FORM SR 3070
(MERCENARY FORCE ROSTER)

MERCENARY COMMAND (OR SUBCOMMAND) NAME: _____

COMBAT ASSETS

List all combat assets and applicable ratings, maintenance costs and support staff here. Use additional forms for larger forces.

Unit Designation	Rank, Name (Warrior/Unit Cmdr)	Unit Type	Exp. Rating	Skill TNs	Tech Rating	Maintenance Cost/Man-Hours/Type	Tech/Mechanic (Man-Hours)
				/		/ /	( )
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				/		/ /	( )
				/		/ /	( )

Mercenary Statistics: **Dragoons Points**

Completed Missions: _____ = _____
Tech Support Generated: _____% = _____
Med. Support Generated: _____% = _____
Admin. Support Generated: _____% = _____
Transport Capacity: _____% = _____
JumpShip Capable? [Y] / [N] = _____
Commander Rating: _____ = _____
Force Experience (Avg.): _____ = _____
Level 2/Clan Tech Level: _____% = _____
Missions Failed: _____ = _____
Contracts Breached: _____ = _____
Command is in debt? [Y] / [N] = _____
MRBC registered? [Y] / [N] = _____
TOTAL MERCENARY RATING: _____

Additional Information:

Total Force Support Costs (C-bills): _____
Total Tech Support Required/Provided: _____ / _____
Total Med. Support Required/Provided: _____ / _____
Total Admin. Support Required/Provided: _____ / _____
DropShips (note auxiliaries with an asterisk [*]): _____
_____
_____
JumpShips(note auxiliaries with an asterisk [*]): _____
_____
_____
Commander's Leadership/Tactics/Negotiation/Scrounge Skills:
+_____ / +_____ / +_____ / +_____
Mercenary Command Hiring Hall: _____
Mercenary Command Base World: _____

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FORM SR 3070A (EQUIPMENT AND SALVAGE INVENTORY)

MERCENARY COMMAND/SUBCOMMAND: _____ **DATE:** _____

Weaponry/Equipment	Quantity [IS]	Quantity [Clan]	Weaponry/Equipment	Quantity [IS]	Quantity [Clan]	Weaponry/Equipment	Quantity [IS]	Quantity [Clan]
ER Large Laser			Micro Pulse Laser			Improved C^3 Computer		
ER Medium Laser			Flamer			ECM Suite (Guardian)		
ER Small Laser			Heavy Large Laser			TAG		
ER Micro Laser			Heavy Medium Laser			Light TAG		
ER PPC			Heavy Small Laser					
Large Laser			Anti-Personnel Pod					
Medium Laser			Artemis IV FCS					
Small Laser			Active Probe (Beagle)					
PPC			Light Active Probe					
Large Pulse Laser			CASE					
Medium Pulse Laser			C^3 Computer (Master)					
Small Pulse Laser			C^3 Slave					

Weaponry or Equipment	Quantity [IS]	Quantity [Clan]	Ammo (shots/type)
Anti-Missile System			
Autocannon/2			
Autocannon/5			
Autocannon/10			
Autocannon/20			
Flamer (Vehicle)			
Heavy Gauss Rifle			
Gauss Rifle			
Light Gauss Rifle			
LB 2-X Autocannon			
LB 5-X Autocannon			
LB 10-X Autocannon			
LB 20-X Autocannon			
Light Machine Gun			
Machine Gun			
Heavy Machine Gun			
Rotary Autocannon/2			
Rotary Autocannon/5			
Ultra Autocannon/2			
Ultra Autocannon/5			
Ultra Autocannon/10			
Ultra Autocannon/20			
Improved Narc Launcher			
Narc Missile Beacon			
ATM 3			
ATM 6			
ATM 9			
ATM 12			
LRM 5			
LRM 10			
LRM 15			
LRM 20			
MRM 10			
MRM 20			
MRM 30			
MRM 40			
Rocket Launcher 10			
Rocket Launcher 15			
Rocket Launcher 20			
SRM 2			
SRM 4			
SRM 6			
Streak SRM 2			

Weaponry or Equipment	Quantity [IS]	Quantity [Clan]	Ammo (shots/type)
Streak SRM 4			
Streak SRM 6			
Arrow IV System			
Sniper Artillery Piece			
Thumper Artillery Piece			
Long Tom Artillery Piece			

Components	Quantity/Tonnage [IS]	Quantity/Tonnage [Clan]	Notes
Cockpit			
Life Support System			
Sensors			
Upper Arm ('Mech only)			
Lower Arm ('Mech only)			
Hand ('Mech only)			
Upper Leg ('Mech only)			
Lower Leg ('Mech only)			
Foot ('Mech only)			
Jump Jets			
Heat Sink (Single)			
Heat Sink (Double)			

Components	Total Points	Notes
Standard Armor (points)		
F.F. Armor (IS, points)		
F.F. Armor (Clan, points)		
Stealth Armor (IS, points)		
Standard Int. Struct. (points)		
Endo Steel Int. Struct. (IS)		
Endo Steel Int. Struct. (Clan)		

Other Weapons/Equipment	Number and Tech Base	Notes
(Including Engines, Gyros, Targeting Computers, Hatchets, Swords, MASC,Vechicle Lift/Drive and Control Equipment, and so on)		

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FORM SR 3070B (MERCENARY PERSONNEL AND SALARY SHEET)

MERCENARY COMMAND/SUBCOMMAND:____________________ **DATE:** ____________

List all staff, including warriors, support members and vessel crews for DropShips and JumpShips owned by the mercenary command, and compute salaries based on the rules found in *Force Creation* (*Field Manual: Mercenaries, Revised*, p. 137). Use additional sheets as needed, or combine infantry squads/vehicle crews to save space (adjusting salaries accordingly).

COMBAT PERSONNEL			NON-COMBAT PERSONNEL			
Name	Role	Salary	Name	Role	Salary	Man-Hours

TOTAL FORCE SALARY (Base Monthly Contract):________________

BASE OVERHEAD (Total Force Salary x 0.05): ________________

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MERCENARY CONTRACT WORKSHEET

GENERAL INFORMATION

Contract Date: _____ Hiring Hall, World: _____

Mercenary Command Name: _____ Employer: _____

Mercenary Negotiator (TN): _____ (+_____) Employer Negotiator (TN): _____ (+_____)

Freelance Negotiator Fee: _____ C-bills

Mercenary Rating (Value): _____ (_____) **Base BP:** _____

Negotiator Skill TN Modifier: [(Mercenary) _____ – (Employer) _____] (x 10% BP) BP Modifier: _____

☐ Galatea or Outreach (MRBC) Hiring Hall ☐ Other Hiring Hall (–5% BP) BP Modifier: _____

☐ Mercenary Command not in debt (War Chest > 0 C-bills) ☐ Command in debt (–10% BP) BP Modifier: _____

☐ Two-player negotiation (gamemastered) ☐ One-player negotiation (–10% BP) BP Modifier: _____

Final BP Pool: _____

CONTRACT NEGOTIATION

	Starting Position	Mercenary Negotiation	Employer Counter	Final Position	BP Cost/ Value
Contract Type: (non-negotiable)	_____	—	—	—	—
Base Contract Length:	_____	_____	_____	_____	_____

☐ Mercenary seizes agenda (–_____ BP) **Mercenary**: –5 BP per month increased/decreased, max +/– 3 months
☐ +10 BP to delete emergency escape clause.

☐ Employer seizes agenda (+_____BP) **Employer**: +10 BP per month increased/decreased, max +/– 3 months
–10 BP per extension clause deleted (if mercenary seeks shorter term), max -3.

_____Contract extensions (3 standard) –10 BP per extension clause added (if mercenary seeks longer term), max +3.

Base Pay Multiplier: _____ _____ _____ _____ _____

☐ Veteran (or better) Mercenary Human Resources Administrator (+5 BP, this item only)

☐ Mercenary seizes agenda (–_____ BP) **Mercenary**: –5 BP per +0.1 multiplier, +2 BP per –0.1 multiplier (max +/– 1.0)

☐ Employer seizes agenda (+_____BP) **Employer**: –5 BP per +0.2 multiplier, +4 BP per –0.1 multiplier (max +/– 1.0)

Command Rights: _____ _____ _____ _____ _____

☐ Veteran (or better) Mercenary Command Administrator (+5 BP, this item only)

☐ Mercenary seizes agenda (–_____ BP)

Employer Offers	*Mercenary Counter (BP)*
Independent	Liaison (+5)
Liaison	Independent (–20)
House	Independent (–30), Liaison (–10), Integrated (+5)
Integrated	Independent (–40), Liaison (–20), House (–10)

☐ Employer seizes agenda (+_____BP) **Employer**: -10 BP to decrease level (one-level drop, House/Liaison Command only)
+8 BP to increase level (one-level increase, Independent/House Command only)

Overhead Compensation: _____ _____ _____ _____ _____

☐ Mercenary seizes agenda (–_____ BP) **Mercenary**: –5 BP per level from none, to half, to full
+2 BP per level from full, to half, to none

☐ Employer seizes agenda (+_____BP) **Employer**: –2 BP per level from none, to half, to full

Salvage Rights: _____ _____ _____ _____ _____

☐ Veteran (or better) Mercenary Logistical Administrator (+5 BP, this item only)

☐ Mercenary seizes agenda (–_____ BP) **Mercenary**: Add/subtract BP as indicated below for changing salvage rights type.
–5 BP to increase Exchange/Shared by 5%, +3 to decrease by 5%

Employer Offers	*Mercenary Counter (BP)*	*Employer Take-Back (BP)*
Full	Exchange (+30), Shared (+34), None (+53)	Exchange (+23), Shared (+26), None (+40)
Shared	Exchange (–5), Full (–45), None (+19)	None (+14)
Exchange	Shared (+4), Full (–40), None (+23)	Shared (+3), None (+17)
None	Exchange (–30), Shared (–25), Full (–70)	—

☐ Employer seizes agenda (+_____BP) **Employer**: Add/subtract half Mercenary Counter BPs for changing salvage type.
–3 BP to increase Exchange/Shared by 5%, +2 BP to decrease by 5%

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MERCENARY CONTRACT WORKSHEET CONTINUED

	Starting Position	Mercenary Negotiation	Employer Counter	Final Position	BP Cost/ Value
Support Rights:	_____	_____	_____	_____	_____

☐ Veteran (or better) Mercenary Administrator (any type not employed elsewhere, +5 BP for this item only)

☐ Mercenary seizes agenda (–_____ BP) **Mercenary**: Add/subtract BP as indicated below for changing support rights type.
–5 BP to increase Straight/Battle Loss by 5%, –3 BP to increase Both by 5% (per type)
+3 BP to decrease Straight/Battle Loss by 5%, +3 BP to decrease Both by 5% (per type)

Employer Offers	*Mercenary Counter (BP)*	*Employer Take-Back (BP)*
Both	Battle Loss (+19), Straight (+26), None (+34)	Battle Loss (+14), Straight (+20), None (+26)
Battle Loss	Both (–25), Straight (+8), None (+15)	Straight (+6), None (+11)
Straight	Both (–35), Battle Loss (–10), None (+8)	None (+6)
None	Both (–45), Battle Loss (–20), Straight (–10)	—

☐ Employer seizes agenda (+_____BP) **Employer**: Add/subtract half Mercenary Counter BPs for changing support type.
–3 BP to increase Straight/Battle Loss by 5%, –2 BP to increase Both by 5% (per type)
+2 BP to decrease Straight/Battle Loss by 5%, +1 BP to decrease Both by 5% (per type)

Transport Rights: _____ _____ _____ _____ _____

☐ Veteran (or better) Mercenary Transport Administrator (+5 BP, this item only)

☐ Mercenary seizes agenda (–_____ BP) **Mercenary**: Add/subtract BP as indicated below for changing transport type.
–3 BP to increase Partial by 5%, +2 BP to decrease by 5%

Employer Offers	*Mercenary Counter (BP)*	*Employer Take-Back (BP)*
Full	Partial (+23), None (+38)	Partial (+17), None (+29)
Partial	Full (–30), None (+15)	None (+11)
None	Full (–50), Partial (–20)	—

☐ Employer seizes agenda (+_____BP) **Employer**: Add/subtract half Mercenary Counter BPs for changing transport type.
–2 BP to increase Partial by 5%, +1 BP to decrease by 5%

Renegotiations: _____

☐ Renegotiations. (Note that renegotiating any point doubles the BP costs, but not the value of any concessions.)

☐ No renegotiations. Contract terms accepted as currently negotiated.

FINAL CONTRACT TERMS:

Contract Payment (Base Monthly Salary x Base Pay Multiplier x Contract Length) = _____C-bills
Contract Support Payment (Monthly Support Cost x Straight Support % x Contract Length) = _____C-bills
Contract Transport Payment ([Owned Vessel Costs, *FM: M(R)* p. 170] x Transport %) = _____C-bills
Total payment due from employer: _____C-bills

MRBC Handling Fee (Contracts negotiated through Outreach or Galatea only) = _____C-bills
Contract Overhead (Contract Monthly Payment x 0.05, x 0.025 if half-paid, or x 0 if fully paid) = _____C-bills
Total Pre-Mission Costs: _____C-bills

Sign-on Bonus (Total Payment Due x [BP/2]%) = _____C-bills
Final Total Contract Payment Due
(Total Payment Due – Total Pre-Mission Costs + Sign-on Bonus) = _____C-bills

Advance: Up to 25% of Final Total Contract Payment (MRBC-handled contracts only) = _____C-bills

Estimated Transport Fees (Sum of owned and chartered transports, plus jumps and "hazard pay") = _____C-bills

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