to all your Military Skills, +1 Career Soldier)

11.- The Tai Sa in your regiment does not particularly like you. You receive a letter from the Bureau of Substitution (Enemy 2, Bad Reputation, Demotion)

12.- You find a way to procure the goods for the boys! (Contact 1, Scrounge, In for Life, Wealth, next life path, Yakuza)

13.- You wish you got to serve on the front lines against the Clans. Instead you find yourself on a backwater world fighting pirates! (+2 to all military Skills, Good reputation)

14.- This is the worst fighting in your unit's history! (+3 to all military skills, +2 to two non-military skills, brave)

15.- Night Fighting is somehow easier for you. (Night Vision, Sixth Sense)

16.- Combat operations allow you to live the Code as well as you understand it. (Quirk \ Code of Bushido, Quirk Loyalty to House Kurita, Blades +2, +2 to half your military skills)

17.- You were assigned to a unit that liberated planets from those damnable Jaguars! (Good reputation, Contact 1, +3 to all your skills in one military field)

18.- Your performance in the field earns you a Commission (Leadership +2, proceed to Wisdom of the Dragon School, if you already have a commission, take promotion instead add +4 to all your combat skills in one combat field, take strategy at +3)

19.- Your performance this year earns you the Bushido Blade in combat. (Promotion, Wealth, Good reputation, Contact 2)

20.- Take one or roll twice and apply both results.