

BATTLETECH

A TIME OF WAR QUICK-START RULES



FREE
RPG
DAY
2012

CATALYST
game labs

THE BATTLETECH RPG

BATTLETECH



A TIME OF WAR

THE BATTLETECH ROLE-PLAYING GAME

A Time of War: The BattleTech Role-Playing Game™ is the one-source reference for rules governing the role-playing aspect of the *BattleTech* universe. It includes a new system, designed from the ground-up for both maximum flexibility and compatibility with the *Total Warfare* series and its companion volumes, *Tactical Operations* and *Strategic Operations*.

GETTING STARTED

Jump into *BattleTech* with the following products that'll have you tossing dice and marching across alien worlds in no time!

PRODUCT

- A Time of War: The BattleTech RPG
- A Time of War: Gamemaster's Screen
- Masters & Minions: The StarCorps Dossier
- A Time of War Companion

MSRP

- \$49.99
- \$19.99
- \$44.99
- \$44.99

CATALOG NUMBER

- CAT35005
- CAT35005X
- CAT35240
- CAT35108

WWW.BATTLETECH.COM



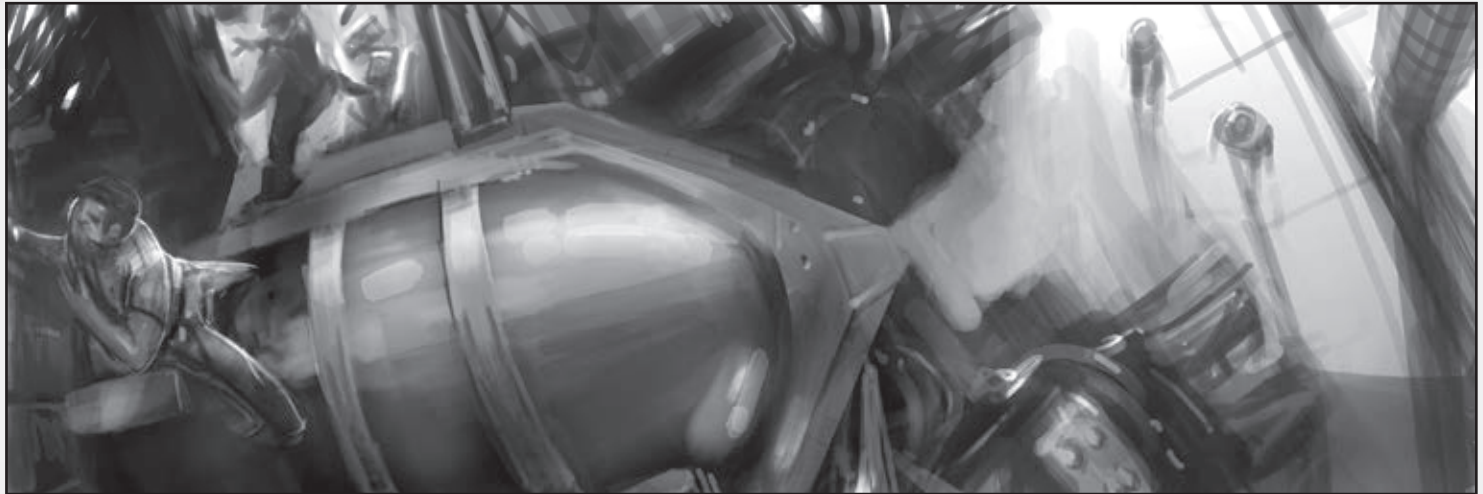
CATALYSTGAMELABS.COM



A TIME OF WAR

THE BATTLETECH RPG

• CATALYST GAME LABS •



A technician's job is never done.

"This is the Inner Sphere, thousands of planets colonized by human-kind. Once, it was united under the Star League, but for the last three hundred years, it has been consumed by savage wars...."

It is a universe at war. Even as mankind reached out to command the stars, the human lust for conflict and conquest could not be overcome as easily as the distances of light years. Driven by the dream of one day ruling all of humanity, mighty empires formed, fell, and rose again. From the chaos of war arose the Star League, the pinnacle of human civilization, a Golden Age where a lasting peace and time of prosperity seemed possible at last. But greed, ambition, and treachery combined to tear it all down once more, plunging all of the worlds humans called home into centuries of simmering conflict.

Power over billions now rests in the hands of those who can claim noble blood, or the heritage of elite warriors. Generations of warriors have done battle across countless worlds, fighting for a dream long dead, perpetuating the cycle until few could imagine any other way. The most elite among these warriors—like modern-day knights in the neo-feudal realms that now hold sway—are the MechWarriors, those who command the mightiest war machines of the thirty-first century: BattleMechs.

The *BattleTech* universe is a realm of perpetual war between interstellar dynasties and feuding Clans. It is a realm where mankind's greatest enemy is mankind itself, where Byzantine politics and war to the knife go hand-in-hand. It is a universe where the flags and governments change with regularity on the border worlds, and high-minded ideals like "honor," "glory," and "freedom" are merely the catchphrases of ambitious warlords.

It is a universe where life is cheap, but BattleMechs are not.

Yeah. That's the kind of crap they teach at those fancy House military academies. I know. I attended one. Since the fall of the original Star League, they've been preaching the supremacy of MechWarriors over all, but it's total bunk. They seem to want to forget that every time one of those self-styled "new age knights" climbs into their ten-meter avatars of death, someone has to do the ground work before them, scouting the terrain ahead, clearing out any opposing spotters—or maybe even taking out some

of those self-important MechWarriors before they can don their cooling vests and shorts for the big fight ahead.

Sure, the BattleMech may be the "king of the battlefield," but no king on any world you can name can survive very long without the people who really make the universe work. So don't let those high-and-mighty academy trained 'Mech jocks fool you; at the end of the day—in any time of war—any body can turn the tide of battle.

Remember that, and you just may live to fight another day.

A UNIVERSE IN FLAMES!

The year is 3077. The Word of Blake Jihad now raging is just the latest in a long, tragic line of star-spanning wars that has consumed mankind since he first ventured into the infinite blackness of space. For centuries, the Great Houses of the Inner Sphere—Davion, Kurita, Marik, Liao, and Steiner—have vied for supremacy in the name of the fallen legacy of the Star League, while secretive sects like ComStar and the Word of Blake worked against them from behind the scenes. Even the arrival of the mighty Clans—sophisticated techno-warriors evolved from the remnants of the great Star League's regular army—failed to end the cycle of conflict between the so-called Successor States.

For a warrior like you, these are booming times, the stuff of legend. You may fight for the banner of a House Lord as a soldier, or for a paycheck as a mercenary, or even for the thrill of the kill and the booty to be had as a pirate. You may do battle as a MechWarrior, the pilot of a one-man avatar of walking death—or as a high-flying aerospace fighter jock. You may be the covert operative, skulking in the shadows, armed only with your wits and an untraceable sniper rifle—or a death-defying battlesuit pilot, braving instant death long enough to close in on an enemy 'Mech and tear it open with your armored claws. Whether you are noble-born or of far more "common" blood, a universe in flames awaits your adventure. Choose your loyalties—and your weapons—carefully!

WHAT IS A ROLEPLAYING GAME?

In a role-playing game (RPG, for short) a group of players gather to assume the roles of characters in an adventure directed by another player dubbed the gamemaster (or GM, for short). The gamemaster manages the action of the story and controls the opposition (often in the form of non-player characters—NPCs for short), as well as providing the props, the setting, and any other situations or obstacles the players' characters may encounter. Together with the gamemaster, the players create an intense and interesting adventure for their characters to resolve (if they can).

The player characters (PCs) in *A Time of War* are operatives or warriors from one of the many factions who constantly struggle for dominance in the *BattleTech* universe. The statistics and information needed to run these characters effectively are noted on the each character's Character Record Sheet.

During the course of the game, the GM will describe the events and surroundings to the other players, while those players will attempt to navigate their characters through the adventure. Periodically, the GM may require a dice roll to resolve a character's actions, using the rules to determine the success (or failure) of the attempted action based on the dice roll result, the character's statistics, and any relevant circumstances.

In a *Time of War*, the players roleplay within a war-torn *BattleTech* universe, where the fate of entire worlds can rest in the hands of the few warriors who dare to seize their destiny.

QUICK-START RULES

We have specifically designed these quick-start rules (QSR) to drop you straight into the fires of the thirty-first century in minutes! Read through these quick-start rules once. Then jump right into your own adventures to practice what you've just learned.

Additional helpful information can be found along the sides of each page, pointing out useful tips and tricks for both players and gamemasters. These sidebars will also provide numerous examples—using the pre-generated characters found at the end of these quick-start rules—to demonstrate how the rules actually work in game play.

For ease of reference, the first appearance of any important term is bolded; such words will be used often through out the rules and game play.

DICE

A Time of War uses a number of six-sided dice (D6s) to resolve actions—normally through Action Checks (pp. 5-7). A typical action will require only two such dice per player, but some Traits and other conditions may warrant the addition of a third die to the roll. For ease of reference, once players have read the rules, we've included a dice icon next to any rules that requires a dice roll.



CHARACTERS

A character in *A Time of War* is much like a character in a novel or film, except the player (or GM, for non-player characters) controls the character's actions. Composed of a collection of attributes and skills, a character has the personality the controlling player injects into it.

CHARACTER RECORD SHEET

Character Record Sheets note the game statistics (numbers and information) that allow the personality that a player has interjected into his character to interact within the framework of the game system. In other words, as you move, interact with people and fight, all the information needed to resolve such actions is tracked on the Character Record Sheet. The Character Record Sheet also tracks damage done to your character during combat.

For these quick-start rules, pre-generated Character Record Sheets have been provided, with all their game statistics already noted, so players can immediately jump into the action. The Character Record Sheet includes an illustration and short description of the character, as well as all the game statistics needed to play.

As players read through the various rules, they may find that glancing at one of the pre-generated Character Record Sheets after reading a particular section will enable them to better understand how a given rule—such as attributes, skills and so on—works.

ATTRIBUTES

Characters in *A Time of War* are described using three primary categories of statistics. The first of these, Attributes, describes the character's raw physical and mental capabilities. Each character possesses eight Attributes values (called scores), which are described as follows:

STR (Strength): As its name implies, this Attribute measures the character's raw muscle strength, affecting the amount of weight he can lift and carry, and how much damage he can deliver in melee combat. The higher a character's STR score, the stronger he is.

BOD (Body): A character's BOD Attribute describes how sturdy and "in shape" her physique is, measuring both the character's endurance and her ability to withstand physical damage. The higher the character's BOD, the longer she can manage to perform strenuous tasks or hold up in combat.

RFL (Reflexes): The RFL Attribute identifies the character's speed and reaction time. The higher a character's RFL score is, the faster he can cover ground or react to threats.

DEX (Dexterity): This Attribute describes the character's fine motor control and accuracy, and is often vital to every action from operating a computer to using ranged weapons in combat. Higher DEX scores define a character whose hands are steadier and more reliable when handling anything from a surgeon's scalpel or soldering gun to a high-powered pistol.

INT (Intelligence): As can be surmised, the INT Attribute measures the character's brainpower and ability to reason. Higher INT scores reflect sharper minds and better memory retention.

WIL (Willpower): A character's WIL Attribute defines not only his ability to "think for himself," but also reflects on his ability to

ATTRIBUTES

Attribute scores are most commonly used as modifiers in Attribute Checks—dice rolls used to determine a character's success based on a relevant physical Attribute. Since all modifiers are added to a roll, and the goal of any Action Check roll is to equal or exceed a Target Number (TN), higher Attribute scores improve the character's chances of success.

Attribute scores in *A Time of War* tend to fall between 1 and 8, with truly exceptional specimens occasionally reaching as high as 10 in some Attributes. An Attribute score of 4 thus reflects the level of an "average" person.

command others or even rally his nerves and his body against fear and physical exhaustion in tense situations. Characters with higher WIL scores can potentially maintain consciousness even when injured beyond the body's normal tolerances, or resist the effects of intimidation and demoralization.

CHA (Charisma): The essence of a character's personality and appeal, a character's CHA Attribute measures how well her personality and manner can be used to influence those around her. While not exactly an indicator of physical beauty per se, higher CHA scores indicate a character who is more appealing or inspiring to others.

EDG (Edge): The EDG Attribute can be one of the character's most powerful allies in gameplay. Representing raw luck, EDG points can be "burned" in gameplay to affect action rolls, or even force a re-roll to give the character a chance of success (or give an enemy the chance to fail) at a critical moment. Characters with higher EDG scores have more luck on their side.

TRAITS

The second defining category for a character, Traits reflect other characteristics that a character may possess that are not as easily quantified with scores like Attributes, but instead reflect a little "something extra." Traits can be positive (beneficial to the character), or negative (a handicap of some sort) in nature.

Examples of typical positive Traits include the Attractive (bestows physical beauty upon the character and can provide a boost to social skills), Combat Sense (which reflects an intuitive grasp of combat), Natural Aptitudes (granting a better-than-normal success rate with Skills), or Toughness (enables a character to withstand damage better than another character of equal Attributes) Traits. Typical negative Traits include Compulsion (a personality quirk ranging from simple bad habits to outright manias), Glass Jaw (unusual susceptibility to injury), Handicap (a physical or mental impairment), and Unlucky (a Trait that acts as a kind of "anti-EDG" against the character).

There is a broad range of Traits available to characters in *A Time of War*, each of which possesses its own unique rules. For the purposes of these quick-start rules, these special rules will be briefly described in the sample characters' Character Sheets.

SKILLS

The final defining category for a character in *A Time of War* is the character's list of Skills. A character's Skills represent abilities she has been trained to use effectively. In a typical *A Time of War* roleplaying session, characters will use their Skills

TRAITS

Traits are special-purpose characteristics that offer a range of extra character abilities beyond the Attributes and Skills—or can even serve as a potential plot hook. Many provide rules that are special to a given situation or are specific to a certain area of expertise, but others can be even more far-reaching.

It is ultimately up to the GM to decide if and when a character's Trait is relevant enough to have an effect on a situation. For example, a character with the Attractive Trait may get far in trying to seduce a receptive NPC by banking on her looks and flowery speech, but if the subject is blind (or has a peculiar aversion to pretty girls), the GM could rule that the Attractive Trait is negated by the subject's blindness, or the subject's hostility toward pretty girls could produce an opposite effect on the would-be seductress' efforts.

to resolve actions far more often than they will use their Attributes or Traits.

The Skills used by characters in *A Time of War* receive four primary statistics: Target Number, Skill Complexity, Linked Attributes, and Skill Level.

Target Number

The Target Number (TN) for a Skill is a numerical value that identifies the base value any roll using that Skill must equal or exceed to be successful (after modifiers are applied). Although the Skill's TN remains constant, conditional modifiers may affect the final roll result in ways that may affect how easily a TN is reached or exceeded.

Skill Complexity

A Skill's Complexity is a letter code (S for Simple, or C for Complex) that identifies how much concentration is required to perform the Skill. Simple Skills can be executed quickly—almost reflexively—while Complex Skills take longer and require greater concentration on the character's part.

Linked Attributes

Particularly high or low Attributes can affect the character's success in using the Skills to which they are related (or "Linked"). Linked Attributes can provide permanent modifiers to any Skill Checks they are linked to, or they may be used to identify the Attributes that would be used when performing an Attribute Check in the absence of a Skill.

Basic Skills (those that can be learned relatively quickly and with a minimum of formal instruction) are linked to only one Attribute. Advanced Skills (those that require institutionalized learning or specialized instruction) use two Attributes.

As Linked Attribute modifiers represent effectively permanent roll modifiers for a given Skill, the sample characters presented with these quick-start rules will automatically factor in any applicable Linked Attribute modifiers to the Skill Levels.

Skill Level

As long as a character is trained in a Skill, the character is said to have a Skill Level. Skill Levels may be any value from 0 to 10, and are applied as a modifier to the roll result when attempting a

SKILLS

In gameplay, Skills will likely be your most commonly used character features, in the form of Skill Action Checks. The dice rolls for Skill Action Checks have lower TNs than Attribute Checks, but apply Skill Levels in the same fashion as Attribute Checks apply Attribute scores. (Linked Attributes can further enhance this, but only if the character's relevant Attributes are particularly exceptional.) Thus, as with Attribute scores, higher Skill Levels improve the character's chances of success when using the Skill.

Skill Levels in *A Time of War* will fall between a value of 0 through 10. A Skill Level of 0 reflects a Skill that has just been learned or is understood at the most basic level, while a Skill Level of 10 indicates the complete knowledge of a grand master.

A character is considered to be untrained in a Skill if he does not even possess the Skill in his stats—even at a Level of 0.

Skill Action. Higher Skill Level values thus indicate a greater proficiency with the Skill.

ACTIONS

In typical role-playing games, dice are not needed to resolve mundane actions or any dialogue. Indeed, a good role-playing session can be had with nary a die roll made, through interactive storytelling between the GM and the players. Still, in many situations throughout an adventure, the outcome of a character's choices may rely on actions that can potentially fail. At times like these, the GM will request an Action Check.

Action Checks in *A Time of War* come in two main forms: Attribute Checks and Skill Checks. Attribute Checks are used to resolve situations where none of the character's Skills apply (or where a skill applies that the character simply does not possess), and where the outcome is determined more by the character's Attributes instead. Skill Checks, meanwhile, are used to resolve any action where the character is using a Skill.

ATTRIBUTE CHECKS

Attribute Checks are used whenever the character's Attributes are being directly tested and no Skill applies to the situation, or when the character simply lacks the proper training in the Skill he is being asked to perform. Attribute Checks can be made against one or two Attributes at a time, based on the nature of the situation.

For example, a character may be called upon to make a STR (Strength) Attribute Check to see if he can lift a heavy object off a friend, while another may be called upon to make an INT (Intelligence) Attribute Check to see if she can recall an important fact in a crunch. Alternatively, a character who has never received formal training in the use of small arms—a Skill linked to the DEX Attribute—could attempt to fire a pistol using a modified DEX Attribute Check.

Examples of Attribute Checks using two Attributes include using BOD and RFL to resolve the character's success in a sporting event, or DEX and INT to resolve the outcome of playing a holovid game. Characters untrained in Gunnery Skills, which are linked to

the DEX and RFL Attributes, could also resolve these as a modified Double Attribute Check using their DEX and RFL scores together.

Regardless of the Attributes called upon for an Attribute Check, the Target Numbers are fixed at 12 for a single-Attribute Check, and 18 for a Double Attribute Check.

ATTRIBUTE CHECK: IDENTIFY THIS!

A Hell's Horses scientist with an INT score of 8, a WIL of 7, and no practical training in biology has nonetheless been tasked with identifying the carcass of a strange creature found in the woodlands near his Clan's newest enclave on a Periphery backwater. The GM determines that obtaining the basics of the creature's physiology from its badly mutilated remains (an Elemental apparently gunned it down with a volley from his SRM launchers) and a complete lack of training in xenobiology is the equivalent of an untrained Skill Action Check, thus making this effort a Double Attribute Check, based on the scientist's INT and WIL scores (which are Linked Attributes of the typical Interest Skill).

The Attribute Check will thus have a TN of 18. Applied to the roll are the following modifiers: +15 for the scientist's relevant Attributes (INT 8 + WIL 7), -5 for the difficulty (the GM rules the identification of mangled remains "Extremely Difficult," given the circumstances), and -4 for the lack of Skill Training, for a total roll modifier of +6. In order to roll 18 or better and successfully work out the nature of these remains, our scientist would need to roll a 12 ($12 + 6 = 18$).



SKILL CHECKS

Skill Checks are used in place of Attribute Checks whenever a character is attempting to perform an action for which she has received proper training or instruction. Skill Checks are resolved in the same fashion as Attribute Checks, but receive much lower Target Numbers as trained Skills. These Target Numbers vary slightly between Skills, based primarily on their relative levels of complexity.

Skills are specifically focused, and so are used in more defined situations than Attributes might be called upon. For example, a character in a gunfight would rely on her Small Arms Skill to make ranged weapon attacks with her pistol, rifle, or submachine gun, but if an enemy manages to get in close, she would need her Martial Arts Skill to battle the enemy hand-to-hand, or her Melee Weapons Skill to use close-quarters weapons like knives, swords, and staves.

A character may attempt to use a Skill that he has effectively no training in, but doing so must be treated as an Attribute Check instead, using the Attributes identified in the Skill's Linked Attributes statistic. The Target Number for such Checks are the same as for a standard Attribute Check.

SKILL CHECK: WE NEED RECON!

A mercenary communications tech with an INT score of 7, a WIL of 5, and the Communications/Conventional Skill (TN: 7; Complexity: S; Linked Attributes: INT; Skill Level: +3) is trying to establish contact with a passing satellite in an effort to obtain some visual reconnaissance for his company. The GM determines that neutral satellite has a basic communications array that is foreign to the comm.-tech's equipment, but is not impenetrable, so he assigns this task a modest level of difficulty (worthy of a -3 roll modifier).

The Skill Check, as noted, has a TN of 7. Applied to the roll are the following modifiers: +3 for the comm.-tech's Skill Level; +1 for a Linked Attribute (INT) of 7; and -3 for the difficulty, for a final roll modifier of +1. In order to roll 7 or better and successfully tap into the satellite's comm. systems, our tech would need to roll a 6 ($6 + 1 = 7$).

Of course, the GM reminds the comm.-tech's controlling player, after accomplishing that feat, he'll need a separate successful Cryptography Skill Check to hack into the satellite's programming and obtain the desired images...



OPPOSED ACTIONS

In some cases, direct opposition from another character will affect the success of one character's Action. Examples of this include melee combat Actions or competitive sports. Such cases are known as Opposed Actions, and may be resolved using the same Attributes or Skills, or by Attributes and Skills that logically oppose each other. For example, a simple arm-wrestling match may see both characters making an opposed STR Attribute Check, while another character—attempting to bluff his way through a conversation about BattleMech design with an opposing tech who knows his stuff—may pit his Acting Skill against his opponent's Technician Skill.

In an Opposed Action, the winner is the character whose final roll result succeeds by the greatest margin. If both characters in an Opposed Action fail their Checks, neither one is the winner.

MAKING THE ROLL

Regardless of the nature of the Action Check, the procedure is a simple matter of rolling dice (typically two six-sided dice, or 2D6), applying any prescribed modifiers to the roll, and comparing that result to the Target Number (TN). Success in an Action Check occurs when the final modified roll result equals or exceeds the Action's TN.

The base TNs and modifiers that apply to each roll in basic gameplay are described in the Basic Action Check and Action Check Modifiers tables below. Attribute Checks apply the relevant Attributes to the roll result, as well as any conditional modifiers


OPPOSED ACTION: KNOCK 'EM BACK

In an effort to win over some rather rough-looking “potential recruits” in a Solaris cantina, a mercenary MechWarrior (BOD 7, and WIL 6) challenges their apparent leader to a drinking contest, hoping that her slight build (belying her exceptional BOD score) will lure her opponent (who the GM secretly gives a BOD of 8 and a WIL of 6) into a false sense of security.

The GM declares that the outcome will be determined by an Opposed Double Attribute Check, using the two characters’ BOD and WIL to determine the outcome. Both Checks will thus require a TN of 18 to succeed. The mercenary MechWarrior will apply her relevant Attributes to the roll for a total modifier of +13 (BOD 7 + WIL 6), while her opponent will receive a roll modifier of +14 (BOD 8 + WIL 6).

The MechWarrior will need at least a result of 5 to meet the TN for this Action Check, but because it is opposed by her opponent (who needs a 4 to achieve the same TN), the winner will not only be the one who successfully makes the Check, but who makes it by the widest margin.

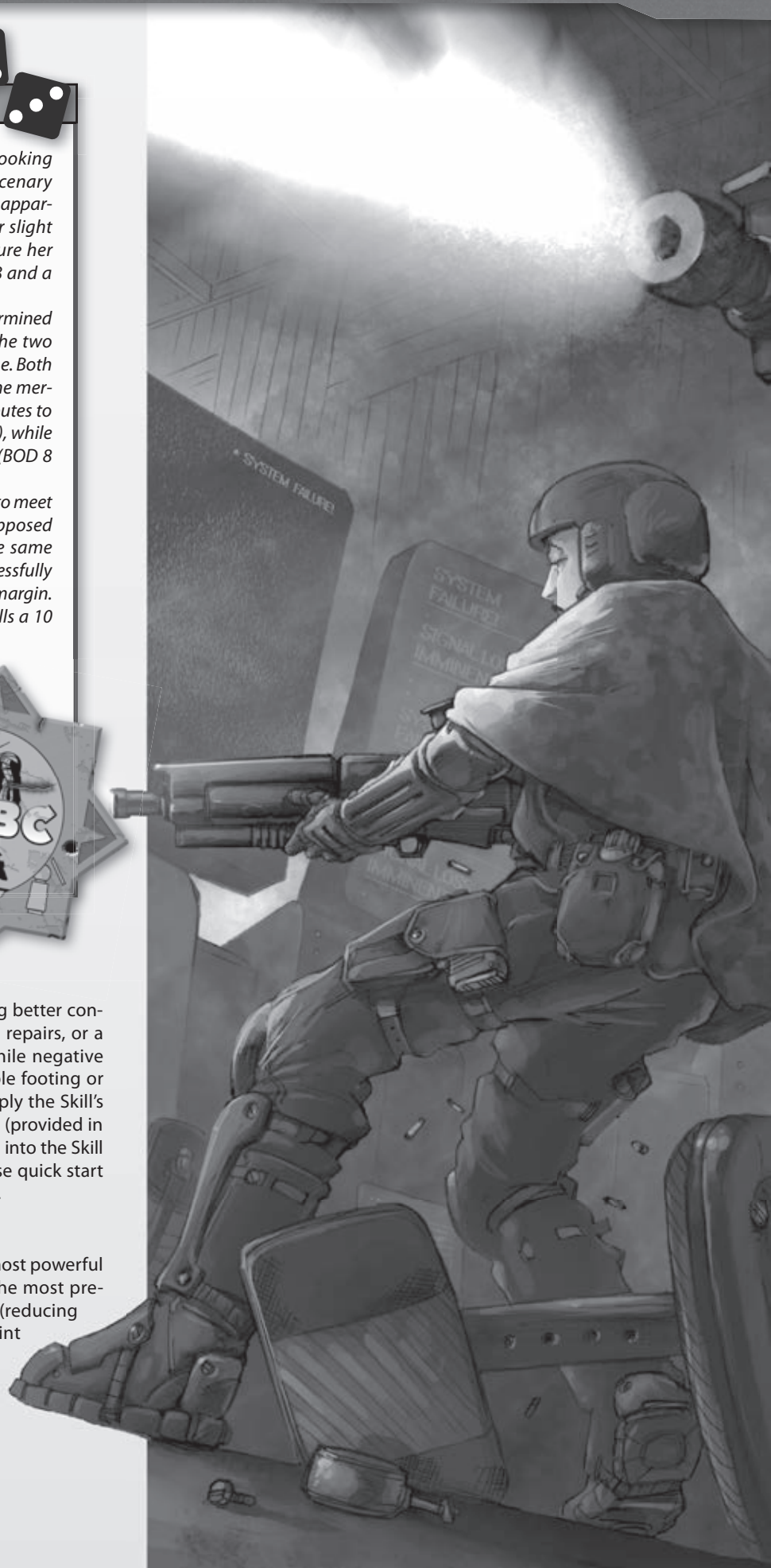
When the MechWarrior’s controlling player rolls a 10 (for a total of 23) and the GM—controlling her opponent—rolls a 3 on his behalf (for a total of 17), the GM determines that not only has the mercenary MechWarrior won the drinking challenge, but the fact that her opponent failed to make his TN to boot means that he passed out in the process.



the GM deems fit (with positive modifiers reflecting better conditions—such as proper equipment when making repairs, or a “home turf” advantage when playing a sport—while negative modifiers reflect added difficulties, such as unstable footing or poor lighting). Trained Skill Checks, meanwhile, apply the Skill’s Level, any relevant Skill-Linked Attributes modifiers (provided in the table for perspective, but automatically factored into the Skill Levels of the sample characters provided with these quick start rules), and any conditional modifiers the GM sees fit.

BURNING EDGE

The Edge (EDG) Attribute represents one of the most powerful tools at the character’s disposal, but also one of the most precarious. In gameplay, a character may “burn” Edge (reducing the Attribute’s score by 1 point for each Edge point “burned”) by declaring his intention to do so either before an Action roll (Attribute or Skill), or after the roll.



The maximum number of Edge points a character can burn is equal to the EDG score for that character. Edge can only be regenerated at the GM's discretion (usually in return for accomplishing good deeds or other such). Thus, players should use this special Attribute with caution. Edge may only be burned once per Action Check, and may only be burned to affect the outcome of Action Checks made by or against the character who is burning Edge. Edge cannot be burned on behalf of another player, or burned repeatedly to force multiple rerolls for the same Action Check.

Before the Roll: Burning Edge points before a roll allows the character's controlling player to either add or subtract double the number of Edge points spent as a roll modifier. This can dramatically increase the character's chances of success in a critical Action Check (or dramatically decrease an enemy's chance of success). As many of the character's remaining EDG Attribute points may be spent in this effort as the character has remaining. (So, for instance, if a player announced that his character was spending 2 Edge points before his critical Small Arms Skill check is made to shoot an enemy, that player could add a +4 modifier—2 EDG points "burned" $\times 2 = 4$ —to the Skill Check roll.)

After the Roll: Edge points burned *after* a roll can be spent in two possible ways. The first is to modify the outcome of an Action Check by applying the number of EDG points burned as a roll modifier (so 2 EDG points burned this way can change an Action Check result by plus or minus 2 points, as desired).

The second method is to "force a reroll," either of the player's own recent Action Check roll, or of the enemy Action Check. This method costs only 1 EDG point, but could (potentially) make it possible for an even "better" result to occur.

NPCs and EDG: In most cases, regular NPCs will not burn EDG points either before or after an Action Check (to avoid bogging down gameplay). However, gamemasters may decide to give important NPCs (whether friendly or hostile to the player characters) the ability to exercise their own EDG as necessary during gameplay.

BURNING EDGE: EVERYONE FALLS

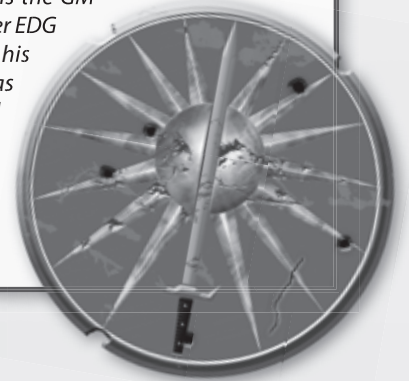


While attempting to escape armed security guards after a botched break in at the Capellan embassy, a FedSuns covert operative (with a RFL of 6 and an EDG of 5) finds himself running across a rooftop, heading toward another building. The controlling player informs the GM that he intends to use the operative's Acrobatics Skill to leap across the two-meter divide that separates the structures. With an Acrobatics Skill Level of +3 and an Acrobatics TN of 7, the player is confident in his operative's success, especially after the GM assigns no difficulty modifier to the effort.

But when the player rolls a 2—for a final roll result of 5—the GM winces; it's a good 30-meter drop to the hard ferrocrete in the alley below, after all.

The covert operative player declares he will burn 2 points of EDG to modify the failed Acrobatics Skill Check result by 2 points, enough to make that TN of 7 and complete the leap safely (if not gracefully). This act reduces the operative's EDG to 3. (Note: Had these EDG points been spent before the Acrobatics Skill Check roll was made, the impact would have been a +4 roll modifier before the fact, rather than a +2 modifier after.)

One of the pursuing guards still manages to get off a shot and hits the operative as he completes his leap. Certain that the wound will be severe enough to slow him down, and unsure how many points the attack succeeded by, the operative's player tells the GM that he wishes to burn another EDG to force the guard to re-roll his attack. The gambit pays off as the guard's second attack roll results in a miss. The operative's EDG is now down to 2 points.



"The televised debate did not go well, but I have a specialist I can call for damage control."

BASIC ACTION CHECK TABLE

Basic Action Check Rolls	
<i>Action Check</i>	<i>Dice Roll</i>
Basic Action Checks (Attribute or Skill)	2D6
Base Target Numbers	
<i>Action Check Type</i>	<i>Base TN</i>
Skill Check	See Character Samples
Attribute Check (Single Attribute)	12
Attribute Check (Double Attribute)	18



DK

The Bounty Hunter and his iconic armor are feared throughout the Inner Sphere.

ACTION CHECK MODIFIERS TABLE

Attribute Check Modifiers (Attribute Checks only)	
	Roll Modifier
Single Attribute	+Attribute Score
Double Attribute	+Sum of Both Attribute Scores
Attempting Untrained Skill Check	-4
Skill Check Modifiers (Skill Checks only)	
	Roll Modifier
All Skill Checks	+Skill Level
Link Attribute Value*	
1	-2
2-3	-1
4-6	+0
7-9	+1
10	+2
Action Difficulty and Special Conditions	
	Roll Modifier
General Action Difficulty (All Checks)	
Very Easy	+3
Easy	+1
Average	+0
Difficult	-1
Very Difficult	-3
Extremely Difficult	-5
Vision-based Action Checks (Perception Skill)**	
Target at Point-Blank Range (less than 1 meter)	+1
Target at Short Range (1 to 300 meters)	+0
Target is at Medium Range (301 to 600 meters)	-2
Target is at Long Range (601 to 900 meters)	-4
Target at Extreme Range (over 900 meters)	-6
Miscellaneous Conditions (All Checks)	
Character is Injured	-(Injury Modifier, see p. 16)
Character is Fatigued	-(Fatigue Points - WIL, minimum 0)

*For simplicity, any relevant Link Attribute Modifiers that apply to the sample characters in these Quick-Start Rules have been automatically added to the sample characters' Skill Levels.

**Applies primarily to Perception Skill Checks (other affected actions are at the GM's discretion). General Action Difficulty and Miscellaneous Conditions modifiers (for darkness, concealment, and so forth) may also apply.

COMBAT

In *A Time of War*, combat is resolved using a somewhat more structured version of standard gameplay. In combat, actions are resolved in brief, five-second intervals called *turns*. Each turn follows a set sequence of *phases*, beginning with Initiative phase (where turn order is determined), and ending with the appropriately named End Phase (where the outcome of many actions are resolved). Until a combat situation is resolved, the End Phase of each turn is followed immediately by the Initiative Phase of the next.

INITIATIVE PHASE

In the Initiative Phase, each player rolls 2D6 to determine the order in which the characters will act. Characters then act in the order of the rolled results, with the character who had the highest Initiative roll acting first, followed by the character with the next-highest result, and so on until the character with the lowest Initiative roll acts last.

In the event of a tie, the character who acts first is the one with the highest RFL score. If the RFL scores between tied characters are the same, another Initiative roll will be required to resolve the order of the tied characters alone.

The Initiative Phase always begins the combat turn.

INITIATIVE: ACHTUNG, BABY!

Two Free Worlds League scouts—one with a RFL score of 6 and the other a RFL score of 8—have infiltrated a Lyran base and are passing through a maintenance corridor when they come upon two LAAF MPs on a random patrol, one of whom has a RFL of 5 and the other a RFL of 6. After the customary shouts of “Halte!” by the Lyrans, the players controlling the Marik scouts inform the GM that they have no intention of doing so. Combat will ensue.

The GM calls for an initiative roll to begin the sequence. The Free Worlds scout with the RFL of 6 rolls a 7 and his companion rolls a 9. The Lyran MP with the RFL of 5 also rolls a 7, while his partner rolls a 5. The first to act in this turn will thus be the League scout who rolled the 9, followed by his partner (although his partner’s roll tied with one of the Lyrans, the MP’s RFL of 5 was outdone by the scout’s RFL of 6).

Presuming the MPs survive the scouts’ actions, the next to act will be the Lyran with the Initiative roll of 7, followed by his partner.



ACTION PHASE

In the Action Phase, the characters can navigate and interact with the battlefield as desired (in accordance with their Initiative order). The number of actions a character may perform, however, is limited. The actions available in combat include Incidental Actions, Simple Actions, and Complex Actions, and Movement Actions.

The Action Complexity Table provides a basic guide to how complex most common actions are considered in *A Time of War*.

Incidental Actions

Incidental Actions are those actions that require minimal concentration or effort, and can be combined with any other actions performed in a turn. Examples of such actions include yelling out a single-word warning, defending against a melee attack, or dropping to the ground.

A character may perform up to 5 Incidental Actions per turn.

Simple Actions

Simple Actions are those that require some concentration and effort, but can be resolved quickly, such as firing a weapon, delivering a melee attack, operating a vehicle, or using a Simple Skill that the character possesses.

A character may perform up to 2 Simple Actions per turn, but may not combine them with Complex Actions.

Complex Actions

Complex Actions are those that require full concentration and serious effort on the character’s part, and may take one or more full turns to resolve. Examples include using a Complex Skill (with or without training), attempting any Skill without training, or using a complex device.

A character may perform only one Complex Action per turn, and may not perform a Complex Action in conjunction with any other Action type except Incidental Actions.

Movement Actions

These actions describe the character’s movement during a turn, and can range from standing still to walking, running, or even sprinting. A character must perform one (and only one) Movement Action per turn (even if the movement is to remain stationary).

How far a character can physically move in combat (measured in meters) is based primarily on the character’s STR and RFL Attribute scores. Terrain and other obstacles, however, may reduce these movement rates, reflecting the added time spent getting around (or plowing through) such obstructions.

Movement Actions also count as Incidental, Simple, or Complex Actions, depending on the type of movement desired, so players must balance their characters’ Movement Actions accordingly.

ACTION COMPLEXITY TABLE

Incidental Actions

Non-Movement

Crouch/Sit Down/Stand Up

Drop Object

Drop Prone

Gesture

Leaping (Downward)

Melee Defense (except Breaking Grapple)

Observe Quickly (no Perception Skill)

Speak (Single Word)

Movement

No Movement

Walking

Simple Actions

Non-Movement

Jumping/Leaping (Upward or Horizontally)

Lead Team

Load Weapon

Melee Attack

Melee Defense (Breaking Grapple)

Observe in Detail (Perception Skill)

Pick Up/Put Down Object

Ranged Attack (Other than Suppression Fire)

Ready/Draw Non-Crewed Weapon/Small Equipment

Recover from Stun

Speak (Brief Phrase)

Stow/Sheath Equipment

Use Simple Object

Use Simple Skill (Trained)

Movement

Climbing (with Climbing Skill)

Crawling

Running

Swimming (with Swimming Skill)

Complex Actions

Non-Movement

Careful Aim

Extinguish Fire

Ranged Attack (Suppression Fire)

Ready Large Equipment/Crewed Weapon

Recover Fatigue

Speak (Conversation)

Spot for Indirect Fire

Use Complex Object

Use Complex Skill

Use Untrained Skill

Movement

Climbing (without Climbing Skill)

Evading

Sprinting

Swimming (without Swimming Skill)

MOVEMENT RATES TABLE

Movement Mode	Base MPs (Meters per Turn)
Walking	(STR + RFL)
Running*	10 + (STR + RFL) + (Running Skill Level)
Sprinting*	(Run MP) x 2
<i>Special Movement Modes</i>	
Climbing*	[(Walk MP) ÷ 2]** + (Climbing Skill Level)†
Crawling*	[(Walk MP) ÷ 4]**
Evading*	Run MP
Swimming*	(Walk MP) + (Swimming Skill Level)†

*The movement modes generate Fatigue during the end Phase of the turn (see End Phase Fatigue, p. 16)

**Round up to nearest meter

†Half movement (round down to nearest meter) if character has no appropriate Skill

RESOLVING ACTIONS IN COMBAT

In personal combat, resolving most Actions works in the same way as it does in standard gameplay. For most Actions—particularly Incidental Actions, movement, and speech—no rolling is generally required. Skill use and Attribute Checks may still occur as needed, however, particularly if the character is attempting an attack or attempting to defend against a melee attack.

If the Skill or Attribute Check is required for non-combat actions (such as use of a non-combat Skill like Computers), the Action Check roll will work in the same fashion as under standard gameplay action. At most, such actions may simply receive additional difficulty modifiers at the GM's discretion, to reflect the chaos of working under fire.

Combat-specific actions—such as ranged weapon or melee attacks—receive a more structured set of modifiers and rules, as described below. As with non-combat gameplay, attempts to use a Skill the character does not possess must be treated as an appropriate Attribute Check instead.

Ranged Combat

Any attack made against targets a meter or more away from the attacking character is referred to as a ranged weapon attack. Ranged attacks are typically made using ranged combat weapons such as bows, firearms, and support weapons, but thrown weapons like shuriken and grenades also fall into this category.

Ranged Attacks are resolved by the attacking character as a Skill Check appropriate to the weapon being used. For example, a character attempting to shoot an opponent using a pistol would use her Small Arms Skill, while another character attempting to strike his opponent with a throwing knife would use the Thrown Weapons Skill.

A ranged attack Action will have the same TN as appropriate for the character's Skill, and applies the character's relevant modifiers for Linked Attributes and Skill Levels, but must also include modifiers for attack range, target and attacker movement, and any appropriate terrain or environmental conditions. These modifiers are shown in the Combat Modifiers Table (see p. 13). If the modified roll still manages to meet or exceed the Skill's TN, the attack succeeds, and the target will take damage. If the roll fails, the attack misses.

Whether or not the attack succeeds, making an attack using ranged combat weapons expends ammunition, which should be tracked at all times.

RANGED COMBAT: DARK ALLEY

A mercenary bounty hunter, armed with a Sternsnacht Python Autopistol (Ranges (Short/Medium/Long/Extreme): 5 meters/15 meters/40 meters/80 meters) finds herself led into a dark alley by her fleeing quarry. Now out of the public eye, she decides to end the merry chase by shooting her fleeing target, who is now 10 meters ahead of her. Her Small Arms Skill Level is +4, and her DEX Attribute score is 7.

The TN for the Small Arms Skill is 7. To determine the modifiers to the roll, the GM assesses the following conditions: the hunter's Small Arms Skill Level (+4); her linked DEX Attribute is 7 (+1); the distance between the bounty hunter and her target puts her weapon at medium range (-2); she is running (-2); her target is also running (-2); the attack is coming from behind the target (+1). The final roll modifier is thus +0 (4 + 1 - 2 - 2 - 2 + 1 = 0), so her attack will hit on a roll of 7 or higher.

Squeezing off the shot, the bounty hunter's controlling player manages to roll an 8. The hunter's shot hits the target.



Melee Combat

Any attack made against targets less than a meter away is considered to be a melee attack. Melee attacks are typically delivered in hand-to-hand combat, or using melee weapons such as swords, maces, or even empty ranged combat weapons, but these rules also apply to ranged weapon attacks made at less than a meter's range.

Melee combat is resolved as an Opposed Action Check between the attacking character and his opponent (the defender). The attacker's melee attack is resolved as a Skill Check using the appropriate Skill Check based on the weapon being used, while the defender resolves his defense using an equally appropriate Skill Check. For example, a knife-wielding attacker attempting to stab an unarmed defender, would use the Melee Weapons Skill, while his opponent would likely use Martial Arts to ward off the attack.

Both Skill Checks will possess the normal TNs appropriate for their use, but must also include modifiers for any target and attacker movement (as shown in the Combat Modifiers Table, see p. 13). As with a normal Opposed Action Check, the winner is the player whose modified roll meets or exceeds the action's TN by the widest margin. If the attacker wins, he will deliver the full amount of melee damage to the defender. If the defender wins, he will deliver half his normal melee damage (round down) to the attacker.

Grapples and Subduing Damage: At the attacker's option, an unarmed melee attack (and some melee weapon attacks) can be declared as a Grapple or Subduing damage attack, rather than a standard attack.

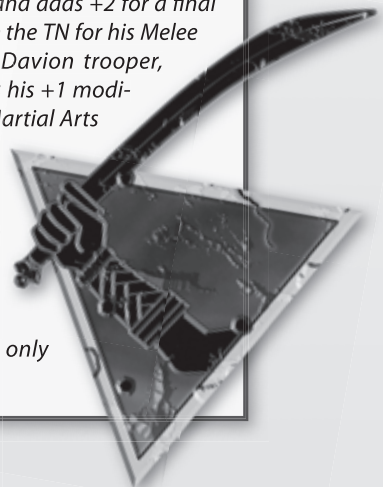
A Grapple attack reflects the attacker's intent to restrain the target without causing damage and—if successful—effectively renders the target immobilized (unless the target can break free with an opposed Martial Arts Skill Check or the attacker releases him). No damage is caused by the attacker in a successful Grapple melee.

MELEE COMBAT: FACE-TO-FACE

His BattleMech crippled by enemy fire, a Capellan MechWarrior ejects in the hope of avoiding capture by enemy infantry. Armed with only a dao sword, a Melee Weapons Skill of +3, and a DEX of 6, he uses the rocks, rubble, and smoke to make his way toward friendly lines. He is scarcely 100 meters from his fallen machine when he is challenged by a FedSuns trooper, but luck is with him when the Davion soldier's rifle misfires at close range.

Close enough to walk to the enemy, the Capellan decides to close in and use his dao before the "FedRat" can go for another weapon or clear his rifle's jam. The GM decides that the enemy soldier will drop the useless rifle and rely on his Martial Arts Skill of +2 to defend against the Capellan. The TN for the Capellan's Melee Weapons Skill is 7, and so is the TN for the FedSuns soldier's Martial Arts Skill. For the Capellan, the modifiers to the attack include his Melee Weapons Skill Level (+3), and the Walking movement he needed to use in order to close the distance (-1), for a total modifier of +2. For the FedSuns soldier, the modifiers are +2 for his Martial Arts Skill, and -1 for the Capellan's Walking movement, for a final roll modifier of +1.

The Capellan player rolls a 5, and adds +2 for a final result of 7—just enough to make the TN for his Melee Weapon attack a success. The Davion trooper, meanwhile, rolls a 7, and applies his +1 modifier for a total of 8, making the Martial Arts Skill Check by 1. Because the Davion trooper succeeded by a wider margin (1 point versus the Capellan's 0), he will be the one to inflict damage in this melee. But because he was defending against the attack, rather than initiating it, his damage will be only half strength.



COMBAT MODIFIERS TABLE

BASIC COMBAT TARGET NUMBERS

Combat Action Check	Target Number (TN)
Ranged Attack	Appropriate ranged weapon Skill TN
Melee Weapons Attack (and Defense)	Appropriate melee weapon Skill TN
Martial Arts Attack (and Defense)	Martial Arts Skill TN

BASIC COMBAT MODIFIERS

Conditional Modifiers	Roll Modifier	Conditional Modifiers	Roll Modifier
<i>Range (Ranged Combat Only)</i>		<i>Movement (Ranged and Melee Combat)</i>	
Point-Blank Range	+1	Attacker Walking	-1
Short Range	+0	Attacker Running/Crawling/Swimming	-2
Medium Range	-2	Attacker Jumping/Gliding/Flying	-3
Long Range	-4	Target Moved 10–45 meters	-1
Extreme Range	-6	Target Moved 46–75 meters	-2
<i>Cover (Ranged Combat Only)</i>		Target Moved 76–105 meters	-3
Light Cover (Target 5–25% concealed)	-1	Target Moved 106–150 meters	-4
Moderate Cover (Target 26–50% concealed)	-2	Target Moved 151+ meters	-5
Heavy Cover (Target is 51–75% concealed)	-3	Target Evading	-(Target's Acrobatics Skill)
Full Cover (Target is 76–100% concealed)	-4	Target Jumping/Gliding/Flying	-2
Other Characters in Line of Fire	-1	Target Crawling/Prone	-1
<i>Target Size (Ranged and Melee Combat)</i>		Target Immobile	+4
Monstrous (Ex: Whale, DropShip)	+5	<i>Attacker Actions/Conditions (Ranged and Melee Combat)</i>	
Very Large (Ex: Elephant, BattleMech)	+3	Attacker Fatigued (see Damage Effects)	-(Fatigue points - WIL)*
Large (Ex: Horse, battle armor, ground car)	+1	Attacker Injured (see Damage Effects)	-(Injury Modifier, see p. 16)
Medium (Ex: Adult human, refrigerator)	+0	<i>Miscellaneous Conditions (Ranged and Melee Combat)</i>	
Small (Ex: Young child, coffee table)	-1	Target Stunned/Surprised	+2
Very Small (Ex: Dog, desktop computer)	-2	Attacking from Behind	+1
Extremely Small (Ex: Cat, book)	-3	Using "Off Hand"	-1
Tiny (Ex: Mouse, micro-communicator)	-4	<i>Additional Melee Combat Modifiers (Melee Combat Only)</i>	
		Attacker Stunned/Surprised	-6
		Friendly Character in Melee with Target	+2
		Crawling/Prone Target in Melee Range	+2
		Using Ranged Weapon in Melee Combat	-2
		Attempting to Grapple (Attacker Only)	-1
		Grappling Attacker vs. Grappled Target	+2**
		Grappled Target vs. Grappling Attacker	+1**

*If Fatigue is less than WIL, no modifier applies **Only applicable after a Grapple attack succeeds

A Subduing damage attack works like a normal melee attack, but will deliver Fatigue points, rather than standard damage points, to the target. See Subduing Damage (p. 15), for more information.

DAMAGE

Once an attack is successfully delivered, damage is applied to the target, the nature and extent of which varies with the weapon. These rules presume that a character suffers damage as a result of combat. However, characters in non-combat situations are just as susceptible to damage from other sources (such as falling), and so these rules apply to both combat and non-combat situations.

Damage Notation

All damage a combatant may sustain is described by using two values. The first—the Armor Penetration (AP) factor—reflects the damage's armor-defeating capability. The second value—the Base Damage (BD) factor—is shown in parentheses and indicates the base number of damage points the weapon will deliver on a successful attack.

All weapons receive these basic values in their stats (as provided in the sample characters included with these quick-start rules, pp. 19-22), while other damage sources (such as unarmed melee combat and falling damage) receive their own damage notation based on the situation.

For example, the damage from a Gunther MP-20 Submachine Gun is listed as "AP: 4, BD: 3," which indicates that it has an armor-penetration (AP) rating of 4, and delivers 3 base damage (BD) points. The Automatic Shotgun, meanwhile, has a listing of "AP: 2, BD: 5," which describes a weapon with an AP of 2 that delivers 5 damage points per hit.

Note: For the purposes of these quick-start rules, special weapon types (such as Energy, Ballistic, and Explosives), as well as special weapons effects (such as Area-Effect, Burst-Fire, and Continuous Damage), have been left out. Subduing damage attacks—the only exception—will be noted by the letter "D" alongside the attack's BD factor.

Standard Damage vs. Fatigue

In personal combat, damage comes in two primary types: standard damage, and Fatigue. Standard damage, the default damage type, reflects actual physical—and potentially lethal—injuries. Fatigue reflects exhaustion and minor bruising damage or other non-lethal injuries (often called Subduing damage). Unless an attack or weapon specifies otherwise, all damage sustained in personal combat is presumed to be standard damage.

Ranged Attack Damage

The number of damage points delivered by a successful ranged weapon attack is equal to the weapon's listed Base Damage factor.

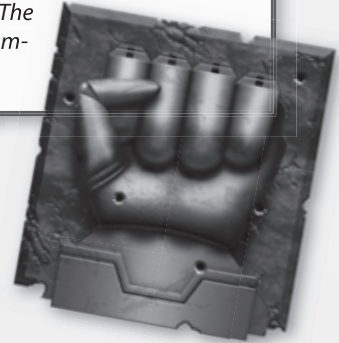
Armor Effects: Unless specifically noted otherwise, a ranged attack will be affected by any armor the target is wearing. (See *Armor Effects*, below).

Melee Attack Damage

Unless otherwise specified (such as when wearing special gloves), the Armor Penetration factor of an unarmed melee attack is presumed to be 0. If a melee weapon is used, the Melee weapon's AP is applied instead.

DAMAGE: BULLET HOSE

A Lyran soldier, firing his trusty Gunther MP-20 submachine gun (BD of 3) hits his target in the midst of a heavy firefight. The attack delivers 3 points of damage to the target.



The number of damage points delivered by a successful melee attack (including damage from melee weapons) is equal to 1 point for every 4 points of the attacking combatant's STR score (rounded up), plus the Base Damage factor of any melee weapons used in the attack.

Armor Effects: Unless specifically noted otherwise, a melee attack will be affected by any armor the target is wearing. (See *Armor Effects*, below).

Fatigue

Some damage and actions cause Fatigue, instead of (or even in addition to) standard physical damage. Fatigue points represent minor wounds, exhaustion, and other factors that can potentially take a character out of commission without killing her. Because it is less immediate than physical damage, Fatigue damage is usually recorded in the End Phase of a turn, rather than as a direct result of combat. Subduing Damage (see below) is a special exception to this rule, representing the effect of non-lethal attacks intended to incapacitate a character more quickly.

DAMAGE: SWORDPLAY

Despite being caught weaponless, a DCMS scout with a STR score of 6 successfully delivers a melee attack against a cocky Lyran soldier using her Martial Arts Skill. The attack will deliver 2 points of damage to the Lyran, thanks to the scout's STR ($STR \div 4 = 1.5$, round up to 2).

In the following turn, the scout manages to draw her katana (weapon damage notation: "AP: 2, BD: 2") and—this time using her Melee Weapons Skill—delivers another successful melee attack with the blade. This time, the successful attack delivers 4 points of damage: 2 points from the sword's BD factor, plus 2 more for the scout's STR ($6 \div 4 = 1.5$, round up to 2).



Any time a character suffers standard damage, the character will receive 1 Fatigue point. Other Fatigue causes include Subduing damage (described below) or moving/taking actions while encumbered, extended physical effort (such as a long march).

Armor Effects: Unless Fatigue points are delivered specifically by an attack—such as Subduing Damage, described below—armor will have no effect on a character's Fatigue.

Subduing Damage

Attacks that deliver Subduing damage (typically including non-lethal melee attacks and special weapons with a "D" noted in their Base Damage values) deliver their damage as Fatigue points instead of standard damage points and apply a Stun effect as well (see *Stun*, below).

Stun

Any time a character suffers standard damage or Fatigue damage from a Subduing Damage attack, the character will also suffer a special "stun" effect in addition to any other damage. A stunned character may take no actions until the Stun effect is shaken off, which requires a Simple Action (but no Action Check).

A character may only be stunned or not stunned. Additional stunning attacks delivered to a character who is already stunned produce no further effects.

Armor Effects: Armor has no effect against Stun effects unless it completely absorbs any accompanying damage (in which case, the stun also does not occur).

DAMAGE: SWEET DREAMS!

A Kuritan DEST trooper with a neural lash (AP: 0, BD: 5D) has snuck up on an unsuspecting Davion guard. Delivering a successful attack with her Melee Weapons Skill, the DEST trooper inflicts 5 Fatigue points upon the guard, and stuns him. In addition to the Fatigue effects, the Davion guard will need to recover from the stun effect before he can respond to this surprise attack.

ARMOR EFFECTS

The Armor Penetration (AP) factor of an attack corresponds to the Barrier Armor Rating (BAR) of any personal armor the target is wearing. If the BAR of the target's armor is higher than the AP factor of the attacking weapon, reduce the Base Damage of the weapon by the difference between the armor's BAR and the weapon's AP (to a minimum of 0 points).

ARMOR: CAN'T HURT ME!

An ejected LAAF MechWarrior, wielding a combat knife (AP: 1, BD: 1) and wearing a MechWarrior Combat Suit (BAR: 4) is racing through an urban battlefield. A FedSuns infantryman with a Serrik Arms 7875D Auto-Pistol (AP: 3, BD: 3) spots him and manages a successful attack using his Small Arms Skill. The hit would ordinarily inflict 3 points of damage on the Lyran MechWarrior, but his combat suit's BAR value of 4 reduces this by 1 point (BAR 4 – AP 3 = 1) to 2 points of standard damage. Because the MechWarrior actually suffered damage, he also receives 1 Fatigue point.

Enraged, the MechWarrior manages to close in on the Davion trooper in the following turn, and delivers a successful knife attack using his Melee Weapons. The LAAF warrior is pretty strong (STR of 7), so his attack delivers a total of 3 points (2 from STR, plus 1 from the knife) at an AP of 1. The trooper, however, is wearing Ablative/Flak armor (BAR: 4), which absorbs all 3 points from the attack (BAR 4 – AP 1 = 3) so he receives no damage or Fatigue whatsoever, and the Lyran is now at point-blank range...

RECORDING DAMAGE

Each Character Sheet includes a Condition Monitor Block that is used to track the character's overall health, particularly during combat. Damage and Fatigue are tracked using the bubbles in the character's Damage Tracker field.

Damage Capacity

The first row of bubbles on the Damage Tracker measures the character's Damage Capacity, the number of points of standard damage the character can sustain before dying. Most characters receive 2 bubbles of Damage Capacity per point of BOD Attribute.

Fatigue Capacity

The second row of bubbles on the Damage Tracker measures the character's Fatigue Capacity, the number of points of Fatigue damage (including Subduing damage) the character can sustain before losing consciousness. Most characters receive 2 bubbles of Fatigue Capacity per point of WIL Attribute.

Stun Effect

A single bubble is used to mark whether or not the character is stunned.

DAMAGE EFFECTS

Based on the nature and type of damage the character sustains, the effects can dramatically affect the character's performance as described below:

Standard Damage

If a character suffers more standard damage points than there are bubbles on the character's Damage Capacity line, the character is killed.

Injury Modifiers: Furthermore, for every amount of damage points suffered equal to 25% of the character's total damage

capacity (or fraction thereof), the character will suffer a -1 Injury Modifier applied to all Consciousness and Action Check rolls. This same modifier is applied to the character's Walking and Running Movement Rates, with all other movement rates recomputed accordingly (rounding any fractions down), and is also applied to any MedTech or Surgery Skill Checks used by friendly character's to treat the injured character's wounds.

Excess Damage: As noted earlier, a character dies immediately upon sustaining more standard damage than he has points of Damage Capacity.

Fatigue

If a character suffers more Fatigue points than there are bubbles on the character's Fatigue Capacity line, the character is knocked unconscious and any leftover Fatigue points are applied as standard damage. Furthermore, for every point of Fatigue the character suffers in excess of the character's WIL score, a -1 Fatigue modifier must be applied to the character's Action Check rolls, Consciousness rolls, and Movement Rates.

Excess Fatigue: If a character's current total of Fatigue points received (including those most recently inflicted) exceeds the character's Fatigue capacity, the character will automatically fall unconscious. Any damage beyond the character's Fatigue Capacity will apply as standard damage.

Stun

If a character's Stun bubble is marked, the character is considered to be Stunned. The Stun bubble can only be cleared when the character spends a Simple Action to "shake off" the Stun effect. Until then, the character cannot act and is considered a stationary target.

Consciousness

Every time a character sustains standard damage or Fatigue from a Subduing attack, there is a chance the character may fall unconscious. In such a case, the character must make a successful Consciousness Check immediately upon suffering such damage to avoid falling unconscious.

The Consciousness check has a flat TN of 7, and applies any Injury or Fatigue modifiers sustained by the character at the time of the roll. In addition, the character's Link Attribute modifier for his WIL score will also apply. If the modified roll does not equal or exceed a value of 7, the character immediately falls unconscious.

SPECIAL TRAIT EFFECTS

Certain character Traits can have an impact on the character's performance in combat. Injuries and Fatigue, for example, are affected by the Glass Jaw, Toughness, Fit, and Handicap Traits, while Initiative is affected by the Combat Sense and Combat Paralysis Traits. These effects are noted on the sample character sheets provided, for player reference.

END PHASE

In the End Phase of combat, any additional effects on the characters' Fatigue are assessed, along with consciousness checks by any characters who were knocked out in a previous turn. As the term implies, the End Phase always indicates the end of the combat turn. After resolving all relevant Fatigue and consciousness matters, gameplay will resume with the next turn's Initiative Phase as long as combat continues.

DAMAGE: MERC IN A BARREL

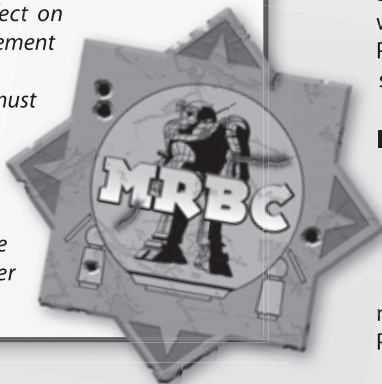
An uninjured mercenary infantryman with a BOD of 7 and a WIL of 6 is in the thick of a fierce jungle battle when he comes under heavy fire from two Capellan guerillas. His stats also give him a Walking rate 13 meters per turn, a Running rate of 23 meters per turn, and a Sprinting rate of 46 meters per turn.

The first guerilla manages to score a solid hit with an Imperator AX-22 assault rifle (AP: 4, BD: 4) that loses only 1 point of damage to the mercenary's BAR 5 flak armor. The mercenary thus suffers 3 points of standard damage—the equivalent to 21% of his total damage capacity of 14, as well as a 1 Fatigue point. Because the damage is 25% or less of the mercenary's total capacity, he will suffer an Injury Modifier of -1 to all rolls after taking this hit, and will also lose 1 meter of Walking and Running movement (as well as 2 meters of Sprinting, after calculations), giving him a new Walk of 12, Run of 22, and Sprint of 44.

Further, because the damage was standard, the mercenary must make a Consciousness Check. This Check has a TN of 7, and a +0 Link Attribute modifier for his WIL score. In addition, the roll receives a -1 Injury Modifier, for a final modifier of -1. With a roll of 9, the mercenary remains conscious (9 - 1 = 8, which exceeds the TN of 7).

The second Capellan—armed with a Minolta 9000 sniper rifle (AP: 5, BD: 4)—also hits our hapless mercenary, delivering the weapon's full 4 points of damage despite the merc's body armor (plus one more Fatigue point). The mercenary has now sustained 7 points of total standard damage, which is enough for a -2 Injury Modifier (-1 for every 25% or fraction thereof; $7 \div 14 = 0.5$, or 50%), and a -2 meters-per-turn effect on his Walking and Running movement rates.

Once again, the mercenary must make a Consciousness Check. Only this time, the Injury Modifier is -2 (-2 for 50% of damage capacity x 2) +0 for WIL. To make a TN of 7 now, the mercenary's controlling player must roll a 9 or better.



FATIGUE: ILL-GOTTEN GAINS

Already weighed down by a heavy load of fresh-stolen booty, a dismounted pirate MechWarrior with a BOD of 7 and a WIL of 5 has already accumulated 3 Fatigue points during a run through the streets of a battle-ravaged city toward his waiting 'Mech. As he rounds the corner, he stumbles upon an irate Capellan riot cop armed with a Ceres Arms Crowdbuster (AP: 0, BD: 5D).

The Capellan scores a solid hit with the weapon (which, as a subduing weapon, delivers Fatigue points, rather than standard damage). But because of the BAR 2 cooling vest the pirate is wearing, the attack is reduced by 2 points, and thus the attack inflicts only 3 points of Fatigue, rather than its full 5-point potential. Still, combined with the 3 Fatigue points he already accumulated, the pirate now finds himself at 6 Fatigue (and Stunned).

Furthermore, because his total number of Fatigue exceeds his WIL, the pirate will now suffer a -1 Fatigue Modifier on all Actions (WIL 5 - Fatigue 6 = -1), including the Consciousness Check he must now make in order to remain conscious against a Subduing attack. This Consciousness Check has a TN of 7, and a roll modifier of -1 (+0 for his unremarkable WIL score, and -1 for his current Fatigue Modifier). To stay in the fight, the pirate's controlling player must roll an 8 or better.

Rolling an 11, the pirate's controlling player finds that his character is still awake—albeit stunned now. He will need to spend a Simple Action to shake off the stunning effects, which may limit his options in the close-quarters fighting that's sure to follow this encounter.



End Phase Fatigue

During the End Phase of a combat turn, any Fatigue that does not originate from damage will take effect. This covers both the increase of Fatigue from extended activities like moving while encumbered or exhaustion from other environmental sources (such as blistering heat), as well as the recovery of Fatigue points (which a character may accomplish using a Complex Action).

Accumulating Fatigue: For the purposes of these quick-start rules, additional Fatigue will accumulate in the End Phase at a rate of 1 point per turn if the character used Sprinting Movement, had to make a STR Attribute Check, or used Running movement while Encumbered during the turn.

Fatigue will also accumulate at a rate of 1 point per every 2 consecutive turns that the character uses Climbing, Crawling, Evading, or Swimming movement.

Characters using Running movement while unencumbered, or using any movement except standstill while carrying or wearing any equipment noted as "Encumbering," will also accumulate 1 Fatigue point if they continue such activity for a number of consecutive turns equal to their BOD scores. (Thus, if a character with a BOD of 5 is carrying encumbering equipment, he will gain a point of Fatigue every time he spends 5 continuous turns in motion, even if he's just walking; the same will happen to an unencumbered BOD 5 character who spends 5 consecutive turns Running.)

Recovering Fatigue: A conscious character may opt to take a turn to rest and recover Fatigue points. This is considered a Complex Action, however, so the character recovering Fatigue may not make any attacks or perform any action not classed as Incidental in the same turn. Recovering Fatigue clears a number of Fatigue points equal to the character's BOD score (or simply clears out all of the character's accumulated Fatigue, if the character has suffered less total Fatigue than the character's BOD score). Standard damage points (even those resulting from excess Fatigue) are not cleared by recovering Fatigue.

End Phase Consciousness

A character rendered unconscious in previous turns may attempt to regain consciousness during the End Phase of the current combat turn. This requires a successful Consciousness Check

FATIGUE: NIGHTY-NIGHT

A ComStar adept with a BOD of 6 and a WIL of 7 has been rendered unconscious in the midst of a fight with an armed gang. He has suffered a total of 4 points of standard damage and 9 points of Fatigue as a result of the assault. After spending a turn unconscious, the adept's controlling player makes an attempt to regain consciousness, while the adept's compatriots beat back the thugs.

Because he has sustained 4 points standard damage out of his capacity of 12, the adept will suffer a -2 Injury modifier (for having sustained more than 25% of his damage capacity, but less than 50%). The 9 points of Fatigue damage—4 points more than his WIL score—will apply a -4 Fatigue modifiers as well. His WIL, which has a +1 Link Attribute modifier, will also apply to this roll, resulting in a final modifier of -5 (-2 for Injury -4 for Fatigue +1 for WIL = -5). Only on a maximum roll result of 12 would the adept would manage to meet the TN of 7 needed to regain consciousness, but even though he fails this turn—on a roll of 8—he will still recover 1 point of Fatigue while remaining out cold.



with the same Injury and Fatigue Modifiers applied as would be for the character's current damage (see *Damage Effects*, p. 16).

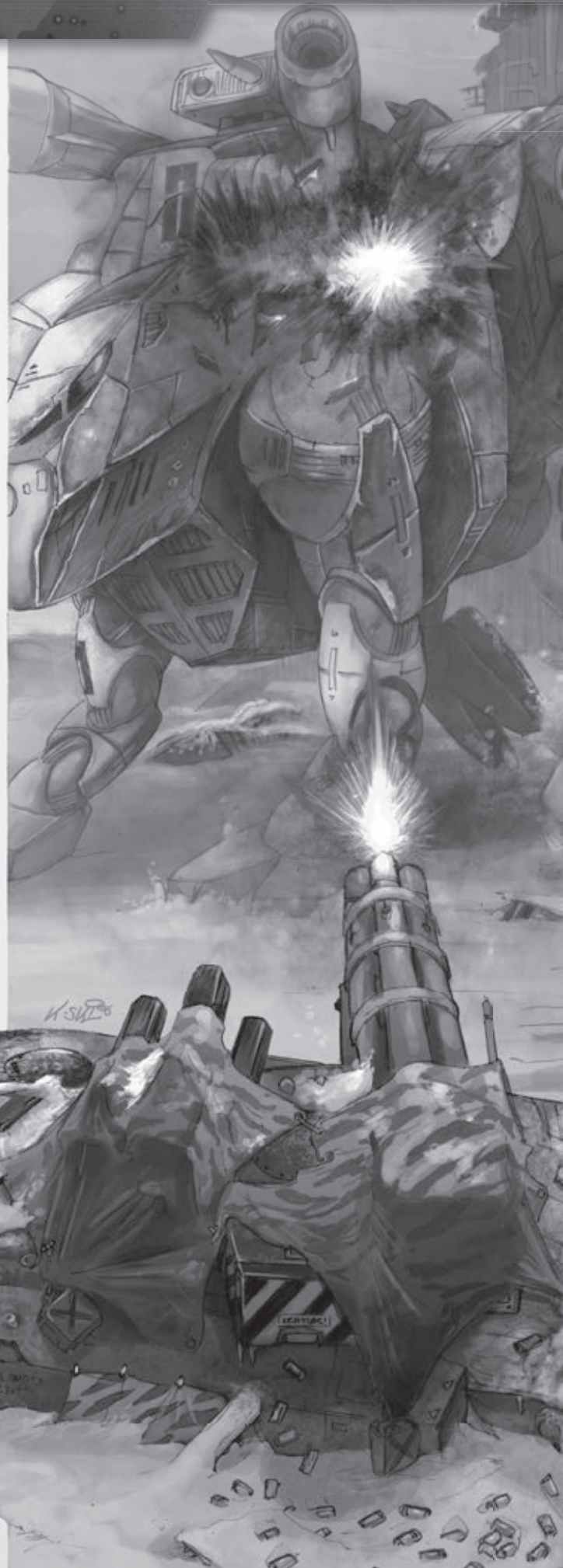
Characters rendered unconscious in the current turn cannot attempt to regain consciousness until the next turn's End Phase.

While unconscious, a character will recover 1 Fatigue point per turn.

SPECIAL ADDENDUM (VEHICLES)

To integrate vehicular combat (including battle armor, ProtoMechs, Combat and Support Vehicles, and BattleMechs) to a game of *A Time of War*, bear in mind the following:

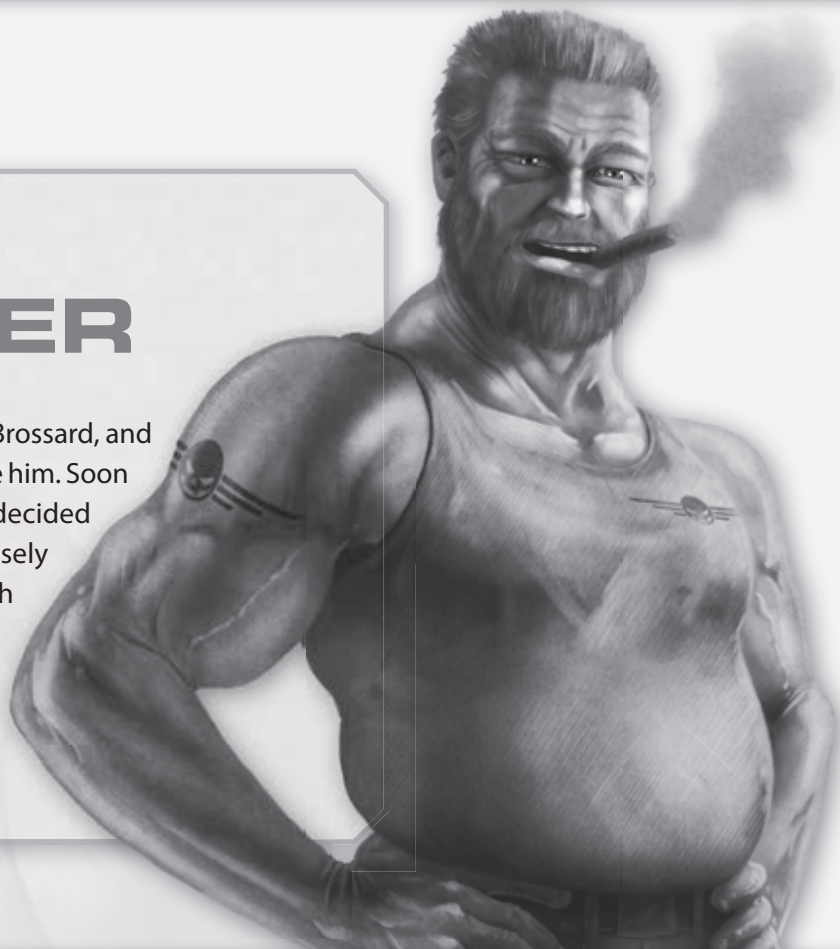
- All vehicles have a size rating when attacked by dismounted characters (such as conventional infantry). Battle Armor, vehicles under 5 tons in weight, and prone BattleMechs are all considered Large-sized targets; ProtoMechs, 'Mechs, and Combat and Support Vehicles 5 tons or heavier are considered Very Large Targets; any aerospace craft over 300 tons, airships of any weight, DropShips, or large naval vessels weighing 500 tons or more is considered Monstrous.
- Operating any vehicular unit in combat requires the necessary Piloting (or Driving Skill), while an appropriate Gunnery Skill is required to operate any weapons mounted on the vehicle.
- If a vehicular unit inflicts any damage to a character, each point of vehicular-scale damage has the following ratings in *A Time of War* (AP: 10, BD: 6)
- If a character inflicts any damage to a vehicular unit, and the vehicular unit has no stated BAR rating, presume it to have a BAR of 10. If any damage passes through this in accordance with the standard rules for personal combat weapons vs. armor, the damage inflicted on the vehicular unit will be equal to the remaining damage after armor effects, divided by the vehicle's BAR (round down).
- Because a single vehicular combat turn happens in 10 seconds and a single combat turn in *A Time of War* takes only 5, vehicular units can only fire their heavy weapons once every other round, and can move up to 15 meters per turn per "MP" in the vehicle's stats per round.
- The combat modifiers for vehicular units in *Total Warfare* and *A Time of War* are technically identical, and so *Total Warfare* modifiers (rather than the personal combat modifiers provided here) apply to the Skill rolls of all vehicular units—including Battle Armor. However, because *A Time of War* modifies the roll, and not the target number (TN), all *Total Warfare* must be subtracted from the roll result, rather than added to it. (For example, a vehicular weapon firing at long range would have a +4 TN modifier to the warrior's Gunnery Skill in *Total Warfare*, but that becomes a -4 roll modifier in *A Time of War*.)



TED DETWEILER

BIO

Ted Detweiler is a long-time friend of Malcolm Brossard, and much of his military career was served alongside him. Soon after, the two separated paths, but when Ted decided to retire from his mercenary life after being falsely accused of a bank robbery, he made contact with Malcolm again. He and Ted's former allies have settled down on Ormstown, where they want for little, and until very recently, operated in a strict advisory role only. Ted seems to relish the opportunity to get back in the action.



NELSON BERCHON

BIO

Berchon refers to himself as an “acquisition specialist,” but Ted tends to tell people that he opened the kinds of doors that aren't opened with keys or explosives. Nelson has been a bit bored on Ormstown, and feels his extensive talents have been allowed to rust away. His friends tend to believe he just enjoys hearing himself complain about life's injustices.



ATTRIBUTES

Attribute	Score	Link Mod	Attribute	Score	Link Mod
STR	3	-1	INT	6	+0
BOD	5	+0	WIL	6	+0
REF	3	-1	CHA	5	+0
DEX	3	-1	EDG	4	+0

TRAITS (PERSONAL)

Compulsion/Smoker: Minor addiction to smoking. Requires WIL Attribute Check (with a +0 roll modifier) to resist lighting up under stress. After 24 hours without a smoke, character will suffer -1 roll modifier to all Action Checks until he regains access to the source of the addiction.

Poor Hearing (-2 TP): This character suffers a -2 modifier on all hearing-based Action Checks, as well as a -1 modifier on Initiative rolls.

SKILLS

Skill	Links	TN/C	LVL
Career/Soldier	INT	7 / SB	+6
Language/English	INT + CHA	8 / SA	+4
Martial Arts	RFL + DEX	7 / SB	+5
MedTech	INT	7 / SB	+3
Melee Weapons	RFL + DEX	7 / SB	+5
Negotiations	CHA	7 / SB	+3
Small Arms (Rifles)	DEX	7 / SB	+5(+1)
Technician/Weapons	DEX + INT	9 / CA	+3
Throw Weapons/Explosives	DEX	7 / SB	+2

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○○○
 Fatigue Damage: ○○○○○○○○○○
 Stun: ○

Movement (Meters per Turn)

Walk: 6
 Run/Evade: 16
 Sprint: 32

Personal Armor (Loc) BAR

Flak Jacket 5

Weapon

Weapon	AP/BD	Range	Ammo/Notes
Knife	1 / 1	Melee (1m)	Unlimited
Auto-Pistol	3 / 5	5m/20m/50m/120m	8 shots/clip (3 clips)
TK Assault Rifle	4 / 4	25m/70m/160m/410m	20 shots/clip (4 clips)

© 2012 The Topps Company, Inc. Classic BattleTech, BattleTech, Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

ATTRIBUTES

Attribute	Score	Link Mod	Attribute	Score	Link Mod
STR	3	-1	INT	5	+0
BOD	3	-1	WIL	5	+0
REF	4	+0	CHA	7	+1
DEX	3	-1	EDG	4	+0

TRAITS (PERSONAL)

Glass Jaw: A character with the Glass Jaw Trait is far more susceptible to injury than his BOD Attribute may indicate. When sustaining injury of any kind, a character with Glass Jaw multiplies any personal damage sustained by 1.5 (rounding up), and multiplies any Fatigue suffered from combat by 2.

SKILLS

Skill	Links	TN/C	LVL
Career/Soldier	INT	7 / SB	+3
Language/English	INT + CHA	8 / SA	+5
Martial Arts	RFL	7 / SB	+2
MedTech	INT	7 / SB	+3
Melee Weapons	DEX	7 / SB	+5
Negotiations	CHA	7 / SB	+7
Small Arms (Rifles)	DEX	7 / SB	+3(+1)
Technician/Weapons	DEX + INT	9 / CA	+3
Throw Weapons/Explosives	DEX	7 / SB	+2

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○
 Fatigue Damage: ○○○○○○○○○○
 Stun: ○

Movement (Meters per Turn)

Walk: 7
 Run/Evade: 17
 Sprint: 34

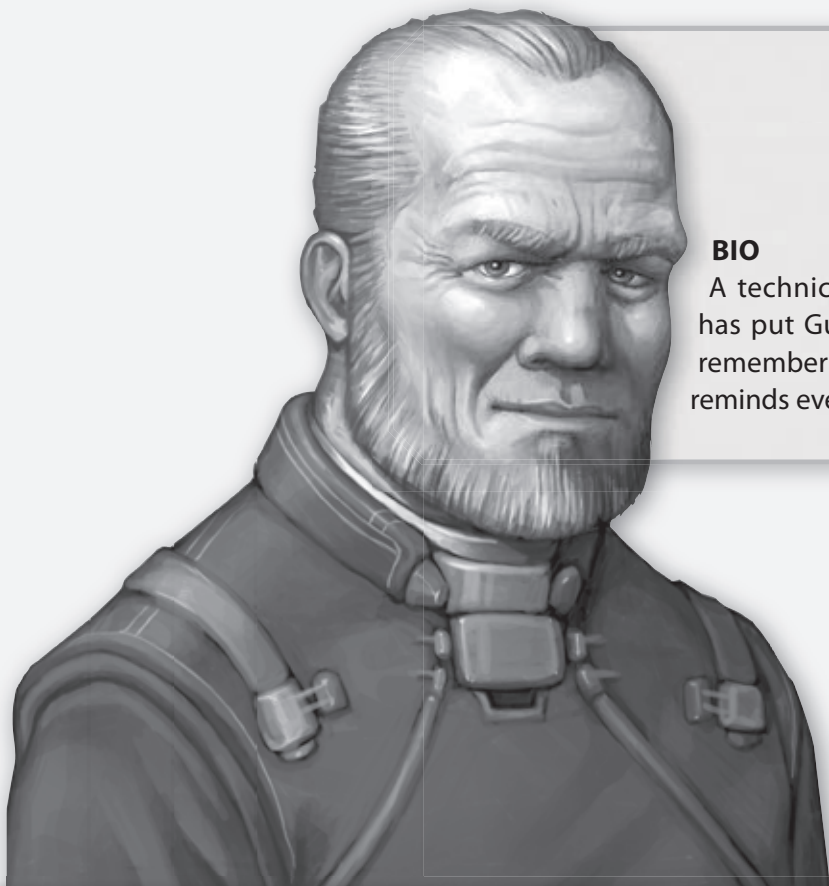
Personal Armor (Loc) BAR

Flak Jacket 5

Weapon

Weapon	AP/BD	Range	Ammo/Notes
Knife	1 / 1	Melee (1m)	Unlimited
Club	1 / 1	Melee (1m)	Unlimited
Revolver	4 / 4	5m/20m/5m/120m	6 shots/clip (4 clips)
Bolt-Action Rifle	4 / 4	40m/115m/225m/500m	5 shots/clip (2 clips)

© 2012 The Topps Company, Inc. Classic BattleTech, BattleTech, Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.



ERIK CLIETT

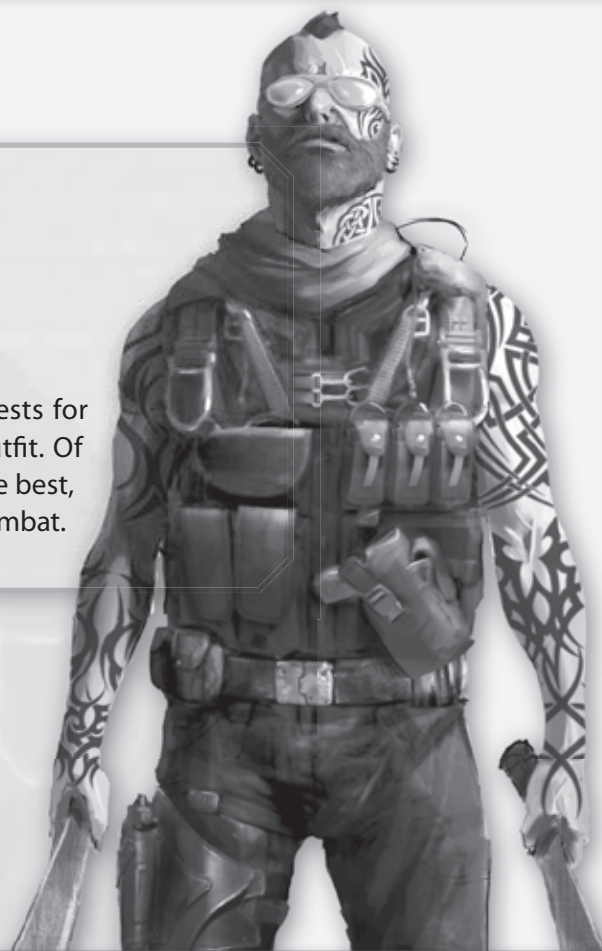
BIO

A technician for longer than most people have been alive, Erik has put Guy's 'Mechs back in action more often than he cares to remember (and far more often than the MechWarrior deserves). He reminds everyone of this frequently, and at length.

GUY BEBOUT

BIO

Guy is a crack MechWarrior, and still receives frequent requests for him to either rejoin the LCAF, or link up with a mercenary outfit. Of all of Ted's friends, he seems to have taken to the retired life the best, although he does silently crave the excitement of BattleMech combat.



ATTRIBUTES

Attribute	Score	Link Mod	Attribute	Score	Link Mod
STR	6	+0	INT	6	+0
BOD	5	+0	WIL	6	+0
REF	3	-1	CHA	3	-1
DEX	5	+0	EDG	4	+0

TRAITS (PERSONAL)

Compulsion/Chocoholic (-2 TP): Serious addiction to all things chocolate. Requires WIL Attribute Check (with a -2 roll modifier) to resist munching (or guzzling) some form of chocolate. After 24 hours without his fix, character will suffer -3 roll modifier to all Action Checks until he regains access to the source of the addiction.

Patient: A character with the Patient Trait has better focus and self-control, even under pressure. This Trait provides a +1 modifier to all Complex Skill or Attribute Checks, and may double the bonus modifiers for taking extra time on any complex task (such as use of a Technician Skill).

SKILLS

Skill	Links	TN/C	LVL
Career/Soldier	INT	7 / SB	+4
Language/English	INT + CHA	8 / SA	+4
Martial Arts	RFL + DEX	7 / SB	+6
MedTech	INT	7 / SB	+3
Melee Weapons	RFL	7 / SB	+3
Negotiations	CHA	7 / SB	+1
Small Arms (Rifles)	DEX	7 / SB	+5(+1)
Technician/Weapons	DEX + INT	9 / CA	+8
Throw Weapons/Explosives	DEX	7 / SB	+2

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○○○○○
 Fatigue Damage: ○○○○○○○○○○○○
 Stun: ○

Movement (Meters per Turn)

Walk: 9
 Run/Evade: 19
 Sprint: 38

Personal Armor (Loc) BAR

Flak Jacket 5

Weapon AP/BD Range Ammo/Notes

Weapon	AP/BD	Range	Ammo/Notes
Knife	1 / 1	Melee (1m)	Unlimited
Pump Shotgun	1 / 6	4m/10m/20m/45m	6 shots/clip (2 clips)

© 2012 The Topps Company, Inc. Classic BattleTech, BattleTech, Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

ATTRIBUTES

Attribute	Score	Link Mod	Attribute	Score	Link Mod
STR	4	+0	INT	4	+0
BOD	6	+0	WIL	5	+0
REF	4	+0	CHA	3	-1
DEX	4	+0	EDG	4	+0

TRAITS (PERSONAL)

Compulsion/Alcohol: Minor addiction to alcohol. Requires WIL Attribute Check (with a +0 roll modifier) to resist drinking under stress. After 24 hours without any alcohol, character will suffer -1 roll modifier to all Action Checks until he regains access to the source of the addiction.

Glass Jaw: A character with the Glass Jaw Trait is far more susceptible to injury than his BOD Attribute may indicate. When sustaining injury of any kind, a character with Glass Jaw multiplies any personal damage sustained by 1.5 (rounding up), and multiplies any Fatigue suffered from combat by 2.

SKILLS

Skill	Links	TN/C	LVL
Career/Soldier	INT	7 / SB	+3
Gunnery/Mech	RFL + DEX	8 / SA	+7
Language/English	INT + CHA	8 / SA	+3
Martial Arts	RFL	7 / SB	+3
MedTech	INT	7 / SB	+1
Melee Weapons	RFL	7 / SB	+2
Negotiations	CHA	7 / SB	+1
Piloting/Mech	RFL + DEX	8 / SA	+6
Small Arms	DEX	7 / SB	+4
Technician/Weapons	DEX + INT	9 / CA	+2
Thrown Weapons/Explosives	DEX	7 / SB	+2

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○○○○○
 Fatigue Damage: ○○○○○○○○○○○○
 Stun: ○

Movement (Meters per Turn)

Walk: 8
 Run/Evade: 18
 Sprint: 36

Personal Armor (Loc) BAR

Flak Jacket 5

Weapon AP/BD Range Ammo/Notes

Weapon	AP/BD	Range	Ammo/Notes
Knife (x2)	1 / 1	Melee (1m)	Unlimited
Auto-Pistol	3 / 4	50m/20m/45m/105m	10 shots/clip (3 clips)

© 2012 The Topps Company, Inc. Classic BattleTech, BattleTech, Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

COMBAT MODIFIERS TABLE

BASIC COMBAT TARGET NUMBERS

Combat Action Check	Target Number (TN)
Ranged Attack	Appropriate ranged weapon Skill TN
Melee Weapons Attack (and Defense)	Appropriate melee weapon Skill TN
Martial Arts Attack (and Defense)	Martial Arts Skill TN

BASIC COMBAT MODIFIERS

Conditional Modifiers	Roll Modifier
<i>Range (Ranged Combat Only)</i>	
Point-Blank Range	+1
Short Range	+0
Medium Range	-2
Long Range	-4
Extreme Range	-6
<i>Cover (Ranged Combat Only)</i>	
Light Cover (Target 5–25% concealed)	-1
Moderate Cover (Target 26–50% concealed)	-2
Heavy Cover (Target is 51–75% concealed)	-3
Full Cover (Target is 76–100% concealed)	-4
Other Characters in Line of Fire	-1
<i>Target Size (Ranged and Melee Combat)</i>	
Monstrous (Ex: Whale, DropShip)	+5
Very Large (Ex: Elephant, BattleMech)	+3
Large (Ex: Horse, battle armor, ground car)	+1
Medium (Ex: Adult human, refrigerator)	+0
Small (Ex: Young child, coffee table)	-1
Very Small (Ex: Dog, desktop computer)	-2
Extremely Small (Ex: Cat, book)	-3
Tiny (Ex: Mouse, micro-communicator)	-4
<i>Movement (Ranged and Melee Combat)</i>	
Attacker Walking	-1
Attacker Running/Crawling/Swimming	-2
Attacker Jumping/Gliding/Flying	-3
Target Moved 10–45 meters	-1
Target Moved 46–75 meters	-2
Target Moved 76–105 meters	-3
Target Moved 106–150 meters	-4
Target Moved 151+ meters	-5
Target Evading	-(Target's Acrobatics Skill)
Target Jumping/Gliding/Flying	-2
Target Crawling/Prone	-1
Target Immobile	+4
<i>Attacker Actions/Conditions (Ranged and Melee Combat)</i>	
Attacker Fatigued (see Damage Effects)	-(Fatigue points - WIL)*
Attacker Injured (see Damage Effects)	-(Injury Modifier, see p. 16)
<i>Miscellaneous Conditions (Ranged and Melee Combat)</i>	
Target Stunned/Surprised	+2
Attacking from Behind	+1
Using "Off Hand"	-1
<i>Additional Melee Combat Modifiers (Melee Combat Only)</i>	
Attacker Stunned/Surprised	-6
Friendly Character in Melee with Target	+2
Crawling/Prone Target in Melee Range	+2
Using Ranged Weapon in Melee Combat	-2
Attempting to Grapple (Attacker Only)	-1
Grappling Attacker vs. Grappled Target	+2**
Grappled Target vs. Grappling Attacker	+1**

*If Fatigue is less than WIL, no modifier applies

**Only applicable after a Grapple attack succeeds

BASIC ACTION CHECK TABLE

Basic Action Check Rolls

Action Check	Dice Roll
Basic Action Checks (Attribute or Skill)	2D6

Base Target Numbers

Action Check Type	Base TN
Skill Check	See Character Samples
Attribute Check (Single Attribute)	14
Attribute Check (Double Attribute)	21

ACTION COMPLEXITY

Incidental Actions

Non-Movement

Drop Object
Drop Prone
Gesture
Melee Defense (except Breaking Grapple)
Observe (Quickly)
Speak (Single Word)

Movement

No Movement
Walking

Simple Actions

Non-Movement

Jumping/Leaping
Lead Team
Load Weapon
Melee Attack
Melee Defense (Breaking Grapple)
Observe in Detail (Perception Skill)
Pick Up/Put Down Object
Ranged Attack
Ready/Draw Non-Crewed Weapon/Small Equipment
Recover from Stun
Speak (Brief Phrase)
Stand Up
Stow/Sheath Equipment
Use Simple Object
Use Simple Skill (Trained)

Movement

Climbing (with Climbing Skill)
Crawling
Running
Swimming (with Swimming Skill)

Complex Actions

Non-Movement

Careful Aim
Extinguish Fire
Ready Large Equipment/Crewed Weapon
Recover Fatigue
Speak (Conversation)
Spot for Indirect Fire
Use Complex Object
Use Complex Skill
Use Untrained Skill

Movement

Climbing (without Climbing Skill)
Evading
Sprinting
Swimming (without Swimming Skill)

ACTION CHECK MODIFIERS TABLE

Attribute Check Modifiers (Attribute Checks only)

Attribute Check	Roll Modifier
Single Attribute	+Attribute Score
Double Attribute	+Sum of Both Attribute Scores

Skill Check Modifiers (Skill Checks only)

Skill Check	Roll Modifier
All Skill Checks	+Skill Level

Link Attribute Value*

1	-2
2-3	-1
4-6	+0
7-9	+1
10	+2

Action Difficulty and Special Conditions

General Action Difficulty (All Checks)	Roll Modifier
Very Easy	+3
Easy	+1
Average	+0
Difficult	-1
Very Difficult	-3
Extremely Difficult	-5

Vision-based Action Checks (Perception Skill)**

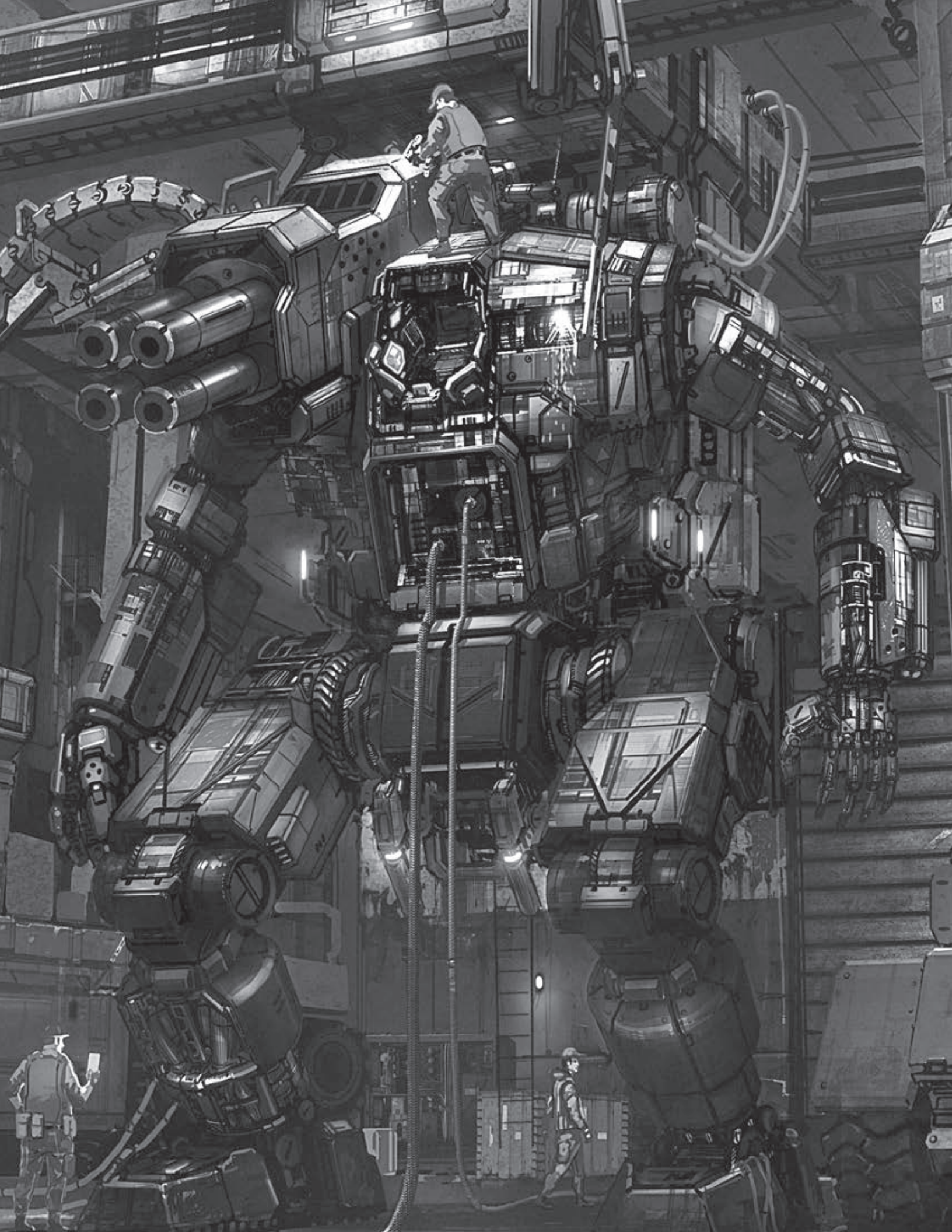
Target at Point-Blank Range (less than 1 meter)	+1
Target at Short Range (1 to 300 meters)	+0
Target is at Medium Range (301 to 600 meters)	-2
Target is at Long Range (601 to 900 meters)	-4
Target at Extreme Range (over 900 meters)	-6

Miscellaneous Conditions (All Checks)

Character is Injured	-(Injury Modifier, see p. 16)
Character is Fatigued	-(Fatigue Points - WIL, minimum 0)

*For simplicity, any relevant Link Attribute Modifiers that apply to the sample characters in these Quick-Start Rules have been automatically added to the sample characters' Skill Levels.

**Applies primarily to Perception Skill Checks (other affected actions are at the GM's discretion). General Action Difficulty and Miscellaneous Conditions modifiers (for darkness, concealment, and so forth) may also apply.



SWIFT PLANS

Brossard Manor
Champs-sur-Abondant
Ormstown, Kaumberg Archonnette
11 February 3073

MISSION BRIEF

The Mair have been acting up lately, throwin' their weight around. Had their way with young Mel Brossard the other day. That won't do. So, old man Malcolm Brossard took the lads and is out busting up their operations with his size twelve.

It's a coincidence that the Mair just happen to have most of their mooks on hand to mount an assault on the Manor. Almost as if they withdrew 'em all from the mines and stills, knowing that all of those would be getting hit right about now, for a nice punch to the throat at the Manor. Doesn't at all mean we worry ourselves about a traitor.

Here's the plan. We basically run this like the op on La Grave. Yes, that was a horrible plan, but we make it work this time. Most of those Mair boys are dumber than a box of inbred rocks, and we just happen to have a stripped down *Powerman* over in the warehouse. I'm thinking *Hunchback*.

I just sent the last couple of guys to delay the oncoming column of Mair scum. Right now those're just mucking about blowing holes in the lumber mill, but whatever time the boys buy might give us enough time to get that *LoaderMech* in shape for the big show.

ASSETS

Four veterans of a half-dozen battles (and far more clandestine missions) for the Lyran armed forces. They've seen better days, but when you live in the boonies, what do you expect?

OPPOSITION

The Mair family has mobilized a meaty chunk of muscle, dragging some wankers all the way down from the Crosse Hills. Lots of shotguns, rifles and attitude. They've moved most of them forward with a collection of small trucks, cars and trailers, and they are currently blowing a metric ton or two of ammo through the Greaves Lumber Mill up the road. They could have just set fire to the place, but initial reports indicate they're all thoroughly hydrated with some of Crosse's finest spirits...those lucky bastards.

TACTICAL ANALYSIS

We're unlikely to muster enough firepower to outright defeat them. But if we can turn that half-junked *Powerman* in to something that at least *looks* mean and vicious, we might just take the fight right out of them.

OBJECTIVES

1. **Defend the Manor.** Even if the old man puts every Mair shit-hole he can reach to the torch, losing the manor to 'em would still irrevocably shift the balance of power in favor of House Mair. It'll be the 3040s all over again, and unfortunately, Momma Mair doesn't have "Fast" Freddy Mair to beat some sense in to her this time. There's simply not enough time to evacuate all the money and destroy all the documents. Even if we burn the place to the ground now, the Mair win.
2. **Get the Powerman up and running.** A good ol'-fashioned SRM-fueled ambush might take the wind out of Mair's sails, but a *BattleMech* belching flame, death and despair is still the most likely tool to cause desertion—beyond stealing their payroll.
3. **Steal their payroll.** That was a good idea, actually! Probably no way to pull that off without more time, but it all starts with a to-do list.

MISSION SUCCESS CONDITIONS

Objective 1 **MUST** be completed for the mission to be successful. Losing a single team member is considered acceptable. Losing two or more is considered a failure.

GAMEMASTER ONLY BEYOND THIS POINT!

SWIFT PLANS

ENEMIES

For as long as anyone can remember, the Brossard family and the Mair family on Ormstown have been feuding for reasons only they (might) fully understand. This time—taking advantage of the absence of the Brossards' patriarchs absence—the Mair have decided to go for broke and flatten their ages-old enemy once and for all. All that really stands in their way are some old LCAF veterans (the player characters), who happen to consider the Brossards' landhold "home."

The bulk of the Mair force consists of thugs and malcontents from many segments of Ormstown's 100,000-strong population. Using Thug NPCs (see p. 337, *AToW*) for the bulk of them would be adequate. They number about a hundred or so in strength, about the equivalent of four platoons of infantry should you elect to use *BattleTech* to resolve an actual engagement with the modified *Powerman*.

You may also elect to use the sample data provided here for the bulk of the opposition, bumping skills by +2 across the board when encountering a more competent Mair henchman.

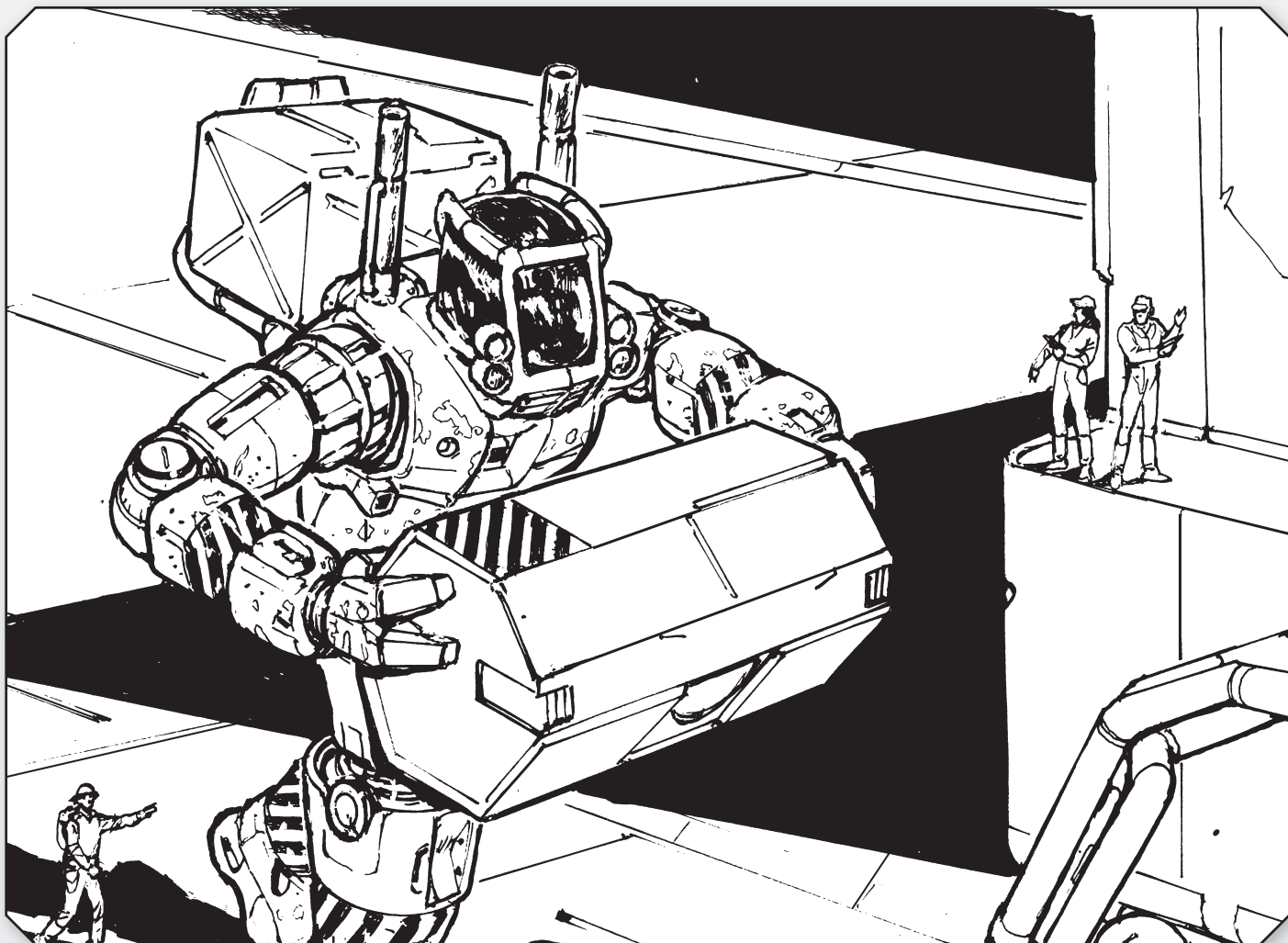
SPRUCING UP THE POWERMAN

The *Powerman* LoaderMech starts out with no weaponry, and has even been stripped of its usual lift hoist equipment. Some weapons can be found around the manor, or acquired through other means. Once acquired, they can then be installed. 'Mech Customization is fully described on p.189 of *Strategic Operations*, but the below rules and modifiers presume that facilities adequate to perform Maintenance-level Customization is possible at the Manor, and indicates the appropriate time and modifier to apply to the skill check to resolve. Use the *Powerman* Configuration Table to resolve any skill checks for the most "doable" modifications.

Time Needed refers to the time needed to complete the install. This time can be cut in half with a Rush Job, which adds a -1 modifier. Rushing in this way can be done three times, for a total modifier of -3, and allowing the install to happen at one-eighth the indicated time, so 30 minutes for the Medium Rifle and 15 minutes for the Machine Gun and Rivet Gun.

Diagnose is the modifier to the skill check needed to correctly estimate the required install time. Double the estimate if this check fails. Diagnosing is a Complex action.

Install is the modifier that applies to doing the installation of the weapon, and does not include modifiers due to Rush Jobs. A



failure at this Skill Check means the weapon is installed, but not functional.

Initially, it is estimated that two hours are available prior to the arrival of the Mair pack. This number can be increased or decreased to reflect the GM's needs, but as a starting figure will inspire some hard decisions to be made.

POWERMAN CONFIGURATION TABLE

Weapon (Suggested Location)	Time Needed	Diagnose	Install
Medium Rifle (RT)	240	-2	-4
Machine Gun (RA)	120	-2	-3
Rivet Gun (LA)	120	-1	-3
Paint Scheme	60	-1	+2
Cosmetic "Upgrades"	30	0	+1

Additional Notes

Each task requires the dedicated attention of a single technician (or character).

The Medium Rifle is stationed as a Field Gun outside Brossard Manor, and is normally pointed at the Mair landhold.

The Machine Gun can be acquired from Handsome Pete, see below.

The Rivet Gun can be found in the Brossard Manor warehouse, if 30 minutes are spent searching, and a Perception Skill Check is made. Subtract 5 minutes for every 2 points of MoS, to a minimum of 10 minutes of search time.

A ton of ammunition for each of the installable weapons will be located along with the weapon itself. Successfully installing each weapon also successfully installs the ton of ammunition.

The paint scheme will resemble that of the Kirkpatrick's Pack, a mercenary force from nearby Kaumberg, and the only 'Mech unit to have been seen on Ormstown in decades. This is handy, because the warehouse contains plenty of gray paint, and just enough red to count as the "highlights" the Pack uses as its parade scheme.

Cosmetic "Upgrades"—made possible by a handy amount of sheet metal and wood suitable for framing work in the warehouse—will further enhance the "realism" of making the

LoaderMech resemble a true BattleMech. Searching for this material is automatically successful.

In addition to the above, the players will find two standard, two-shot, man-portable SRM launchers in the manor's armory if they think to look for it. These weapons have the following stats:

SRM LAUNCHER			
Weapon	AP/BD	Range	Ammo/Notes
SRM Launcher (Standard)	6/12*	60/225/425/740	2 shots/Encumbering Weapon

*This damage affects the target, and radiates outward for 6 meters, reducing its affect by -1 AP and -2 BD per meter

HANDSOME PETE

"Handsome" Pete Carpenter is one of several arms dealers on Ormstown, and claims to have fought against the Capellans, the Taurians, and three different Clans. Like most arms dealers, he profits from any scuffles between the Brossard, Mair, and the other lesser families on Ormstown. Still, his gift for smooth talk and his well-developed sense of humor make him a preferred supplier.

Handsome Pete is known to have a military grade machine gun, which would come in quite handy. Travelling to him with a box truck to pick up the weapon and ammo would likely take about an hour of travel time, plus the time it would take to talk Handsome out of a donation. No one on the team knows the combination to Brossard's vault, and he's quite out of radio range. No one has 5,000 C-bills on hand, and even if they did, Pete is asking for 100,000.

The objective will be to talk Pete out of his possession. If doing so through an opposed Negotiations skill check, consider Pete's skill to be a +5, and benefitting from an additional +1 CHA Link Attribute bonus. It may be entertaining to have the player engage the GM verbally prior to rolling, and assessing a +1 or -1 modifier to the roll based on how well (or poorly) he did in that exchange.

The second way to part Pete with his "Game-Changer," as he refers to it, is through brute force. Pete is only average with a pistol, but his three bodyguards should be treated as Mair Henchmen, skill-wise. Pete normally only has one bouncer, but he has apparently improved security after the start of the most recent flare-up.

AMBUSH

It's possible the players elect to ignore the *Powerman* and attempt to create their own ambush. This will not succeed, and it should be obvious when they try. The Mair goons are advancing (eventually) in a convoy of vehicles, with anywhere from two to six per vehicle. Using the SRM to take a vehicle out will be successful in delaying the convoy further, especially when combined with prodigious suppression fire. Holding a line is out of the question. For one, their numbers will allow them to push through, for another, the skilled Mair enforcers and lieutenants are capable of rallying enough of the troops to make a more tactical attack. If they merely execute an ambush as a delaying tactic, they will succeed in gaining 1 hour for the *Powerman* upgrade.

SHOWDOWN

It may be entertaining to have the *Powerman* and the Mair battle it out in a *BattleTech* game, but an alternative method is to apply several related Skill Checks.

The goal is to break the morale of approaching Mair troops. This is achieved if they fail a Morale check (see also p.210, *Tactical Operations*) with the following modifications:

The Mair troops are each to be considered Regular for purposes of Morale, though Green for purposes of Gunnery. This gives them a base 6 on 2d6 to succeed, and they must check every time one of their "platoons" has lost 25% or more of the platoon's total troops at the start of that turn. Apply a -1 modifier if the *Powerman* has been painted up in Kirkpatrick's Pack colors, and an additional -1 modifier if the *Powerman* has been the recipient of cosmetic upgrades. Mair infantry must also make a morale check every turn they have lost troops to the Medium Rifle.

When using *BattleTech* to resolve this situation, the area around Brossard Manor is fairly densely forested, but the road runs through an open field. Do not neglect the double-damage modifier for firing at infantry in open terrain, and likewise do not forget that the *Powerman* has merely BAR 5 armor.

Once a Mair platoon has had its morale broken, it will not return to battle. Once all four Mair platoons have had their morale broken, the Mansion can be considered safe.

AMPING IT UP

You may decide to make this scenario more challenging, either by improving the skills and attributes of those present, or by having additional guards at Pete's.

There clearly is a spy among the Brossard, feeding the Mair information that allowed them to set up this attack in the first place. Finding said spy may be to the best interest of the team, especially if said spy has a means of contacting the Mair about everything the team is up to. The spy can be a member of the staff at the Manor (Gardner, cook, cleaner, accountant/handyman) or even one of the players. Making a player the traitor will drastically change the mission, and will require some coaching to avoid the traitor from merely killing off his team members. If you're unsure of your players, this option is best avoided, but otherwise, the motivation of the traitor might still leave him with the rational impression that his ancient compatriots won't be killed off once Mair wins, but merely left to walk away empty-handed. The traitor naturally would be rewarded handsomely for his efforts.

Last, but not least: the Mair may be turned away initially, but could field another push before Brossard returns. Actually stealing whatever the Mair are using to pay their recent "hires" can be an excellent way to turn their thugs against the Mair. This will require stealing it from the Mair mansion, or from their favored bank, possibly by using the *Powerman*.

Suggestions

Give the players some time to explore and define a plan. They're well aware of the cannon outside (a Medium Rifle, left over from the pirate wars of 2413, and now fired annually on the local Founding Day—3 July—with a 21-round salute), but the other two options will require them to think to either search in the warehouse (cluttered with copious amounts of materials and items) or to see if any weaponry might be available off-site (Pete's). This mission should ideally not involve too much direct action, but opportunities do exist. Try to encourage the team to work together towards the same goal, rather than splitting up.

BATTLETECH

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: SC POWERMAN LOADERMECH (SALVAGE)

Movement Points: Tonnage: 35
 Walking: 4 Tech Base: Inner Sphere
 Running: 6
 Jumping: 0 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

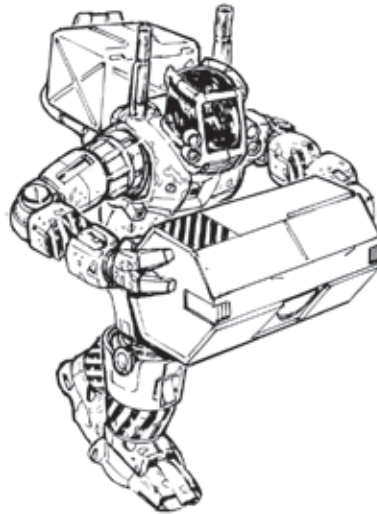
Notes: 10.5 tons unused. No installed heat sinks.

WARRIOR DATA

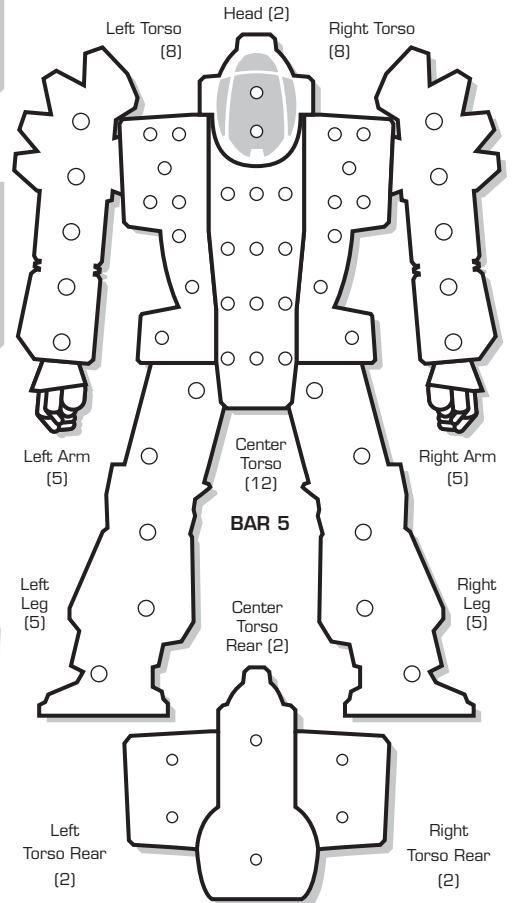
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- _____
- _____

Head

- Life Support
- Sensors
- Industrial Cockpit
- _____
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- _____
- _____

Center Torso

- ICE Engine
- ICE Engine
- ICE Engine
- Gyro
- Gyro
- Gyro

Right Torso

- _____
- _____
- _____
- _____
- _____
- _____

Left Torso

- _____
- _____
- _____
- _____
- _____
- _____

- Gyro
- ICE Engine
- ICE Engine
- ICE Engine
- _____
- _____

Right Torso

- _____
- _____
- _____
- _____
- _____
- _____

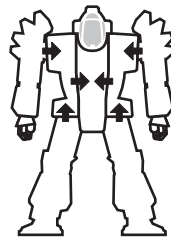
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

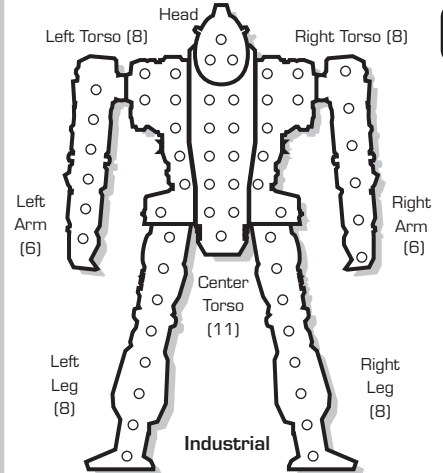
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○