

BATTLETECH



A TIME OF WAR QUICK-START RULES



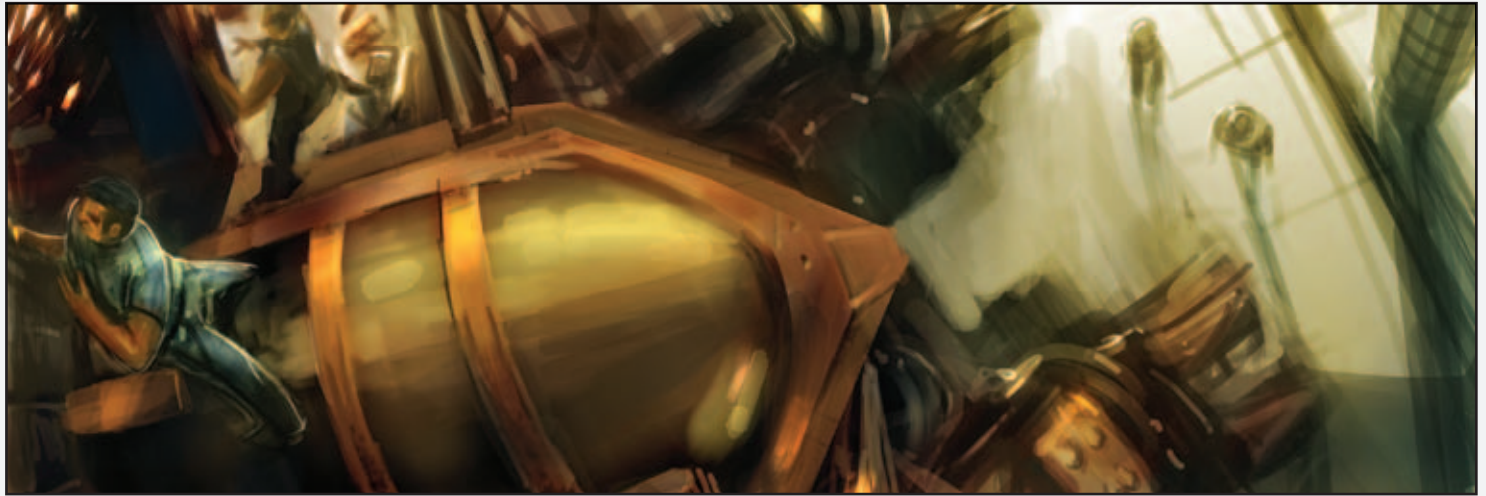


BATTLETECHTM

A TIME OF WAR

THE BATTLETECH ROLE-PLAYING GAME • QUICK-START RULES

• CATALYST GAME LABS •



A technician's job is never done.

"This is the Inner Sphere, thousands of planets colonized by human-kind. Once, it was united under the Star League, but for the last three hundred years, it has been consumed by savage wars...."

It is a universe at war. Even as mankind reached out to command the stars, the human lust for conflict and conquest could not be overcome as easily as the distances of light years. Driven by the dream of one day ruling all of humanity, mighty empires formed, fell, and rose again. From the chaos of war arose the Star League, the pinnacle of human civilization, a Golden Age where a lasting peace and time of prosperity seemed possible at last. But greed, ambition, and treachery combined to tear it all down once more, plunging all of the worlds humans called home into centuries of simmering conflict.

Power over billions now rests in the hands of those who can claim noble blood, or the heritage of elite warriors. Generations of warriors have done battle across countless worlds, fighting for a dream long dead, perpetuating the cycle until few could imagine any other way. The most elite among these warriors—like modern-day knights in the neo-feudal realms that now hold sway—are the MechWarriors, those who command the mightiest war machines of the thirty-first century: BattleMechs.

The BattleTech universe is a realm of perpetual war between interstellar dynasties and feuding Clans. It is a realm where mankind's greatest enemy is mankind itself, where Byzantine politics and war to the knife go hand-in-hand. It is a universe where the flags and governments change with regularity on the border worlds, and high-minded ideals like "honor", "glory", and "freedom" are merely the catchphrases of ambitious warlords.

It is a universe where life is cheap, but BattleMechs are not.

Yeah. That's the kind of crap they teach at those fancy House military academies. I know. I attended one. Since the fall of the original Star League, they've been preaching the supremacy of MechWarriors over all, but it's total bunk. They seem to want to forget that every time one of those self-styled "new age knights" climbs into their ten-meter avatars of death, someone has to do the ground work before them, scouting the terrain ahead, clearing out any opposing spotters—or maybe even taking out

some of those self-important MechWarriors before they can don their cooling vests and shorts for the big fight ahead.

Sure, the BattleMech may be the "king of the battlefield", but no king on any world you can name can survive very long without the people who really make the universe work. So don't let those high-and-mighty academy trained 'Mech jocks fool you; at the end of the day—in any time of war—any body can turn the tide of battle.

Remember that, and you just may live to fight another day.

A UNIVERSE IN FLAMES!

The year is 3077. The Word of Blake Jihad now raging is just the latest in a long, tragic line of star-spanning wars that has consumed mankind since he first ventured into the infinite blackness of space. For centuries, the Great Houses of the Inner Sphere—Davion, Kurita, Marik, Liao, and Steiner—have vied for supremacy in the name of the fallen legacy of the Star League, while secretive sects like ComStar and the Word of Blake worked against them from behind the scenes. Even the arrival of the mighty Clans—sophisticated techno-warriors evolved from the remnants of the great Star League's regular army—failed to end the cycle of conflict between the so-called Successor States.

For a warrior like you, these are booming times, the stuff of legend. You may fight for the banner of a House Lord as a soldier, or for a paycheck as a mercenary, or even for the thrill of the kill and the booty to be had as a pirate. You may do battle as a MechWarrior, the pilot of a one-man avatar of walking death—or as a high-flying aerospace fighter jock. You may be the covert operative, skulking in the shadows, armed only with your wits and an untraceable sniper rifle—or a death-defying battlesuit pilot, braving instant death long enough to close in on an enemy 'Mech and tear it open with your armored claws. Whether you are noble-born or of far more "common" blood, a universe in flames awaits your adventure. Choose your loyalties—and your weapons—carefully!

WHAT IS A ROLEPLAYING GAME?

In a role-playing game (RPG, for short) a group of players gather to assume the roles of characters in an adventure directed by another player dubbed the gamemaster (or GM, for short). The gamemaster manages the action of the story and controls the opposition (often in the form of non-player characters—NPCs for short), as well as providing the props, the setting, and any other situations or obstacles the players' characters may encounter. Together with the gamemaster, the players create an intense and interesting adventure for their characters to resolve (if they can).

The player characters (PCs) in *A Time of War* are operatives or warriors from one of the many factions who constantly struggle for dominance in the *BattleTech* universe. The statistics and information needed to run these characters effectively are noted on the each character's Character Record Sheet.

During the course of the game, the GM will describe the events and surroundings to the other players, while those players will attempt to navigate their characters through the adventure. Periodically, the GM may require a dice roll to resolve a character's actions, using the rules to determine the success (or failure) of the attempted action based on the dice roll result, the character's statistics, and any relevant circumstances.

In a *Time of War*, the players roleplay within a war-torn BattleTech universe, where the fate of entire worlds can rest in the hands of the few warriors who dare to seize their destiny.

QUICK-START RULES

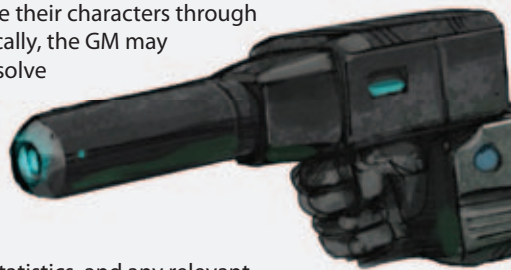
We have specifically designed these quick-start rules (QSR) to drop you straight into the fires of the thirty-first century in minutes! Read through these quick-start rules once. Then jump right into your own adventures to practice what you've just learned.

Additional helpful information can be found along the sides of each page, pointing out useful tips and tricks for both players and gamemasters. These sidebars will also provide numerous examples—using the pre-generated characters found at the end of these quick-start rules—to demonstrate how the rules actually work in game play.

For ease of reference, the first appearance of any important term is bolded; such words will be used often through out the rules and game play.

DICE

A Time of War uses a number of six-sided dice (D6s) to resolve actions—normally through Action Checks (pp. 5-7). A typical action will require only two such dice per player, but some Traits and other conditions may warrant the addition of a third die to the roll. For ease of reference, once players have read the rules, we've included a dice icon next to any rules that requires a dice roll.



INTRODUCTION

A TIME OF WAR

CHARACTERS

A character in *A Time of War* is much like a character in a novel or film, except the player (or GM, for non-player characters) controls the character's actions. Composed of a collection of attributes and skills, a character has the personality the controlling player injects into it.

CHARACTER RECORD SHEET

Character Record Sheets note the game statistics (numbers and information) that allow the personality that a player has interjected into his character to interact within the framework of the game system. In other words, as you move, interact with people and fight, all the information needed to resolve such actions is tracked on the Character Record Sheet. The Character Record Sheet also tracks damage done to your character during combat.

For these quick-start rules, pre-generated Character Record Sheets have been provided, with all their game statistics already noted, so players can immediately jump into the action. The Character Record Sheet includes an illustration and short description of the character, as well as all the game statistics needed to play.

As players read through the various rules, they may find that glancing at one of the pre-generated Character Record Sheets after reading a particular section will enable them to better understand how a given rule—such as attributes, skills and so on—works.

ATTRIBUTES

Characters in *A Time of War* are described using three primary categories of statistics. The first of these, Attributes, describes the character's raw physical and mental capabilities. Each character possesses eight Attributes values (called scores), which are described as follows:

STR (Strength): As its name implies, this Attribute measures the character's raw muscle strength, affecting the amount of weight he can lift and carry, and how much damage he can deliver in melee combat. The higher a character's STR score, the stronger he is.

BOD (Body): A character's BOD Attribute describes how sturdy and "in shape" her physique is, measuring both the character's endurance and her ability to withstand physical damage. The higher the character's BOD, the longer she can manage to perform strenuous tasks or hold up in combat.

RFL (Reflexes): The RFL Attribute identifies the character's speed and reaction time. The higher a character's RFL score is, the faster he can cover ground or react to threats.

DEX (Dexterity): This Attribute describes the character's fine motor control and accuracy, and is often vital to every action from operating a computer to using ranged weapons in combat. Higher DEX scores define a character whose hands are steadier and more reliable when handling anything from a surgeon's scalpel or soldering gun to a high-powered pistol.

INT (Intelligence): As can be surmised, the INT Attribute measures the character's brainpower and ability to reason. Higher INT scores reflect sharper minds and better memory retention.

WIL (Willpower): A character's WIL Attribute defines not only his ability to "think for himself", but also reflects on his ability to

ATTRIBUTES

Attribute scores are most commonly used as modifiers in Attribute Checks—dice rolls used to determine a character's success based on a relevant physical Attribute. Since all modifiers are added to a roll, and the goal of any Action Check roll is to equal or exceed a Target Number (TN), higher Attribute scores improve the character's chances of success.

Attribute scores in *A Time of War* tend to fall between 1 and 8, with truly exceptional specimens occasionally reaching as high as 10 in some Attributes. An Attribute score of 5 or 6 thus reflects the level of an "average" person.

command others or even rally his nerves and his body against fear and physical exhaustion in tense situations. Characters with higher WIL scores can potentially maintain consciousness even when injured beyond the body's normal tolerances, or resist the effects of intimidation and demoralization.

CHA (Charisma): The essence of a character's personality and appeal, a character's CHA Attribute measures how well her personality and manner can be used to influence those around her. While not exactly an indicator of physical beauty per se, higher CHA scores indicate a character who is more appealing or inspiring to others.

EDG (Edge): The EDG Attribute can be one of the character's most powerful allies in gameplay. Representing raw luck, EDG points can be "burned" in gameplay to affect action rolls, or even force a re-roll to give the character a chance of success (or give an enemy the chance to fail) at a critical moment. Characters with higher EDG scores have more luck on their side.

TRAITS

The second defining category for a character, Traits reflect other characteristics that a character may possess that are not as easily quantified with scores like Attributes, but instead reflect a little "something extra". Traits can be positive (beneficial to the character), or negative (a handicap of some sort) in nature.

Examples of typical positive Traits include the Attractive (bestows physical beauty upon the character and can provide a boost to social skills), Combat Sense (which reflects an intuitive grasp of combat), Natural Aptitudes (granting a better-than-normal success rate with Skills), or Toughness (enables a character to withstand damage better than another character of equal Attributes) Traits. Typical negative Traits include Compulsion (a personality quirk ranging from simple bad habits to outright manias), Glass Jaw (unusual susceptibility to injury), Handicap (a physical or mental impairment), and Unlucky (a Trait that acts as a kind of "anti-EDG" against the character).

There is a broad range of Traits available to characters in *A Time of War*, each of which possesses its own unique rules. For the purposes of these quick-start rules, these special rules will be briefly described in the sample characters' Character Sheets.

SKILLS

The final defining category for a character in *A Time of War* is the character's list of Skills. A character's Skills represent abilities she has been trained to use effectively. In a typical *A Time of War* roleplaying session, characters will use their Skills



TRAITS



Traits are special-purpose characteristics that offer a range of extra character abilities beyond the Attributes and Skills—or can even serve as a potential plot hook. Many provide rules that are special to a given situation or are specific to a certain area of expertise, but others can be even more far-reaching.

It is ultimately up to the GM to decide if and when a character's Trait is relevant enough to have an effect on a situation. For example, a character with the Attractive Trait may get far in trying to seduce a receptive NPC by banking on her looks and flowery speech, but if the subject is blind (or has a peculiar aversion to pretty girls), the GM could rule that the Attractive Trait is negated by the subject's blindness, or the subject's hostility toward pretty girls could produce an opposite effect on the would-be seductress' efforts.

to resolve actions far more often than they will use their Attributes or Traits.

The Skills used by characters in *A Time of War* receive four primary statistics: Target Number, Skill Complexity, Linked Attributes, and Skill Level.

Target Number

The Target Number (TN) for a Skill is a numerical value that identifies the base value any roll using that Skill must equal or exceed to be successful (after modifiers are applied). Although the Skill's TN remains constant, conditional modifiers may affect the final roll result in ways that may affect how easily a TN is reached or exceeded.

Skill Complexity

A Skill's Complexity is a letter code (S for Simple, or C for Complex) that identifies how much concentration is required to perform the Skill. Simple Skills can be executed quickly—almost reflexively—while Complex Skills take longer and require greater concentration on the character's part.

Linked Attributes

Particularly high or low Attributes can affect the character's success in using the Skills to which they are related (or "Linked"). Linked Attributes can provide permanent modifiers to any Skill Checks they are linked to, or they may be used to identify the Attributes that would be used when performing an Attribute Check in the absence of a Skill.

Basic Skills (those that can be learned relatively quickly and with a minimum of formal instruction) are linked to only one Attribute. Advanced Skills (those that require institutionalized learning or specialized instruction) use two Attributes.

As Linked Attribute modifiers represent effectively permanent roll modifiers for a given Skill, the sample characters presented with these quick-start rules will automatically factor in any applicable Linked Attribute modifiers to the Skill Levels.

Skill Level

As long as a character is trained in a Skill, the character is said to have a Skill Level. Skill Levels may be any value from 0 to 10, and are applied as a modifier to the roll result when

SKILLS



In gameplay, Skills will likely be your most commonly used character features, in the form of Skill Action Checks. The dice rolls for Skill Action Checks have lower TNs than Attribute Checks, but apply Skill Levels in the same fashion as Attribute Checks apply Attribute scores. (Linked Attributes can further enhance this, but only if the character's relevant Attributes are particularly exceptional.) Thus, as with Attribute scores, higher Skill Levels improve the character's chances of success when using the Skill.

Skill Levels in *A Time of War* will fall between a value of 0 through 10. A Skill Level of 0 reflects a Skill that has just been learned or is understood at the most basic level, while a Skill Level of 10 indicates the complete knowledge of a grand master.

A character is considered to be untrained in a Skill if he does not even possess the Skill in his stats—even at a Level of 0.

attempting a Skill Action. Higher Skill Level values thus indicate a greater proficiency with the Skill.

ACTIONS

In typical role-playing games, dice are not needed to resolve mundane actions or any dialogue. Indeed, a good role-playing session can be had with nary a die roll made, through interactive storytelling between the GM and the players. Still, in many situations throughout an adventure, the outcome of a character's choices may rely on actions that can potentially fail. At times like these, the GM will request an Action Check.

Action Checks in *A Time of War* come in two main forms: Attribute Checks and Skill Checks. Attribute Checks are used to resolve situations where none of the character's Skills apply (or where a skill applies that the character simply does not possess), and where the outcome is determined more by the character's Attributes instead. Skill Checks, meanwhile, are used to resolve any action where the character is using a Skill.

ATTRIBUTE CHECKS

Attribute Checks are used whenever the character's Attributes are being directly tested and no Skill applies to the situation, or when the character simply lacks the proper training in the Skill he is being asked to perform. Attribute Checks can be made against one or two Attributes at a time, based on the nature of the situation.

For example, a character may be called upon to make a STR (Strength) Attribute Check to see if he can lift a heavy object off a friend, while another may be called upon to make an INT (Intelligence) Attribute Check to see if she can recall an important fact in a crunch. Alternatively, a character who has never received formal training in the use of small arms—a Skill linked to the DEX Attribute—could attempt to fire a pistol using a modified DEX Attribute Check.

Examples of Attribute Checks using two Attributes include using BOD and RFL to resolve the character's success in a sporting event, or DEX and INT to resolve the outcome of playing a holo vid game. Characters untrained in Gunnery

Skills, which are linked to the DEX and RFL Attributes, could also resolve these as a modified Double Attribute Check using their DEX and RFL scores together.

Regardless of the Attributes called upon for an Attribute Check, the Target Numbers are fixed at 12 for a single-Attribute Check, and 18 for a Double Attribute Check.

ATTRIBUTE CHECK: IDENTIFY THIS!

A Hell's Horses scientist with an INT score of 8, a WIL of 7, and no practical training in biology has nonetheless been tasked with identifying the carcass of a strange creature found in the woodlands near his Clan's newest enclave on a Periphery backwater. The GM determines that obtaining the basics of the creature's physiology from its badly mutilated remains (an Elemental apparently gunned it down with a volley from his SRM launchers) and a complete lack of training in xenobiology is the equivalent of an untrained Skill Action Check, thus making this effort a Double Attribute Check, based on the scientist's INT and WIL scores (which are Linked Attributes of the typical Interest Skill).

The Attribute Check will thus have a TN of 18. Applied to the roll are the following modifiers: +15 for the scientist's relevant Attributes (INT 8 + WIL 7), -5 for the difficulty (the GM rules the identification of mangled remains "Extremely Difficult", given the circumstances), and -4 for the lack of Skill Training, for a total roll modifier of +6. In order to roll 18 or better and successfully work out the nature of these remains, our scientist would need to roll a 12 (12 + 6 = 18).



SKILL CHECKS

Skill Checks are used in place of Attribute Checks whenever a character is attempting to perform an action for which she has received proper training or instruction. Skill Checks are resolved in the same fashion as Attribute Checks, but receive much lower Target Numbers as trained Skills. These Target Numbers vary slightly between Skills, based primarily on their relative levels of complexity.

Skills are specifically focused, and so are used in more defined situations than Attributes might be called upon. For example, a character in a gunfight would rely on her Small Arms Skill to make ranged weapon attacks with her pistol, rifle, or submachine gun, but if an enemy manages to get in close, she would need her Martial Arts Skill to battle the enemy hand-to-hand, or her Melee Weapons Skill to use close-quarters weapons like knives, swords, and staves.

A character may attempt to use a Skill that he has effectively no training in, but doing so must be treated as an Attribute Check instead, using the Attributes identified in the Skill's Linked Attributes statistic. The Target Number for such Checks are the same as for a standard Attribute Check.

SKILL CHECK: WE NEED RECON!

A mercenary communications tech with an INT score of 7, a WIL of 5, and the Communications/Conventional Skill (TN: 7; Complexity: S; Linked Attributes: INT; Skill Level: +3) is trying to establish contact with a passing satellite in an effort to obtain some visual reconnaissance for his company. The GM determines that neutral satellite has a basic communications array that is foreign to the comm.-tech's equipment, but is not impenetrable, so he assigns this task a modest level of difficulty (worthy of a -3 roll modifier).

The Skill Check, as noted, has a TN of 7. Applied to the roll are the following modifiers: +3 for the comm.-tech's Skill Level; +1 for a Linked Attribute (INT) of 7; and -3 for the difficulty, for a final roll modifier of +1. In order to roll 7 or better and successfully tap into the satellite's comm. systems, our tech would need to roll a 6 (6 + 1 = 7).

Of course, the GM reminds the comm.-tech's controlling player, after accomplishing that feat, he'll need a separate successful Cryptography Skill Check to hack into the satellite's programming and obtain the desired images...



OPPOSED ACTIONS

In some cases, direct opposition from another character will affect the success of one character's Action. Examples of this include melee combat Actions or competitive sports. Such cases are known as Opposed Actions, and may be resolved using the same Attributes or Skills, or by Attributes and Skills that logically oppose each other. For example, a simple arm-wrestling match may see both characters making an opposed STR Attribute Check, while another character—attempting to bluff his way through a conversation about BattleMech design with an opposing tech who knows his stuff—may pit his Acting Skill against his opponent's Technician Skill.

In an Opposed Action, the winner is the character whose final roll result succeeds by the greatest margin. If both characters in an Opposed Action fail their Checks, neither one is the winner.

MAKING THE ROLL

Regardless of the nature of the Action Check, the procedure is a simple matter of rolling dice (typically two six-sided dice, or 2D6), applying any prescribed modifiers to the roll, and comparing that result to the Target Number (TN). Success in an Action Check occurs when the final modified roll result equals or exceeds the Action's TN.

The base TNs and modifiers that apply to each roll in basic gameplay are described in the Basic Action Check and Action Check Modifiers tables below. Attribute Checks apply the relevant Attributes to the roll result, as well as any conditional modifiers the GM deems fit (with positive modifiers reflecting better



OPPOSED ACTION: KNOCK 'EM BACK

In an effort to win over some rather rough-looking “potential recruits” in a Solaris cantina, a mercenary MechWarrior (BOD 7, and WIL 6) challenges their apparent leader to a drinking contest, hoping that her slight build (belying her exceptional BOD score) will lure her opponent (who the GM secretly gives a BOD of 8 and a WIL of 6) into a false sense of security.

The GM declares that the outcome will be determined by an Opposed Double Attribute Check, using the two characters’ BOD and WIL to determine the outcome. Both Checks will thus require a TN of 18 to succeed. The mercenary MechWarrior will apply her relevant Attributes to the roll for a total modifier of +13 (BOD 7 + WIL 6), while her opponent will receive a roll modifier of +14 (BOD 8 + WIL 6).

The MechWarrior will need at least a result of 5 to meet the TN for this Action Check, but because it is opposed by her opponent (who needs a 4 to achieve the same TN), the winner will not only be the one who successfully makes the Check, but who makes it by the widest margin.

When the MechWarrior’s controlling player rolls a 10 (for a total of 23) and the GM—controlling her opponent—rolls a 3 on his behalf (for a total of 17), the GM determines that not only has the mercenary MechWarrior won the drinking challenge, but the fact that her opponent failed to make his TN to boot means that he passed out in the process.



conditions—such as proper equipment when making repairs, or a “home turf” advantage when playing a sport—while negative modifiers reflect added difficulties, such as unstable footing or poor lighting). Trained Skill Checks, meanwhile, apply the Skill’s Level, any relevant Skill-Linked Attributes modifiers (provided in the table for perspective, but automatically factored into the Skill Levels of the sample characters provided with these quick start rules), and any conditional modifiers the GM sees fit.

BURNING EDGE

The Edge (EDG) Attribute represents one of the most powerful tools at the character’s disposal, but also one of the most precarious. In gameplay, a character may “burn” Edge (reducing the Attribute’s score by 1 point for each Edge point “burned”) by declaring his intention to do so either before an Action roll (Attribute or Skill), or after the roll.



INTRODUCTION

A TIME OF WAR

The maximum number of Edge points a character can burn is equal to the EDG score for that character. Edge can only be regenerated at the GM's discretion (usually in return for accomplishing good deeds or other such). Thus, players should use this special Attribute with caution. Edge may only be burned once per Action Check, and may only be burned to affect the outcome of Action Checks made by or against the character who is burning Edge. Edge cannot be burned on behalf of another player, or burned repeatedly to force multiple rerolls for the same Action Check.

Before the Roll: Burning Edge points before a roll allows the character's controlling player to either add or subtract double the number of Edge points spent as a roll modifier. This can dramatically increase the character's chances of success in a critical Action Check (or dramatically decrease an enemy's chance of success). As many of the character's remaining EDG Attribute points may be spent in this effort as the character has remaining. (So, for instance, if a player announced that his character was spending 2 Edge points before his critical Small Arms Skill check is made to shoot an enemy, that player could add a +4 modifier—2 EDG points "burned" $\times 2 = 4$ —to the Skill Check roll.)

After the Roll: Edge points burned *after* a roll can be spent in two possible ways. The first is to modify the outcome of an Action Check by applying the number of EDG points burned as a roll modifier (so 2 EDG points burned this way can change an Action Check result by plus or minus 2 points, as desired).

The second method is to "force a reroll", either of the player's own recent Action Check roll, or of the enemy Action Check. This method costs only 1 EDG point, but could (potentially) make it possible for an even "better" result to occur.

NPCs and EDG: In most cases, regular NPCs will not burn EDG points either before or after an Action Check (to avoid bogging down gameplay). However, gamemasters may decide to give important NPCs (whether friendly or hostile to the player characters) the ability to exercise their own EDG as necessary during gameplay.

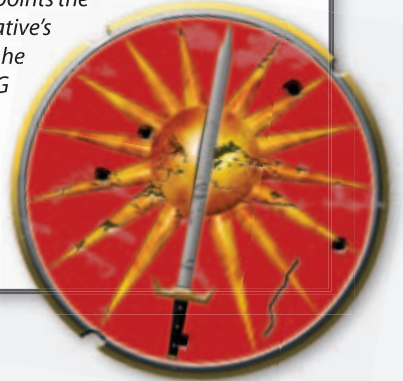
BURNING EDGE: EVERYONE FALLS

While attempting to escape armed security guards after a botched break in at the Capellan embassy, a FedSuns covert operative (with a RFL of 6 and an EDG of 5) finds himself running across a rooftop, heading toward another building. The controlling player informs the GM that he intends to use the operative's Acrobatics Skill to leap across the two-meter divide that separates the structures. With an Acrobatics Skill Level of +3 and an Acrobatics TN of 7, the player is confident in his operative's success, especially after the GM assigns no difficulty modifier to the effort.

But when the player rolls a 2—for a final roll result of 5—the GM winces; it's a good 30-meter drop to the hard ferrocrete in the alley below, after all.

The covert operative player declares he will burn 2 points of EDG to modify the failed Acrobatics Skill Check result by 2 points, enough to make that TN of 7 and complete the leap safely (if not gracefully). This act reduces the operative's EDG to 3. (Note: Had these EDG points been spent before the Acrobatics Skill Check roll was made, the impact would have been a +4 roll modifier before the fact, rather than a +2 modifier after.)

One of the pursuing guards still manages to get off a shot and hits the operative as he completes his leap. Certain that the wound will be severe enough to slow him down, and unsure how many points the attack succeeded by, the operative's player tells the GM that he wishes to burn another EDG to force the guard to re-roll his attack. The gambit pays off as the guard's second attack roll results in a miss. The operative's EDG is now down to 2 points.



"The televised debate did not go well, but I have a specialist I can call for damage control."



BASIC ACTION CHECK TABLE

Basic Action Check Rolls	
Action Check	Dice Roll
Basic Action Checks (Attribute or Skill)	2D6
Base Target Numbers	
Action Check Type	Base TN
Skill Check	See Character Samples
Attribute Check (Single Attribute)	12
Attribute Check (Double Attribute)	18



DK

The Bounty Hunter and his iconic armor are feared throughout the Inner Sphere.

ACTION CHECK MODIFIERS TABLE

Attribute Check Modifiers (Attribute Checks only)	Roll Modifier
Single Attribute	+Attribute Score
Double Attribute	+Sum of Both Attribute Scores
Attempting Untrained Skill Check	-4

Skill Check Modifiers (Skill Checks only)	Roll Modifier
All Skill Checks	+Skill Level
Link Attribute Value*	
1	-2
2-3	-1
4-6	+0
7-9	+1
10	+2

Action Difficulty and Special Conditions	Roll Modifier
General Action Difficulty (All Checks)	
Very Easy	+3
Easy	+1
Average	+0
Difficult	-1
Very Difficult	-3
Extremely Difficult	-5

Vision-based Action Checks (Perception Skill)**	
Target at Point-Blank Range (less than 1 meter)	+1
Target at Short Range (1 to 300 meters)	+0
Target is at Medium Range (301 to 600 meters)	-2
Target is at Long Range (601 to 900 meters)	-4
Target at Extreme Range (over 900 meters)	-6

Miscellaneous Conditions (All Checks)	
Character is Injured	-(Injury Modifier, see p. 16)
Character is Fatigued	-(Fatigue Points - WIL, minimum 0)

*For simplicity, any relevant Link Attribute Modifiers that apply to the sample characters in these Quick-Start Rules have been automatically added to the sample characters' Skill Levels.

**Applies primarily to Perception Skill Checks (other affected actions are at the GM's discretion). General Action Difficulty and Miscellaneous Conditions modifiers (for darkness, concealment, and so forth) may also apply.

INTRODUCTION

A TIME OF WAR

COMBAT

In *A Time of War*, combat is resolved using a somewhat more structured version of standard gameplay. In combat, actions are resolved in brief, five-second intervals called *turns*. Each turn follows a set sequence of *phases*, beginning with Initiative phase (where turn order is determined), and ending with the appropriately named End Phase (where the outcome of many actions are resolved). Until a combat situation is resolved, the End Phase of each turn is followed immediately by the Initiative Phase of the next.

INITIATIVE PHASE

In the Initiative Phase, each player rolls 2D6 to determine the order in which the characters will act. Characters then act in the order of the rolled results, with the character who had the highest Initiative roll acting first, followed by the character with the next-highest result, and so on until the character with the lowest Initiative roll acts last.

In the event of a tie, the character who acts first is the one with the highest RFL score. If the RFL scores between tied characters are the same, another Initiative roll will be required to resolve the order of the tied characters alone.

The Initiative Phase always begins the combat turn.

INITIATIVE: ACHTUNG, BABY!

Two Free Worlds League scouts—one with a RFL score of 6 and the other a RFL score of 8—have infiltrated a Lyrans base and are passing through a maintenance corridor when they come upon two LAAF MPs on a random patrol, one of whom has a RFL of 5 and the other a RFL of 6. After the customary shouts of “Halt!” by the Lyrans, the players controlling the Marik scouts inform the GM that they have no intention of doing so. Combat will ensue.

The GM calls for an initiative roll to begin the sequence. The Free Worlds scout with the RFL of 6 rolls a 7 and his companion rolls a 9. The Lyrans MP with the RFL of 5 also rolls a 7, while his partner rolls a 5. The first to act in this turn will thus be the League scout who rolled the 9, followed by his partner (although his partner’s roll tied with one of the Lyrans, the MP’s RFL of 5 was outdone by the scout’s RFL of 6).

Presuming the MPs survive the scouts’ actions, the next to act will be the Lyrans with the Initiative roll of 7, followed by his partner.



ACTION PHASE

In the Action Phase, the characters can navigate and interact with the battlefield as desired (in accordance with their Initiative order). The number of actions a character may perform, however, is limited. The actions available in combat include Incidental Actions, Simple Actions, and Complex Actions, and Movement Actions.

The Action Complexity Table provides a basic guide to how complex most common actions are considered in *A Time of War*.

Incidental Actions

Incidental Actions are those actions that require minimal concentration or effort, and can be combined with any other actions performed in a turn. Examples of such actions include yelling out a single-word warning, defending against a melee attack, or dropping to the ground.

A character may perform up to 5 Incidental Actions per turn.

Simple Actions

Simple Actions are those that require some concentration and effort, but can be resolved quickly, such as firing a weapon, delivering a melee attack, operating a vehicle, or using a Simple Skill that the character possesses.

A character may perform up to 2 Simple Actions per turn, but may not combine them with Complex Actions.

Complex Actions

Complex Actions are those that require full concentration and serious effort on the character’s part, and may take one or more full turns to resolve. Examples include using a Complex Skill (with or without training), attempting any Skill without training, or using a complex device.

A character may perform only one Complex Action per turn, and may not perform a Complex Action in conjunction with any other Action type except Incidental Actions.

Movement Actions

These actions describe the character’s movement during a turn, and can range from standing still to walking, running, or even sprinting. A character must perform one (and only one) Movement Action per turn (even if the movement is to remain stationary).

How far a character can physically move in combat (measured in meters) is based primarily on the character’s STR and RFL Attribute scores. Terrain and other obstacles, however, may reduce these movement rates, reflecting the added time spent getting around (or plowing through) such obstructions.

Movement Actions also count as Incidental, Simple, or Complex Actions, depending on the type of movement desired, so players must balance their characters’ Movement Actions accordingly.



ACTION COMPLEXITY TABLE

Incidental Actions
<i>Non-Movement</i>
Crouch/Sit Down/Stand Up
Drop Object
Drop Prone
Gesture
Leaping (Downward)
Melee Defense (except Breaking Grapple)
Observe Quickly (no Perception Skill)
Speak (Single Word)
<i>Movement</i>
No Movement
Walking
Simple Actions
<i>Non-Movement</i>
Jumping/Leaping (Upward or Horizontally)
Lead Team
Load Weapon
Melee Attack
Melee Defense (Breaking Grapple)
Observe in Detail (Perception Skill)
Pick Up/Put Down Object
Ranged Attack (Other than Suppression Fire)
Ready/Draw Non-Crewed Weapon/Small Equipment
Recover from Stun
Speak (Brief Phrase)
Stow/Sheath Equipment
Use Simple Object
Use Simple Skill (Trained)
<i>Movement</i>
Climbing (with Climbing Skill)
Crawling
Running
Swimming (with Swimming Skill)
Complex Actions
<i>Non-Movement</i>
Careful Aim
Extinguish Fire
Ranged Attack (Suppression Fire)
Ready Large Equipment/Crewed Weapon
Recover Fatigue
Speak (Conversation)
Spot for Indirect Fire
Use Complex Object
Use Complex Skill
Use Untrained Skill
<i>Movement</i>
Climbing (without Climbing Skill)
Evading
Sprinting
Swimming (without Swimming Skill)

MOVEMENT RATES TABLE

Movement Mode	Base MPs (Meters per Turn)
Walking	(STR + RFL)
Running*	10 + (STR + RFL) + (Running Skill Level)
Sprinting*	(Run MP) x 2
Special Movement Modes	
Climbing*	[(Walk MP) ÷ 2]** + (Climbing Skill Level)†
Crawling*	[(Walk MP) ÷ 4]**
Evading*	Run MP
Swimming*	(Walk MP) + (Swimming Skill Level)†

*The movement modes generate Fatigue during the end Phase of the turn (see End Phase Fatigue, p. 16)

**Round up to nearest meter

†Half movement (round down to nearest meter) if character has no appropriate Skill

RESOLVING ACTIONS IN COMBAT

In personal combat, resolving most Actions works in the same way as it does in standard gameplay. For most Actions—particularly Incidental Actions, movement, and speech—no rolling is generally required. Skill use and Attribute Checks may still occur as needed, however, particularly if the character is attempting an attack or attempting to defend against a melee attack.

If the Skill or Attribute Check is required for non-combat actions (such as use of a non-combat Skill like Computers), the Action Check roll will work in the same fashion as under standard gameplay action. At most, such actions may simply receive additional difficulty modifiers at the GM's discretion, to reflect the chaos of working under fire.

Combat-specific actions—such as ranged weapon or melee attacks—receive a more structured set of modifiers and rules, as described below. As with non-combat gameplay, attempts to use a Skill the character does not possess must be treated as an appropriate Attribute Check instead.

Ranged Combat

Any attack made against targets a meter or more away from the attacking character is referred to as a ranged weapon attack. Ranged attacks are typically made using ranged combat weapons such as bows, firearms, and support weapons, but thrown weapons like shuriken and grenades also fall into this category.

Ranged Attacks are resolved by the attacking character as a Skill Check appropriate to the weapon being used. For example, a character attempting to shoot an opponent using a pistol would use her Small Arms Skill, while another character attempting to strike his opponent with a throwing knife would use the Thrown Weapons Skill.

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A ranged attack Action will have the same TN as appropriate for the character's Skill, and applies the character's relevant modifiers for Linked Attributes and Skill Levels, but must also include modifiers for attack range, target and attacker movement, and any appropriate terrain or environmental conditions. These modifiers are shown in the Combat Modifiers Table (see p. 13). If the modified roll still manages to meet or exceed the Skill's TN, the attack succeeds, and the target will take damage. If the roll fails, the attack misses.

Whether or not the attack succeeds, making an attack using ranged combat weapons expends ammunition, which should be tracked at all times.

RANGED COMBAT: DARK ALLEY

A mercenary bounty hunter, armed with a Sternsnacht Python Autopistol (Ranges (Short/Medium/Long/Extreme): 5 meters/15 meters/40 meters/80 meters) finds herself led into a dark alley by her fleeing quarry. Now out of the public eye, she decides to end the merry chase by shooting her fleeing target, who is now 10 meters ahead of her. Her Small Arms Skill Level is +4, and her DEX Attribute score is 7.

The TN for the Small Arms Skill is 7. To determine the modifiers to the roll, the GM assesses the following conditions: the hunter's Small Arms Skill Level (+4); her linked DEX Attribute is 7 (+1); the distance between the bounty hunter and her target puts her weapon at medium range (-2); she is running (-2); her target is also running (-2); the attack is coming from behind the target (+1). The final roll modifier is thus +0 (4 + 1 - 2 - 2 - 2 + 1 = 0), so her attack will hit on a roll of 7 or higher.

Squeezing off the shot, the bounty hunter's controlling player manages to roll an 8. The hunter's shot hits the target.



Melee Combat

Any attack made against targets less than a meter away is considered to be a melee attack. Melee attacks are typically delivered in hand-to-hand combat, or using melee weapons such as swords, maces, or even empty ranged combat weapons, but these rules also apply to ranged weapon attacks made at less than a meter's range.

Melee combat is resolved as an Opposed Action Check between the attacking character and his opponent (the defender). The attacker's melee attack is resolved as a Skill Check using the appropriate Skill Check based on the weapon being used, while the defender resolves his defense using an equally appropriate Skill Check. For example, a knife-wielding attacker attempting to stab an unarmed defender, would use the Melee Weapons Skill, while his opponent would likely use Martial Arts to ward off the attack.

Both Skill Checks will possess the normal TNs appropriate for their use, but must also include modifiers for any target and attacker movement (as shown in the Combat Modifiers Table, see p. 13). As with a normal Opposed Action Check, the winner is the player whose modified roll meets or exceeds the action's TN by the widest margin. If the attacker wins, he will deliver the full amount of melee damage to the defender. If the defender wins, he will deliver half his normal melee damage (round down) to the attacker.

Grapples and Subduing Damage: At the attacker's option, an unarmed melee attack (and some melee weapon attacks) can be declared as a Grapple or Subduing damage attack, rather than a standard attack.

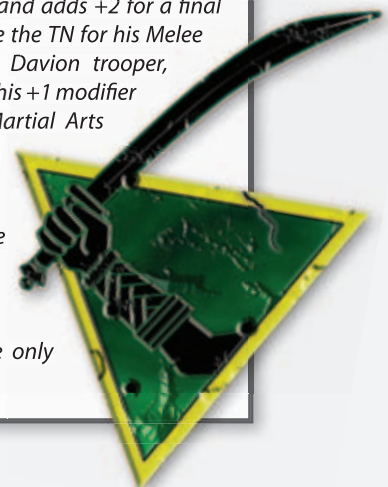
A Grapple attack reflects the attacker's intent to restrain the target without causing damage and—if successful—effectively renders the target immobilized (unless the target can break free with an opposed Martial Arts Skill Check or the attacker releases him). No damage is caused by the attacker in a successful Grapple melee.

MELEE COMBAT: FACE-TO-FACE

His BattleMech crippled by enemy fire, a Capellan MechWarrior ejects in the hope of avoiding capture by enemy infantry. Armed with only a dao sword, a Melee Weapons Skill of +3, and a DEX of 6, he uses the rocks, rubble, and smoke to make his way toward friendly lines. He is scarcely 100 meters from his fallen machine when he is challenged by a FedSuns trooper, but luck is with him when the Davion soldier's rifle misfires at close range.

Close enough to walk to the enemy, the Capellan decides to close in and use his dao before the "FedRat" can go for another weapon or clear his rifle's jam. The GM decides that the enemy soldier will drop the useless rifle and rely on his Martial Arts Skill of +2 to defend against the Capellan. The TN for the Capellan's Melee Weapons Skill is 7, and so is the TN for the FedSuns soldier's Martial Arts Skill. For the Capellan, the modifiers to the attack include his Melee Weapons Skill Level (+3), and the Walking movement he needed to use in order to close the distance (-1), for a total modifier of +2. For the FedSuns soldier, the modifiers are +2 for his Martial Arts Skill, and -1 for the Capellan's Walking movement, for a final roll modifier of +1.

The Capellan player rolls a 5, and adds +2 for a final result of 7—just enough to make the TN for his Melee Weapon attack a success. The Davion trooper, meanwhile, rolls a 7, and applies his +1 modifier for a total of 8, making the Martial Arts Skill Check by 1. Because the Davion trooper succeeded by a wider margin (1 point versus the Capellan's 0), he will be the one to inflict damage in this melee. But because he was defending against the attack, rather than initiating it, his damage will be only half strength.





COMBAT MODIFIERS TABLE

BASIC COMBAT TARGET NUMBERS

Combat Action Check	Target Number (TN)
Ranged Attack	Appropriate ranged weapon Skill TN
Melee Weapons Attack (and Defense)	Appropriate melee weapon Skill TN
Martial Arts Attack (and Defense)	Martial Arts Skill TN

BASIC COMBAT MODIFIERS

Conditional Modifiers	Roll Modifier	Conditional Modifiers	Roll Modifier
<i>Range (Ranged Combat Only)</i>		<i>Movement (Ranged and Melee Combat)</i>	
Point-Blank Range	+1	Attacker Walking	-1
Short Range	+0	Attacker Running/Crawling/Swimming	-2
Medium Range	-2	Attacker Jumping/Gliding/Flying	-3
Long Range	-4	Target Moved 10-45 meters	-1
Extreme Range	-6	Target Moved 46-75 meters	-2
<i>Cover (Ranged Combat Only)</i>		Target Moved 76-105 meters	-3
Light Cover (Target 5-25% concealed)	-1	Target Moved 106-150 meters	-4
Moderate Cover (Target 26-50% concealed)	-2	Target Moved 151+ meters	-5
Heavy Cover (Target is 51-75% concealed)	-3	Target Evading	-(Target's Acrobatics Skill)
Full Cover (Target is 76-100% concealed)	-4	Target Jumping/Gliding/Flying	-2
Other Characters in Line of Fire	-1	Target Crawling/Prone	-1
<i>Target Size (Ranged and Melee Combat)</i>		Target Immobile	+4
Monstrous (Ex: Whale, DropShip)	+5	<i>Attacker Actions/Conditions (Ranged and Melee Combat)</i>	
Very Large (Ex: Elephant, BattleMech)	+3	Attacker Fatigued (see Damage Effects)	-(Fatigue points - WIL)*
Large (Ex: Horse, battle armor, ground car)	+1	Attacker Injured (see Damage Effects)	-(Injury Modifier, see p. 16)
Medium (Ex: Adult human, refrigerator)	+0	<i>Miscellaneous Conditions (Ranged and Melee Combat)</i>	
Small (Ex: Young child, coffee table)	-1	Target Stunned/Surprised	+2
Very Small (Ex: Dog, desktop computer)	-2	Attacking from Behind	+1
Extremely Small (Ex: Cat, book)	-3	Using "Off Hand"	-1
Tiny (Ex: Mouse, micro-communicator)	-4	<i>Additional Melee Combat Modifiers (Melee Combat Only)</i>	
		Attacker Stunned/Surprised	-6
		Friendly Character in Melee with Target	+2
		Crawling/Prone Target in Melee Range	+2
		Using Ranged Weapon in Melee Combat	-2
		Attempting to Grapple (Attacker Only)	-1
		Grappling Attacker vs. Grappled Target	+2**
		Grappled Target vs. Grappling Attacker	+1**

*If Fatigue is less than WIL, no modifier applies **Only applicable after a Grapple attack succeeds

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A Subduing damage attack works like a normal melee attack, but will deliver Fatigue points, rather than standard damage points, to the target. See Subduing Damage (p. 15), for more information.

DAMAGE

Once an attack is successfully delivered, damage is applied to the target, the nature and extent of which varies with the weapon. These rules presume that a character suffers damage as a result of combat. However, characters in non-combat situations are just as susceptible to damage from other sources (such as falling), and so these rules apply to both combat and non-combat situations.

Damage Notation

All damage a combatant may sustain is described by using two values. The first—the Armor Penetration (AP) factor—reflects the damage's armor-defeating capability. The second value—the Base Damage (BD) factor—is shown in parentheses and indicates the base number of damage points the weapon will deliver on a successful attack.

All weapons receive these basic values in their stats (as provided in the sample characters included with these quick-start rules, pp. 19-22), while other damage sources (such as unarmed melee combat and falling damage) receive their own damage notation based on the situation.

For example, the damage from a Gunther MP-20 Submachine Gun is listed as "AP: 4, BD: 3", which indicates that it has an armor-penetration (AP) rating of 4, and delivers 3 base damage (BD) points. The Automatic Shotgun, meanwhile, has a listing of "AP: 2, BD: 5", which describes a weapon with an AP of 2 that delivers 5 damage points per hit.

Note: For the purposes of these quick-start rules, special weapon types (such as Energy, Ballistic, and Explosives), as well as special weapons effects (such as Area-Effect, Burst-Fire, and Continuous Damage), have been left out. Subduing damage attacks—the only exception—will be noted by the letter "D" alongside the attack's BD factor.

Standard Damage vs. Fatigue

In personal combat, damage comes in two primary types: standard damage, and Fatigue. Standard damage, the default damage type, reflects actual physical—and potentially lethal—injuries. Fatigue reflects exhaustion and minor bruising damage or other non-lethal injuries (often called Subduing damage). Unless an attack or weapon specifies otherwise, all damage sustained in personal combat is presumed to be standard damage.

Ranged Attack Damage

The number of damage points delivered by a successful ranged weapon attack is equal to the weapon's listed Base Damage factor.

Armor Effects: Unless specifically noted otherwise, a ranged attack will be affected by any armor the target is wearing. (See *Armor Effects*, below).

Melee Attack Damage

Unless otherwise specified (such as when wearing special gloves), the Armor Penetration factor of an unarmed melee attack is presumed to be 0. If a melee weapon is used, the Melee weapon's AP is applied instead.

DAMAGE: BULLET HOSE

A Lyran soldier, firing his trusty Gunther MP-20 submachine gun (BD of 3) hits his target in the midst of a heavy firefight. The attack delivers 3 points of damage to the target.



The number of damage points delivered by a successful melee attack (including damage from melee weapons) is equal to 1 point for every 4 points of the attacking combatant's STR score (rounded up), plus the Base Damage factor of any melee weapons used in the attack.

Armor Effects: Unless specifically noted otherwise, a melee attack will be affected by any armor the target is wearing. (See *Armor Effects*, below).

Fatigue

Some damage and actions cause Fatigue, instead of (or even in addition to) standard physical damage. Fatigue points represent minor wounds, exhaustion, and other factors that can potentially take a character out of commission without killing her. Because it is less immediate than physical damage, Fatigue damage is usually recorded in the End Phase of a turn, rather than as a direct result of combat. Subduing Damage (see below) is a special exception to this rule, representing the effect of non-lethal attacks intended to incapacitate a character more quickly.

DAMAGE: SWORDPLAY

Despite being caught weaponless, a DCMS scout with a STR score of 6 successfully delivers a melee attack against a cocky Lyran soldier using her Martial Arts Skill. The attack will deliver 2 points of damage to the Lyran, thanks to the scout's STR ($STR 6 \div 4 = 1.5$, round up to 2).

In the following turn, the scout manages to draw her katana (weapon damage notation: "AP: 2, BD: 2") and—this time using her Melee Weapons Skill—delivers another successful melee attack with the blade. This time, the successful attack delivers 4 points of damage: 2 points from the sword's BD factor, plus 2 more for the scout's STR ($6 \div 4 = 1.5$, round up to 2).



Any time a character suffers standard damage, the character will receive 1 Fatigue point. Other Fatigue causes include Subduing damage (described below) or moving/taking actions while encumbered, extended physical effort (such as a long march).

Armor Effects: Unless Fatigue points are delivered specifically by an attack—such as Subduing Damage, described below—armor will have no effect on a character's Fatigue.

Subduing Damage

Attacks that deliver Subduing damage (typically including non-lethal melee attacks and special weapons with a "D" noted in their Base Damage values) deliver their damage as Fatigue points instead of standard damage points and apply a Stun effect as well (see *Stun*, below).

Stun

Any time a character suffers standard damage or Fatigue damage from a Subduing Damage attack, the character will also suffer a special "stun" effect in addition to any other damage. A stunned character may take no actions until the Stun effect is shaken off, which requires a Simple Action (but no Action Check).

A character may only be stunned or not stunned. Additional stunning attacks delivered to a character who is already stunned produce no further effects.

Armor Effects: Armor has no effect against Stun effects unless it completely absorbs any accompanying damage (in which case, the stun also does not occur).

DAMAGE: SWEET DREAMS!

A Kuritan DEST trooper with a neural lash (AP: 0, BD: 5D) has snuck up on an unsuspecting Davion guard. Delivering a successful attack with her Melee Weapons Skill, the DEST trooper inflicts 5 Fatigue points upon the guard, and stuns him. In addition to the Fatigue effects, the Davion guard will need to recover from the stun effect before he can respond to this surprise attack.

ARMOR EFFECTS

The Armor Penetration (AP) factor of an attack corresponds to the Barrier Armor Rating (BAR) of any personal armor the target is wearing. If the BAR of the target's armor is higher than the AP factor of the attacking weapon, reduce the Base Damage of the weapon by the difference between the armor's BAR and the weapon's AP (to a minimum of 0 points).

ARMOR: CAN'T HURT ME!

An ejected LAAF MechWarrior, wielding a combat knife (AP: 1, BD: 1) and wearing a MechWarrior Combat Suit (BAR: 4) is racing through an urban battlefield. A FedSuns infantryman with a Serrik Arms 7875D Auto-Pistol (AP: 3, BD: 3) spots him and manages a successful attack using his Small Arms Skill. The hit would ordinarily inflict 3 points of damage on the Lyran MechWarrior, but his combat suit's BAR value of 4 reduces this by 1 point (BAR 4 - AP 3 = 1) to 2 points of standard damage. Because the MechWarrior actually suffered damage, he also receives 1 Fatigue point.

Enraged, the MechWarrior manages to close in on the Davion trooper in the following turn, and delivers a successful knife attack using his Melee Weapons. The LAAF warrior is pretty strong (STR of 7), so his attack delivers a total of 3 points (2 from STR, plus 1 from the knife) at an AP of 1. The trooper, however, is wearing Ablative/Flak armor (BAR: 4), which absorbs all 3 points from the attack (BAR 4 - AP 1 = 3) so he receives no damage or Fatigue whatsoever, and the Lyran is now at point-blank range...

RECORDING DAMAGE

Each Character Sheet includes a Condition Monitor Block that is used to track the character's overall health, particularly during combat. Damage and Fatigue are tracked using the bubbles in the character's Damage Tracker field.

Damage Capacity

The first row of bubbles on the Damage Tracker measures the character's Damage Capacity, the number of points of standard damage the character can sustain before dying. Most characters receive 2 bubbles of Damage Capacity per point of BOD Attribute.

Fatigue Capacity

The second row of bubbles on the Damage Tracker measures the character's Fatigue Capacity, the number of points of Fatigue damage (including Subduing damage) the character can sustain before losing consciousness. Most characters receive 2 bubbles of Fatigue Capacity per point of WIL Attribute.

Stun Effect

A single bubble is used to mark whether or not the character is stunned.

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DAMAGE EFFECTS

Based on the nature and type of damage the character sustains, the effects can dramatically affect the character's performance as described below:

Standard Damage

If a character suffers more standard damage points than there are bubbles on the character's Damage Capacity line, the character is killed.

Furthermore, for every amount of damage points suffered equal to 25% of the character's total damage capacity (or fraction

thereof), the character will suffer a -1 Injury Modifier applied to all Consciousness and Action Check rolls. This same modifier is applied to the character's Walking and Running Movement Rates, with all other movement rates recomputed accordingly (rounding any fractions down), and is also applied to any MedTech or Surgery Skill Checks used by friendly characters to treat the injured character's wounds.

Excess Damage: As noted earlier, a character dies immediately upon sustaining more standard damage than he has points of Damage Capacity.

Fatigue

If a character suffers more Fatigue points than there are bubbles on the character's Fatigue Capacity line, the character is knocked unconscious and any leftover Fatigue points are applied as standard damage. Furthermore, for every point of Fatigue the character suffers in excess of the character's WIL score, a -1 Fatigue modifier must be applied to the character's Action Check rolls, Consciousness rolls, and Movement Rates.

Excess Fatigue: If a character's current total of Fatigue points received (including those most recently inflicted) exceeds the character's Fatigue capacity, the character will automatically fall unconscious. Any damage beyond the character's Fatigue Capacity will apply as standard damage.

Stun

If a character's Stun bubble is marked, the character is considered to be Stunned. The Stun bubble can only be cleared when the character spends a Simple Action to "shake off" the Stun effect. Until then, the character cannot act and is considered a stationary target.

Consciousness

Every time a character sustains standard damage or Fatigue from a Subduing attack, there is a chance the character may fall unconscious. In such a case, the character must make a successful Consciousness Check immediately upon suffering such damage to avoid falling unconscious.

The Consciousness check has a flat TN of 7, and applies any Injury or Fatigue modifiers sustained by the character at the time of the roll. In addition, the character's Link Attribute modifier for his WIL score will also apply. If the modified roll does not equal or exceed a value of 7, the character immediately falls unconscious.

SPECIAL TRAIT EFFECTS

Certain character Traits can have an impact on the character's performance in combat. Injuries and Fatigue, for example, are affected by the Glass Jaw, Toughness, Fit, and Handicap Traits, while Initiative is affected by the Combat Sense and Combat Paralysis Traits. These effects are noted on the sample character sheets provided, for player reference.

END PHASE

In the End Phase of combat, any additional effects on the characters' Fatigue are assessed, along with consciousness checks by any characters who were knocked out in a previous turn. As the term implies, the End Phase always indicates the end of the combat turn. After resolving all relevant Fatigue and consciousness matters, gameplay will resume with the next turn's Initiative Phase as long as combat continues.

DAMAGE: MERC IN A BARREL

An uninjured mercenary infantryman with a BOD of 7 and a WIL of 6 is in the thick of a fierce jungle battle when he comes under heavy fire from two Capellan guerillas. His stats also give him a Walking rate 13 meters per turn, a Running rate of 23 meters per turn, and a Sprinting rate of 46 meters per turn.

The first guerilla manages to score a solid hit with an Imperator AX-22 assault rifle (AP: 4, BD: 4) that loses only 1 point of damage to the mercenary's BAR 5 flak armor. The mercenary thus suffers 3 points of standard damage—the equivalent to 21% of his total damage capacity of 14, as well as a 1 Fatigue point. Because the damage is 25% or less of the mercenary's total capacity, he will suffer an Injury Modifier of -1 to all rolls after taking this hit, and will also lose 1 meter of Walking and Running movement (as well as 2 meters of Sprinting, after calculations), giving him a new Walk of 12, Run of 22, and Sprint of 44.

Further, because the damage was standard, the mercenary must make a Consciousness Check. This Check has a TN of 7, and a +0 Link Attribute modifier for his WIL score. In addition, the roll receives a -1 Injury Modifier, for a final modifier of -1. With a roll of 9, the mercenary remains conscious (9 - 1 = 8, which exceeds the TN of 7).

The second Capellan—armed with a Minolta 9000 sniper rifle (AP: 5, BD: 4)—also hits our hapless mercenary, delivering the weapon's full 4 points of damage despite the merc's body armor (plus one more Fatigue point). The mercenary has now sustained 7 points of total standard damage, which is enough for a -2 Injury Modifier (-1 for every 25% or fraction thereof; $7 \div 14 = 0.5$, or 50%), and a -2 meters-per-turn effect on his Walking and Running movement rates.

Once again, the mercenary must make a Consciousness Check. Only this time, the Injury Modifier is -2 (-2 for 50% of damage capacity x 2) +0 for WIL. To make a TN of 7 now, the mercenary's controlling player must roll a 9 or better.



FATIGUE: ILL-GOTTEN GAINS

Already weighed down by a heavy load of fresh-stolen booty, a dismounted pirate MechWarrior with a BOD of 7 and a WIL of 5 has already accumulated 3 Fatigue points during a run through the streets of a battle-ravaged city toward his waiting 'Mech. As he rounds the corner, he stumbles upon an irate Capellan riot cop armed with a Ceres Arms Crowdbuster (AP: 0, BD: 5D).

The Capellan scores a solid hit with the weapon (which, as a subduing weapon, delivers Fatigue points, rather than standard damage). But because of the BAR 2 cooling vest the pirate is wearing, the attack is reduced by 2 points, and thus the attack inflicts only 3 points of Fatigue, rather than its full 5-point potential. Still, combined with the 3 Fatigue points he already accumulated, the pirate now finds himself at 6 Fatigue (and Stunned).

Furthermore, because his total number of Fatigue exceeds his WIL, the pirate will now suffer a -1 Fatigue Modifier on all Actions (WIL 5 - Fatigue 6 = -1), including the Consciousness Check he must now make in order to remain conscious against a Subduing attack. This Consciousness Check has a TN of 7, and a roll modifier of -1 (+0 for his unremarkable WIL score, and -1 for his current Fatigue Modifier). To stay in the fight, the pirate's controlling player must roll an 8 or better.

Rolling an 11, the pirate's controlling player finds that his character is still awake—albeit stunned now. He will need to spend a Simple Action to shake off the stunning effects, which may limit his options in the close-quarters fighting that's sure to follow this encounter.



End Phase Fatigue

During the End Phase of a combat turn, any Fatigue that does not originate from damage will take effect. This covers both the increase of Fatigue from extended activities like moving while encumbered or exhaustion from other environmental sources (such as blistering heat), as well as the recovery of Fatigue points (which a character may accomplish using a Complex Action).

Accumulating Fatigue: For the purposes of these quick-start rules, additional Fatigue will accumulate in the End Phase at a rate of 1 point per turn if the character used Sprinting Movement, had to make a STR Attribute Check, or used Running movement while Encumbered during the turn.

Fatigue will also accumulate at a rate of 1 point per every 2 consecutive turns that the character uses Climbing, Crawling, Evading, or Swimming movement.

Characters using Running movement while unencumbered, or using any movement except standstill while carrying or wearing any equipment noted as "Encumbering", will also accumulate 1 Fatigue point if they continue such activity for a number of consecutive turns equal to their BOD scores. (Thus, if a character with a BOD of 5 is carrying encumbering equipment, he will gain a point of Fatigue every time he spends 5 continuous turns in motion, even if he's just walking; the same will happen to an unencumbered BOD 5 character who spends 5 consecutive turns Running.)

Recovering Fatigue: A conscious character may opt to take a turn to rest and recover Fatigue points. This is considered a Complex Action, however, so the character recovering Fatigue may not make any attacks or perform any action not classed as Incidental in the same turn. Recovering Fatigue clears a number of Fatigue points equal to the character's BOD score (or simply clears out all of the character's accumulated Fatigue, if the character has suffered less total Fatigue than the character's BOD score). Standard damage points (even those resulting from excess Fatigue) are not cleared by recovering Fatigue.

End Phase Consciousness

A character rendered unconscious in previous turns may attempt to regain consciousness during the End Phase of the current combat turn. This requires a successful Consciousness

FATIGUE: NIGHTY-NIGHT

A ComStar adept with a BOD of 6 and a WIL of 7 has been rendered unconscious in the midst of a fight with an armed gang. He has suffered a total of 4 points of standard damage and 9 points of Fatigue as a result of the assault. After spending a turn unconscious, the adept's controlling player makes an attempt to regain consciousness, while the adept's compatriots beat back the thugs.

Because he has sustained 4 points standard damage out of his capacity of 12, the adept will suffer a -2 Injury modifier (for having sustained more than 25% of his damage capacity, but less than 50%). The 9 points of Fatigue damage—4 points more than his WIL score—will apply a -4 Fatigue modifiers as well. His WIL, which has a +1 Link Attribute modifier, will also apply to this roll, resulting in a final modifier of -5 (-2 for Injury -4 for Fatigue +1 for WIL = -5). Only on a maximum roll result of 12 would the adept would manage to meet the TN of 7 needed to regain consciousness, but even though he fails this turn—on a roll of 8—he will still recover 1 point of Fatigue while remaining out cold.



INTRODUCTION

A TIME OF WAR

Check with the same Injury and Fatigue Modifiers applied as would be for the character's current damage (see *Damage Effects*, p. 16).

Characters rendered unconscious in the current turn cannot attempt to regain consciousness until the next turn's End Phase.

While unconscious, a character will recover 1 Fatigue point per turn.

SPECIAL ADDENDUM (VEHICLES)

To integrate vehicular combat (including battle armor, ProtoMechs, Combat and Support Vehicles, and BattleMechs) to a game of *A Time of War*, bear in mind the following:

- All vehicles have a size rating when attacked by dismounted characters (such as conventional infantry). Battle Armor, vehicles under 5 tons in weight, and prone BattleMechs are all considered Large-sized targets; ProtoMechs, 'Mechs, and Combat and Support Vehicles 5 tons or heavier are considered Very Large Targets; any aerospace craft over 300 tons, airships of any weight, DropShips, or large naval vessels weighing 500 tons or more is considered Monstrous.
- Operating any vehicular unit in combat requires the necessary Piloting (or Driving Skill), while an appropriate Gunnery Skill is required to operate any weapons mounted on the vehicle.
- If a vehicular unit inflicts any damage to a character, each point of vehicular-scale damage has the following ratings in *A Time of War* (AP: 10, BD: 6)
- If a character inflicts any damage to a vehicular unit, and the vehicular unit has no stated BAR rating, presume it to have a BAR of 10. If any damage passes through this in accordance with the standard rules for personal combat weapons vs. armor, the damage inflicted on the vehicular unit will be equal to the remaining damage after armor effects, divided by the vehicle's BAR (round down).
- Because a single vehicular combat turn happens in 10 seconds and a single combat turn in *A Time of War* takes only 5, vehicular units can only fire their heavy weapons once every other round, and can move up to 15 meters per turn per "MP" in the vehicle's stats per round.
- The combat modifiers for vehicular units in *Total Warfare* and *A Time of War* are technically identical, and so *Total Warfare* modifiers (rather than the personal combat modifiers provided here) apply to the Skill rolls of all vehicular units—including Battle Armor. However, because *A Time of War* modifies the roll, and not the target number (TN), all *Total Warfare* must be subtracted from the roll result, rather than added to it. (For example, a vehicular weapon firing at long range would have a +4 TN modifier to the warrior's Gunnery Skill in *Total Warfare*, but that becomes a -4 roll modifier in *A Time of War*.)



SOLDIER

Although often overlooked in the shadow of towering BattleMechs, the “common” soldier is the backbone of every professional army fielded by the realms of mankind. Recruited in the prime of his life, the soldier received training, indoctrination, and the means to fight for king, country (or simply a paycheck). The soldier is not a fanatic; to him, fighting is a vocational pursuit or a civic duty, but not necessarily a life’s goal. Most soldiers, in fact, secretly hope that they never have to fire a weapon in anger during their brief military careers.

Most soldiers see themselves as part of a larger team, and bond readily with fellow soldiers and brothers-in-arms. Their military experience often earns them the respect of their native realms, but this respect is often tainted by the resentment that comes from those who feel victimized by the centuries of war the various interstellar governments have waged, and see the soldiers who fight for such governments as lackeys of bloodthirsty leaders.



SCOUT

Sometimes referred to as “spies”, or “spooks”, scouts are a special type of soldier, trained to act independently and often in advance of a military action. Militaries across human-occupied space rely on scouts to provide information on enemy deployments, local terrain, and unique conditions that can affect their operations, as well as to provide a heads-up on any traps that could be lying in wait for their unsuspecting forces. In some cases, scouts may even be called upon to take actions beyond the simple “observe and report”, actions that can range from infiltrating an enemy base to sabotaging enemy defenses in advance of the incoming assault.

For this reason, most scouts are “lone wolves” and free thinkers with nerves of steel hidden behind a silent demeanor. Their best work is often accomplished with no one the wiser, and they often expect no accolades for this service. After all, the scout who called attention to herself is often the scout who winds up dead.



ATTRIBUTES

Attribute	Score	Link Mod	Attribute	Score	Link Mod
STR	6	+0	INT	5	+0
BOD	7	+1	WIL	5	+0
REF	7	+1	CHA	4	+0
DEX	5	+0	EDG	5	+0

TRAITS (PERSONAL)

Combat Sense: When rolling for Initiative in Personal Combat, roll 3D6 rather than 2D6. Use the highest 2 dice to determine the initiative roll result. Also reduce attack modifiers against this character for Target Stunned / Surprised from +2 to +1.

Compulsion/Smoker: Minor addiction to smoking. Requires WIL Attribute Check (with a +0 roll modifier) to resist lighting up under stress. After 24 hours without a smoke, character will suffer -1 roll modifier to all Action Checks until he regains access to the source of the addiction.

SKILLS

Skill	Links	TN/C	LVL
Martial Arts, Advanced	RFL + DEX	8 / S	+4
Melee Weapons, Basic	DEX	7 / S	+3
Perception	INT	7 / S	+2
Small Arms	DEX	7 / S	+4

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○○○○○○○○○○○

Fatigue Damage: ○○○○○○○○○○○○

Stun: ○

Movement (Meters per Turn)

Walk: 13

Run/Evade: 23

Sprint: 46

Personal Armor (Loc) BAR

Ablative/Flak Jacket 4

Weapon AP/BD Range Ammo/Notes

Knife	1 / 1	Melee (1m max)	Unlimited
M&G Service Auto Pistol	3 / 4	5m/20m/40m/85m	8 shots/clip (2 clips)
TK Assault Rifle	4 / 4	25m/70m/160m/410m	20 shots/clip (2 clips)
Military Communicator	N/A	10 km (max)	N/A

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ATTRIBUTES

Attribute	Score	Link Mod	Attribute	Score	Link Mod
STR	5	+0	INT	7	+1
BOD	6	+0	WIL	6	+0
REF	7	+1	CHA	4	+0
DEX	7	+1	EDG	4	+0

TRAITS (PERSONAL)

Toughness: Multiply all standard damage by 0.75 (round up). Multiply all Fatigue taken by 0.5 (round normally, up on .5).

Lost Limb: Finger missing on left hand. Apply a -1 roll modifier to all DEX-related Actions using the left hand.

SKILLS

Skill	Links	TN/C	LVL
Communications	INT	7 / S	+3
Martial Arts, Advanced	RFL + DEX	8 / S	+6
Perception	INT	7 / S	+5
Small Arms	DEX	7 / S	+4
Stealth	RFL + INT	8 / S	+4

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○○○○○○○○○○○

Fatigue Damage: ○○○○○○○○○○○○

Stun: ○

Movement (Meters per Turn)

Walk: 12

Run/Evade: 22

Sprint: 44

Personal Armor (Loc) BAR Notes

Camo/IR Sneak Suit 2 Applies +4 roll modifier to user's Stealth Skill when passing optical or visual sensor or unaided observer and +6 roll modifier to user's Stealth Skill when passing a thermal/infrared sensor.

Weapon AP/BD Range Ammo/Notes

Vibroblade	6 / 2	Melee (1m max)	1 power point/turn (max 30 turns)
Tranq Gun	2 / 4D	3m/10m/18m/25m	10 shots/clip (2 clips)
Marx XX Laser Rifle	5 / 3	75m/250m/500m/1,150m	6 points per shot (5 shots)
Long-Range Comms Kit	N/A	50 km (max ground), 2,500 km range to Satellite link	N/A

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COMBAT TECH

Although rarely seen on the battlefield, technicians are the life-blood of the modern armed forces. With so many high tech weapons—from laser rifles, man-portable particle cannons, and sensor arrays to BattleMechs, aerospace fighters, and hyperpulse generators—those men and women who can keep such equipment functional are every bit as important as the equipment itself. Because of the scavenger days of the Succession Wars, many techs were trained for the battlefield, and special teams and mercenary forces often formed around these combat technicians, who were called upon to brave the fighting even before the last shots were fired.

Today's combat technician is an asset to his special operations team, often tasked with hacking through enemy security systems, jury-rigging damaged equipment, or coaxing crippled machines into mobility, even under enemy fire. For this reason, Technicians have to be highly dexterous, intelligent, and cool under pressure, traits that often set them apart from the coarser nature of other combat troops.

MECHWARRIOR

For centuries, the MechWarrior has been the pinnacle of the modern army, often romanticized as a new-age knight or samurai who lords over the battlefield in command of a titan of metal and weaponry. With BattleMechs the mainstay of every major military force, often thrown into battle first and most decisively, the typical MechWarrior has seen more than his fair share of battle—albeit from the relatively secure confines of an armored cockpit.

As a result of their importance and the sense of immortality that can only come from driving a multi-ton avatar of death, many MechWarriors tend to develop an arrogant, self-important attitude toward their fellow warriors. (The tendency for most MechWarriors to hail from nobility also does little to mitigate this “MechWarrior attitude.”) Nevertheless, the MechWarrior remains a soldier, first and foremost, and the wise MechWarriors who remember this will maintain their skills in other areas, so as to not be a liability when forced to operate outside of their ‘Mechs.



ATTRIBUTES

Attribute	Score	Link Mod	Attribute	Score	Link Mod
STR	5	+0	INT	7	+1
BOD	5	+0	WIL	6	+0
REF	5	+0	CHA	5	+0
DEX	6	+0	EDG	4	+0

TRAITS (PERSONAL)

Patient: Resistant to stress, especially when time is of the essence. Apply a +1 roll modifier to all Complex Skills and Actions.

Glass Jaw: Multiply all standard damage taken by 1.5 (round up). Multiply all Fatigue taken by 2.

SKILLS

Skill	Links	TN/C	LVL
Computers	INT + DEX	8 / C	+3
Martial Arts, Basic	RFL	7 / S	+2
Small Arms	DEX	7 / S	+3
Tech/Electronic	INT + DEX	9 / C	+6
Tech/Mechanical	INT + DEX	9 / C	+5
Tech/Weapons	INT + DEX	9 / C	+5

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○○○
 Fatigue Damage: ○○○○○○○○○○
 Stun: ○

Movement (Meters per Turn)

Walk: 10
 Run/Evade: 20
 Sprint: 40

Personal Armor (Loc) BAR

Flak Vest 5

Weapon AP/BD Range Ammo/Notes

Hold-Out Pistol	3 / 3	2m/5m/8m/20m	2 shots/clip (2 clips)
Combat Shotgun	3 / 5	5m/12m/24m/50m	8 shots/clip (2 clips)
Descartes Mk XXI	N/A	N/A	+1 to Technician Skill Checks to diagnose damage; Max Running Time: 15 hours
Deluxe Tool Kit	N/A	N/A	+1 to all Technician Skill Check rolls; Encumbering

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ATTRIBUTES

Attribute	Score	Link Mod	Attribute	Score	Link Mod
STR	5	+0	INT	5	+0
BOD	5	+0	WIL	5	+0
REF	7	+1	CHA	6	+0
DEX	7	+1	EDG	5	+0

TRAITS (PERSONAL)

Pain Resistance: Add a +1 modifier to any Action Checks affected by an Injury Modifier. Ignore Stun effects as long as the character has not sustained more than 50% of his maximum standard damage capacity.

Compulsion/Arrogant: Character compulsively acts like a snob. Requires WIL Attribute Check (with a +0 roll modifier) to resist gloating inappropriately. After 24 hours of acting "humble", character will suffer -1 roll modifier to all Action Checks until he can prove his superiority.

SKILLS

Skill	Links	TN/C	LVL
Gunnery/Mech	DEX + RFL	8 / S	+4
Martial Arts, Basic	RFL	7 / S	+3
Melee Weapons, Basic	DEX	7 / S	+3
Negotiation	CHA	7 / C	+2
Piloting/Mech	DEX + RFL	8 / S	+4
Small Arms	DEX	7 / S	+4

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○○○
 Fatigue Damage: ○○○○○○○○○○
 Stun: ○

Movement (Meters per Turn)

Walk: 12
 Run/Evade: 22
 Sprint: 44

Personal Armor (Loc) BAR

MechWarrior's Cooling Vest 2

Weapon AP/BD Range Ammo/Notes

Knife	1 / 1	Melee (1m max)	Unlimited
Auto Pistol	3 / 4	5m/20m/45m/105m	10 shots/clip (2 clips)
Military Communicator	N/A	10 km (max)	N/A

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COMBAT MODIFIERS TABLE

BASIC COMBAT TARGET NUMBERS

Combat Action Check	Target Number (TN)
Ranged Attack	Appropriate ranged weapon Skill TN
Melee Weapons Attack (and Defense)	Appropriate melee weapon Skill TN
Martial Arts Attack (and Defense)	Martial Arts Skill TN

BASIC COMBAT MODIFIERS

Conditional Modifiers	Roll Modifier
<i>Range (Ranged Combat Only)</i>	
Point-Blank Range	+1
Short Range	+0
Medium Range	-2
Long Range	-4
Extreme Range	-6
<i>Cover (Ranged Combat Only)</i>	
Light Cover (Target 5–25% concealed)	-1
Moderate Cover (Target 26–50% concealed)	-2
Heavy Cover (Target is 51–75% concealed)	-3
Full Cover (Target is 76–100% concealed)	-4
Other Characters in Line of Fire	-1
<i>Target Size (Ranged and Melee Combat)</i>	
Monstrous (Ex: Whale, DropShip)	+5
Very Large (Ex: Elephant, BattleMech)	+3
Large (Ex: Horse, battle armor, ground car)	+1
Medium (Ex: Adult human, refrigerator)	+0
Small (Ex: Young child, coffee table)	-1
Very Small (Ex: Dog, desktop computer)	-2
Extremely Small (Ex: Cat, book)	-3
Tiny (Ex: Mouse, micro-communicator)	-4
<i>Movement (Ranged and Melee Combat)</i>	
Attacker Walking	-1
Attacker Running/Crawling/Swimming	-2
Attacker Jumping/Gliding/Flying	-3
Target Moved 10–45 meters	-1
Target Moved 46–75 meters	-2
Target Moved 76–105 meters	-3
Target Moved 106–150 meters	-4
Target Moved 151+ meters	-5
Target Evading	-(Target's Acrobatics Skill)
Target Jumping/Gliding/Flying	-2
Target Crawling/Prone	-1
Target Immobile	+4
<i>Attacker Actions/Conditions (Ranged and Melee Combat)</i>	
Attacker Fatigued (see Damage Effects)	-(Fatigue points - WIL)*
Attacker Injured (see Damage Effects)	-(Injury Modifier, see p. 16)
<i>Miscellaneous Conditions (Ranged and Melee Combat)</i>	
Target Stunned/Surprised	+2
Attacking from Behind	+1
Using "Off Hand"	-1
<i>Additional Melee Combat Modifiers (Melee Combat Only)</i>	
Attacker Stunned/Surprised	-6
Friendly Character in Melee with Target	+2
Crawling/Prone Target in Melee Range	+2
Using Ranged Weapon in Melee Combat	-2
Attempting to Grapple (Attacker Only)	-1
Grappling Attacker vs. Grappled Target	+2**
Grappled Target vs. Grappling Attacker	+1**

*If Fatigue is less than WIL, no modifier applies

**Only applicable after a Grapple attack succeeds

BASIC ACTION CHECK TABLE

Basic Action Check Rolls

Action Check	Dice Roll
Basic Action Checks (Attribute or Skill)	2D6

Base Target Numbers

Action Check Type	Base TN
Skill Check	See Character Samples
Attribute Check (Single Attribute)	14
Attribute Check (Double Attribute)	21

ACTION COMPLEXITY

Incidental Actions

<i>Non-Movement</i>	
Drop Object	
Drop Prone	
Gesture	
Melee Defense (except Breaking Grapple)	
Observe (Quickly)	
Speak (Single Word)	

Movement

No Movement	
Walking	

Simple Actions

<i>Non-Movement</i>	
Jumping/Leaping	
Lead Team	
Load Weapon	
Melee Attack	
Melee Defense (Breaking Grapple)	
Observe in Detail (Perception Skill)	
Pick Up/Put Down Object	
Ranged Attack	
Ready/Draw Non-Crewed Weapon/Small Equipment	
Recover from Stun	
Speak (Brief Phrase)	
Stand Up	
Stow/Sheath Equipment	
Use Simple Object	
Use Simple Skill (Trained)	

Movement

Climbing (with Climbing Skill)	
Crawling	
Running	
Swimming (with Swimming Skill)	

Complex Actions

<i>Non-Movement</i>	
Careful Aim	
Extinguish Fire	
Ready Large Equipment/Crewed Weapon	
Recover Fatigue	
Speak (Conversation)	
Spot for Indirect Fire	
Use Complex Object	
Use Complex Skill	
Use Untrained Skill	

Movement

Climbing (without Climbing Skill)	
Evading	
Sprinting	
Swimming (without Swimming Skill)	

ACTION CHECK MODIFIERS TABLE

Attribute Check Modifiers (Attribute Checks only)

Attribute Check Modifiers (Attribute Checks only)	Roll Modifier
Single Attribute	+Attribute Score
Double Attribute	+Sum of Both Attribute Scores

Skill Check Modifiers (Skill Checks only)

Skill Check Modifiers (Skill Checks only)	Roll Modifier
All Skill Checks	+Skill Level

Link Attribute Value*

1	-2
2-3	-1
4-6	+0
7-9	+1
10	+2

Action Difficulty and Special Conditions

Action Difficulty and Special Conditions	Roll Modifier
<i>General Action Difficulty (All Checks)</i>	
Very Easy	+3
Easy	+1
Average	+0
Difficult	-1
Very Difficult	-3
Extremely Difficult	-5

Vision-based Action Checks (Perception Skill)**

Target at Point-Blank Range (less than 1 meter)	+1
Target at Short Range (1 to 300 meters)	+0
Target is at Medium Range (301 to 600 meters)	-2
Target is at Long Range (601 to 900 meters)	-4
Target at Extreme Range (over 900 meters)	-6

Miscellaneous Conditions (All Checks)

Character is Injured	-(Injury Modifier, see p. 16)
Character is Fatigued	-(Fatigue Points - WIL, minimum 0)

*For simplicity, any relevant Link Attribute Modifiers that apply to the sample characters in these Quick-Start Rules have been automatically added to the sample characters' Skill Levels.

**Applies primarily to Perception Skill Checks (other affected actions are at the GM's discretion). General Action Difficulty and Miscellaneous Conditions modifiers (for darkness, concealment, and so forth) may also apply.

READY FOR ACTION!

(Journal entry #32, undated)

The employer's assurances sure sound convincing. Which makes them all the more suspicious.

My target is a merc company tasked with guarding a backwater planet from pirates. They're spread out in numerous tiny bases in remote locations, each housing about a lance of 'Mechs.

The employer's likely a mercenary company looking to buy a 'Mech using a five-finger discount. Or perhaps looking to put a dent in the competition prior to an assault.

They provided information about the likely opposition, a keycard to gain entrance, a map of the place, and everything a tech needs to gain control of the BattleMech. All in one neat little package, all questions answered before they were even asked.

So, what question did I forget? I'm not sure, and it's not comforting.

Regardless, the pay is good, even if we had to dilute it to gain the required talent: a specialist to help with the infiltration part of the exercise, a tech who didn't mind getting herself into a fight, and, of course, a MechWarrior to move the damn thing. If I'm lucky, some of them'll end up dying after they stop being mission critical, meaning they can't cash in the other 50 percent of their pay. A bit of a mixed blessing, though; gaining a reputation for having one's employees die the first time out makes hiring fresh meat a bit *challenging*.

This micro-adventure throws players into the *BattleTech* universe on a nameless planet, with a challenge waiting for their skills and imagination. While the role-playing opportunities are plentiful, the main goal of this adventure is to familiarize new gamemasters and players with the rules and play style of *A Time of War: The BattleTech Role-Playing Game*.

As a beginning adventure, designed to work with the *A Time of War* Quick-Start Rules (QSR), character creation is not possible. Each player should therefore select one of the Sample Characters and get ready for action!



PROBABLY TOO GOOD TO BE TRUE

MISSION BRIEF

The target location is a BattleMech hangar at a small, remote base. The facility includes housing for the resident MechWarriors, technicians and assigned security detail. It is surrounded by a chain-link fence and lacks any apparent electronic surveillance. The mission commences two hours before dawn.

Assets

A small team of mercenaries (the players' group), equipped for the task at hand. They have the element of surprise and a basic understanding of what they are facing.

Opposition

Intelligence indicates four MechWarriors, four technicians, eight astechs and seven security guards are present. The security guards work in three shifts of two guards each; the seventh guard is their commander.

Tactical Analysis

The element of surprise is a crucial asset in the players' favor. The enemy outnumbers them, but—hopefully—all but the two on-duty guards will be sleeping.

OBJECTIVES

The following are the mission objectives for the players' group:

1. Leave with the BattleMech. The team's technician must gain access to the cockpit. (The team has the access code for the cockpit hatch.) The tech must then hack in to the system to make the 'Mech ready for the MechWarrior to pilot. Accomplishing this requires a successful Technician/Electronic Skill Check (a Complex Action) with a -6 modifier to the roll. For each subsequent turn that this attempt is made, apply a +1 roll modifier. This reflects the increasing likelihood of success by process of elimination.

2. Prevent pursuit. The BattleMech in question can be easily chased down by the other three 'Mechs in the bay. Prevent this by disabling those 'Mechs (or by neutralizing their MechWarriors). The warriors' deaths are not required to achieve this objective, but that is an option nevertheless.

3. Minimize losses. While the prospect of not paying recently deceased employees is appealing to the people who sent the team here, such an outcome will have highly undesirable, long-term consequences for the team's future recruitment.

MISSION SUCCESS CONDITIONS

In order to achieve a mission success, Objectives 1 and 2 must be accomplished, at least. Losing a single team member is considered acceptable, as long as the first two objectives are met. Losing two or more is a tactical failure, even if the first two objectives are met.



INTRODUCTION

A TIME OF WAR



PROBABLY TOO GOOD TO BE TRUE: GM ONLY!!!

ENEMIES

The two on-duty guards normally travel together. They will do their rounds, but spend most of their time in the hangar's security station. They can see inside the hangar from the window of this booth, and can also see the exterior of the front hangar doors—two at each, one scaled for personnel and one for BattleMechs—as well as the two fire exit side doors, via cameras. The doors to the interior of the base do not have camera coverage, but all have a glass pane at eye level.

The resident MechWarriors, technicians and additional security guards will all be in their respective quarters at the start of the mission, either sleeping or engaged in recreational activities, but all will come running for the main bay if an alarm sounds.

Gamemasters should use the statistics below for all the personnel at the 'Mech bay. Give security guards the same equipment as the Soldier sample character (see p. 20), while the base's four MechWarriors should have the same equipment as the players' MechWarrior (see p. 22). The two resident technicians should have the same equipment as the Combat Tech (see p. 22), though they will not be armed.

NPCs			
Attributes			
STR	5	INT	4
BOD	5	WIL	4
RFL	4	CHA	4
DEX	4	EDG	1
Movement			
Walk:	9	Run:	19
Sprint:	38		
Relevant Skills			
Skill	Links	TN / C	Level
Career/Soldier	INT	7 / S	+2
Language/English	INT + CHA	8 / S	+3
Martial Arts	RFL	7 / S	+2
Medtech	INT	7 / S	+1
Melee Weapons	DEX	7 / S	+2
Small Arms(Rifles)	DEX	7 / S	+2 (+1)
Thrown Weapons (Explosives)	DEX	7 / S	+0 (+1)
Condition Monitor			
BOD:	□□□□□□□□		
FATIGUE:	□□□□□□□□		

HANGAR

The hangar ceiling has numerous hoists suspended from it, and each 'Mech bay cubicle has one massive hoist capable of lifting eighteen tons. There are three levels of collapsible gantries in each cubicle, each three meters above the other.

There should be no live ammunition in the bays; ammo is kept in bunkers outside the hangar, separate from the building. Armor plates may be present in piles, and small armor sections may be suspended from hoists, removed from the 'Mechs to provide access points for technicians or in anticipation of replacement. Other 'Mech components may be situated around the hangar on pallets or carts. There are no flammable gases present; all welding and heating is done electrically. (To determine whether a 'Mech is in such a state as to have had armor panels removed, the GM may roll 2D6 for each 'Mech; on a result of 9+, the 'Mech has had 1d6 armor points removed from a random location. If the result is 11+, one critical slot worth of equipment has been removed for repairs; this critical hit cannot cause an explosion, even if it occurs to explosive components such as ammunition bins.)

A small all-terrain vehicle will also be parked inside the hangar, which can transport two people.

The 'Mech-sized door can be opened using controls in the security booth, or via manual controls next to the door opposite of the booth.

The 'Mechs

The gamemaster decides what 'Mechs are in the hangar, depending largely on whether or not a follow-up adventure is desired. Gamemasters are advised not to use 'Mechs against the players in this adventure, as character combat against vehicular units is not adequately covered by the QSR. (Additionally, against the sample characters provided, 'Mech-mounted weaponry and armor would pose a nearly insurmountable challenge in a straight fight, especially in such close quarters.) It is best to decide beforehand what 'Mechs are present for description purposes. Having illustrations on hand of the 'Mechs in question adds to the experience if the players are unfamiliar with them.

Remember that most BattleMechs can transport one passenger in the cockpit in addition to the MechWarrior. People can also be carried in a 'Mech's hands (if it has any), though this is an uncomfortable and dangerous method of transport.

Treacherous Tech

All the information and access capabilities have come to the player characters from one of the two techs on base. This NPC will no doubt reveal himself to the player characters if he believes he may be in danger. He won't actively help them if he can avoid it. He's getting well paid for his information, and plans to disappear after the team is done. If any of the defenders realize that the turncoat tech betrayed them, they will have excellent reason to capture or kill him.

Amping It Up

The GM may decide to make this scenario more challenging by improving the Skills and Attributes of those present or by having additional troops on base. Another surprise may be having the base on a different schedule than the one the team expects, a change that happened after the employer received the original information. Another idea, especially when planning to combine



"Remind me to read the fine print on the next contract I'm offered."

this adventure with a regular *Total Warfare* game, is to have other 'Mechs from the targeted unit chase the stolen 'Mech, or even have one of the 'Mechs performing an active patrol outside and near the facility when the players arrive, making pursuit by enemy 'Mechs a virtual certainty. That option may affect your 'Mech choices in the hangar, as the fight must be balanced or the 'Mech in question should have a plausible chance (sufficient speed, or perhaps jump jets) of escaping pursuit.

SUGGESTIONS

Allow the players some time to explore and define a plan. They have several problems to resolve, not the least of which is securing access to the hangar and the target 'Mech. They may decide to take a brute force approach, even though covert action is more likely to be successful.

Once shots are fired, everyone on the base becomes awake and aware. The noise echoes through the hallways, and the doors aren't soundproof. The off-duty security guards immediately respond by trying to find the source of the firefight, contacting the on-duty guards via radio. The

base MechWarriors are also likely to get involved: they all own their respective 'Mechs, and they don't want to end up Dispossessed. They will take guidance from the security guards, who are reluctant to put the MechWarriors at risk unless the threat appears dire and immediate. The guards are charged with protecting the BattleMechs, but their priority is safeguarding the MechWarriors. After all, life is cheap, but BattleMechs aren't.

The resident techs and astechs are not likely to get involved. They don't have a vested interest in keeping the 'Mech from being stolen, but will likely defend themselves if threatened.

Use your judgment when determining whether the team has completed the second objective. Obstructing the hangar doors will delay enemy access to the other 'Mechs, but it shouldn't prevent access altogether, as the MechWarriors can likely walk outside and enter through the hangar's exterior personnel doors. Sabotaging the other 'Mechs would successfully prevent pursuit, as would killing or severely injuring the MechWarriors. Another option is taking or destroying their neurohelmets, which they normally keep in their quarters.

INTRODUCTION



A Time of War: The BattleTech RPG

Stock #: CAT35005

A Time of War: The System

- *A Time of War* is the fifth book in the *BattleTech* core rulebook line, and is designed for compatibility with the main *BattleTech* war game established in *Total Warfare*.
- *A Time of War* uses a 2D6/bell curve system, with a few twists. It's fast and simple; streamlined so players can dive into the world and action without being over-burdened by complex rules.
- Characters are skill-based, with no classes, so players can customize their team roles and specialize in fields of their choosing.

A Time of War: For Players

- Choose from scores of potential affiliations engaged in a constant state of war in any role imaginable, from a noble MechWarrior or mercenary fighter pilot, to a renegade merchant or Clan battlesuit trooper.
- Do battle, make deals, or discover new surprises as either a free agent or a House regular on any of a thousand worlds.
- Build your character organically, creating a personal history and statistics that you control before the adventure even begins.

A Time of War: For Gamemasters

- A setting open to adventures as wide as the imagination, from following the Byzantine politics of the Great Houses and interstellar corporations, to fighting for glory in the Clan fields of honor or the arenas of Solaris VII. Wage war as a soldier, protect the peace as a police officer, discover forgotten worlds and lost technologies as an explorer, or seek your fortune and fame (or infamy) as a gladiator or pirate.
- A broad range of factions, each with its own unique flavor and ideologies, from the techno-religious Word of Blake, to the ruthless, genetically enhanced Clans, to the ancient and noble Houses whose cultural identity spans great swatch of human-occupied space.
- A range of NPC antagonists as varied as the players' options themselves.

A Time of War: On-Line Support and Forums

- Official forums provide players and GMs with access to the game designers and fellow players alike.
- Fiction and sourcebook support available through the BattleShop and www.battlecorps.com provides a wealth of game ideas and access to more materials in both electronic and print formats.



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