

ALTERNATE MERCENARY FORCE CREATION WORKSHEET 1

STEP 1: DETERMINE STARTING VALUES

STAGE 1: IDENTIFY COMMANDER

Check all that apply and add the listed bonuses. Note Tour of Duty repeat multipliers (*CBT:RPG* Life Path/Fast Generation Experience Bonuses) apply to all modifiers gained per Tour of Duty repeat (maximum of 3 passes). Note columns marked by an asterisk (*) indicate CBT stats for fast-generated commanders only, and do not apply to those created via *CBT:RPG* rules.

LIFE PATH/ORIGIN BONUSES

Highest Training	Base	Base P/G	Category Modifiers				
	Age*	TNs*	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Family Trained (Nobility)	18	7/6	+0.08	+0.05	0	+0.05	0
<input type="checkbox"/> Academy/Clan Dropout	18	6/5	0	0	-0.05	0	0
<input type="checkbox"/> Academy/Clan Graduate	20	5/4	+0.05	0	0	0	0
<input type="checkbox"/> Academy Graduate w/ OCS	22	4/4	+0.10	0	+0.05	0	0
<input type="checkbox"/> Clan Graduate w/2+ Kills	20	4/3	0	0	0	0	+0.05

Commander's Origins	Base	Base P/G	Category Modifiers				
	Age*	TNs*	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Clan Origins	-2 yrs	-1/-1	-0.15	-0.15	+0.05	-0.08	+0.10
<input type="checkbox"/> Periphery Origins	+1 yr	+1/0	+0.15	+0.10	0	-0.03	-0.10

Combat Experience	Base	Base P/G	Category Modifiers				
	Age*	TNs*	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Covert Ops (x 1) (x 2)	+4 yrs	-1/-1	+0.03	+0.03	+0.10	-0.10	+0.05
<input type="checkbox"/> Paramilitary Service	+2 yrs	-0/-0	+0.05	+0.03	+0.05	0	0
<input type="checkbox"/> Training Battalion	+2 yrs	-0/-0	+0.05	0	+0.05	+0.05	0
<input type="checkbox"/> Tour of Duty (x 1) (x 2) (x 3)	+2 yrs	-1/-1	+0.05	+0.05	+0.05	0	+0.05

Attribute/Trait/Skill	Category Modifiers				
	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Bad Reputation	-0.13	-0.10	0	0	0
<input type="checkbox"/> Brave	+0.05	+0.05	+0.05	0	0
<input type="checkbox"/> Combat Paralysis	0	0	-0.10	0	0
<input type="checkbox"/> Combat Sense	0	0	+0.10	0	0
<input type="checkbox"/> Contact or Well-Connected	0	+0.05	0	+0.08	+0.05
<input type="checkbox"/> Enemy	0	-0.10	0	0	0
<input type="checkbox"/> Good Reputation	+0.08	+0.08	0	0	0
<input type="checkbox"/> Land Grant, Property, or Wealth	0	+0.08	0	+0.13	+0.05
<input type="checkbox"/> Madness	-0.10	-0.15	0	0	0
<input type="checkbox"/> Timid	0	0	-0.05	0	0
<input type="checkbox"/> Title	0	+0.05	0	+0.08	0
<input type="checkbox"/> Unlucky	-0.13	-0.10	-0.10	-0.03	-0.05
<input type="checkbox"/> SOC or CHA 3 or less	0	-0.10	-0.05	0	0
<input type="checkbox"/> SOC or CHA 7 or more	0	+0.10	+0.05	0	0
<input type="checkbox"/> Administration Skill (+3 or higher)	0	+0.08	0	+0.03	0
<input type="checkbox"/> Leadership Skill (+3 or higher)	+0.05	0	0	0	0
<input type="checkbox"/> Negotiation Skill (+3 or higher)	0	+0.05	0	+0.03	0
<input type="checkbox"/> Scrounge Skill (+3 or higher)	0	+0.05	0	+0.03	+0.05

TOTALS

COMMANDER'S INFORMATION

RANK/NAME: _____ **ROLE:** _____

CO'S FINAL AGE: _____ **years** **Tactics:** + _____ **Leadership:** + _____ **Administration:** + _____

CO'S CBT P/G SCORES: _____ / _____ **Strategy:** + _____ **Scrounge:** + _____ **Negotiation:** + _____

ALTERNATE MERCENARY FORCE CREATION WORKSHEET 2

STAGE 2: IDENTIFY HIRING HALL

Check the appropriate Hiring Hall used (if any), and add its modifiers to the totals from the commander's Life Path/Origins. Note that only one Hall is used during the point-based creation process.

HIRING HALL MODIFIERS TABLE

Hiring Hall World (Location)	Category Modifiers				
	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Antallos/Port Krin (Periphery)	+0.15	-0.05	-0.10	+0.05	-0.10
<input type="checkbox"/> Arc-Royal (Lyran Alliance)	+0.15	+0.15	+0.10	-0.13	+0.05
<input type="checkbox"/> Astrokaszy (Periphery)	+0.25	+0.05	-0.05	-0.05	-0.05
<input type="checkbox"/> Fletcher (Chaos March)	+0.10	+0.05	-0.05	+0.10	-0.05
<input type="checkbox"/> Galatea (Lyran Alliance)	+0.15	0	0	+0.03	-0.05
<input type="checkbox"/> Herotitus (Periphery)	+0.20	+0.15	0	+0.03	-0.05
<input type="checkbox"/> Northwind (Chaos March)	+0.10	+0.05	+0.05	-0.03	+0.05
<input type="checkbox"/> Outreach (Chaos March)	+0.25	+0.05	+0.10	-0.08	+0.10
<input type="checkbox"/> Solaris VII (Lyran Alliance)	+0.15	+0.15	+0.05	-0.10	-0.05
<input type="checkbox"/> Westerhand (Capellan Confederation)	+0.10	0	-0.05	-0.05	-0.05

FINAL TOTALS

STAGE 3: DETERMINE FINAL STARTING CATEGORY POINT VALUES

Check the appropriate force size desired and multiply by the quantity (if other than 1). Then multiply the number for each category by one plus the final total modifiers for that category to determine the unit initial category points.

BASE INITIAL CATEGORY POINTS TABLE

Base Force Size	Quantity	Base Category Points				
		Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Lance	_____	6	8	4	36	4
<input type="checkbox"/> Company	_____	22	29	16	176	16
<input type="checkbox"/> Battalion	_____	70	93	70	630	70
<input type="checkbox"/> Regiment	_____	214	285	250	2350	250

TOTAL (Base Category x Quantity, per Category): _____

TOTAL MODIFIER (per Category): _____

FINAL TOTAL (Category Total x [Total Modifier + 1]): _____

STEP 2: SELECT PERSONNEL AND EXPERIENCE LEVELS

Note the quantity and point costs for all warrior and support personnel, by personnel type. Note any point deficits or remainders after spending by subtracting the final cost in personnel and experience purchases from their respective final category point pool totals.

PERSONNEL

Warriors				Support Personnel			
Quantity	Warrior Type	Point Cost	Final Cost	Quantity	Support Type	Point Cost	Final Cost
_____	Same	x 2 =	_____	_____	Tech/Mechanic	x 2 =	_____
_____	Complementary	x 3 =	_____	_____	Medical	x 2 =	_____
_____	Distant	x 4 =	_____	_____	Administrative	x 1 =	_____

FINAL COST (Warriors): _____

(Support): _____

CATEGORY TOTAL (Warriors): _____

(Support): _____

DEFICIT/REMAINDER (Warriors): _____

(Support): _____

EXPERIENCE

Warriors					Support Personnel				
Quantity	Experience	TN*	Point Cost	Final Cost	Quantity	Experience	TN	Point Cost	Final Cost
_____	Elite	5	x 4 =	_____	_____	Elite	5	x 4 =	_____
_____	Veteran	7	x 2 =	_____	_____	Veteran	6	x 2 =	_____
_____	Regular	9	x 0 =	_____	_____	Regular	7	x 0 =	_____
_____	Green	11	x -2 =	_____	_____	Green	9	x -2 =	_____
_____	"Ultra-Green"	15	x -3 =	_____	_____	"Ultra-Green"	10	x -3 =	_____

FINAL COST (Warriors): _____

(Support): _____

CATEGORY TOTAL (Warriors): _____

(Support): _____

DEFICIT/REMAINDER (Warriors): _____

(Support): _____

* TN for Warriors represents the combination of Gunnery and Piloting base skills. For units that do not use Piloting skill in normal CBT gameplay, subtract 4 from the listed TN.

ALTERNATE MERCENARY FORCE CREATION WORKSHEET 3

STEP 3: SELECT EQUIPMENT AND TECHNOLOGY LEVELS

Note the quantity and point costs for all equipment, matched to the appropriate personnel types chosen above. Note any point deficits or remainders after spending by subtracting the final cost in equipment and technology purchases from their respective final category point pool totals.

EQUIPMENT

Unit Type	Quantity and Point Value					Final Cost
	[Light]	[Medium]	[Heavy]	[Assault*]	[Super-Heavy*]	
BattleMech	<input type="text"/> x8 +	<input type="text"/> x16 +	<input type="text"/> x21 +	<input type="text"/> x26		= <input type="text"/>
Aircraft, Conventional	<input type="text"/> x5 +	<input type="text"/> x10 +	<input type="text"/> x15 +		<input type="text"/> x(tons/5)	= <input type="text"/>
Aerospace Fighter	<input type="text"/> x6 +	<input type="text"/> x12 +	<input type="text"/> x18 +	<input type="text"/> x35 +	<input type="text"/> x(tons/5)	= <input type="text"/>
Conventional Vehicle	<input type="text"/> x4 +	<input type="text"/> x8 +	<input type="text"/> x12 +	<input type="text"/> x14 +	<input type="text"/> x(tons/5)	= <input type="text"/>
VTOL/Airship	<input type="text"/> x4 +	<input type="text"/> x8 +			<input type="text"/> x(tons/5)	= <input type="text"/>
Artillery Unit	<input type="text"/> x3 +	<input type="text"/> x6 +	<input type="text"/> x10 +	<input type="text"/> x12		= <input type="text"/>
Naval Vessel (Water)	<input type="text"/> x2 +	<input type="text"/> x4 +	<input type="text"/> x6 +	<input type="text"/> x7 +	<input type="text"/> x(tons/50)	= <input type="text"/>
Battle Armor Squad	<input type="text"/> x3 +	<input type="text"/> x3 +	<input type="text"/> x4 +	<input type="text"/> x4		= <input type="text"/>
Conventional Infantry Squad	<input type="text"/> (Foot) x1 +	<input type="text"/> (Motor) x2 +	<input type="text"/> (Jump) x2 +	<input type="text"/> (Anti-'Mech) x2		= <input type="text"/>
DropShip, any Class				Total Tonnage:	<input type="text"/> /50	= <input type="text"/>
JumpShip, any Class				Total Tonnage:	<input type="text"/> /500	= <input type="text"/>

FINAL EQUIPMENT POINT COST
EQUIPMENT CATEGORY TOTAL
DEFICIT/REMAINDER POINTS

* Note that Assault Aerospace Fighters reflect "small craft" designs weighing 100-200 tons. Super-Heavy units are those Support Vehicles which exceed the normal weight ranges for each vehicle class given in *BMR* and *AT2*.

TECHNOLOGY

Unit Type	Technology Level and Point Values					Final Cost
	Level 1	Level 2+ (Std Engine)	Level 2+ (Non-Std Engine)	Omni	Clan	
BattleMech	<input type="text"/> x0 +	<input type="text"/> x2 +	<input type="text"/> x3 +	<input type="text"/> x2 +	<input type="text"/> x4	= <input type="text"/>
Aircraft, Conventional	<input type="text"/> x0 +	<input type="text"/> x1 +			<input type="text"/> x1	= <input type="text"/>
Aerospace Fighter	<input type="text"/> x0 +	<input type="text"/> x2 +	<input type="text"/> x3 +	<input type="text"/> x2 +	<input type="text"/> x3	= <input type="text"/>
Conventional Vehicle	<input type="text"/> x0 +	<input type="text"/> x2 +	<input type="text"/> x3 +	<input type="text"/> x1 +	<input type="text"/> x2	= <input type="text"/>
VTOL/Airship	<input type="text"/> x0 +	<input type="text"/> x2 +	<input type="text"/> x3 +	<input type="text"/> x1 +	<input type="text"/> x2	= <input type="text"/>
Artillery Unit	<input type="text"/> x0 +	<input type="text"/> x2 +	<input type="text"/> x3 +	<input type="text"/> x2 +	<input type="text"/> x2	= <input type="text"/>
Naval Vessel (Water)	<input type="text"/> x0 +	<input type="text"/> x2 +	<input type="text"/> x3 +	<input type="text"/> x1 +	<input type="text"/> x2	= <input type="text"/>
Battle Armor Squad	<input type="text"/> (L2 IS)	<input type="text"/> x0 +		<input type="text"/> (L2 Clan)	<input type="text"/> x3	= <input type="text"/>
DropShip, Any Class	<input type="text"/> (L1 IS)	<input type="text"/> x0 +	<input type="text"/> (L2 IS) tons/200 +	<input type="text"/> (L2 Clan)	<input type="text"/> tons/100	= <input type="text"/>
JumpShip, Any Class	<input type="text"/> (L1 IS)	<input type="text"/> x0 +	<input type="text"/> (L2 IS) tons/2,000 +	<input type="text"/> (L2 Clan)	<input type="text"/> tons/1,000	= <input type="text"/>

FINAL COST
CATEGORY TOTAL
DEFICIT/REMAINDER

Determining and Assigning Equipment

Use the SR 3070 (Mercenary Force Roster) to enter the names, types, tech, and experience levels of all units generated, using either the random tables or player's choice within the established quantities, tech levels, and weight classes of all units determined above to fill in details. Consult the text for maintenance costs, types, and values per unit. Note: War Chest value based on Final value of all Deficit/Remainder points added together as described under Finishing Touches (p. 89).