

Note: These rules are based on Friar's original mercenary system, modified to suit a different era and different type of combat.

1. Players must chose a faction that they will fight for. (For example Star League Defense Force vs Outworlds Alliance)
2. Each player received 6000 BV to use to construct their starting forces

Unit Purchase Costs

- BV *1 Any Canon unit for the players Faction
- BV *1.25 Any Canon unit for a neighboring Faction (For example the Draconis Combine and the Federated Suns are neighboring the Outworlds Alliance) (only applied on initial purchase)
- BV * 1.5 Any Custom design

Unit Repair Costs

- BV *.1 Repair Armor, Reload ammo
- BV *.25 Repair Internal Structure (Covers armor and ammo as well)
- BV *.5 Repair Damaged unit (Unit took critical slot damage or lost limb)
- BV *.9 Repair from Destroyed (Head gone, 3 Engine Hits, or CT gone)
- Total Cost * .75 Primitive and IndustrialMech (due to simpler construction)

Units can not be repaired that lost all of the internal structure to ammo explosions or artillery fire as they have been literally blown apart.

Pilot Costs

Cost	Rank	G/P	Skills	Edge	
0	Green	5/6	0	0	
250	Regular	4/5	0	0	
1200	Specialist	4/5	1	1	
2400	Veteran	3/4	0	1	
3600	Elite	3/4	1	1	Famous

Logistics Train

The Logistics Train represents all non-combatants that affect the fighting ability of a military unit, everyone from the Techs who repair damaged vehicles, to the scroungers and salvagemen who supplement the resources provided by the parent faction with found materials to the clerks who make sure everything is filed properly. The Logistics Train is purchased once for the whole unit.

Cost	Rank	Benefit
125	Green	Payout provides 0.75 of total
250	Regular	Payout provides 1.00 of total
500	Veteran	Payout provides 1.25 of total
1000	Elite	Payout provides 1.50 of total

The Logistics Train payout is factored after all modifiers are applied to payout.

Mission Deployment cost

Cost	Unit
250	Famous Unit (Cumulative with unit type)
500	Assault Mech
350	Heavy Mech
200	Medium Mech/Assault Tracked
100	Light Mech/Tracked (Heavy and lighter)/VTOL/WiGE/Hover
50	Wheeled/Infantry

Mission Payouts

2d6 * 250 BV (modified by abilities like Famous)

Upto half can be requested up front, however half the amount requested is deducted from payout.

Pilot Skills

Each Mission Deploy	+1 XP
Each Mission Success	+1 XP
Every 2 Mech Kills	+1 XP
Every 4 non-Mech Kills	+1 XP

Skill Upgrades

Gunnery	Cost	Piloting	Cost
4	4	5	3
3	8	4	6
2	12	3	9
1	16	2	12
0	24	1	18

Edge points: 2XP per point (points do not regenerate)

Skills (all cost 10XP to purchase)

1	Scrounger	(Add +2 to payout roll if you control the battlefield)
2	Specific Weapon Specialist	(+1 bonus to hit with one style of weapon, eg. AC/5)
3	Physical Attack Specialist	(+1 bonus to physical combat to hit rolls)
4	Maneuver Ace	(1 free hexside turn before or after move)
5	Jump Master	(Pilot Roll to Jump 1 extra hex)
6	Jump and Shoot	(+1 to hit when jumping)
7	Unit Specialist	(+1 to avoid falling or slipsiding in specific chassis)
8	Range Specialist	(aimed weapons only, S,M, or L, +2 Damage at the range)
9	Lock-On Specialist	(+1 to missile hot rolls, missiles only, stacks with Artemis)

10	Sprinter/Wheelman	(3x Walk/Cruise, no combat or spotting, L/M/H/A class)
11	Famous	(reroll for Elite pilots)
12	Part Time Technician	(cost to repair unit is modified by .75 after all other mods)

Time

Time to heal pilots	1 Wound per week of rest
Time to receive replacement pilots	1 week per rank (-1 for defender)
Time to receive replacement units	1d3 weeks (-1 for SLDF until successful supply raid)
Time between missions	1d3 weeks
Class A and B refits	1d2 weeks
Class C and D refits	1d3+1 weeks
Refits can be found in Strategic Operations P. 188. Refits Class E and F are beyond the scope of the facilities available in the campaign, and will be handled with selling the existing unit and purchasing a new unit	