

**Northwind MechWarrior Academy.**

Highlander Officer Training. To Replace Officer Candidate School.

Leadership  
Computers  
Administration  
Bureaucracy  
Pistols  
Training  
Tactics \ Combined Arms

The Northwind Academy is open only to Northwind natives, with few exceptions made for off-worlders. Most of these exceptions are made for those who can trace their origins to Northwind. Any off worlder wishing training at the Academy must have a contact 2, who will be able to vouch for the character's Highlander ties.

**Northwind Academy:**

**Previous Path:** Military School or High School.

**Time:** 1 Year.

**Attribute Minimums:** Int 4, Bod 4, Soc 3

**Attribute Thresholds:** Bod +1.

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

**Skills:** Academic \ Highlander History and Traditions +2, Tactics \ Combined Arms +1.

**Field:** Basic Training.

**Events:**

2. - You realize early in your training that you do not have what it takes and opt out. (Stigma \ coward, no further military paths)
3. - A "friend" offers you wealth if you let him into the secrets. (In for Life, Stigma traitor, or Brave, enemy 2)
4. - Highlander traditions are cumbersome at best! (Slow learner, half to all skills learned on this path. Off to Support Services School you go!)
5. - What, you want to make some money my boy? (Gambling +2, addiction +1, Poverty, stigma \ loose with money)
6. - Discipline is hard on your free spirit! (Stigma \ discipline problem, Bad Reputation)
7. - It was a matter of honor! (Blades +2, Brave)
8. - You took the wrong side of the fight! (Stigma \ Victor Davion Supporter addiction 1)
9. - Maneuvers reveal several things, some good, and some bad. (Good hearing, allergy, timid)
10. - You inherited your father's Mech. That is a blessing, aye? (Lemon, owns vehicle)

11. - You are a very popular fellow! (Gregarious, Good Reputation)

12. - You love the Highlanders and their traditions (Academic \ Highlanders history and Traditions +1, good reputation, Interest \ Traditional Bag-pipe music)

13. - Your loyalty is to the Regiment! (Good Reputation, contact 1)

14. - Your interest in the ways of the Star League catches the attention of some. (Contact 1, Black Watch, Academic \ History and Traditions of the Star League +2)

15. - You are lucky! (Wealth, well equipped, well connected)

16. - You live the Star League in your actions (Player's choice, continue to the Black Watch and the Gunslinger Program, or stay in the Regiments, Contact 2 Black Watch Regiment, Good reputation, Well Equipped)

17. - You are the one to know when it comes to finding hard to find stuff. (Contact 1, scrounge +2, Appraisal +2, wealth)

18. - Aptitude testing reveals hidden talents. (Ambidextrous, good hearing, night vision)

19.- You are officer material! (Proceed to command school, commission, rank 1, continue Lifepath from there)

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

**Mandatory Subpaths:**

**Time:** 2 Years.

**Traits:** Promotion, Well Equipped.

**Skills:** Leadership +1, Scrounge +1, Academic \ Highlander History and Tradition +2

**Field:**

MechWarrior (Dex 4, ref 4)

Cavalry (Dex 4, Ref 3)

Command (Int 4)

Aerospace (Int 4, ref 5)

Ship's crew (Bod 4)

DropShip Pilot (Int 5)

JumpShip Pilot (Int 5, bod 4)

Officers of the Northwind Regiments receive training at their own Command Training Center

**Northwind Academy Command School:**

*Allegiance: Northwind Highlanders, Mercenaries.*

**Entry:** By roll only

**Time:** 1 Year.

**Attribute Thresholds:** Soc +1

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

**Skills:** Academic \ Highlander History and Traditions +2, Tactics \ Combined Arms +1, Academic Star League history and Traditions +1.

**Field:** Highlanders Officer Training

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

**Next Path:** Mercenary Tour of Duty (4) or Inner Sphere Tour of Duty (4)