

## MechWarrior Three Material.

### FM: Mercenaries.

#### New Occupational Field:

**Lawyer.** (Note, to reflect legal training at Outreach University)

Career Law.

Academic Law.

Interrogation

Intimidation.

Negotiation.

Administration.

Bureaucracy.

**Trait:** Good and Bad Reputation, expanded.

In the Mercenary world reputation is very important. When a player has formed a Mercenary Unit, using MW3 to create the Characters, the unit's actions in the field will have an effect in negotiations. The actions of the Warriors while on Liberty at Harlech though, can also have disastrous effects. If a player character, especially one in a key position in the unit, should have an encounter with the local police, then add a point of bad reputation to the character but also the unit. If the unit gets a real bad reputation, then they may not be able to even get space at the Hiring Hall, and be limited to Temp Town.

Players with a low reputation will start their negotiations at Temp Town. Those who slide will end up in Temp Town. Use the following table in negotiations.

Bad reputation 5, +5 TN in any contract negotiation.

Bad reputation 4, +4 TN in any contract negotiation

Bad Reputation 3, +3 TN in any contract negotiation.

Bad Reputation 2, +2 TN in any contract negotiation.

Bad Reputation 1, +1 TN in any contract negotiation.

Good Reputation 1, -1 TN in contract negotiations.

Good Reputation 2, -2 TN in Contract Negotiations.

Good Reputation 3, -3 TN in contract negotiations.

Good Reputation 4, -4 TN in contract negotiations.

Good Reputation 5, -5 TN in contract negotiations.

Moreover, no player or player unit can establish an office at the Hiring Hall with a Bad rep of 2 or above. The Dragoons would not allow it. Getting arrested by the local police constitutes an immediate point of bad reputation. If the arrest involves robbery, murder or any other serious felony, it can go from two points all the way to five. It cannot go over five, but the GM should make it clear to players that a bad reputation is bad for business.

#### University of Outreach.

*Chaos March or Mercenary Affiliation only.*

The University of Outreach is one of the finest institutions of higher learning outside of the New Avalon Institute of Science. It produces some of the best Engineers, Doctors and Lawyers in the Inner Sphere. Recent events in the Chaos March though, has made attendance by non Outreach Natives hard. Though, graduation from its prestigious programs guarantees the graduate a bright future.

Because possible paths cover so many possible careers, the player may select skills to match his or her major. To reflect the advanced medical, legal and engineering training, players should assign a +3 to the specific Career Skill when creating the character, or any specific skill within the specific occupational field. For example, if creating a doctor, assign an extra +3 to any skill within the doctor field.

The main Path represents general study. The second pass represents the player's chosen major or military training at the Outreach Mercenary Training Command.

**Time:** 2 years

**Attribute Minimums:** Int 5, Will 3, Soc 3

**Attribute Thresholds** Int + 1, Soc +2

**Traits.** Poverty, Well Connected.

**Skills:** Administration Mercenary +1, Computers +2, Academic Inner Sphere History +1, Negotiation +1, Perception +2.

**Previous Paths.** Mercenary Brat (2), High School (2), Technical College (3), Police Academy (3), To serve and Protect (4).

**Next Paths:** University of Outreach Sub-Path, or OMTC Sub-Path.

2. - Got caught selling papers! Expelled from school. (Bad Reputation, Enemy 2)
3. - Stress of college life is too much! You start betting at Mickey Wu's (Gambling +1, bad reputation, poverty)
3. - Temp Town looks tempting! (Brave, loose half of all your skills, enemy 1)
4. - You buy papers from a friend. (Bad Reputation, +1 year to this path after put on academic probation)
5. - Late nights, you really never knew this was work! (Addiction 1, introvert)
6. - You spend too much time in the library. (Choose poor vision 1 or introvert)
7. - You are approached by an Intelligence agency. (If player accepts the deal, In for Life and timid. If player rejects it, Enemy 2 and brave)
8. - School is hard, but a little extra effort never hurts! (Slow learner, -1 to half your skills)
9. - You married half way into your degree. (Dependent 1)
10. - You become the teacher's pet. (+1 to half the skills, contact 1)
11. - You discover that you have a gift. (Natural Aptitude to one of the technical skills in the field of study)
12. - You meet some interesting people while getting your degree. (Contact 1)
13. - School elections show you can inspire others. (Leadership +1, Acting +1)
14. - You did well in your studies. (+3 to two skills)
15. - You discover an innate ability for languages (Natural Aptitude languages)
16. - Caught the attention of the faculty (Contact 2, fast learner)
17. - While at the lab discovered a new valuable compound. (Wealth 2, contact, well equipped, good reputation)
18. - Made the Deans List (Edg +1, and take two of the following: contact 1, Good reputation, wealth or Fast Learner)
19. - Your studies caught the attention of the planetary administration. (Contact 2, Good Reputation 2, wealth 2)
20. - Choose one event or roll twice and apply both events.

### **Mandatory Subpath: Sciences Major**

*University of Outreach Path required.*

**Skills:** Add +1 to any three skills.

**Time:** Two years.

**Fields:** Scientist, if Medical School, +3 to any one skill on that occupational field.

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

**Next Path:** Civilian Job (4), Ne'er do Well (4), Post Graduate Studies (4), Aerospace School, (part of this path, 3), Medical School, (part of this path 3)

### **Mandatory Subpath: Technical Major**

*University of Outreach Path Required.*

**Skills:** Add +3 to any one skill in your field, and +1 to any three skills.

**Time:** Two Years

**Fields:** Civilian Tech, or Mech Technician.

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

**Next Path:** Civilian Job (4), Ne'er do Well (4), Post Graduate Studies (4), Engineering School (part of this pass 3)

### **Mandatory Subpath: Political Science Major.**

*University of Outreach Path Required.*

**Skills:** Add +1 to any three skills.

**Time:** Two Years.

**Fields:** Politician, or Lawyer: add +3 to any particular one skill in the Lawyer field.

**Events:** Do not roll events for Political Science Major

**Next Path:** Civilian Job (4), Ne'er do Well (4), Post Graduate Studies (4), travel (4)

### **Outreach Mercenary Training Command Mandatory Subpath:**

State sponsored military academies were the formal places of training for Mercenary personnel until the Clan War. Space was limited, and usually reserved for those enlisted in National Forces. Hence, Mercenary Military Personnel were limited in their opportunities to begin or further formal military training.

The OMTC offers courses ranging the gamut from basic military science, to advanced Staff College equivalent courses. The OMTC contains extensive simulator facilities. It also works in conjunction with the University of Outreach, which outside of the NAIS provides some of the finest educational programs in the Inner Sphere. For a soldier wishing a University degree, the first path is the undergraduate program, the second path represents actual military training.

**Special Rules.** Characters can come into the OMTC to receive initial training, or more advanced training. Hence, characters receiving initial training will first go through the University of Outreach. In this case Characters will receive basic training as part of their occupational field, following standard MW 3 rules, then entering the more advanced courses. If they are coming in from a Tour of Duty Inner Sphere, Tour of Duty, Mercenary or other Inner Sphere academies, the first two years are "waved," assuming they passed the pre-requisite tests. If characters wish postgraduate training, then they should follow the Post Graduate path, assuming the character will end character creation with the rank of Major or above. PostGraduate Training is given here as a guide, but it is suggested as a role-playing situation.

**Time:** 2 years.

**Attribute Thresholds:** Will+ 1, Dex +1, build +1

**Skills:** Administration Mercenary +1, Bureaucracy Mercenary +1, Computers +2, Language \ Any +1, Interest any +2, Streetwise Outreach +1, Tactics \ any +1, Strategy +1

**Traits:** Promotion, Poverty, good reputation.

**Prerequisite:** Basic Training or AIT

**Previous Path:** Tour of Duty Inner Sphere (4), Military Enlistment (3)

**Fields:** If the character already has a field and comes in to get further training, he will only gain a +2 per skill, to reflect bad habits acquired in the field. Otherwise choose from following fields, subject to restrictions.

**Next path:** ToD, Inner Sphere,

**Note:** The OMTC does not offer conventional Infantry Training.

Aerospace Pilot (min Dex 4, Rfl 4)

DropShip Pilot (Minimum Dex 4, Rfl 4)  
 JumpShip Pilot (Minimum Int 5, Rfl 4)  
 Armored Infantry (Minimum Str 6, Bod 6)  
 Cavalry (Minimum Dex 3, Rfl 4)  
 Conventional Pilot (Minimum Dex 4, Rfl 4)  
 Technician (Minimum Int 4, Dex 4)  
 MechWarrior (Minimum Dex 3, Rfl 4)

#### OMTC Events:

2. - Serious training accident, no further military paths. (Lost limb 2, Glass Jaw, choose either timid or introvert)
3. - You got the attention of the wrong people! An intelligence agent offers you the deal of a lifetime! Too late you remember, if it sounds too good, it must be! (Wealth, In for Life, timid)
4. - You truly annoyed the Sergeant, who took an interest in you. (Timid, +1 build, -1 Charisma, running +1)
5. - You should have known better than to spend too much time at Mickey Wu's! (Gambling +2, Streetwise Harlech, Poverty, -1 to all skills)
6. - You cross a member of another Mercenary Unit. (Enemy 1, bad reputation 2)
7. - You should have known better than to tangle with the local underworld! (Player's choice, if he takes the deal, brave, in for life, if not, timid, bad reputation)
8. - You spent too much time at the library! (Computers +1, night blindness)
9. - You were by the Masters at arms (Decision at Thunder Rift: Chapter 1) who made tough as nails, but not much else! (**Note Bryan, it varies from the GDL saga quite on purpose. This is to reflect the generally poorer training that Mercenary troops would get in general.**) (Toughness, slow learner)
10. - Training is long and boring, but a sergeant shares a tad more. (Tactics any / +1)
11. - Training reveals a gift. (Night vision)
12. - To make ends meet you volunteer as a guinea pig at the Medical School (Toughness, poison resistance)
13. - Extra time at the range gives you an edge. (Natural Aptitude Rifles)
14. - Combat exercises are good for you. (Sixth sense)
15. - You seem to stand out. (Contact 1, good reputation)
16. - Life is not that bad on Outreach. You discover two hidden talents (NA gambling, attractive, wealth)
17. - You are offered a contract when you graduate with a top notch unit. (Good reputation, contact 2)
18. - The Dragoons are impressed with you, and offer you a billet in the enlisted ranks. (Good reputation, wealth, well equipped 2)
19. - The Dragoons offer you a commission after you attend OCS. (Commission 1, if you already have a commission, take promotion instead, Wealth 2, well equipped 3)
20. - Take one result, or roll twice and apply both results.

**Next path:** Tour of Duty, Inner Sphere,

MechWarrior Officer Training.

**Entry:** by roll only.

**Time:** One Year

**Trait:** Commission, (or promotion if the character already has commission) Good Reputation, well equipped, wealth.

**Skills:** Leadership +4, Administration Mercenary +3, Bureaucracy Mercenary +3, Pistols +3, Tactics Mech +3, Training +3, Academic Military History +2, Protocol Military +1, CS Soldier +1.

Do not roll for events.

#### **Mercenary Tour of Duty (4)**

*Mercenary Affiliation Only.*

Mercenary Units run the gamut from a single BattleMech lance to a full regiment. Hence, the contracts that they are capable of fulfilling do change from unit to unit. Hence, this life path will simulate the most common events in the life of a Mercenary Unit. Duties performed by Mercenary Units also run the gamut from Conventional Infantry performing security, to BattleMechs involved in a Planetary Assault.

**Time:** 2 Years.

**Trait:** Promotion, vehicle (2) for MechWarrior, Aerospace Pilot, Aircraft Pilot, Cavalry and Armored Infantry trained characters only.

**Skills:** Add +2 to any of your military skills and +1 to any other skill (Choose Negotiations +1, or Administration Mercenary +1)

Next Path, Neer' do well (4), Travel (4), OMTC (3), Police Academy (3), Tour of Duty IS, (4)

### **Mercenary Tour of Duty Events.**

2. - Caught behind enemy lines! Add 1D6 to the years that this path will take. (Choose, quirk paranoia or demotion. Add escape artist +1 and fast talk +1)
3. - You saw your Lance mates killed because your employer betrayed you! (Combat Paralysis or Addiction 2)
4. - You are sure you ordered Auto-cannon rounds, not blankets! Problem is that your employer will not take them back! (Bad reputation, poverty)
5. - You were sure the contract did not include Guerrilla Warfare! You witness some horrors that you wish you did not! (Poison Resistance, Toughness, disabled 1)
6. - When traveling to your next assignment you discover you do not like travelling much. (Transit Disorientation Syndrome!)
7. - You were sure you could take anything, that is until you had to go on night patrol on New Canton! (Allergy, quirk: fear of animals)
8. - Good news, you found the enemy, bad news, you found the enemy! Intense combat leads to nightmares at night! (Combat paralysis, Introvert, choose quirk paranoia or addiction 1)
9. - You knew that this had to be too good to be true! You marry one of the indigs, who happens to have some kids. (Dependent 2)
10. - You find combat is not that hard, once the troops listen to you! (Leadership +1, sixth sense)
11. - Night patrols are boring, yet you find something interesting! (Night Vision, Natural Aptitude Sensors).
12. - They promised new and exciting places to go visit, right? (+2 to two combat skills, +1 to one non-combat skill)
13. - Your Lance Commander dies in combat! You did not know you had it in you! (Commission, if Character already has commission, take promotion instead. If the character does not want the commission, take two promotions instead. Brave)
14. - They told you this at boot camp, ninety-nine percent boredom, punctuated by one percent panic! (Brave, +3 to one combat skill, Sixth Sense, Combat Sense)
15. - Your employer gives you a choice assignment! (Good reputation, wealth, Tactics +1,)
16. - You are at the right place at the right time! (Brave, Good reputation, wealth, land grant)
17. - Your unit's actions are instrumental in the success of the BattlePlan of your employer! Your employer offers you further education at the OMTC! (Good reputation, wealth, and choose, land grant or title, take the OMTC advanced course and then continue from here)
18. - Your actions reach the ears of some important people in the Mercenary Community. (Contact 2, Good reputation, wealth, promotion, vehicle (2))
19. - Your honorable actions in the field of battle lead for the Wolves Dragoons to try to recruit you. (Contact 3, Good reputation, land grant, title)
20. - Choose one, or roll twice and apply both results.