NEW SIMPLE BATTLETECH CHARACTERS

Green starting 1 edge, and roll for stats

• add one to piloting or gunnery for 1 of appropriate advantage

Roll d6 (+2 clan)

	Green	regular	veteran	elite	piloting	gunner	tech	
1	1				7	6	7	
2	2-3				6	5	7	
3	4-5	1-2			6	4	7	
4					5	5	7	
5	6-7				5	4	7	
6	8	3-4	1-2		5	4	6	
7					4	4	6	
8					4	3	6	
9		5-6	3-4	1-2	4	3	6	
10					3	3	6	
11		7-8	5-6	3-4	3	2	6	
12					2	2	6	
13			7-8	5-6	2	1	6	
14					1	1	6	
15				7-8	1	0	5	
16					0	0	5	

SIMPLE CHARACTERS ADVANCEMENT

Keep track of the total missions that the character survives. Cost to raise gunnery is 5 missions Cost to raise piloting or tech is 4 missions.

Alternately the player can choose to buy an advantage rather than raise a skill

PILOTING ADVANTAGES (every 4 missions = raise piloting by 1) Bank initive Overrun combat Raise technician 1 level immnune to intimidation (no force initive / bank initive / overrun combat) Ignore 1st pilot hit 2nd ignore first 2 pilot hits +1 init against 1 clan : 2nd +2 init vs 1 clan +1 init against any one Inner sphere house/clan/pirate/merc -1 pilot in specific weight class, 2nd -2 piloting in a specific mech of prev weight class, -1 piloting mechs with jump jets, +1 piloting mechs without jump jets +1 init if defending a position, 2nd +2 init if defending, 3rd +3 init if defending Speed demon: +1mp (2") run/sprint Chose any map edge for starting Change any start position by 2d6" 2nd: change any start position by 3d6" 3rd: change any start position by 2d6+8" Advanced computer skills:+1 to avoid shutdown roll, May be bought several times 2nd+ +2 init if 2/3 unit jump capable Owns mech (all random or battlefield scrap) 1st = light mech2nd = med3rd = hvy4th = hvy 5th = assult 6th = clan 2nd line mech

7th = clan omni

OVERRUN COMBAT

if side with Overrun Combat wins initive. divide he margin of success by 2, then move that many units before all others.

ie. winning side rolls 11 the other side rolls 6. margin of success is 5, divided by 2 is 2.5 rounded down to 2. 2 units can now overrun

the moving units must have Overrun Combat. units move before all others move or fire. Targeting Movement Modifiers are "0". extra sucesses to not carry over to other rounds.

units employing overrun do not take part in normal move/fire sequence. Overrunning units make physical attacks as normal during the Physical Attact Phase

BANK INITIVE

before init roll may choose to lose init. lose 2 init this way then can choose to use 2 to take the init!

can only bank up to 4 rounds for two wins at any one time.

EDGE

Can be use to modify rolls. If an edge point is spent before a roll it offers a +1 per die(max +2). Spending it after will allow a re-roll or you can add one to a roll.

PILOTING CONT.	oontro	oto			
Contacts. get random assigned mechs from any 1 inner shpere tables,	contracts % by ton of equipement				
-3 scavenging/repair rolls	70 Uy (they	we		
	d6		salvage		
	1-2	100	0		
GUNNERY ADVANTAGES (every 5 missions = raise gunnery by 1) Fight on the Run: -1 on flank/run to-hits	3-4	100	5		
2nd -1 on all to-hit for walk,run,jump	5-6	95	5		
+1 to be hit when in a defensive position (hull down / voluntary prone)	7-8	80	20		
-1 to hit in long (not extreme) / suffer +2 on all physical attack	9-10	60	40		
2nd: -1 long range, -2 extreme range / suffer +2 on plysical and +1	11-12		50		
on short range +1 cover modifier in city/complex	13-14		75		
+1 cover modifier in forest/swamp	15-14		75		
+1 cover modifier in dark	17-18		100		
Dodge +1 cover if run/flank move over flat open terrain / all weapon +1 to hit	17-10	0	100		
One on one duel -1 hit (all ranges), -1 piloting					
Ignore 2nd target penalties					
2nd: -1 to hit all targets if aiming at 2 or more targets					
Specialize in 1 weapon (laser, missle, balastic) -1 to-hit with that weapon, +1 to hit with other 2 (taken only once)					
Penalty for called shots reduced by one	rando	random mechs			
Custom Mech	11				
Elite Equipment: Any one piece of lvl 3 or lower inner sphere device	-	all greens get F(lowest) eq. spend 1 edge			
2nd 2 pieces	(before battle) to bump eq up 1 lvl. ie F eq.				
3rd 3	to E e	to E eq.			
ect. sneaky bastard: +1 to to get 1 extra piece of salavage from employer, -2 to next contract					

RAISE EDGE:

New level= current level * 5 Raise to 2: 5 more missions Raise to 3: 10 more missions

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5 missions = 1st special ability, 6 more missions 2nd special ability, 7 more 3rd special ability.