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 Age*	Base P/G TNs*	Warriors	Support	Category Modifiers Experience	Equipment	Tech Level
☐ Family Trained (Nobility)	18	7/6	+0.08	+0.05	0	+0.05	0
☐ Academy/Clan Dropout	18	6/5	0	0	–0.05	0	0
☐ Academy/Clan Graduate	20	5/4	+0.05	0	0	0	0
☐ Academy Graduate w/ OCS	22	4/4	+0.10	0	+0.05	0	0
☐ Clan Graduate w/2+ Kills	20	4/3	0	0	0	0	+0.05

Commander's Origins	Base Age*	Base P/G TNs*	Warriors	Support	Category Modifiers Experience	Equipment	Tech Level
☐ Clan Origins	–2 yrs	–1/–1	–0.15	–0.15	+0.05	–0.08	+0.10
☐ Periphery Origins	+1 yr	+1/0	+0.15	+0.10	0	–0.03	–0.10

Combat Experience	Base Age*	Base P/G TNs*	Warriors	Support	Category Modifiers Experience	Equipment	Tech Level
☐ Covert Ops (x 1) (x 2)	+4 yrs	–1/–1	+0.03	+0.03	+0.10	–0.10	+0.05
☐ Paramilitary Service	+2 yrs	–0/–0	+0.05	+0.03	+0.05	0	0
☐ Training Battalion	+2 yrs	–0/–0	+0.05	0	+0.05	+0.05	0
☐ 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	Warriors	Support	Category Modifiers Experience	Equipment	Tech Level
☐ Bad Reputation	–0.13	–0.10	0	0	0
☐ Brave	+0.05	+0.05	+0.05	0	0
☐ Combat Paralysis	0	0	–0.10	0	0
☐ Combat Sense	0	0	+0.10	0	0
☐ Contact or Well-Connected	0	+0.05	0	+0.08	+0.05
☐ Enemy	0	–0.10	0	0	0
☐ Good Reputation	+0.08	+0.08	0	0	0
☐ Land Grant, Property, or Wealth	0	+0.08	0	+0.13	+0.05
☐ Madness	–0.10	–0.15	0	0	0
☐ Timid	0	0	–0.05	0	0
☐ Title	0	+0.05	0	+0.08	0
☐ Unlucky	–0.13	–0.10	–0.10	–0.03	–0.05
☐ SOC or CHA 3 or less	0	–0.10	–0.05	0	0
☐ SOC or CHA 7 or more	0	+0.10	+0.05	0	0
☐ Administration Skill (+3 or higher)	0	+0.08	0	+0.03	0
☐ Leadership Skill (+3 or higher)	+0.05	0	0	0	0
☐ Negotiation Skill (+3 or higher)	0	+0.05	0	+0.03	0
☐ 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
☐ Antallos/Port Krin (Periphery)	+0.15	–0.05	–0.10	+0.05	–0.10
☐ Arc-Royal (Lyran Alliance)	+0.15	+0.15	+0.10	–0.13	+0.05
☐ Astrokaszy (Periphery)	+0.25	+0.05	–0.05	–0.05	–0.05
☐ Fletcher (Chaos March)	+0.10	+0.05	–0.05	+0.10	–0.05
☐ Galatea (Lyran Alliance)	+0.15	0	0	+0.03	–0.05
☐ Herotitus (Periphery)	+0.20	+0.15	0	+0.03	–0.05
☐ Northwind (Chaos March)	+0.10	+0.05	+0.05	–0.03	+0.05
☐ Outreach (Chaos March)	+0.25	+0.05	+0.10	–0.08	+0.10
☐ Solaris VII (Lyran Alliance)	+0.15	+0.15	+0.05	–0.10	–0.05
☐ 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
☐ Lance	_____	6	8	4	36	4
☐ Company	_____	22	29	16	176	16
☐ Battalion	_____	70	93	70	630	70
☐ 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

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

Quantity	Warriors Experience	TN*	Point Cost	Final Cost		Quantity	Support Personnel 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

Quantity and Point Value

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

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

Technology Level and Point Values

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

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).