MERCENARY FORCE CREATION SHEET

STEP 1: CREATE A LEADER

Check all that apply and add the listed bonuses. Tour of Duty repeat multipliers (*CBT:RPG* Life Path/Fast Generation Experience Bonuses) apply to all modifiers gained per Tour of Duty repeat (to a maximum of three passes). Rows that show an asterisk (*) in a modifier column add +1 to any modifier column where the asterisk appears for that Life Path, Origin, Experience, Attribute, Skill or Trait only. The player chooses the column that receives this bonus.

LIFE PATH/ORIGIN BONUSES (*CBT:RPG COMMANDERS ONLY*)

Life Path/Origin	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Clan Origins	−1	−1	−1	−1	−1	0	+1	+2	0	−3
☐ Inner Sphere Origins	0	0	0	0	0	0	0	0	0	0
☐ Periphery Origins	+1	+1	+1	+1	+1	0	0	−2	0	−2
☐ Nobility	+1*	*	*	*	*	+1	0	0	0	+2
☐ Academy Path (Incomplete)	−1	0	+1	0	0	0	−1	0	0	−1
☐ Academy Path (Complete)	0	+1	0	0	0	0	0	0	0	0
☐ Officer Candidate School	+1	0	0	0	0	0	0	0	0	0
☐ Paramilitary Service	0	+1	0	0	0	+1	+1	0	0	0
☐ Training Battalion	+1	0	0	0	0	0	+1	0	+1	0
☐ Tour of Duty (x 1) (x 2) (x 3)	+1	0	0	+1	0	0	+1	+1	0	0
☐ Covert Ops (1st pass)	*	*	*	*	*	0	+2	+1	−2	0
☐ Covert Ops (2nd pass)	*	*	*	*	*	0	+2	+1	−2	0
TOTAL	___	___	___	___	___	___	___	___	___	___

TRAINING/ORIGIN/EXPERIENCE BONUSES (*FAST GENERATION COMMANDERS ONLY*)

Highest Training	Base Age (and P/G TNs)	Personnel Modifiers						Point Pool Modifiers			
		Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Family Trained (Nobility)	18 (7/6)	+1*	*	*	*	*	+1	0	0	0	+2
☐ Academy/Clan Dropout	18 (6/5)	−1	0	+1	0	0	0	−1	0	0	0
☐ Academy/Clan Graduate	20 (5/4)	0	+1	0	0	0	0	0	0	0	0
☐ Academy Honors Graduate	22 (4/4)	+1	+1	0	0	0	0	+1	0	0	0
☐ Clan Graduate w/ 2+ Kills	20 (4/3)	0	0	0	0	0	0	0	+1	0	0

Origins/Experience	Age (and P/G Mods)	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Clan Origins	−2 (−1/−1)	−1	−1	−1	−1	−1	−1	+1	+2	0	−3
☐ Periphery Origins	+1 (+1/+0)	+1	+1	+1	+1	+1	0	0	−2	0	−1
☐ Covert Ops (1st pass)	+4 (−1/−1)	*	*	*	*	*	0	+2	+1	−2	0
☐ Covert Ops (2nd pass)	+4 (−1/−1)	*	*	*	*	*	0	+2	+1	−2	0
☐ Training Battalion	+2 (+0/+0)	+1	0	0	0	0	0	+1	0	+1	0
☐ Tour of Duty (x 1) (x 2) (x 3)	+2 (−1/−1)	+1	0	0	+1	0	0	+1	+1	0	0
TOTAL		___	___	___	___	___	___	___	___	___	___

ATTRIBUTE/TRAIT/SKILL BONUSES (*ALL COMMANDERS*)

Attribute/Trait/Skill	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Bad Reputation	−1	−1	−1	−1	−1	-1	0	0	0	0
☐ Brave	+1	0	0	0	+1	0	+1	0	0	0
☐ Combat Paralysis	0	0	0	0	0	0	-2	0	0	0
☐ Combat Sense	0	0	0	0	0	0	+2	0	0	0
☐ Contact	0	0	0	*	*	*	0	+1	+1	+1
☐ Enemy	0	0	0	−1	−1	−1	0	0	0	0
☐ Good Reputation	*	*	*	*	*	*	0	0	0	0
☐ Land Grant	0	0	0	+1	0	+1	0	+1	+2	+1
☐ Madness	−1	−1	−1	−2	−2	-2	0	0	0	0
☐ Property	0	0	0	+1	0	+1	0	+1	+2	+1
☐ Timid	0	0	0	0	0	0	−1	0	0	0
☐ Title	0	0	0	+1	0	0	0	0	+1	+1
☐ Unlucky	−1	−1	−1	−1	−1	−1	−2	−1	0	−1
☐ Wealth	0	0	0	+1	0	+1	0	+1	+2	+1
☐ Well-Connected	0	0	0	*	*	*	0	+1	+1	+1
☐ CHA 3 or less	0	0	0	−1	−1	−1	−1	0	0	0
☐ SOC 3 or less	0	0	0	−1	−1	−1	−1	0	0	0
☐ CHA 7 or more	0	0	0	+1	+1	+1	+1	0	0	0
☐ SOC 7 or more	0	0	0	+1	+1	+1	+1	0	0	0
☐ Administration Skill (+3 or higher)	0	0	0	+1	0	+1	0	0	0	+1
☐ Leadership Skill (+3 or higher)	*	*	*	0	0	0	+1	0	0	0
☐ Negotiation Skill (+3 or higher)	0	0	0	*	*	*	0	0	0	+1
☐ Scrounge Skill (+3 or higher)	0	0	0	+1	0	0	0	+1	0	+1
FINAL TOTALS	___	___	___	___	___	___	___	___	___	___

COMMANDER'S INFORMATION

RANK/NAME: _____   ROLE: _____

CMDR'S FINAL AGE: _____ years   Tactics: +___   Leadership: + ___   Administration: + ___

CMDR'S CBT P/G SCORES: ___/___   Strategy: + ___   Scrounge: + ___   Negotiation: + ___

MERCENARY FORCE CREATION SHEET 2

STEP 2: RUNNING THE PATHS

Check the appropriate hiring hall(s) used (if any). If more than one hall is used during the creation process, subtract 2 points from Cash per switch and reduce all modifiers awarded by the second and subsequent halls to half (rounding down). Note the total of all modifiers on the Total line.

HIRING HALL

Hiring Hall World (Location)	Personnel Modifiers						Point Pool Modifiers			
	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
☐ Antallos/Port Krin (Periphery)	0	+1	+2	−1	0	0	−2	−2	+1	0
☐ Arc-Royal (Lyran Alliance)	+1	+1	0	+1	+1	0	+2	+1	−2	−1
☐ Astrokaszy (Periphery)	0	+2	+3	+1	0	0	−1	−1	−1	0
☐ Fletcher (Chaos March)	+1	+1	0	+1	0	0	−1	−1	+2	0
☐ Galatea (Lyran Alliance)	+2	+1	0	0	0	0	0	−1	+1	−1
☐ Heroditus (Periphery)	0	+2	+2	+1	+2	0	0	−1	+1	−1
☐ Northwind (Chaos March)	+1	+2	0	+2	0	0	+1	+1	0	−1
☐ Outreach (Chaos March)	+2	+2	+1	+1	0	0	+2	+2	0	−3
☐ Solaris VII (Lyran Alliance)	+2	+1	0	+2	+1	0	+1	−1	−1	−2
☐ Westerhand (Capellan Confederation)	+1	+1	0	0	0	0	−1	−1	−1	0
TOTAL	___	___	___	___	___	___	___	___	___	___

PATHS RUN

List path names, event rolls and all applicable modifiers based on the rules for *Running the Paths* (beginning on p. 141). Use additional sheets as necessary. The Recruiting Path may only be run twice consecutively at any time (though it can be repeated after taking a Combat Experience path). Combat Experience event rolls subtract 1 for every two repeats taken. Note the total of all modifiers on the Total line. Account for any events where Cash Points were burned on a reroll by subtracting 1 from the Cash Pool modifiers.

Path Name	Event Roll	Personnel Modifiers						Point Pool Modifiers			
		Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___	___	___	___

TOTAL TIME:_____ **TOTAL MODS:** ___ ___ ___ ___ ___ ___ ___ ___ ___ ___

IDENTIFYING FORCES AND OBTAINING TRANSPORT

Use the Form SR 3070 (Mercenary Force Roster) to keep track of the names, types, tech and experience levels of all units generated, as well as maintenance costs and type. Note rules for exchanged unit types, including warriors and non-combat personnel (p. 145). Also note all Pool points used to modify roll results on the Total line below, whether from normal modifications or by burning cash. For attempts to obtain transport, add the Cash Points used to the total.

	Same	Comp	Dist	Sup	Med	Admin	Exp	Tech	Mass	Cash
Total Points Used	___	___	___	___	___	___	___	___	___	___

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)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)
_____	_____	_____	_____	__/__	_____	____ / ____	/ ____	_____ (___)

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: _____

FORM SR 3070 (EQUIPMENT AND SALVAGE INVENTORY)

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

Weaponry/Equipment	Quantity [IS]	[Clan]	Weaponry/Equipment	Quantity [IS]	[Clan]	Weaponry/Equipment	Quantity [IS]	[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]	[Clan]	Ammo (shots/type)	Weaponry or Equipment	Quantity [IS]	[Clan]	Ammo (shots/type)
Anti-Missile System				Streak SRM 4			
Autocannon/2				Streak SRM 6			
Autocannon/5				Arrow IV System			
Autocannon/10				Sniper Artillery Piece			
Autocannon/20				Thumper Artillery Piece			
Flamer (Vehicle)				Long Tom Artillery Piece			
Heavy Gauss Rifle							

Components	Quantity/Tonnage [IS]	[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)			

Weaponry or Equipment (left column continued):

Weaponry or Equipment	Quantity [IS]	[Clan]	Ammo (shots/type)
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			

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)		

FORM SR 3070 (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* (p. 148). 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): _____

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 (+10)
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 BP as shown 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 (+40), Shared (+45), None (+70)	Exchange (+30), Shared (+34), None (+53)
Shared	Exchange (–5), Full (–45), None (+25)	None (+19)
Exchange	Shared (+5), Full (–40), None (+30)	Shared (+3), None (+23)
None	Exchange (–30), Shared (–25), Full (-70)	—

- ☐ Employer seizes agenda (+_____BP)   **Employer**: Subtract half BP (round normally) above for changing salvage rights type.
  - –3 BP to increase Exchange/Shared by 5%, +2 BP to decrease by 5%

	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 BP as shown below for changing support rights type.
 –5 BP to increase Straight/Battle Loss by 5%, –3 BP to increase both by 5%
 +3 BP to decrease Straight/Battle Loss by 5%, +3 BP to decrease both by 5%

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

☐ Employer seizes agenda (+_____BP) **Employer**: Subtract half BP above for changing support rights type.
 –3 BP to increase Straight/Battle Loss by 5%, –2 BP to increase both by 5%
 +2 BP to decrease Straight/Battle Loss by 5%, +1 BP to decrease both by 5%

Transport Rights: _____ _____ _____ _____ _____

☐ Veteran (or better) Mercenary Transport Administrator (+5 BP, this item only)
☐ Mercenary seizes agenda (–_____ BP) **Mercenary**: Add BP as shown below for changing transport rights type.
 –5 BP to increase Partial by 3%, –2 BP to decrease by 3%

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

☐ Employer seizes agenda (+_____BP) **Employer**: Subtract half BP above for changing support rights type.
 –3 BP to increase Partial by 3%, +2 BP to decrease by 3%

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, 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