

On-board Event table Numbers in () are penalties and considered negative.

	Event	Fame	CP	C-Bills	Notes
KILLS (Black)					
A	Kill, Solo, 3+ classes less	0	0	250,000	
B	Kill, Assisted, 3+ classes less	(2)	0	0	<i>Pick on someone your own size!</i>
C	Kill, Solo, 2 classes less	1	2	500,000	
D	Kill, Assisted, 2 classes less	(1)	0	0	<i>Bully!</i>
E	Kill, Solo, 1 class less	2	4	1,000,000	
F	Kill, Assisted, 1 class less	0	1	500,000	
G	Kill, Solo, equal class	3	5	2,500,000	
H	Kill, Assisted, equal class	1	2	800,000	
I	Kill, Solo, 1 class greater	4	6	3,000,000	
J	Kill, Assisted, 1 class greater	1	3	1,500,000	
K	Kill, Solo, 2 classes greater	5	6	3,500,000	
L	Kill, Assisted, 2 classes greater	2	4	2,000,000	
M	Kill, Solo, 3+ classes greater	6	7	4,000,000	<i>Way to go, dude!</i>
N	Kill, Assisted, 3+ classes greater	2	5	2,500,000	
O	Destroying a Turret (Solo or Assisted)	0	1	150,000	
CRIPPLING (Red)					
A	Crippling a unit, 3+ classes less	0	0	175,000	
B	Crippling a unit, 2 classes less	0	1	250,000	
C	Crippling a unit, 1 class less	1	2	500,000	
D	Crippling a unit, Equal Class	1	2	1,250,000	
E	Crippling a unit, 1 class greater	2	3	1,500,000	
F	Crippling a unit, 2 classes greater	2	4	1,750,000	
G	Crippling a unit, 3+ classes greater	3	4	2,000,000	
Special Attack Types: For successful attacks only, unless noted (White)					
A	Critical Hit (engine,gyro,head*,hip)	1	3	500,000	* any in the Head location
B	Critical Hit (actuator,weapon,ammo)	1	2	300,000	Not including hip actuator
C	Critical Hit (all other)	0	1	200,000	
D	Critical: Blown off arm/leg/head	3	4	1,000,000	By critical roll only.
E	Head Hit	1	1	200,000	
F	Melee (non-weapon)	0	2	100,000	Including Push
G	Melee (weapon)	1	2	250,000	
H	Melee: DFA or Charge (Successful)	3	5	1,000,000	
I	Melee: DFA or Charge (Unsuccessful)	1	2	100,000	
J	50+Damage in one location	10	5	1,000,000	In one phase to one opponent
Flashy Moves (Blue)					
A	Dealing 10-19 points of damage	0	1	100,000	Light Mechs only, in one phase to one opponent
B	Dealing 20-39 points of damage	1	1	250,000	Any Mechs, in one phase to one opponent
C	+Each additional 20 points damage	+1	+1	+250,000	For 40-59, 60-79, etc.
D	DVG ("David versus Goliath"), 5+ points	0	+1	+200,000	Vs. Mechs 2+ Weight Classes greater
E	Knocking Opposing Pilot Out	2	1	400,000	
F	Secondary Targets	1	1	250,000	For each successfully hit
G	"The Crowd Goes Wild" (player cheer)	1	1	300,000	Other 'crowd pleasing' events (judges call)
H	Took 50+ damage and still standing	5	2	500,000	Damage must be taken in one phase
Penalties					
	Attacking a Stable-mate (per phase) *	(1)	0	(500,000)	Only if other non Stable-mate opponents are in Arena.
	Ejecting from Crippled Mech**	(2)	1	0	
	Ejecting from Non-crippled Mech	(4)	1	(200,000)	If still capable of fighting (judges call), +10% to the Mech's repair cost
	Withdrawing in a Crippled Mech**	(1)	0	0	Under own power
	Withdrawing in a Non-Crippled Mech**	(4)	0	(200,000)	If still capable of fighting (judges call), +10% to the Mech's repair cost

*: Does not apply when using Team Rules (Pg 10)

**: Given if Mech is exiting before the minimum number of turns (6) on the Battlefield

All bonuses / penalties are cumulative unless otherwise noted.

Secondary events, such as damage from falls and explosions resulting from combat may also be allowed at the judge's discretion.

All Clan Mechs are treated as if they are of one Weight Class greater than tonnage indicates

Sponsors Table

Sponsor Company (affiliation)	Fame (minimum)	CP cost	C-bill Gain	Game Effects
Barrymore Munitions (FWL)	3	4	500,000	<ul style="list-style-type: none"> • May purchase 1 ton of special ammo / OBT cycle for an additional 5 CP
Devall's Scrapyard (U)	1	5	500,000	<ul style="list-style-type: none"> • -10% for final Repair costs • -2% for each additional CP spent (5 CP max)
Glass Tower (CC)	1	3	500,000	<ul style="list-style-type: none"> • May exceed Loan max category by one level. Capellan Affiliation only.
Matani's Mechs (U)	1	5	500,000	<ul style="list-style-type: none"> • -25% purchase price on all Light Mechs • -10% purchase price on all Medium • -5% for final Repair costs
Mech Sales (U)	2	6	750,000	<ul style="list-style-type: none"> • Mech resale value is 100% • +15% for final Repair costs
Murdock Brokers (LA)	6	4	750,000	<ul style="list-style-type: none"> • +1 CP for every \$1M in prize money gained in a Turn. Lyran Affiliation only.
OGS Productions (U)	2	5	500,000	<ul style="list-style-type: none"> • +1 Fame for successful Melee attacks • Free MechWarrior healing during OBT
Tekshop (U)	4	6	750,000	<ul style="list-style-type: none"> • -5% for final Repair costs • +10% to Mech purchase cost
V.E.S.T. (U)	8	9	500,000	<ul style="list-style-type: none"> • -10% for final Repair costs • +10% to Mech purchases • May purchase 1 ton of special ammo / OBT cycle for an additional 5 CP
Withdrawing from a Sponsor	-2	4	-500,000	<ul style="list-style-type: none"> • Effects of previous Sponsor are lost.

Stables Table

Stable (affiliation)	Fame (minimum)	CP cost	C-bill Cost	Game Effects
Blackstar (FS) *C*	10	20	2,000,000	<ul style="list-style-type: none"> • -15% to final Repair costs • Only Heavy or Assault Class Mechs may be used.
Blake's Castaways (U)	10	15	2,000,000	<ul style="list-style-type: none"> • -1 TH other Stable-sponsored Mechs • Medium / Heavy-class Mech purchases at 25% below cost
Cenotaph (CC) *C*	14	20	3,500,000	<ul style="list-style-type: none"> • +1 Fame to all solo kills • Gain free Edge card upon joining • -10% to final Repair Costs
DeLon (DC) *C*	13	22	3,500,000	<ul style="list-style-type: none"> • Clan Mechs may be purchased at 25% below cost • May not use targeting computers (Clan or IS).
Fitzhugh (FWL)	5	8	750,000	<ul style="list-style-type: none"> • -10% to final Repair Costs • +1 to PSR's (bonus) • -1 Fame for each MW Wound.
Galahad (FWL)	10	10	1,000,000	<ul style="list-style-type: none"> • -1 TH with ranged weapons that do <9 pts maximum potential damage • May not attack opponent in the rear (Penalty: 2 Fame, 250,000 C-bills).
Gemini (FS)	8	18	2,500,000	<ul style="list-style-type: none"> • -5 heat per round • No Mechs slower than 5/8.
Hombres (U)	3	10	1,000,000	<ul style="list-style-type: none"> • -2 TH physical attacks • +20% to final Repair Costs.
Overlord (LA) *C*	10	18	1,500,000	<ul style="list-style-type: none"> • -1 TH for long-range attacks • +10% to final Repair Costs
Skye Tigers (LA)	4	13	1,000,000	<ul style="list-style-type: none"> • -2 TH if target is a Fed Suns stable member, • +1 on all PSR's (bonus) • +1 TH on all Physical Attacks.
Tandrek (CC)	7	10	1,000,000	<ul style="list-style-type: none"> • -2 TH physical attacks • May only use Medium / Heavy class IS Mechs.
Toranaga (DC)	8	12	1,250,000	<ul style="list-style-type: none"> • +1 Fame after successful melee weapon attack • -1 Fame after sustaining 40 pts.damage in a Phase.
Zellbruggen Co-Op (U) *C*	15	22	1,500,000	<ul style="list-style-type: none"> • +2 Fame for each solo kill • May only use Clan Mechs, but purchase these at 10% below cost. • May not make Physical Attacks.
Withdrawing from a Stable	-4	8	2,000,000	<ul style="list-style-type: none"> • All effects of previous Stable are lost • Player may not rejoin this Stable.

(##) - Requires player to first Declare Affiliation with that House except Unaffiliated (U).

Abbreviations: (CC) Capellan Confederation, (DC) Draconis Combine, (FS) Federated Suns, (FWL) Free Worlds League, (LA) Lyran Alliance, (U) Unaffiliated

Turrets			
ROLL	Light (20 pts)	Medium/Heavy (40 pts)	Assault (60 pts)
1*	Ultra AC 2 AC 2 Rotary Cannon 2 LB-X 2	Ultra AC 5 AC 5 Rotary Cannon 5 LB-X 5	Ultra AC 10 AC 10 LB-X 10
2*	Ultra AC 5 AC 5 Rotary Cannon 5 LB-X 5	Ultra AC 10 AC 10 LB-X 10	Ultra AC 20 AC 20 LB-X 20
3	Light Gauss Rifle	Gauss Rifle	Heavy Gauss Rifle
4	ER Medium laser	ER Large Laser	ER PPC
5	SRM 4	SRM 6	Streak SRM 6
6	LRM 5	LRM 10	LRM 20

*Randomly choose one of the ACs.

Repair and Refit Table

Repair Type	Cost	Notes
Armor Repairs	Free	<i>Sponsored by Devall's Scrapyard</i>
Ammo Reloads*	Free	<i>Courtesy of Barrymore Munitions</i>
Full Repairs: Mech is not crippled or destroyed	25.00%	Of Base Cost
Full Repairs: Mech is crippled	35.00%	Of Base Cost
Full Repairs: Mech is destroyed	45.00%	Of Base Cost.
Spot Repair: <i>Internal Structure</i> (instead of Full Repairs)	10.00%	Per each Location. This includes replacing an entire limb
Spot Repair: <i>Critical Hit</i> (instead of Full Repairs)	\$20,000.00	Per each Weapon Critical
	3.00%	Per each Actuator Critical
	5.00%	Per Engine or Gyro Critical
	\$10,000.00	Any other Critical (ea)
Ejected from a Mech	+10%	Mech is not crippled or destroyed
MechWarrior healing	\$50,000	Per each wound

* Specialty ammo is not available unless provided through a Sponsor. Special Ammo and Partial ammo loads must be

Loans

PC's current Fame rating	Maximum Loan Amount
0	200,000
1-3	400,000
4-6	700,000
7-9	1,000,000
10-15	1,500,000
16-21	2,500,000
22-29	3,000,000
30-39	4,000,000
Each +10 Fame (up 79)	+1,000,000 (up to 8,000,000)

Weight Classes: *All Clan Mechs are treated as it they are of one Weight Class greater than tonnage indicates*

Light	20-35 tons
Medium	40-55 tons
Heavy	60-75 tons
Assault	80-100 tons

Customizing a Mech

TIER 1 Customizations

Changing to a Compact, Heavy Duty, or XL Gyro
 Changing to Light, XL, XXL, or Compact Fusion Engine
 Adding a Supercharger
 Changing to Hardened, Laser-Reflective, or Reactive Armor
 Adding a Target Computer

TIER 2 Customization

Adding Artemis IV
 Changing to a Small or Torso Mounted Cockpit
 Changing to Double or Compact Heat Sinks (*)
 Improving the rating of current Engine (**)
 Changing Improved Jump Jets (*)
 Changing to Ferro-Fibrous, Light Ferro-Fibrous, or Heavy Ferro-Fibrous Armor

TIER 3 Customization

Adding Ranged Weapons (Maximum of 3)
 Adding Physical Weapons (Maximum of 2)
 Adding a MASC
 Adding or Changing any type of ECM
 Adding or Changing any type of Anti-missile System
 Adding or Changing any type of C3
 Adding or Changing CASE
 Armoring a Component

TIER 4 Customization (*)

Adding Chaff Pod
 Additional Armor Tonnage (**)
 Adding Heat Sinks (**)
 Adding Jump Jets (**)
 Adding Ammunition (***)

(*) – May purchase as many as wanted

(**) – May not change the type of equipment (ie Double Heat Sinks when the Mech has Single)

(***) – Allowed to purchase Special Ammo if allowed by the current Sponsor or Stable

Pilot Abilities Table

Pilot Ability	CP cost	C-bill cost	Game effects
TIER 1 (Must have 20 Fame Minimum)			
Improved Gunnery 2	35	8,000,000	Lower Gunnery skill to 1. [Prerequisite: Improved Gunnery 1]
Improved Piloting 2	25	5,000,000	Lower Pilot skill to 2. [Prerequisite: Improved Piloting 1]
Weapon Specialist: Inner Sphere	15	500,000	-1 TH when firing a specific Inner Sphere ranged weapon. (Cannot be combined with any Stable effects that give a GSR bonus).
Weapon Specialist: Clan	25	750,000	-1 TH when firing a specific Clan ranged weapon (Cannot be combined with any Stable effects that give a GSR bonus).
Range Expert: Inner Sphere	15	500,000	May increase a Mech's short range by 2 hexes, and medium range by 1 hex. The modified Short and Medium range cannot exceed the Weapon's Long Distance range.
Range Expert: Clan	20	750,000	May increase a Mech's short range by 2 hexes, and medium range by 1 hex. The modified Short and Medium range cannot exceed the Weapon's Long Distance range.
Lightening Reflexes**	20	1,000,000	A player must declare the use of this ability before Initiative is determined. The player must make a pilot skill check with a +3 modifier. If the player successfully makes the Pilot check, the player may determine their initiative. If the player fails the pilot check, the player keeps their current Initiative. The Player will have a +2 TH modifier for the turn when attempting to use this ability. This ability can be used successfully once per Catalyst Event or Tournament Day.
TIER 2 (must have 10 Fame Minimum)			
Repairs Wizard	7	100,000	-20% to final Repair costs
Spin Out	7	-	Once per turn, may turn two hex-sides for 1 MP
Improved Gunnery 1	25	4,000,000	Lower Gunnery Skill to 2
Maneuvering Ace	6	-	May perform lateral shift like a Quad Mech (2 MP, 1 MP for Quads).
Improved Piloting 1	15	2,500,000	Lower Pilot skill to 3.
Elite Mech Crew*	10	750,000	A player spends 1 turn Off Board instead of normal 2 turns
Sniper	15	500,000	+1 to dice roll when checking for possible Critical Hits on an Opponent
TIER 3			
Inside Contact	8	1,500,000	Ignores +2 MP to use an Exit Portal. Roll 1d6 upon Exit declaration 1-2: Nothing happens 3-6: pilot's 'inside contact' opens exit door early & Mech may exit immediately.
Jump Master	8	100,000	Roll 1d6 per use of Jump Jets; 1-4: add 1 Jump MP to the Mech's maximum jump that turn 5-6: Jump Jets fail and may not be used that turn, Mech may walk or run instead.
Cool Hand	6	-	Manages heat well, subtract 2 from Heat total per turn.
Dodge	4	-	<ul style="list-style-type: none"> +2 defense modifier against physical attacks instead of making a physical attack Can be used in clear terrain only.
Marksman	8	300,000	-1 TH, Unit must remain stationary and no physical attack that turn.
Melee Specialist	8	-	During Physical Attack phase, either -1 TH or +1 to damage.
Terrain Ace	8	200,000	Once per turn, may reduce the terrain cost of any legal move by one (to minimum of 1 MP)
Speed Demon	5	-	Add 1 to walking MP before calculating running MP, may not make ranged attacks that turn. (Prerequisite: ½ of all actuators in the legs must be functioning)
Tactical Genius	8	-	Player may enter battlefield through portal of their choice (must choose before initiative).
Toughness*	6	-	<ul style="list-style-type: none"> Does not lose one Pilot Ability on first pilot hit, Add +1 to all Consciousness rolls.
Uncanny Luck**	12	-	May negate one critical hit (to Mech) per Catalyst Event or Tournament Day
TIER 4 *			
Edge	5	-	Gain Edge card (maximum of three at any time). Does not count for multiple abilities
Fame	5	100,000	Add one Fame point to Pilot total. Does not count for multiple abilities
Loan*	5	Varies	See <i>Loan rules</i> . Does not count for multiple abilities.
Affiliation: Declare	1	-	PC becomes affiliated with a major House. Does not count for multiple abilities
Affiliation: Change	4	250,000	Also lose 2 Fame for changing House loyalty. Does not count for multiple abilities
Godfather Insurance**	-	Varies	See <i>Godfather Insurance rules</i> . Does not count for multiple abilities NOTE: Cannot be used with any other Repair bonus
Additional Pilot Abilities			
4 th	+10	-	Additional CP cost for each ability beyond the first 3.
5 th	+20	-	Do not count any Tier 4 Abilities
6 th	+30	-	

* This ability is not affected by MechWarrior Wounds, and is never lost due to wounds.

** Can only be used once per Catalyst Event or Tournament Day