



Player Rules

Rules Version 3.2 (12/07/2025)

Introduction

BattleTech Missions is an ongoing BattleTech campaign in which each player plays the role of a 'Mech pilot working for a small Mercenary company. Players will develop and improve their pilots over the course of a series of Missions. Each mission will involve a group of preferably 4-6 'mechs with a defined set of objectives. Each pilot in the group will receive rewards in the form of C-Bills and XP based on whether the mission is successful, their 'mech survives, how damaged it is, and so forth. C-Bills are used to upgrade 'mechs, XP is used to upgrade pilots. Missions are organized into **Campaigns**, which themselves are a cohesive story.

The current year is 3028. Despite the fact that the third succession war hasn't even been over long enough to write the textbooks, the Federated Suns, with their allies in the Lyran Commonwealth, have just launched a huge offensive across their Capellan and Combine borders, respectively. There is doubtless plenty of work for a fledgeling Mercenary company to keep busy.

Each "Season" of BattleTech Missions takes a new year in the timeline. Seasons are (generally) a collection of six missions. Seasons are typically launched at Gen Con, but can be played any time after that.

Getting Started

Each Player begins the game with:

- A pilot with Gunnery skill of 4, Piloting skill of 5, and 15 XP to spend on abilities.
- 2,500,000 C-Bills
- The ability to pilot Light 'mechs (only)

There is a list of 'mechs available to all starting players at the end of this document. As the game goes on, players can recruit additional pilots and buy additional 'mechs (see below)

Stables, 'Mechs and Pilots

Players control a *stable* of one or more 'mechs and pilots. They start with 2,500,000 C-Bills and a single pilot. They will purchase 'mechs with C-Bills from the list of available 'mechs at the end of this document. If a pilot chooses to join a faction (optional but free) they will unlock an additional number of faction specific 'mechs they can buy. Finally pilots may also gain the ability to purchase 'mechs that have been salvaged in missions (see **Missions and Certs**, below). You may have as many 'mechs as you can afford.

Players may also recruit any number of additional pilots. Like their initial pilot, these pilots start with Gunnery Skill 4, Pilot Skill 5, and 15 XP. They do not start with any C-Bills or a beginning 'mech. They may join any faction, regardless of the factions of other pilots in your stable. Pilots can pilot any 'mech in your stable that you have purchased, providing:

- 1) You have salvaged that 'mech (see "Certs" below)
- 2) The 'mech is listed at the end of this document in the "All Factions" section.
- 3) The 'mech is listed at the end of this document in the Faction section matching that pilot.

Factions

At any time the player may select a **Faction** for a pilot. Each faction has different advantages, including unique 'mechs and faction specific pilot abilities. Some missions will have faction specific events that affect how the mission plays out or affect the mission rewards.

- Note that a pilot's primary allegiance is always to the fellow pilots they have taken the field with, not to their faction.
- Once a faction has been selected, the player cannot change their faction.

'Mechs: Each faction has a list of faction-specific 'mechs that are available for purchase by a stable, but may only be used by pilots belonging to that faction. However, if the same 'mech is available for purchase via salvage, then that 'mech may be piloted by any pilot in the stable.

Faction Abilities: These are special abilities that can be purchased using XP. They are similar to Pilot Special Abilities, except that they do not count against the maximum allowed special abilities pilots can have based on their piloting skill.

Scenarios and Certs

Each Mission is a single game intended for 4-6 players, though can be expanded in either direction if needed. The players will all form a single team while the GM will run the opposing force(s).

At the beginning of the mission, the GM will read out the mission briefing, and then you may select which pilot and 'mech you are bringing to that mission. Missions will generally have a Piloting Skill requirement. At his discretion, Your GM may allow you to play a pilot outside of that

skill range, but it is generally discouraged. Big disparities in Piloting skill (and abilities) can make the game significantly less fun for the players at the lower end of the power spectrum. If you don't have an appropriate pilot, you may play a pregenerated pilot if you prefer. (See **Pregens** below).

Completion of a scenario will result in the awarding of a Mission Certificate (“Cert”). Certs are your character record for all of the missions you’ve completed, rewards accrued, and bonus equipment or support that you can use in subsequent missions. These will include XP and C-Bill rewards, as well as pieces of equipment or ‘mechs that are now available to the player.

Certs include a C-Bill reward, based on whether the players succeeded in their mission objectives, and the state of their ‘mech at the end of the game. If a ‘mech is severely damaged or destroyed, then the pilot is considered to have to spend some of his reward C-Bills repairing or replacing the ‘mech. C-Bills are rewarded to the player’s **Stable**, not a specific pilot, and can be used by any pilot.

Typical Award	Value (Mech survives)	Value (Mech Severely Damaged)	Value (Mech Destroyed)
Winning a Scenario	350,000	250,000	100,000
Losing a Scenario	150,000	100,000	50,000
Scenario Bonus	Varies	Varies	Varies

“Severely Damaged”: A mech is considered “Severely Damaged” if it has lost its head, a leg, a side torso, both arms, the gyro, or the engine.

“Destroyed”: A ‘mech is considered destroyed if its center torso is destroyed, either through ammo explosion or damage dealt.

Unlike most Battletech campaigns, the nitty-gritty details of ‘mech repairs are abstracted away. To keep things interesting for the players, even total ‘mech destruction isn’t a serious setback. No matter what state a ‘mech is in at the end of a scenario, it is completely repaired and rearmed for the start of the next scenario.

Typically, missions will also include a “Bonus Objective”. This could be anything from completing the main objective in a given number of turns, gathering some additional intel, capturing an enemy pilot, etc. Completing the Bonus objective will give additional rewards.

Mission certs also include an XP award. These vary based on whether the pilot would have survived the mission. Because this is an ongoing campaign, pilot death would be a real bummer. Therefore, if a pilot is “killed” (per standard Battletech rules), he is considered to have made a miraculous escape, possibly in a slightly irradiated refrigerator. However, the pilot will receive less XP for that mission.

Typical Award	Value (Pilot Survives)	Value (Pilot Killed)
Winning a Scenario	15	5
Losing a Scenario	8	3
Each 'Mech/Combat Vehicle killed by party ¹	1	1

Kill XP are awarded to each player; they are not split. If a group of four players kills two 'mechs, then each player will be awarded 2 extra XP. “Combat Vehicles” does not include APCs, Trucks, or other vehicles not intended for direct combat.

Opponent’s 'mechs that have been **disabled**, but not destroyed, will become available for purchase by any participating player for the amount listed on the Cert. 'mechs that are not salvaged should be crossed off the cert by the GM. Please note that salvaging a 'mech does not immediately make it available for use - it simply makes it available for purchase. You still must pay the C-Bill cost for the new 'mech.

Mechs are **disabled**, and thus salvageable, if they have not been completely destroyed and either:

- The Pilot has been killed (due to cockpit or head destruction)
- The engine or Gyro has been destroyed
- One or more legs have been destroyed
- They have been “Mission Killed” (reduced to either no mobility or no firepower)

Your GM may determine if a 'mech qualifies for salvage at the end of the mission even if it doesn't meet these rules.

Some certs will also include **Additional Rewards**. Additional rewards can take the form of a **Limited Use Bonus**, **Optional Gear**, or **Mission Support**. Additional rewards typically have a limited number of uses indicated on the cert. Once those uses have been expended, the reward can no longer be used. The cert will include all rules associated with the reward, and the cert will take precedence if it contradicts the rules here.

Limited use bonuses provide the player with some temporary bonus, such as a bonus to hit for a single attack or the ability to bypass a hex of terrain for a movement, etc.

Optional Gear is a piece of gear that can be carried into combat on the player's mech. The effect of the gear (including any possible drawbacks/penalties due to having it) are explained on the cert. You must decide at the beginning of a scenario if/what optional gear you're bringing along, and you can only bring one piece of optional gear along on any given mission.

Mission Support rewards are additional units that can be brought along on a mission and controlled by that player. You may only bring one mission support unit on any given mission, and only one player can bring mission support at a time. These units will typically have some cost associated with them (typically fuel and maintenance).

Finally, Mission Certs will also include a "Debrief". This will typically involve things that your character has learned, either through debriefings, scuttlebutt, or the myriad other ways that pilots actually learn about what's going on.

Applying Certs: Certs are applied to the ***pilots who participated in that mission***, giving them XP and additional rewards. A *Pilot* may not participate in the same mission twice, and cannot have the same mission cert applied to them twice. If a player wishes to play a mission that they have already played, they have two options:

Replay Option 1: New Pilot: The player can create a new pilot to add to their stable, and use that pilot to play the mission again, gaining the rewards.

Replay Option 2: Pregen: The player can choose to play a pregenerated character. If they do this, they may apply the Cert to any *other* pilot in their stable (assuming that pilot hasn't played the mission). Players may also delay applying the cert until a later time. If they do so, they can immediately apply the C-Bill reward to their stable, and apply the other rewards at any later time - including mid-mission if they wish to use an additional reward.

Spending XP

XP can be spent on upgrading Piloting and Gunnery Skills, unlocking heavier 'mech weight classes, and on Pilot Abilities (below). Once spent, XP cannot be "unspent".

Upgrading your pilot

Upgrade	XP Cost	Upgrade	XP Cost
Piloting 5 to 4	40	Gunnery 4 to 3	50
Piloting 4 to 3	80	Gunnery 3 to 2	100
Piloting 3 to 2	160	Gunnery 2 to 1	200
Piloting 2 to 1	320	Gunnery 1 to 0	400
Piloting 1 to 0	640	Unlock Medium 'mechs	30
Buying a Pilot Ability	Varies	Unlock Heavy 'mechs	60
		Unlock Assault 'mechs	90

All Pilots begin the game with 4 Gunnery, 5 Piloting.

Pilots only start with the ability to pilot light 'mechs and must buy the ability to pilot heavier mechs. There is no requirement to purchase weight classes in order, so a pilot might choose to skip straight to unlocking Assault mechs. (And if so, they cannot pilot Medium or Heavy mechs unless they buy those abilities separately)

You may only spend XP between missions.

Side Hustle: A Pilot may choose to spend XP on a "Side Hustle". This is time spent earning money that should normally be spent on training. Immediately after a mission, you may exchange XP you earned during that mission for C-Bills at the rate of 5 XP for 150,000 C-Bills.

Note: Your first pilot may choose to do this immediately, but afterwards any new pilots created must wait until after their first mission to do this.

Spending C-Bills

Players will primarily spend C-Bills on purchasing new 'mechs, but some special abilities will allow them to spend C-Bills during a scenario. C-Bills are always applied to the stable and can be used on behalf of any pilots in that stable.

Selling Mechs: You may sell any 'mech in your stable for 80% of the purchase cost.

Unless a Cert or Pilot ability says otherwise, you may only spend C-Bills between missions.

Simulator Time: Pilots can rent time in simulators to improve their pilot skills. Between missions, you may exchange C-bills earned during that mission in exchange for XP. For every 150,000 C-bills spent, you will earn 5 XP. When making your first pilot, you can do this with leftover C-bills from your initial 'mech purchase, but only up to three times.

Pilot Abilities

Battletech Missions pilots aren't just everyday 'mechwarriors: They're heroes. This means that they can have special abilities that set them above regular pilots. Pilot abilities are bought using XP, and come in two different categories: **Faction Abilities** and **Special Abilities**.

Some Pilot abilities may only be purchased by pilots that have a certain Piloting Skill level (or lower). The cost of pilot abilities are listed as XP/PS. For example, 15/5 means the ability costs 15 XP, and the pilot must have a piloting skill of 5 or less.

Prerequisites: Some Pilot Skills also have prerequisite abilities. Those are listed as part of the cost. For example, Maneuvering Ace has a cost of (30/4, Burst of Speed) - meaning that it costs 30 XP, can only be purchased by pilots with a piloting skill of 4 or lower, and they must have purchased the Burst of Speed ability first.

Multiple Uses: Many Pilot Abilities can only be used once per scenario. However, some of those can be purchased multiple times, allowing multiple uses during a single mission. If a Pilot Ability has multiple costs listed, then the subsequent costs must be paid for each additional use. For Example: Edge is (15/5, 30/4, 45/3). That means that it can be purchased three times. Note these costs are cumulative. For example, a pilot buying two uses of Edge will have paid a total of 45 XP, and had to have a piloting skill of 4 or less when making the second purchase.

Faction Abilities

Each faction has 3 special faction abilities. These abilities are broken down by Maximum Pilot Skill. If a pilot's skill is higher than the max, then that faction ability may not be purchased. Each faction also has a theme for their faction abilities. To purchase a higher level ability you must have the lower level abilities first.

Federated Suns (Davion) - Tactician

Tactical Genius (15/5): Your team wins initiative ties. Additionally, once per scenario you take any teammate's place in initiative if using random initiative, or if they are forced to move due to an enemy PSA.

Call Them Out (30/4): During the movement phase, when it is the enemy's turn to select a unit to move, you may select which unit for them. If they have multiple units to move you only select one of them. Usable three times per scenario, but only once per turn.

Combat Intuition (45/3): Once per scenario, during the heat phase of any turn (before movement dice are removed) you may declare that you are "Getting the Jump" on the opposition. You may make a full move and attack immediately. Any generated heat counts against this turn, and opposition 'mechs retain their movement dice. Any movement made during this phase will act as an *additional* penalty to hit - i.e. if you ran during the movement phase, and then jumped while using Combat Intuition during the end phase, you will have a total movement penalty of +5 to hit for all attacks during the end phase. You may still move and fire as normal on the following turn.

Capellan Confederation (Liao) - Fanatic

For the Chancellor! (15/5): You may take a pilot hit to add 1 to an attack roll after it is rolled.

After you, I insist! (30/4): At any time before you move for a turn, you may take a pilot hit to move at the end of initiative, after all other units have moved. In effect, this moves you out of the initiative order (requiring recalculation of which friendly units must move in each phase).

Fanaticism (45/3): Once per scenario, during the end phase of a turn, you may declare that you are using Fanaticism. During the following turn, all attacks made by you are made with a -2 to hit bonus. However, all attacks made *against* you are also made with a -2 to hit bonus.

Free Worlds League (Marik) - Teammaker

Plays well with others (15/5): Three times per mission, for one turn only, you may declare one other pilot to be your partner and an enemy unit that you can see within 10 hexes as your target. All your and your partner's attacks against the target have a -1 to hit bonus.

Take the Hit (30/4): When one of your teammates is hit by a weapon attack, if you are at least as close to the attacker as you are to your teammate and in the attacker's same firing arc, you can take the damage instead. Must be played after the to-hit roll is made, but before the location is rolled. Usable once per round.

Share the wealth (45/3): If both players agree, any player on your team can use a PSA or faction ability possessed by another. This ability must be limited in some way. If it is a "Usable <n> times per scenario" ability, then this use counts for the owning player. If the ability requires a pilot hit to use, **you** take the pilot hit, and must roll consciousness accordingly.

Draconis Combine (Kurita) - Samurai

Bushido (15/5): Once per scenario you may declare a target for a duel. Attacks against that target are made with a -1 to hit bonus. However, attacks against any other target have a +1 penalty. You may declare your target during any fire declaration phase. These modifiers last until the end phase of the turn the designated target retreats off the map or is otherwise defeated or destroyed. If the target of your duel begins his turn with line of sight and within the longest range of your weapons, but does not end his movement within range and within line of sight, you may choose to ignore this power until the opponent ends his movement within range and line of sight. If you have already declared a dueling target (for example, via FIGHT ME!), Bushido must target the same 'mech.

FIGHT ME! (30/4): Once per scenario you may challenge a target for a duel. While the target of your challenge can see you and is in short or medium range for his longest range weapon, attacks made by him that target anyone other than you are made at +1. If you have already selected a dueling target (for example, via Bushido), FIGHT ME must target the same 'mech.

Aggressive Charger (45/3): You may make weapon attacks in the same turn as a charge (but not Death from Above) attack, so long as those attacks are made against the target of the charge. If you are charging your duel target, the charge attack is made with a -2 bonus to attack.

Lyrans Commonwealth (Steiner) - Intimidator

Intimidate (15/5): Once per game, at any time during the move phase, declare that you are "Standing your ground" for that turn. This ability affects all enemy 'mechs that have line of sight to you and have not moved yet that turn. No affected 'mech can move closer than 8 hexes to

you. 'Mechs that start within 8 hexes may not end their move closer than they started, but may otherwise move normally.

Bull Rush (30/4): Once per turn, you may attempt to move through an opponent's hex. Attempts to bull rush non-mech units are automatically successful. If the opponent is a 'mech, upon entering the opponent's hex, make a PSR. If successful, you enter their hex but must leave it by the end of the movement phase. If you cannot leave the opponent's hex by the end of the move phase, you are ejected into the hex you moved into the opponent's hex from, and must make a PSR at +2 or be knocked prone (including taking falling damage and potential pilot damage). If the PSR fails, you spend the MPs to enter the enemy's hex, but fail to do so. You may continue to move with remaining MPs, but cannot attempt to bull rush the same opponent this turn.

PANIC! (45/3): Take 1 pilot hit. Choose one opponent. They cannot willingly leave their current hex this turn. They can still spend MPs (for example to turn or stand), and they can still be forced out of their hex through involuntary movement (getting pushed, displacing to avoid DFA, etc.). They are not, however, considered "Immobile".

Mercenary (Money)

Payday (15/5): Bonus 50,000 C-Bills for successful missions, 10,000 C-Bills for unsuccessful ones.

Doc Wagon Contract (30/4): Once per scenario, remove up to one pilot hit from every other friendly pilot. Any unconscious pilot that removes a point of damage may make an immediate consciousness roll at the new damage total (pilots with no damage automatically wake up)

Shifting Loyalties: (45/3): Once per game another player may grant you a single use of one of their faction abilities which costs 30xp or less. You pay any costs associated with using that ability. If the ability has ongoing effects, they last until the end of the next turn. That ally may still use that ability normally. You may use this ability at any time the "borrowed" ability can be used, but not to affect the outcome of a roll, unless the ability specifies that it can be used after a die roll. For example, a player could borrow "For the Chancellor" from a Capellan ally after missing an attack roll by 1, but they could not borrow "I downloaded Sarna" from their Comstar ally after rolling a 7 on a determining critical hits roll. (They could, however, borrow that ability immediately before making the roll)

Comstar (Space AT&T) - The guy with all the cool toys

I downloaded Sarna (15/5): Same as “Human TRO”. You may add +1 to Determining Critical Hits rolls. If there is any “secret” information about a ‘mech’s layout (per scenario rules) you know it as soon as you can see it.

Portable Scanner (30/4): You are considered to always have “Scanning Equipment” for scenarios that require scanning a target (and that specify modified scanning rules for ‘mechs with “Scanning Equipment”), with a range of 2. If your ‘mech has scanning equipment already (for example, a Beagle Probe), increase its range by 2. Alternatively, you can add 2 to the required range specified in the scenario (i.e. if the scenario specifies that you must be within 5 hexes of the target to scan it, you can scan if you are within 7 hexes).

This? It’s just something I had lying around (45/3): You have access to several *lostech* ‘mechs. They include: Mongoose MON-66b (3,754,479 C-bills), Crab CRB-27b (4,470,875 C-Bills), Black Knight BL-6b-KNT (7,707,438 C-Bills), Battlemaster BLR-1Gb (9,496,543 C-Bills)

Periphery (Space Hicks) - Make do with what ya got

Salvage Expert: (15/5): At the end of a scenario you may select one enemy Battlemech which was destroyed but unsalvageable due to damage: Unlock that ‘mech on your mission cert.

Frontier Medicine (30/4): Once per game you can apply a -2 bonus to a consciousness roll TN for any one player. You may declare that you are using the bonus after the dice are rolled.

How are you still alive? (45/3): After a specific weapon or melee attack is resolved against you, you may take 1 pilot hit to retroactively cause it to miss. This can be done after a hit location or determining critical hits roll is made.

Special Abilities

A Pilot may also have Special Abilities, regardless of his faction. Some Special Abilities have prerequisites just like Faction Abilities. These requirements will be listed in the Special Ability description. A Pilot can only have a limited number of Special Abilities based on the chart below:

Piloting Skill	Max Special Abilities	Piloting Skill	Max Special Abilities
5	1	2	4
4	2	1	5
3	3	0	6

Faction abilities do not count against these limits. In other words, a Pilot with a skill of 5 can have a single Special Ability as well as the starting ability for their faction. Special abilities with multiple uses (for example, Edge) only count as a single Special Ability regardless of the number of uses the pilot has purchased.

Common Concepts:

Several of the abilities use similar phrases. Unless otherwise specified, these have the following rules:

Take a Pilot Hit: If the ability says “Take a pilot hit”, you may not play this ability if your pilot has already taken 5 hits. Additionally, unless the ability says otherwise, you must roll for consciousness at the end of the phase in which you use the ability.

Roll an additional Determining Critical Hit (DCH) roll with a <x> modifier: If the attack succeeds, you may make a determining critical hits roll, regardless of whether or not the attack damages structure. If the attack damages structure, then you get the roll for the ability (with the modifier specified), plus the roll for dealing internal structure damage. For example, if you hit with Swordsman and do not deal structure damage, you’ll get a single DCH roll with a -1 penalty. If the attack does deal structure damage, then you’ll have two DCH rolls - one with a -1 penalty (for the PSA), and one with no penalty (for dealing structure damage). This *will* stack with a 2 location roll (whether or not the optional Floating Critical Hits rule is in effect). So if you hit a location due to a 2 hit location roll and deal structure damage using one of these powers you will have

three DCH rolls - one at with the power's modifier, and two with no modifier. This feature works at most once per round for a given weapon system. You must select which hit location roll will trigger the DCH roll before rolling.

Special Abilities:

Edge (15/5, 30/4, 45/3): Force an opponent to re-roll one roll.

Luck (15/5, 30/4, 45/3): Re-roll an attack roll or PSR. Must take the second roll.

The Saboteur (15/5, 30/4, 45/3): Once per scenario, you may cause one of the following bad things to happen to an enemy 'mech:

Bad Back: The 'mech may not torso twist this turn

Busted Radiator: The 'mech gains 5 heat this turn. This counts as an "External Heat" source. (No 'mech can gain more than 15 heat in a turn from external sources like flamers - See TW page 159)

Ha Ha, Missed me!: Subtract one from an attack roll after the roll has been made

Banana Peel: A single enemy PSR is made at +2. Must be played before the roll is made.

Rapid Shot (15/5): Each round, you may fire one weapon twice as if it was an ultra autocannon. Use twice the ammo (if applicable) and generate twice as much heat. If the attack roll hits, roll on the cluster table in the 2 column to see how many shots hit the target, rolling separate locations for each. Doing this on consecutive rounds is dangerous, however. On the first turn, if the attack roll is a 2, then the weapon jams/burns out/etc., and is useless for the rest of the scenario. On the second consecutive turn, if the attack roll is a 2, 3 or 4, the weapon jams. On the third turn, it's anything less than a 7. Treat the progression (and cool-down) as the same as for MASC. When used with missile weapons, first roll on the 2 column of the cluster table, and then roll either once or twice (depending on the first cluster roll) on the regular cluster table to see how many missiles hit. Abilities that affect Cluster weapons (e.g. Cluster Hitter) can affect this attack.

Dodge (15/5): Once per turn, if you are standing, you may attempt to "dodge" a single successful melee attack against you. Make a PSR with a penalty of the attacker's Margin of Success. If you succeed, the attack misses.

Swordsman (15/5): You may *either*: Make an aimed shot with a melee weapon with a penalty of +2 (instead of +4), or your melee weapon attacks generate an additional Determining Critical Hits roll with a -1 penalty.

Hatchetman (15/5): When making a melee weapon attack, you may "Swing High" or "Swing Low" at no to-hit Penalty (assuming it is relevant for the weapon type).

Sweep the Leg (15/5): When making a kick attack, you may declare that you are Sweeping the Leg. If you do and the attack hits, the defending pilot has a +2 penalty to the PSR check to remain standing after the attack. However, if the attack misses, then *you* have a +2 penalty to remain standing.

Field Repair Kit (15/5, 30/4, 45/3): Once per scenario, during the end phase, you may repair armor damage to your 'mech based on your 'mechs weight class. 5 points for light 'mechs, 10 for medium, 15 for heavy, and 20 for assault. You may only use this ability once per end phase.

Light 'mech master (30/4): While running or jumping in a light 'mech, you may take a +1 to hit penalty to give an additional +2 to hit penalty to all attacks against you. You must declare that you are using this ability when you move.

Medium 'mech master (30/4): While piloting a medium 'mech, you may make melee attacks *before or during* your move, in place of making them during the melee phase. Once per move phase, you may make a kick or punch attack. Damage is calculated normally. If you still have movement points remaining after the attack, you may continue moving. If you miss a kick attack you must immediately make a PSR to avoid falling, but if you fall and have enough MPs remaining, you may attempt to stand. You may not make a weapon attack using a limb that made a physical attack later in this round. You may also make a physical attack before moving if you are jumping. However, if you fall during this attack (for example, by missing a kick and the ensuing PSR) then your move ends immediately. If the target of your physical attack has not moved yet, it will have a movement modifier of zero. If you make a melee attack during the move phase you may not make a melee attack during the melee phase, and you may not fire weapons in a limb that made a melee attack during the ranged combat phase.

Heavy Mech Master (30/4): Your attacks are particularly good at knocking down opponents. If you are piloting a heavy 'mech and you deal 20 or more damage to a target in a round, the PSR to remain standing is made at an additional +1. If multiple Heavy Mech Masters each deal 20 or more damage to the same target, then the penalties stack.

Assault Mech Master (30/4): It is difficult to knock you over. While piloting an assault 'mech, your threshold for making a PSR is 30, rather than 20. You make PSRs to remain standing from damage with no additional penalty (i.e. +0 instead of +1)

Special Ability Chains

Some Special Abilities have prerequisites of other abilities and/or Maximum pilot skills. These form natural “Chains” of pilot abilities. The names for these chains exist for flavor only. Each power in a chain *does* count as a separate power for purposes of max Pilot Special Abilities.

The Steely-Eyed Missile Man:

Cluster Hitter (15/5): Apply a +2 bonus to cluster rolls

Nice Grouping (30/4, Cluster Hitter): After rolling the first location for a cluster weapon, you may choose to cluster the remaining damage groups. Roll 2d6. On a 6, 7 or 8, all remaining damage is applied to the first location. Otherwise, resolve remaining damage normally. Either way, it is still resolved as the same number of attacks as it would have otherwise - in other words, if you roll nice grouping on 12 missiles, it's still 3 damage groups to the same location, potentially generating multiple possible crit rolls.

Oblique attacker (45/3, Nice Grouping): If making an indirect attack, you may **either:** Ignore the indirect attack penalty (including any penalties for spotter movement), or attack without the benefit of a spotter. If you make an attack without the benefit of a spotter, the normal +1 indirect attack penalty applies.

The Range-Master

Range Master (15/5): Swap short and either medium or long range brackets.

Safety? Who needs it? (30/4, Range Master): Ignore minimum ranges for one class of weapon (LRM, AC, PPC, etc.). May be purchased multiple times for different classes of weapons, but each class counts as a separate PSA.

Extreme Range (45/3): You may fire weapons at Extreme range. (See TacOps pg 85)

The Ballerina

Burst of Speed (15/5): You may add one to your walk speed this turn. (recalculate run speed accordingly). You may not run or use burst of speed on the next turn.

Maneuvering Ace (30/4, Burst of Speed): In a bipedal 'mech, you may make lateral shifts as if you were in a quad. If you are in a quad 'mech, you may make lateral shifts for -1 MP. Apply a -1 bonus to avoid skid rolls (for both Bipedal and Quad 'mechs).

Natural Grace (45/3, Maneuvering Ace): In a bipedal 'mech, you can torso twist up to two hexes. Quad 'mechs may torso twist one hex. Additionally, your torso twists affect attacks made against you as well as attacks you make. This allows you to rotate your back *away* from someone who ran behind you that turn (and potentially rotating it *towards* someone else). You may declare a torso twist at any time before you attack during the attack phase (but only one torso twist per turn). Apply a -1 bonus to all rolls to avoid falls.

The Redline Pilot

Hot Dog (15/5): Reduce by 1 movement penalties for heat.

The Sweat helps me see better (30/4, Hot Dog): Subtract 2 from positive heat penalties to hit. This means that at 8 heat, you have a -1 to hit bonus, at 13 heat the to-hit modifier becomes +0, at 17 it becomes +1, etc.

TSM? Who needs it? (45/3, The Sweat helps me see better): Reverse heat penalties to movement (i.e. at 5 heat, add 1 to walk speed instead of subtracting 1). You may ignore the effects of Hot Dog. This power cannot be used in conjunction with TSM.

The Sniper

Sniper (15/5): While stationary and firing up to three identical weapons, halve all range penalties. For the purposes of this rule, "Identical" includes missile weapon sizes (i.e. LRM-15s and LRM-10s are not considered identical weapons). You may not fire any other weapons while using this ability.

Marksman (30/4, Sniper): While stationary, may make aimed shots with a single weapon as if you had a targeting computer, with a total penalty of +2 (rather than the standard +4). May not target the head.

Sharpshooter (45/3, Marksman): While stationary and firing up to three identical weapon attacks, each successful attack generates an additional Determining Critical Hits roll at -1.

The Boxer

Melee Specialist (15/5): Gain a -1 to hit bonus and apply 1 additional damage to physical attacks. The Damage modifier is applied after all multipliers (for TSM, for example)

Melee Master (30/4, 45/3, 60/2, Melee Specialist): Once per scenario, during the melee phase, you may make an additional melee attack (Punch, Kick or Weapon) with a +2 to hit penalty. This would potentially allow for 2 kicks, 3 punches, or 2 punches and a kick. However, you are still restricted from making melee weapons with limbs that fired weapons that round. Note that this ability only works during the melee phase, and therefore cannot be combined with powers like Medium Mech Master or Combat intuition.

Fist Fire (45/3, Melee Specialist): To use this ability, the 'mech must have an arm that contains full actuation (a functional shoulder, upper arm, lower arm and hand), as well as at least one direct-fire energy or ballistic weapon located in that arm. (Physical attack weapons may be present as well, but are not required.) A Fist Fire attack may be delivered against any non-infantry unit. To execute the Fist Fire attack, the aforementioned arm must be used to deliver a punch or physical weapon attack, per standard physical combat rules. If this attack is successful and inflicts damage to the target, the Fist Fire warrior then fires one of the arm-mounted weapons, resolving the attack per the normal rules for the weapon, but with an additional -1 To-Hit Modifier. This weapon cannot have already fired this turn. If the weapon attack succeeds, the target sustains the weapon's damage to the same location as the physical attack. For example, if an HCT-5S Hatchetman makes a successful hatchet attack using its right arm—where it also mounts a medium pulse laser—to a target 'Mech's left torso, it would deliver 9 points of damage from the hatchet, plus an additional 6 points of damage to the same area if its medium pulse laser also hits during a Fist Fire attack.

The Jumper

I am a leaf on the wind (15/5): Jumping generates half as much heat, rounded down, for a minimum of 1 for jumps up to three hexes.

Jumping Jack (30/4, I am a leaf on the wind): Jumping applies a +2 to hit penalty rather than a +3 penalty

Don't look up (45/3, Jumping Jack): You may make weapon attacks in the same turn as Death From Above, but only against the target of your DFA. You have an additional +1 to hit penalty made by weapon attacks against you while you are performing a death from above attack.

Available 'Mechs

Below are listed all of the 'mechs that are always available for purchase without needing to salvage them first. Some 'mechs can be purchased by all factions, other 'mechs can only be purchased for use by pilots of that faction. Any salvaged mechs you earn will be listed on mission certs. Note that any pilot in a stable can pilot a salvaged 'mech.

Light 'mechs

Mech	Variant	Ref	Wt	BV	Cost	Speed	Weapons	HS	Armor
All Factions									
Commando	COM-1D	3039 p157	25	558	1,811,250	6/9/0	LL, SRM6	10	48
Commando	COM-2D	3039 p158	25	541	1,823,750	6/9/0	SRM4, SRM6, ML	10	64
Hornet	HNT-151	3039 p406	20	488	1,212,700	5/8/5	ML, SL, LRM5	10	64
Hornet	HNT-152	3039 p407	20	475	1,248,700	5/8/5	ML, SL, SRM4	10	64
Javelin	JVN-10N	3039 p160	30	594	2,330,640	6/9/6	2xSRM6	10	64
Locust	LCT-1E	3039 p439	20	553	1,574,200	8/12/0	2xML, 2xSL	10	64
Locust	LCT-1S	3039 p442	20	440	1,511,200	8/12/0	ML, 2xSRM2	10	48
Locust	LCT-1V	3039 p443	20	432	1,511,200	8/12/0	ML, 2xMG	10	64
Locust	LCT-3V	3039 p444	20	490	1,553,200	8/12/0	2xML, 2xMG	10	56
Stinger	STG-3G	3039 p445	20	497	1,662,240	6/9/6	2xML	10	64
Stinger	STG-3R	3039 p446	20	359	1,614,240	6/9/6	ML, 2xMG	10	48
UrbanMech	UM-R60	3039 p165	30	504	1,464,125	2/3/2	AC10, SL	11	86
Wasp	WSP-1A	3039 p448	20	384	1,614,240	6/9/6	ML, SRM2	10	48
Wasp	WSP-1D	3039 p449	20	403	1,638,240	6/9/6	ML, 2xSL, F	10	48
Wasp	WSP-1K	3039 p450	20	376	1,614,240	6/9/6	ML, MG	10	56
Wasp	WSP-1L	3039 p451	20	335	1,624,320	6/9/6	SRM4	10	48
Wasp	WSP-1W	3039 p452	20	373	1,633,320	6/9/6	6xSL	10	48
Draconis Combine									
Jenner	JR7-D	3039 p172	35	875	3,161,925	7/11/5	4xML, SRM4	10	52
Panther	PNT-9R	3039 p175	35	769	2,449,260	4/6/4	PPC, SRM4	13	104
Federated Suns									
Valkyrie	VLK-QA	3039 p453	30	723	2,166,320	5/8/5	ML, LRM10	11	92
Fire Javelin	JVN-10F	3039 p161	30	835	2,361,840	6/9/6	4xML	12	96

Mech	Variant	Ref	Wt	BV	Cost	Speed	Weapons	HS	Armor
Capellan Confederation									
Raven	RVN-1X	3039 p383	35	639	2,899,575	5/8/0	2xML, SRM6, EW	12	64
Raven	RVN-2X	3039 p384	35	887	2,393,325	5/8/0	LL, 2xML, SRM6	12	104
Urbanmech	UM-R60L	3039 p166	30	470	1,568,125	2/3/2	AC/20, SL	11	64
Free Worlds League									
Spider	SDR-5D	3039 p162	30	524	2,942,290	8/12/8	ML, F	10	56
Hermes	HER-1A	3039 p411	30	601	2,569,970	9/14/0	2xML, F	10	56
Hermes	HER-1B	3039 p412	30	687	2,612,220	9/14/0	3xML	10	56
Lyrans Commonwealth									
Valkyrie	VLK-QA	3039 p453	30	723	2,166,320	5/8/5	ML, LRM10	11	92
Commando	COM-1B	3050 IS p12	25	616	1,786,250	6/9/0	LL, ML, SRM2	10	64
Comstar									
Mongoose	MON-67	3039 p408	25	741	1,885,730	8/12/0	3xML, SL	10	78
Mercenary									
Flea	FLE-15	3039 p405	20	430	1,519,200	6/9/0	F, 2xSL, 2xMG, 2xML	10	48
Flea	FLE-4	3039 p404	20	432	1,519,200	6/9/0	F, LL, 2xSL	10	32
Firefly	FFL-4A	Klondike p33	30	831	2,164,500	5/8/4	3xML, 4xSL, LRM5	10	104
Periphery									
Firestarter	FS9-K	3039 p169	35	763	3,069,225	6/9/6	LL, 2xSL, 2xF	10	88
Ostscout	OTT-7J	3039 p455	35	596	3,416,760	8/12/8	ML	10	72

Medium 'mechs

Mech	Variant	Ref	Wt	BV	Cost	Speed	Weapons	HS	Arm.
Phoenix Hawk	PXH-1	3039 pg 456	45	1041	4,067,540	6/9/6	LL, 2xML, 2xMG	10	128
Dervish	DV-6M	3039 pg 217	55	1146	4,989,967	5/8/5	2xLRM10, 2xML, 2xSRM2	10	120
Clint	CLNT-2-3T	3039 pg 182	40	770	3,572,380	6/9/6	AC5, 2xML	10	72
Hunchback	HBK-4G	3039 pg 207	50	1041	3,467,874	4/6/0	AC20, 2xML, SL	13	160
Shadow Hawk	SHD-2H	3039 pg 465	55	1064	4,539,382	5/8/3	AC5, ML, LRM5, SRM2	12	152
Draconis Combine									
Wolverine	WVR-6K	3039 pg 467	55	1248	4,514,194	5/8/0	LL,ML,SL,SRM6	14	184
Sentinel	STN-3K	3039 pg 416	40	652	3,149,230	6/9/0	AC5, SRM2, SL	10	96
Federated Suns									
Centurion	CN9-A	3039 pg 202	50	945	3,491,500	4/6/0	AC10,LRM10,2xML	10	136

Mech	Variant	Ref	Wt	BV	Cost	Speed	Weapons	HS	Arm.
Enforcer	ENF-4R	3039 pg 206	50	1032	3,536,874	4/6/4	AC10,LL,SL	12	144
Capellan Confederation									
Blackjack	BJ-1	3039 pg 193	45	949	3,147,225	4/6/4	2xAC2,4xML	11	136
Vindicator	VND-1R	3039 pg 199	45	1024	3,181,083	4/6/4	PPC,LRM5,ML,SL	16	144
Free Worlds League									
Hermes II	HER-2S	3039 pg 186	40	784	3,165,680	6/9/0	AC5,ML,F	10	120
Trebuchet	TBT-5N	3039 pg 214	50	1191	4,293,500	5/8/0	2xLRM15,3xML	10	120
Lyrans Commonwealth									
Hatchetman	HCT-3F	3039 pg 390	45	854	3,107,640	4/6/4	AC10,2xML,H	11	104
Griffin	GRF-1N	3039 pg 460	55	1272	4,957,107	5/8/5	PPC,LRM10	12	152
Comstar									
Sentinel	STN-3L	3050UC pg 244	40	717	3,292,030	6/9/0	UAC5,SSRM2, SL	10	88
Crab	CRB-27	3050UC pg 252	50	1189	4,056,875	5/8/0	2xLL,ML,SL	16	161
Mercenary									
Wyvern	WVE-6N	3039 pg 419	45	1005	3,237,415	4/6/4	LL,LRM10, SRM6,2xSL	12	136
Hoplite	HOP-4C	3050IS pg 143	55	986	4,093,808	4/6/0	AC10,LRM5	16	184
Periphery									
Hunchback	HBK-4P	3039 pg 211	50	1138	3,377,874	4/6/0	8xML,SL	23	160
Gladiator	GLD-4R	3075 pg 198	55	1291	5,002,057	5/8/5	PPC,2xML,SRM6	13	152

Heavy 'Mechs

Mech	Variant	Ref	Wt.	BV	Cost	Spd	Weapons	HS	Arm
Draconis Combine									
Grand Dragon	DRG-1G	3039 pg 220	60	1300	5,212,800	5/8/0	PPC,3xML,LRM10	12	160
Crusader	CRD-3K	3039 pg 504	65	1290	5,440,159	4/6/0	2xLRM10,2xSRM6,2xML	16	192
Federated Suns									
Rifleman	RFL-3C	3039 pg 476	60	1066	4,808,000	4/6/0	2xAC10, 2xML	10	136
Warhammer	WHM-6R	3039 pg 493	70	1299	6,070,983	4/6/0	2xPPC,2xML,2xSL,2xMG,SRM6	18	160
Capellan Confederation									
Cataphract	CTF-1X	3039 pg 391	70	1316	5,998,053	4/6/0	PPC,AC10,4xML	16	176
Catapult	CPLT-C1	3039 pg 228	65	1399	5,790,124	4/6/4	2xLRM15,4xML	15	160

Mech	Variant	Ref	Wt.	BV	Cost	Spd	Weapons	HS	Arm
Free Worlds League									
Orion	ON1-K	3039 pg 235	75	1429	6,674,500	4/6/0	AC10,LRM15,SRM4,2xML	10	232
Thunderbolt	TDR-5S	3039 pg 483	65	1335	5,413,759	4/6/0	LL,LRM15,SRM2,3xML,2xMG	15	208
Lyran Commonwealth									
Warhammer	WHM-6R	3039 pg 493	70	1299	6,070,983	4/6/0	2xPPC,2xML,2xSL,2xMG,SRM6	18	160
Archer	ARC-2R	3039 pg 487	70	1477	6,384,973	4/6/0	2xLRM20,4xML	10	208
Comstar									
Black Knight	BLK-6-KNT	3050CS pg 286	75	1551	7,136,938	4/6/0	PPC,2xLL,4xML,SL	20	208
Exterminator	EXT-4A	3050CS pg 275	65	1372	6,537,272	5/8/5	LRM10,4xML,SL	10	176
Mercenary									
Archer	ARC-2W	3039 pg 489	70	1338	6,447,873	4/6/0	2xLRM20,2xSRM4,2xML	10	160
Thunderbolt	TDR-5SE	3039 pg 484	65	1414	5,560,609	4/6/4	LL,LRM10,3xML	17	208
Periphery									
Bombardier	BMB-10D	3039 pg 426	65	1340	5,636,509	4/6/0	2xLRM20,SRM4,MG	10	200
Grasshopper	GHR-5H	3039 pg 234	70	1427	6,024,573	4/6/4	LL,4ML,LRM5	22	208

Assault 'Mechs

Mech	Variant	Ref	Wt.	BV	Cost	Spd	Weapons	HS	Arm
Draconis Combine									
Awesome	AWS-8Q	3039 pg 239	80	1605	6,598,170	3/5/0	3xPPC,SL	28	240
Stalker	STK-3F	3039 pg 256	85	1559	7,463,825	3/5/0	2xLRM10,2xLL,2xSRM6,4xML	20	216
Federated Suns									
Victor	VTR-9B	3039 pg 250	80	1378	8,088,319	4/6/4	AC20,2xML,SRM4	15	184
Longbow	LGB-0W	3039 pg 503	85	1337	8,647,670	4/6/0	2xLRM20,2xLRM5,SL	13	144
Capellan Confederation									
Victor	VTR-9B	3039 pg 250	80	1378	8,088,319	4/6/4	AC20,2xML,SRM4	15	184
Stalker	STK-3F	3039 pg 256	85	1559	7,463,825	3/5/0	2xLRM10,2xLL,2xSRM6,4xML	20	216
Free Worlds League									
Battlemaster	BLR-1G	3039 pg 500	85	1519	8,501,243	4/6/0	PPC,SRM6,6xML,2xMG	18	232
Awesome	AWS-8Q	3039 pg 239	80	1605	6,598,170	3/5/0	3xPPC,SL	28	240
Lyran Commonwealth									
Zeus	ZEU-6S	3039 pg 254	80	1348	7,617,899	4/6/0	LRM15,AC5,LL,2xML	17	184

Mech	Variant	Ref	Wt.	BV	Cost	Spd	Weapons	HS	Arm
Battlemaster	BLR-1G	3039 pg 500	85	1519	8,501,243	4/6/0	PPC,SRM6,6xML,2xMG	18	232
Comstar									
Thug	THG-10E	3039 pg 432	80	1501	7,760,640	4/6/0	2xPPC,2xSRM4	19	232
Highlander	HGN-733	3039 pg 433	90	1801	8,320,860	3/5/3	AC10,LRM20,SRM6,2xML	13	280
Mercenary									
Annihilator	ANH-1A	3050IS pg 269	100	1434	7,696,666	2/3/0	4xAC10,2xML	18	200
Marauder II	MAD-4A	3039 pg 504	100	2073	9,356,000	3/5/3	2xPPC,LL,2xML	29	304
Periphery									
Goliath	GOL-1H	3039 pg 498	80	1449	7,651,199	4/6/0	2xLRM10,PPC,2xMG	17	232
Stalker	STK-4N	3039 pg	85	1558	7,286,410	3/5/0	LRM10,2xLL,2xSRM6,4xML	26	216