



# CHAOS CAMPAIGN RULES v 2.2

## Table of Contents

CHAOS CAMPAIGN RULES V 2.2.....	1
Introduction.....	1
Terminology.....	1
Random Assignment Tables (RATs).....	2
USING THE TRACK SYSTEM.....	2
Force Points.....	2
CAMPAIGN PLAY.....	3
Creating a Starting Force.....	3
Force Point Values.....	3
Support Points.....	4
Construction Point Values.....	4
Availability Rolls.....	4
USING SUPPORT POINTS.....	5
Repairing, Rearming, and Refitting.....	5
Repair Costs.....	6
Buying and Selling Units.....	7
Buying/Selling Costs.....	7
Availability Rolls.....	7
Hiring Crews.....	8
Healing Crews.....	8
New Crew XP.....	8
Healing Costs.....	8
Experience and Skill Advancement.....	9
Experience Points.....	9
Skill Advancement.....	10
SPECIAL CASE RULES.....	11
Active Probes.....	11
Artillery.....	11
Catastrophic Pilot Damage.....	11
ECCM.....	12
Floating Criticals.....	12

Forced Withdrawal.....	12
Generating Allied/Opposing Forces.....	13
Force Point Values.....	13
Force Point Values.....	14

## Introduction

These rules are intended to provide an explanation of how to use the various Chaos Campaign tracks presented in *Total Chaos*, *Blake Ascending*, etc. The rules presented in this document correct and supersede those found in *Total Chaos*.

## Terminology

These rules use a variety of special terms and abbreviations:

**Force:** A large combat formation such as a lance, company, or regiment.

**Unit:** A single combatant such an individual ‘Mech, vehicle, or infantry platoon.

**Warchest Point (WP):** The basic measure of supply, representing how wealthy and well-supplied a force is. Awarded by individual tracks and converted to Support Points for actual use.

**Support Point (SP):** A multiplier to Warchest Points designed to balance them for different-sized forces. Used for almost all selling, purchasing, and repair tasks.

**Force Point (FP):** A measure of an individual unit's combat power, used in place of Battle Value within tracks and for force generation.

## Random Assignment Tables (RATs)

The Chaos Campaign Rules use RATs found in various sourcebooks for a variety of force generation purposes. For reference, a brief list of appropriate RATs is listed below:

**Field Manual: Updates** (p. 206-231) – All forces, 3067.

**Total Chaos** (p. 249-253) – Mercenary, Militia, Word of Blake forces, post-3067.

**Field Manual: 3085** (p. 195-229) – All forces, post 3075.

In addition, players are invited to make frequent use of the BattleTech Master Unit List (<http://www.masterunitlist.info/>) for any questions related to faction and era availability.

## USING THE TRACK SYSTEM

Each track listed in *Total Chaos* or another sourcebook contains several parts:

**Game Setup:** Describes the maps to be used, deployment areas, etc, as well as the percentage of a player's total force (in Force Points, see below) that may be used in the track and the size of the opposing force.

Unless otherwise specified, assume one mapsheet for each four units deployed to a track. Count infantry and battle armor units as half a unit for this purpose.

**Track Cost:** Denotes a cost in Warchest Points that must be spent to play the track. If the player cannot afford to pay this cost, they may go into

debt for the cost of the track. This is called Warchest Debt.

After completion of a track purchased using Warchest Debt, the player must use any WPs earned to pay off the amount of the debt before using them for any other purpose. If the player still cannot afford to pay off the debt, they must sell assets until they can afford to pay their way out of debt.

The player may not go into Warchest Debt twice in a row.

If a force is so far in debt that it cannot pay for a new track, the player may either disband his force, or spend a large amount of time repairing and refitting. To do so, the player picks a new track in the sequence, but does not play that track. Instead, the player chooses another track listed in the Next Track section and plays that track without purchasing it. Choose the most expensive option in the Options list and automatically apply it to the track. The player receives no bonus WP for this option, but may select others normally. All Objective rewards are halved for this track.

**Options:** Each track has a number of options that may apply to it, which may be chosen by the players if they choose. Each option gives a number of bonus Warchest Points as listed in exchange for altering the track in some way.

**Objectives:** Each track has one or more objectives that the players must complete in exchange for a reward in Warchest Points. In general, multiple objectives may be completed during each track.

**Special Rules:** Lists and describes any special rules in effect during the track beyond any options chosen.

**Next Track:** Lists the next track(s) in the sequence that may be chosen by the player.

## Force Points

Most tracks list the player's force and the opposition in terms of percentages instead of a

specific roster of units. To balance this, each force should be described in terms of Force Points (FP), which offer a rough approximation of a force without going into the greater detail of the Battle Value system.

At the beginning of each track, the player should determine the FP value of every unit in his *total* force using the Force Points Table below. He should then total up the FP values of all his units to determine the FP value for his entire force. To calculate the maximum size of the player's *deployed* force for the current track, find the percentage of the player's force that may be used in the Game Setup section, and multiply it by the FP value of the player's total force. Players may choose to take less than their total force if they wish.

Calculate FP values for any allied or opposing forces in a similar fashion. Each track will have rules for determining the quality of other forces.

## CAMPAIGN PLAY

The following section describes how to create a force for use in the Chaos Campaign as well as how to resupply and add to that force by purchasing new equipment and gear.

### Creating a Starting Force

When beginning a new Chaos Campaign, the players should collectively decide on a faction they wish to play, be it a mercenary command, a House unit, a Clan unit, or something else.

Each new force receives the following:

- 1,000 WP *total*. This number remains true no matter how many players are members of a particular force.
- 73 Construction Points (CP) *per player*. Using the tables below, this is enough CP to

purchase a lance-sized unit with 1 Heavy 'Mech with a 3/4 pilot along with 3 Medium 'Mechs with a 4/5 pilot each.

When purchasing a new unit using CP, that unit automatically receives a Green-rated (5/6) crew/pilot that may be improved.

New units are determined using the appropriate RAT for the player's faction and year. New units are considered D-rated unless otherwise agreed.

In addition, players may attempt to purchase better rated units by rolling 2d6 against a TN determined by the Construction Availability Table (p. 4). If the roll matches or exceeds the TN, the player receives the unit specified. If the roll falls below the TN, the player rolls randomly for a D-rated unit as before.

Force Point Values	
'Mech/Aerospace Fighter	FP
Light	6
Medium	9
Heavy	12
Assault	16
Vehicles	FP
Light	4
Medium	5
Heavy	7
Assault	10
Infantry	FP
Battle Armor	2
Infantry Platoon (Adv. Rules)	1
Infantry Platoon (Std. Rules)	0.5

*For example, Erik decides to create a new force, a mercenary command called the Wolfmen. Using his 73 points, Erik decides to purchase a Heavy 'Mech and two Medium 'Mechs (30 points). He wants his pilots to be exceptional, so he turns his first pilot from 5/6 into a 2/3 (4+6+8+2+4+6=30 points) and his other pilots from 5/6 into 4/5 (2+4=6\*2=12) for a total of 72 points. Using his last*

point, Erik chooses to give his first pilot a point of Edge, for a total of 73 points.

Deciding that his commander once fought the Clans, Erik decides to attempt to roll a Second Line 'Mech on the Clan Diamond Shark RAT in Field Manual: Updates for a TN of 9 (6+3). A difficult roll, but not impossible. Erik rolls an 11, which is successful. He rolls on the Heavy column of the Clan Diamond Shark RAT, rolling an 8, which gives him a Glass Spider 'Mech.

Emboldened by his success, Erik tries again for one of his light 'Mechs, but this time rolls a 4, which is not successful. Since the roll failed, Erik rolls on the D column of the Mercenary RAT, coming up with a WSP-1S Wasp, a much lesser 'Mech.

$$SP = WP * \text{Force Size Modifier} * \text{Technology Rating}$$

### Availability Rolls

Equipment Rating	TN
Experimental Unit or Tech Item	9
A Rating or Clan Front Line	7
B Rating or Clan Second Line	6
C Rating & I.S. Aerospace	5
Infantry Equipment	4
Battle Armor (see MUL)	7
Advanced Rules/Faction Infantry	7
JumpShip/DropShip	8
Modifiers	Mod
Weight Class is Light	-1
Weight Class is Medium	0
Weight Class is Heavy	+1
Weight Class is Assault	+2
Roll on another I.S. RAT	+1
Roll on a Clan RAT (I.S. only)	+3
Choose a specific unit	+1

### Support Points

Support Points are derived from Warchest Points and allow players to sell and purchase units, repair units, and other actions as well.

To convert WP to SP (and back again), use the following formula:

### Construction Point Values

'Mech/Aerospace Fighter	CP
Light	6
Medium	9
Heavy	12
Assault	16
Vehicles	CP
Light	4
Medium	5
Heavy	7
Assault	10
Infantry	CP
Battle Armor	2
Infantry Platoon (Adv. Rules)	1
Infantry Platoon (Std. Rules)	0.5
Skill Advancement	CP
6 to 5	2
5 to 4	4
4 to 3	6
3 to 2	8
2 to 1	10
1 to 0	12
Special Abilities	CP
Blood Stalker	4
Fist Fire	4
Marksman	8
Multi-Tasker	2
Oblique Attacker	2
Range Master	6
Sharpshooter	6
Sniper	6
Weapon Specialist	8
Dodge	4
Hot Dog	4
Heavy Lifter	2
Jumping Jack	6
Maneuvering Ace	6
Melee Master	6
Melee Specialist	4
Natural Grace	6
Speed Demon	4
Combat Intuition	8
Tactical Genius	6
Edge Point	1

#### 1. Determine Force Size Modifier: To

determine the Force Size Modifier, decide whether the player's total force is composed of lances (4 units, most Inner Sphere forces), stars (5 units, Clan forces), or Level IIs (6 units, ComStar/Word of Blake forces). Divide the number of units in the player's total force by this number to get the Force Size Modifier. Round all fractions up.

- Determine Technology Rating:** To calculate Technology Rating, first determine the percentage of the force's total number of combat units (excluding conventional infantry) that use Standard Rules equipment or better.

First, take the number of Standard Rules units in the force and divide by the total number of units. Multiply by 100 to get a percentage value.

Next, take the number of Clan units in the force and divide by the total number of units. Multiply by 100, then multiply by 2 to get a percentage value.

Next, add these two percentage values to get the total percentage of Standard Rules technology in the force. Compare this to the table below to get the force's Equipment Rating and Technology Rating.

Standard Rules Percentage	Equipment Rating	Technology Rating
15 or less	F	0.5
16 to 45	D	1.0
46 to 65	C	1.25
66 to 85	B/Clan 2L	1.5
86 and up	A/Clan FL	2.0

- Determine Support Points:** Finally, take the number of WP to convert to SP, and multiply by the Force Size Modifier and Technology Rating to get SP.

*For example, a mercenary command has four Introductory Rules 'Mechs, six Inner Sphere*

*'Mechs using advanced technologies, and two Clan 'Mechs. The percentages for these units in the force are thus computed as follows:*

$$\text{Inner Sphere Standard Rules units} = (6/12) \times 100 = 50\%$$

$$\text{Clan-made Standard Rules units} = (2/12) \times 100 = 16/67 \times 2 = 33.33\%$$

*Added together, the total percentage of units with advanced technologies is thus 83.33%, rounded down to 83%. At 83%, this force's Equipment Rating is B, its Technology Rating 1.5.*

*In addition, this force contains three lances of units, for a Force Size Modifier of 3.*

*Thus, to convert 100 WP to SP, this player would multiply 100 by 1.5 by 3, for a total of 450 SP.*

On occasion, players may wish to convert C-Bills to SP or vice-versa. In that case, assume that 10,000 C-Bills are equal to 1 SP.

## USING SUPPORT POINTS

### Repairing, Rearming, and Refitting

Players may use Support Points to make repairs. The SP cost to repair units is given on the Repair Costs table.

There are several levels of repair:

**Minor Repair:** Unit sustained only armor damage.

**Heavy Repair:** Unit sustained internal structure or component damage.

**Crippled:** Unit sustained crippling damage (See *Special Case Rules*, p. 11). Units that have been crippled take extra time to repair, and may not be sold or used until one track has passed.

**Destroyed:** Center torso destroyed. Units that have been destroyed take extra time to repair, and may not be sold or used until two tracks have passed.

In addition, there are certain modifiers that can affect repair costs. Clan units cost additional SP to repair, reflecting the cost of obtaining Clan technology. Similarly, repairing individual pieces of Experimental Rules technology cost extra for each piece being repaired.

Finally, units with the Easy to Maintain (*SO*, p. 193) or Difficult to Maintain (*SO*, p. 198) quirks apply a multiplier to the repair cost, rounding up.

None of these modifiers apply to rearming units.

In addition, units may be refitted with new equipment, following the rules on p. 188 of *SO*.

**Class A/B Refits:** Replacing weapons with new weapons with the same or fewer critical slots, changing weapon facing or location. For example, replacing an AC/10 with an LB 10-X AC, or replacing a Gauss rifle with two large lasers.

**Class C/D Refits:** Replace one type of armor with another in all location; replace a weapon with another weapon that has more critical slots; change armor quantity/location; move components; add ammunition or heat sinks; install entirely new items; change heat sink types; engine ratings (but not type); install ECM, C3, or targeting computer; or replace an entire hit location.

Class C/D refits are complicated and take extra time. A unit undergoing a Class C/D refit may not be used or sold until one track has passed.

**Class E/F Refits:** Change myomer type; install/remove CASE; change internal structure type; change engine type; change gyro type; change cockpit type. A Class E/F Refit can change anything on a unit.

Class E/F refits are complicated and take a great deal of time as well as factory facilities. A unit undergoing a Class E/F refit may not be used or sold until two tracks have passed.

**Infantry Refits:** Infantry platoons of any type that have already been purchased may be refit with custom weapons and equipment using the rules in *TM*, p. 144-155, as well as the weapons in *TM*, p.

349-352, the infantry armor in *TO*, p. 317-318, any other sources as relevant.

Infantry being upgraded may not change motive types (foot/mechanized/motorized/jump), nor may the total number of troopers change up or down.

Except for Advanced/Experimental Rules or faction-specific equipment, infantry equipment used for upgrades is not subject to availability rolls. For purposes of refits, treat infantry armor as Standard Rules equipment except Faction Armor Kits and any item with an Availability Rating of \*-\*-D, \*-\*-E, or \*-\*-F.

Treat the cost of Standard Rules upgrades

Repair Costs	
Repair	SP
Repair 'Mech/ASF (Minor) or A/B Refit	Tonnage
Repair 'Mech/ASF (Heavy) or C/D Refit	Tonnage*2
Repair 'Mech/ASF (Crippled) or E/F Refit	Tonnage*4
Repair 'Mech/ASF (Destroyed)	Tonnage*8
Repair Vehicle (Minor) or A/B Refit	Tonnage/2
Repair Vehicle (Heavy) or C/D Refit	Tonnage
Repair Vehicle (Crippled) E/F Refit	Tonnage*2
Repair Vehicle (Destroyed)	Tonnage*4
Repair ProtoMech	Tonnage*5
Repair Battle Armor	Suits*3
Repair DropShip/JumpShip (Minor)	Tonnage*2
Repair DropShip/JumpShip (Heavy)	Tonnage*4
Repair DropShip/JumpShip (Crippled)	Tonnage*8
Repair DropShip/JumpShip (Destroyed)	Tonnage*16
Reconfigure Omni Unit	Tonnage/4
Refit Infantry (Std. Rules gear)	Cost/2
Refit Infantry (Adv. Rules gear)	Cost
Modifier	SP
Unit is Easy to Maintain ( <i>SO</i> p. 193)	*0.75
Unit is Difficult to Maintain ( <i>SO</i> p. 198)	*1.25
Repairing a Clan unit (Minor)	Tonnage
Repairing a Clan unit (Heavy)	Tonnage*2
Repairing a Clan unit (Crippled)	Tonnage*5
Repairing a piece of Experimental tech	+100
Rearming	SP
Rearm (Intro Rules ammo)	5
Rearm (Standard Rules ammo)	10
Rearm (Advanced Rules ammo)	30
Rearm (Experimental Rules ammo)	50

as if paying half the cost of purchasing troopers of the same type. For example, upgrading a foot infantry platoon with Standard Rules equipment would cost 1.25 SP per man, rounding up. Similarly, treat the cost of Advanced Rules upgrades as if paying the full cost of purchasing troopers of the same type.

## Buying and Selling Units

Units may be bought and sold in between tracks. This is not an automatic process. To purchase new units, the purchasing player must pay 75 SP. This allows four Availability Rolls. To make an Availability Roll, the player chooses a unit weight class and Equipment Rating from the Availability Rolls Table, below and determines a Target Number (TN) on 2d6. If the number rolled is equal to or higher than the TN, that unit is available for purchase if the player wishes. If multiple units of the same type are desired, multiple availability

Availability Rolls	
Equipment Rating	TN
Experimental Unit or Tech Item	9
A Rating or Clan Front Line	7
B Rating or Clan Second Line	6
C Rating & I.S. Aerospace	5
D Rating & Infantry Equipment	4
F Rating	3
Std./Advanced Rules Vehicle	4
Intro Rules Vehicle	3
Battle Armor (see MUL)	7
Advanced Rules/Faction Infantry	7
JumpShip/DropShip	8
Modifiers	Mod
Weight Class is Light	-1
Weight Class is Medium	0
Weight Class is Heavy	+1
Weight Class is Assault	+2
Roll on another I.S. RAT	+1
Roll on a Clan RAT	+3
Choose a specific unit	+1

rolls must be made. If the roll fails, the player may make another roll for the same type of unit.

Availability Rolls are based on RATs (see Random Unit Assignment Tables, p. 1), based on the player's faction and location after the previous track. For example, a mercenary force that just completed a track in Capellan space may roll on the Mercenary or Capellan RATs at no penalty.

Other RATs may be used, but increase the difficulty of the roll.

In addition, players may use the Master

Buying/Selling Costs	
Purchasing	SP
Buy 'Mech/ASF (Intro Rules)	Tonnage*10
Buy 'Mech/ASF (Std. Rules)	Tonnage *20
Buy 'Mech/ASF (Adv. Rules)	Tonnage*30
Buy 'Mech/ASF (Exp Rules)	Tonnage*50
Buy ProtoMech Point (Clans)	Tonnage*2.5
Buy Vehicle (Intro Rules)	Tonnage*5
Buy Vehicle (Std. Rules)	Tonnage*10
Buy Vehicle (Adv. Rules)	Tonnage*15
Buy Vehicle (Exp. Rules)	Tonnage*20
Buy JumpShip/DropShip	Tonnage*10
Buy Experimental equipment	200 ea.
Buy Clan unit (any)	Double cost
Hiring	SP
Hire MechWarrior/ASF Pilot	50
Hire Vehicle Crew	40
Aquire ProtoMech Pilot	500
Buy Battle Armor + Trooper	50/man
Hire DropShip Crew	Tonnage/100
Hire JumpShip Crew	Tonnage/1000
Hire foot infantry (Std. Rules)	3.5/man
Hire foot infantry (Adv. Rules)	7/man
Hire jump infantry (Std. Rules)	7/man
Hire jump infantry (Adv. Rules)	14/man
Hire mech infantry (Std. Rules)	20/man
Hire mech infantry (Adv. Rules)	40/man
Hire motor infantry (Std. Rules)	14/man
Hire motor infantry (Adv. Rules)	28/man
Selling	SP
Sell unit (Minor Damage)	Cost*0.8
Sell unit (Heavy Damage)	Cost*0.6
Sell unit (Crippled)	Cost*0.5
Sell unit (Destroyed)	Cost*0.2

Unit List (<http://www.masterunitlist.info/>) to purchase units. Treat MUL units as rolling for a specific unit on a RAT of the appropriate type. For example, a mercenary force rolling for a MUL unit available to mercenaries would treat it as if rolling on the Mercenary RAT.

With the exception of battle armor and infantry, units do not come with crews, which much be purchased separately.

*Bob, running the mercenary unit Bob's Bonecrushers in 3067, wants to purchase some more 'Mechs for his force. After paying the 75 SP for four Availability Rolls, he decides to try for the STY-3D Starslayer from the Mercenaries RAT in Field Manual: Updates. As the Starslayer is a specific medium 'Mech in the B column of his faction's RAT, the TN is 7+.*

*Bob also decides to go wild and try to purchase a Cougar Prime, a light 'Mech, from the Clan Jade Falcon RAT. The TN for the Cougar is base 7 (Clan Front Line), -1 for the light weight class, +3 for being a Clan 'Mech, and +1 for being a specific 'Mech for a total TN of 10+.*

*Deciding to go for something simple, Bob decides on a random roll for a D-rated assault 'Mech on the Mercenaries RAT. The TN is 4 for the D rating with no other modifiers.*

*Bob also needs a vehicle, and decides to try for a Padilla Heavy Artillery Tank from the Star League RAT. The TN is 5 for an advanced vehicle, +1 for being a heavy unit, +1 for being another Inner Sphere RAT, for a TN of 7+.*

### New Crew XP

Roll (2d6)	Skill Level (G/P)
2-5	Green (5/6)
6-9	Regular (4/5)
10-11	Veteran (3/4)
12+	Elite (2/3)
Roll Modifier	SP
+1	100
+2	300
+3	600
+4	1000

## Hiring Crews

In addition to purchasing a unit itself, most units also require crews to be hired. In addition players may hire infantry for their force. Crews and infantry may be purchased at a cost given in the Hiring section of the Buying/Selling Costs Table.

Battle armor and infantry troopers may be purchased as new squad/platoon-sized units, or as replacements for individual casualties from previous tracks.

When hiring replacement troopers, the replacement troopers have the same skill as the other troopers in the unit, unless that unit has taken greater than 75% casualties, in which case roll for new skills as if purchasing a new platoon.

When purchasing new crews or units of infantry and battle armor, players should roll on the New Crew XP Table to determine the skill level of their new personnel. This roll may be modified by spending additional SP as shown on the table.

## Healing Crews

When crews take damage during a track, it is assumed to be serious trauma that requires medical intervention to heal, as represented by an SP cost.

Instead of paying the SP cost, players may elect to have their MechWarriors and ASF pilots heal over time. For each track a pilot participates in where the pilot takes no additional damage, they may heal 1 wound box. For each track a pilot does not participate in at all, they may heal 2 wound boxes.

### Healing Costs

Crew Type	SP
MechWarrior/ASF Pilot	50/box
Vehicle Crew (Commander hit, Crew Stunned only)	100
Heal Battle Armor/Infantry	As new



## Experience and Skill Advancement

During tracks, personnel may gain experience points as shown in the Experience Points Table. Only personnel deployed during a track gain experience. At the discretion of the gamemaster, personnel who accomplish major scenario objectives (killing enemy commanders, destroying buildings, etc.) may gain additional experience.

Between tracks, personnel may advance their skills by spending SP and XP as shown on the Skill Advancement Table.

Personnel may only advance each skill set one rating at a time. For example, a MechWarrior may improve his Gunnery or Piloting levels by one rating, or improve both his Gunnery and Piloting by one rating, but he may not advance either skill by two or more levels. In addition, Gunnery and Piloting skills may never be more than two points removed from each other – a 3/4 pilot would be legal, or a 2/4 pilot, but not a 1/4 pilot.

Experience Points	
Situation	XP
Deployed to track	1
'Mech, ASF, vehicle killed	½
Pilot survived but unit Crippled/Destroyed	1
Accomplished objective	1

**MechWarriors, ASF Pilots, and Vehicle Crews:** In addition to skill improvement, these crew types may also purchase special abilities as shown on the Skill Advancement Table. The descriptions for each ability may be found on p. 219-225 of *A Time of War*.

Edge points may be spent to allow either a +2 bonus to a single roll or to force a reroll of any roll by or against the personnel spending the Edge point. Once spent, Edge points are lost and must be purchased again.

**Infantry:** Infantry of Veteran skill (3 Gunnery) or better may purchase a specialization as give in the Skill Advancement table and detailed in *TO*, p. 340-341. For each point of Gunnery below 3, the Infantry unit may purchase an additional specialization to a maximum of 4 at 0 Gunnery.

If the infantry unit is ever forced to reroll its skills for taking 75% or greater casualties, the unit must relinquish all specializations held by that unit.

For specializations that would change the number of troopers in a platoon, ignore the Max Squad/Max Platoons columns in the Specialized Infantry Types Table (*TO*, p. 341), but otherwise change Secondary Weapons or MP as necessary.

Specialization costs are given per trooper as a multiple of base cost. For instance, each Anti-Mech foot trooper would cost (3.5 \* 0.5 = 1.75 rounded up to 2) points to train.

**Anti-Mech Infantry:** The unit gains an Anti-Mech Skill 1 greater (Foot infantry) or 2 greater (Jump Infantry) than its current Gunnery rating, which may subsequently be improved like any other skill. The unit may make Anti-Mech Attacks as detailed in *TW*, p. 220-222.

For example, a foot infantry platoon with a Gunnery of 4 would have an Anti-Mech skill of 5.

Battle armor units automatically have this specialization as well as an Anti-Mech Skill 1 greater than its starting Gunnery rating.

**Artillerists:** The unit gains the ability to use either Field Guns or Field Artillery (*TO*, p. 311).

In addition to a cost of \*0.25 per trooper, the unit may purchase individual field guns or artillery pieces at the standard rate of 1 SP = 10,000 C-Bills. The unit may purchase as many weapons as it wishes, plus one ton of ammunition per gun. Advanced or Experimental Rules weapons are subject to availability rolls as normal.

Between tracks, field guns/artillery may be rearmed at the normal costs.

In addition, the following changes apply to the Field Guns rules in *Tactical Operations*:

- Ultra and Rotary Autocannons may jam as normal;

- LB-X Autocannons may fire either cluster or slug rounds, but may only carry one type of round.

*Bridge-Builders:* The unit gains the Bridge-Building Engineers ability, *TO*, p. 340. If deployed as a defending unit during a track, the unit may build either 2 Light Bridges or 1 Medium Bridge prior to the beginning of the track.

*Demolition Engineers:* The unit gains the Demolition Engineers ability, *TO*, p. 341. If deployed as a defending unit during a track, the unit may set charges on 2 hexes prior to the beginning of the track.

*Firefighters:* The unit gains the Firefighting Engineers ability, *TO*, p. 341.

*Minesweepers:* The unit gains the Minesweeping Engineers ability, *TO*, p. 341. If deployed as a defending unit during a track, the unit may deploy up to 40 points of minefields (in 5, 10, 15, or 20 point groups) prior to the beginning of the track. These minefields may be Conventional, Command-Detonated, Vibrabomb, or Active minefields, per *TO*, p. 207-211.

*Sensor Engineers:* The unit gains the Sensor Engineers ability, *TO*, p. 341.

*Fieldwork Engineers:* The unit gains the Trench/Fieldworks Engineers ability, *TO*, p. 341. If deployed as a defending unit during a track, the unit may dig up to 3 hexes of fortifications prior to the beginning of the track.

*Marines:* The unit gains the Marines ability, *TO*, p. 341.

*Mountain Troops:* The unit gains the Mountain Troops ability, *TO*, p. 341.

*Paramedics:* The unit gains the Paramedics ability, *TO*, p. 341. A unit with this ability may heal itself or another infantry unit taking place in the track of 1 casualty for each 10 troopers (round fractions up)

## Skill Advancement

Skill	SP	XP
6 to 5	15	2
5 to 4	25	4
4 to 3	50	6
3 to 2	150	8
2 to 1	200	10
1 to 0	250	12
Special Ability	SP	XP
Blood Stalker	150	4
Fist Fire	150	4
Marksman	200	8
Multi-Tasker	50	2
Oblique Attacker	50	2
Range Master	100	6
Sharpshooter	100	6
Sniper	150	6
Weapon Specialist	200	8
Dodge	100	4
Hot Dog	100	4
Heavy Lifter	50	2
Jumping Jack	50	6
Maneuvering Ace	150	6
Melee Master	100	6
Melee Specialist	150	4
Natural Grace	150	6
Speed Demon	100	4
Combat Intuition	200	8
Tactical Genius	150	6
Edge Point	50	1
Infantry Specializations	SP	
Anti-Mech Training (Foot/Jump)	*0.5	
Artillerists (Motor/Mech)	Special	
Bridge-Builders (Mech)	*0.25	
Demolition Engineers (Any)	*0.3	
Firefighters (Any)	*0.25	
Minesweepers (Foot/Jump)	*0.25	
Sensor Engineers (Any)	*0.25	
Fieldwork Engineers (Mech)	*0.25	
Marines	*0.5	
Mountain Troops	*0.3	
Paramedics	*0.25	
Paratroops (Foot)	*0.25	
SCUBA (Foot/Motor)	*0.4	
Xenoplanetary Training	*0.5	

remaining in the paramedic unit at the end of the track, at no cost in Support Points.

*Paratroops*: The unit gains the Paratroops ability, *TO*, p. 341.

*SCUBA*: The unit gains the appropriate SCUBA ability, *TO*, p. 341.

*Xenoplanetary Training*: The unit gains Xenoplanetary Condition Training, *TO*, p. 351.

## SPECIAL CASE RULES

The *Special Rules* section of each track dictates which special rules, if any, apply during that track. The gamemaster may use any of the following rules in addition to those given for a track if he believes they will add flavor and depth to the campaign.

### Active Probes

Active probes aid units in targeting enemy units through vegetation (*TO*, p. 99). If the target is within the probe's range and line of sight exists to the target, reduce the total to-hit modifier for firing through and into woods/jungle by 1.

In addition, active probes may potentially detect minefields (*TO*, p. 210). If at any time during movement the effective radius of an active probe covers a hex containing an enemy minefield, the player controlling the minefield makes a roll – on a 7+ any weapon-delivered minefields are revealed, and on a result of 10+ any pre-designated minefields laid at the start of the track are revealed.

### Artillery

The following changes replace the section *Determining Hits* on p. 182 of *Tactical Operations* as well as modify the rules for *Artillery Spotters* on p. 181.

### Determining Hits

During the Indirect Artillery Attack phase, players announce artillery attacks due to land in that turn and resolve the effects of their fire. Artillery fire may or may not land in the targeted hex. Except for fire against a pre-designated artillery target hex, determine whether or not an artillery attack hits its target hex.

Use the attacking unit's Gunnery skill as a base to-hit number and apply a standard modifier of +7.

If a spotter is used (see *Artillery Spotters*, p. 181), apply a +1 modifier for each point of the spotter's Gunnery skill over 4 or a -1 modifier for each point of the spotter's Gunnery skill below 4. If the spotter makes an attack at any point during the same turn, apply a +1 modifier to the artillery attack as well as any attacks made by the spotting unit. If a spotter was used for previous shots against the same hex by the same artillery unit, apply a -1 modifier for each shot, and if any previous shot hit the target hex, subsequent shots automatically hit as long as the artillery unit does not expend MP.

If the shot misses, it misses by a number of hexes equal to the Margin of Failure. Consult the Scatter Diagram (*TO*, p. 182 – same as the direction of falling diagram) to determine which direction the shot lands.

### Arrow IV Homing Missiles

Arrow IV homing missiles (*TO*, p. 354) are targeted at hexes like a standard artillery attack. Instead of striking the hex, however, the homing missile must attack any unit within 8 hexes of the target hex that has been successfully designated by a friendly TAG unit on the turn of the missile's arrival. If there are no such targets, the missile explodes harmlessly.

### Catastrophic Pilot Damage

Any time a named mechwarrior or aerospace pilot would be instantly killed by damage (for example, by head destruction or a cockpit destroyed critical hit), roll 1d6+1 to

determine the damage to the pilot, modified by the following factors:

- +2 to roll if head is destroyed by a weapon doing 12+ damage;
- +2 to roll if unit suffers a cockpit destroyed critical hit;
- +2 to roll if head is destroyed by artillery.

## ECCM

The rules for *ECCM* on p. 100 of *Tactical Operations* are in effect.

During the End Phase of any turn, a player may switch a unit between ECM and ECCM modes. While ECCM is active, the ECM of an enemy unit within the ECCM's radius will not work, and any hex encompassed by both ECM and ECCM will not be affected by the ECM regardless of the location of the unit with the ECM suite. ECCM does not counter enemy ECCM.

If multiple units with ECM or ECCM are affecting a hex, count the number of ECM units vs. the number of ECCM units to determine which affects the hex. Angel ECM suites (*TO*, p. 279) count as two ECM or ECCM suites unless the controlling player chooses to run the Angel at 1 ECM and 1 ECCM.

Units with 3-6 tons of communication gear may generate a half level of ECCM. Units with 7+ tons of communications gear may generate 1 ECM suite worth of ECCM. If communications gear is used to generate ECCM, all other bonuses are lost.

## Floating Criticals

The Floating Critical Rule, *TO*, p. 77 is always in effect. Any roll of 2 on the 'Mech Hit Location Table is rerolled, and any critical hits rolled are applied to that location instead. A second result of 2 indicates a torso hit.

## Forced Withdrawal

Unless otherwise noted, units operate under the Forced Withdrawal rule, *TW*, p. 258. In essence, units that have suffered crippling damage (see below) or are otherwise rendered useless must withdraw off their home map edge at Walking/Cruising speed. They need not move at maximum speed, and may make attacks while withdrawing.

### Crippling Damage

Unless otherwise stated in the *Special Rules* section of a track, crippling damage is defined as follows:

- A 'Mech is considered crippled when:
  - A side torso location is destroyed;
  - The 'Mech suffers 2+ engine critical hits;
  - 1 gyro and 1 engine critical hit;
  - Loses use of its sensors;
  - Internal structure damage in 3+ limbs or 2+ torsos;
  - 4+ pilot hits;
  - Loss of all weapons or ammunition depletion;
  - 'Mechs that cannot move and all weapons cannot fire, the unit is considered destroyed and the pilot may eject normally.
- A ProtoMech is considered crippled if all of its weapons are lost to damage or ammunition depletion, or if the pilot suffers four or more hits. A ProtoMech Point will not begin to withdraw until three or more of its component ProtoMechs are destroyed, at which point the entire Point must withdraw.
- A vehicle is considered crippled if it loses all its armor in a single location or if all its weapons are destroyed.
- An aerospace unit is considered crippled if it suffers a critical hit to its engine or fuel tank; if all its weapons are destroyed; if the unit loses more than half its original

Structural Integrity; or if its pilot/crew suffers four or more hits.

- An infantry platoon is considered crippled if it loses 75% or greater casualties.
- A battle armor unit is considered crippled if it loses half or more of its members.
- Vehicles and BattleMechs that are immobilized – usually through motive, leg, or gyro damage – are shut down and typically abandoned (though abandonment places its crew at the mercy of the battlefield). Only the most fanatical crews or those in dire circumstances will continue to fight. Likewise, only orders from the highest possible source will prompt an immobilized element not to withdraw from combat. See *TO*, p. 196 for ejection rules.

## Generating Allied/Opposing Forces

Most tracks list allied and opposing forces in terms of percentages of the player's deployed force (see *Force Points*, p. 2-3). To determine the total number of Force Points available to the force in question, take the percentage of the total FP deployed to the track by the player, rounding appropriately.

Force Point Values	
'Mech/Aerospace Fighter	FP
Light	6
Medium	9
Heavy	12
Assault	16
Vehicles	FP
Light	4
Medium	5
Heavy	7
Assault	10
Infantry	FP
Battle Armor	2
Infantry Platoon (Adv. Rules)	1
Infantry Platoon (Std. Rules)	0.5

After determining the total FP available to the allied/opposing force, the GM should purchase units for that force using FP as given on the Force Point Values Table. After purchasing units with FP, the GM should roll for specific units on the appropriate RAT as given in the current track, or pick units appropriate to the force used.

For each unit, the GM should roll randomly for crew/pilot experience on the NPC Crew XP Table, modified by the quality of the force as given in the track description.

In addition, each track may offer additional units to each side. These additional units are in addition to any units granted via FP – do not assign FP for these units.

NPC Crew XP	
Roll (2d6)	Skill Level (G/P)
2-5	Green (5/6)
6-9	Regular (4/5)
10-11	Veteran (3/4)
12+	Elite (2/3)
Roll Modifier	NPC Force Skill
-2	Green Force
+0	Regular Force
+2	Veteran Force
+4	Elite Force

## Repair Costs

Repair	SP
Repair 'Mech/ASF (Minor) or A/B Refit	Tonnage
Repair 'Mech/ASF (Heavy) or C/D Refit	Tonnage*2
Repair 'Mech/ASF (Crippled) or E/F Refit	Tonnage*4
Repair 'Mech/ASF (Destroyed)	Tonnage*8
Repair Vehicle (Minor) or A/B Refit	Tonnage/2
Repair Vehicle (Heavy) or C/D Refit	Tonnage
Repair Vehicle (Crippled) E/F Refit	Tonnage*2
Repair Vehicle (Destroyed)	Tonnage*4
Repair ProtoMech	Tonnage*5
Repair Battle Armor	Suits*3
Repair DropShip/JumpShip (Minor)	Tonnage*2
Repair DropShip/JumpShip (Heavy)	Tonnage*4
Repair DropShip/JumpShip (Crippled)	Tonnage*8
Repair DropShip/JumpShip (Destroyed)	Tonnage*16
Reconfigure Omni Unit	Tonnage/4
Refit Infantry (Std. Rules gear)	Cost/2
Refit Infantry (Adv. Rules gear)	Cost
Modifier	SP
Unit is Easy to Maintain (SO p. 193)	*0.75
Unit is Difficult to Maintain (SO p. 198)	*1.25
Repairing a Clan unit (Minor)	Tonnage
Repairing a Clan unit (Heavy)	Tonnage*2
Repairing a Clan unit (Crippled)	Tonnage*5
Repairing a piece of Experimental tech	+100
Rearming	SP
Rearm (Intro Rules ammo)	5
Rearm (Standard Rules ammo)	10
Rearm (Advanced Rules ammo)	30
Rearm (Experimental Rules ammo)	50

## Force Point Values

'Mech/Aerospace Fighter	FP
Light	6
Medium	9
Heavy	12
Assault	16
Vehicles	FP
Light	4
Medium	5
Heavy	7
Assault	10
Infantry	FP
Battle Armor	2
Infantry Platoon (Adv. Rules)	1
Infantry Platoon (Std. Rules)	0.5

## Buying/Selling Costs

Purchasing	SP
Buy 'Mech/ASF (Intro Rules)	Tonnage*10
Buy 'Mech/ASF (Std. Rules)	Tonnage *20
Buy 'Mech/ASF (Adv. Rules)	Tonnage*30
Buy 'Mech/ASF (Exp Rules)	Tonnage*50
Buy ProtoMech Point (Clans)	Tonnage*2.5
Buy Vehicle (Intro Rules)	Tonnage*5
Buy Vehicle (Std. Rules)	Tonnage*10
Buy Vehicle (Adv. Rules)	Tonnage*15
Buy Vehicle (Exp. Rules)	Tonnage*20
Buy JumpShip/DropShip	Tonnage*10
Buy Experimental equipment	200 ea.
Buy Clan unit (any)	Double cost
Hiring	SP
Hire MechWarrior/ASF Pilot	50
Hire Vehicle Crew	40
Aquire ProtoMech Pilot	500
Buy Battle Armor + Trooper	50/man
Hire DropShip Crew	Tonnage/100
Hire JumpShip Crew	Tonnage/1000
Hire foot infantry (Std. Rules)	3.5/man
Hire foot infantry (Adv. Rules)	7/man
Hire jump infantry (Std. Rules)	7/man
Hire jump infantry (Adv. Rules)	14/man
Hire mech infantry (Std. Rules)	20/man
Hire mech infantry (Adv. Rules)	40/man
Hire motor infantry (Std. Rules)	14/man
Hire motor infantry (Adv. Rules)	28/man
Selling	SP
Sell unit (Minor Damage)	Cost*0.8
Sell unit (Heavy Damage)	Cost*0.6
Sell unit (Crippled)	Cost*0.5
Sell unit (Destroyed)	Cost*0.2

## Healing Costs

Crew Type	SP
MechWarrior/ASF Pilot	50/box
Vehicle Crew (Commander hit, Crew Stunned only)	100
Heal Battle Armor/Infantry	As new

## Availability Rolls

Equipment Rating	TN
Experimental Unit or Tech Item	9
A Rating or Clan Front Line	7
B Rating or Clan Second Line	6
C Rating & I.S. Aerospace	5
D Rating & Infantry Equipment	4
F Rating	3
Std./Advanced Rules Vehicle	4
Intro Rules Vehicle	3
Battle Armor (see MUL)	7
Advanced Rules/Faction Infantry	7
JumpShip/DropShip	8
Modifiers	Mod
Weight Class is Light	-1
Weight Class is Medium	0
Weight Class is Heavy	+1
Weight Class is Assault	+2
Roll on another I.S. RAT	+1
Roll on a Clan RAT (I.S. only)	+3
Choose a specific unit	+1

## New Crew XP

Roll (2d6)	Skill Level (G/P)
2-5	Green (5/6)
6-9	Regular (4/5)
10-11	Veteran (3/4)
12+	Elite (2/3)
Roll Modifier	SP
+1	100
+2	300
+3	600
+4	1000

## Experience Points

Situation	XP
Deployed to track	1
'Mech, ASF, vehicle killed	½
Pilot survived but unit Crippled/Destroyed	1
Accomplished objective	1

## Skill Advancement

Skill	SP	XP
6 to 5	15	2
5 to 4	25	4
4 to 3	50	6
3 to 2	150	8
2 to 1	200	10
1 to 0	250	12
Special Ability	SP	XP
Blood Stalker	150	4
Fist Fire	150	4
Marksman	200	8
Multi-Tasker	50	2
Oblique Attacker	50	2
Range Master	100	6
Sharpshooter	100	6
Sniper	150	6
Weapon Specialist	200	8
Dodge	100	4
Hot Dog	100	4
Heavy Lifter	50	2
Jumping Jack	50	6
Maneuvering Ace	150	6
Melee Master	100	6
Melee Specialist	150	4
Natural Grace	150	6
Speed Demon	100	4
Combat Intuition	200	8
Tactical Genius	150	6
Edge Point	50	1
Infantry Specializations	SP	
Anti-Mech Training (Foot/Jump)	*0.5	
Artillerists (Motor/Mech)	Special	
Bridge-Builders (Mech)	*0.25	
Demolition Engineers (Any)	*0.3	
Firefighters (Any)	*0.25	
Minesweepers (Foot/Jump)	*0.25	
Sensor Engineers (Any)	*0.25	
Fieldwork Engineers (Mech)	*0.25	
Marines	*0.5	
Mountain Troops	*0.3	
Paramedics	*0.25	
Paratroops (Foot)	*0.25	
SCUBA (Foot/Motor)	*0.4	
Xenoplanetary Training	*0.5	