

Time of Change: 3025 Rules V. 4.0

Rules by Mark Yingling
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3025: Time of Change is a Play by email game that I have been working on for some time now. So the game take place in 3025 when all the houses are about the same on some levels. Players take command of the various Houses and Com star and Mercenary units. So I hope everyone has fun in the game. I have the final say in the game. Also the history before the game starts will be enforced, for example, Federated Suns and the Draconis Combine would not enter in a non-aggression pact or anything like that. Any questions about that just ask my Co-GMs or I.

IMPORTANT RULE below

To help prevent out of character moves and decisions by players in the game you must CC (carbon Copy) all of your emails to me Speck the GM. Especially when you are working on deals that could be considered out of character. Also no agreements made over ICQ, AIM, MSN messenger, and yahoo Messenger will be accepted, unless you send me a transcript of the conversation before anything is agreed to. I have the final on any deals that are made in the game.

Programs need for the game

- MS Word- Rules and other things
- MS Excel- Turn Sheets, Cost list, and other stuff
- ICQ- talking and battle info
- Adobe Acrobat Reader 4.0- PDF 3025 IS Map
- AOL Instant Messenger
- Something to View JPEG or BMP

Movement

Space movement is done by Jumpships and space movement to planet is done by Dropships. Jumpships make 2 Jumps per turn in the game because they have no Lithium Batteries. The only exception is Com Star, which has lithium Batteries, which can jump 4 times in a turn. Dropship movement is done by the type of star the planet is. Players must state in their move orders and attack orders, which jump point they will enter at. Also state if they are entering at a pirate point. Pirate Points will be determined when you ask. Here is a list of Transport times to the planets. Dropship movement from their current planet to the jump points, just use the following tables:

Distance to Zenith/Nadir Jump Point

In Days, assuming 1G acceleration and mid-point Turnover

Star Type	Star Subtype									
	0	1	2	3	4	5	6	7	8	9
B	138	124	112	101	91	83	75	68	62	57
A	52	47	43	39	36	33	32	28	26	24

F	22	20	18	17	16	15	14	13	12	11
G	10	9	9	8	7	7	7	6	6	5
K	5	5	4	4	4	4	3	3	3	3
M	3	2	2	2	2	2	2	2	2	1

You can decrease the time traveled by dividing your G factor by the star type.

Example: A3 would take 13 days with moving at 3G's

Inner Sphere Star Type								
Movement in G's	Major Capital		Capital		Minor Capital		Common World	
1G	G1	9 Days	F8	12 Days	F3	17 Days	F0	22 Days
2G	G1	4.5 Days	F8	6 Days	F3	8.5 Days	F0	11 Days
3G	G1	3 Days	F8	4 Days	F3	5.6 Days	F0	7.3 Days
Periphery								
Movement in G's			Capital			Common World		
1G			F0	22 Days		A8	26 Days	
2G			F0	11 Days		A8	13 Days	
3G			F0	7.3 Days		A8	8.6 Days	

NOTE: Round up or down on fractions of days.

Combat

General combat Rules

Space combat will be done by, using a combination of both Battlespace and Aerotech 2. Land battle is done by, using modified Battleforce 2 Planetary assault rules and rules of my own. The smallest unit is a Company and Squadron and they use the stats that are in the BF2 rulebook. The stats for them are in the Battleforce 2 excel file on the web site. Small battle involving battalion versus battalion and regiment versus regiment will use Company versus company as the smallest unit. But larger battles with multi regiment engagements will have Battalions as the smallest unit.

Combat Information

Just fill out the Attack and Defensive orders sheet, they are found in the down load section of the web page.

Mercenary Rules

Standard Merc Contract costs	
Regiment	\$15,000,000 per month
Battalion	\$6,666,666 per month
Company	\$2,222,222 per month
Special unit size and type of Merc units.... Ask	

NOTE: These are just standard Merc costs. You can negotiate with the Player merc or NPM unit about different prices, when their current contracts are over.

General Rules

Mercenary Contract is set up like this at the beginning of the game and throughout the game. When a nation hires a merc unit, they hire them with a general contract for a

certain amount of time and money. Then during the time that they are hired for, the merc unit can ask for or be offered Subcontracts for missions. Like attack, defend, and raiding missions. These missions will pay differently, its up to the nation to decide.

Mercenary Representatives

Mercenaries have 3 Representatives at start of the game to be sent to any of the Guilds to acquire various things or people. If a Mercenary units wants more they cost 15 million and a max of 5 per Merc Unit.

Merging Mercenary Units

When two mercenary units want to merge they will need to give me a good reason and have no prior history of hating one another. Prime example of two Mercenary's that would not merge would be Waco's Rangers and Wolf's Dragoons. The process will take about 3 to 6 months depending on the conditions of the merger.

Mercenary's Buying equipment

When Mercenary's want to buy replacement or new equipment consult the **Mercenary Guild Cost List** for the prices and equipment available. To purchase equipment you need to send a representative to a Mercenary Guild location and then you pick what you want. When you purchase items email me what guild you are purchasing them from and what you are buy. Not everything that you pick will be in stock at that location or not at all.

Mercenary's gaining Pilots

When a Mercenary unit need replacement or new pilots for their unit they need to send a representative to a Mercenary Guild. Once there hat Merc Rep will set up shop and begin to look for recruit for your unit. Once there each turn you want to get pilots it will cost 5 million for a roll on the following table (note only once per turn) to determine how many recruits you hire.

- Number of Warriors (d20)
 - 1-5 6 warriors
 - 6-10 4 Warriors
 - 11-15 6 warriors
 - 16-20 8 warriors
- Type of warriors
 - 60 % Mecharrrior
 - 25 % Vehicle
 - 15 % Aerospace Pilots
- Quality of the Warriors

- 50 % Regular
- 30 % Veteran
- 20 % Elite

Purchasing SPs

When a mercenary unit want to purchase some SPs they need to send a Merc Rep to a Mercenary Guild to see about getting SPs. SPs cost 1.5 million for 1 and a limit of 20 SPs can be bought a turn.

Renting Jumpships and Dropships for Mercenary's

The cost for renting Jumpships and Dropships costs are different for Mercenaries. The cost for renting JS or DS for mercenaries consult the **Mercenary JS & DS Renting cost** for the mission cost per month.

Breaking Contracts

When a Mercenary want to break its current contract with their employer they will need to tell me a very good reason for doing so. There also can be a back lash against the Mercenary for breaking its contract that will affects its ability to buy and aquire pilots and rent JS or DS from Mercenary Guilds. Also Comstar can with hold a Mercenary's Payment after they break their contract because they can become black listed and a hunted unit with a bounty on their heads.

Hiring New Mercenary Units

When you want to hire a new mercenary unit just look in the **Mercenary Unit List**. Then once you have picked a unit to hire just email the fallowing email the **Merc Co-GM** and ask the NPC if they will accept your contract.

Now here are some rules for when you go to hire a new merc unit you need a Rep at that Guild. Now on Galatea every House Lord and Periphery Ruler has Reps on Galatea. The Rep will meet with the Merc unit and they will be your eyes and ears during the contract talks. The other guilds through out the Inner Sphere and Periphery are different in that only certain nations have Reps there to hire Mercenary units from that Guild. Below is a list that will tell you where you have Reps present. **There is a limit on how many merc unit one employer can hire in one turn and that number is 8.**

- Galatea
 - Everyone has a Rep Here
- Federated Suns Guilds
 - TC (new Syrtis), CC (New Syrtis), FS, and DC (Robinson) have Reps here
- Lyran Commonwealth Guilds have Reps here
 - OC (Tamar), CL (Skye), LC, FWL (Skye), and DC (Tamar) have Reps here

- Free Worlds League Guilds
 - MoC (Andurien), CC (Andurien, Oriente, and Orlof), and FWL have Reps here
- Capellan Confederation Guilds
 - FWL (Capella, Sarna), CC, TC (St. Ives), MoC, FS (Tikonov, St. Ives) have Reps here
- Draconis Combine Guilds
 - OC (Rasalhague), LC (Dieron, Rasalhague), FS (Dieron, Benjamin, and Galedon), OA (Galedon) have Reps here
- Taurian Concordat Guilds
 - TC, FS, MoC, and CC have Reps here
- Magistracy of Canopus Guilds
 - MoC, TC, CC, and FWL have Reps here
- Terran Protectorate
 - FS (robinson), LC (Skye), DC (Dieron, Benjamin), CC (Tikonov) have Reps
- Comstar
 - All Guilds

You can send Reps to other Guilds except for House run guilds unless you are allies with that house. This is to prevent enemies from hiring units at their enemy's capital and then attacking it. Each Nation has so many Reps so see the list below for the number at each guild.

- House Nations
 - 3 Reps at Galatea
 - 2 Reps at all of their own Guilds in thier nation
 - 1 Rep at any foreign Guilds
- Periphery Nations
 - 2 Reps at Galatea
 - 2 Reps at all of their own Guilds in thier nation
 - 1 Rep at any foreign Guilds
- Sub Rulers
 - 2 Reps at Galatea
 - 2 Reps at the guild on their capital of their Sub region
 - 1 Rep at any foreign Guilds other guilds in their nation

- Terran Protectorate
 - 3 Reps at Galatea
 - 1 Rep at any foreign Guilds
- ComStar
 - 2 Reps at Galatea
 - 1 Rep at all other Guilds

The number of Reps determines the number Mercenary units that you can hire from that Guild. It is set up like this to provide a more fair way of Nation hiring mercs so that one does not have a monopoly on it.

NOTE: The subcontracts can be found in the Mercenary Information center on the website

Non-Player Mercenary Units (NPM)

NOTE: You need to send an email to the NPM email account, asking if the merc unit that you want to offer a sub contract to and I will reply. If you do not, the NPM merc will not move from its current location.

Rulers of nations that have NPM units under hire have to follow these rules. When you offer a NPM a general contract or subcontract you will send the email to me, I will respond to it with an answer. NPM units can defend a world with out support of house units. When NPM units are sent on an attack mission the nations should send a supporting house unit or some kind of support with the NPM, so that it is not destroyed or heavily damaged. If the NPM unit is damaged the Nation will help with supply points and money to rebuild the unit, as per negotiated before mission. There is also a chance that mercs can break their contracts or leave them. When a NPM brakes a contract is when a nations does not help rebuild them or send them on a suicide mission. Now there is a exception to house units having to accompany a merc unit is when a NPM is sent on a raiding mission. The reason for having house units for support is to keep nation player from taking advantage of NPM units.

Player Mercenary Units (PM)

Player run merc units are easier to deal with then NPM units. First off you have a real person to talk to and make decisions. Players can request and accept subcontracts from their employer, for different missions. Also players can decide if they want the support of a House unit in any attack mission. The Player unit can buy mechs and equipment from their employer, though their employer might charge them somewhat more then market cost.

Creating Mercenary Units

When creating a new mercenary unit you have 1 billion to spend on your unit (that's enough for a mechs, tanks, and etc. maybe transport). Also you pick your equipment from

the Cost List and you cannot pick rare or equipment that is for a specific house and use the market cost for equipment. You can use the **Mercenary Creation Sheet** to create your own Mercenary unit and when you are done send it to me.

Sub Rulers of Nations (Inner Sphere only)

General Rules

The sub rulers have some control over the troops loyal to them and the region that they control. The leader of the nation still has overall control over the troops, but the sub ruler can move his loyal troops, but to some degree. They also get certain Percentage of money and supply points in their region of control. Most of the other rules for sub rulers are specific to the Ruler of a sub region and nation. So only those players of the sub rulers will see what they can really do.

Sub rulers building stuff

When sub lords want to build factories and other building they require the help of their ruler to build. Since a sub lord does not have any personal or the complete knowledge to build what they want to. All a sub lord has to do is ask their Lord if they can build some thing. Then the Lords have to decide and if they do, he/she is required to pay at least 20 % of the cost. The percentage of who pays what is up to the lord and sub lords to talk about. When building a Shipyard the ruler must pay at least 40% because of the more complexity of the construction. Whoever pays the most gets first dibs on what is produced at the facility.

Pulling Jumpships from Sub-Lords

Lords can have the jumpships and dropships that they assigned to their sub-lords units removed if they so chose. When they do this sub lords will have to use their own JS&DS if they have enough.

Pulling Sub lords unit upkeep

Lords can stop paying the upkeep cost and supply points of sub lord units. When this happens the sub lord will have to pay the upkeep for both SPs and money. If you do not pay the upkeep the units will be out of supply during battles and without pay of personal and equipment.

Here are the Sub Rulers in the game

Federated Suns	
Duke Michael Hasek-Davion	Capellan March
Duke Aaron Sandoval	Draconis March
Prince Hanse Davion	Crucis March

Lyrans Commonwealth	
Duke Selvin Kelswa III	Tamar Pact
Duke Aldo Lestrade	Federation of Skye

Archon Katrina Steiner	The Protectorate of Donegal
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Draconis Combine	
Warlord Vasily Cherenkoff	Dieron Military District
Warlord Ivan Sorenson	Rasalahgue Military District
Warlord Kester Hsiun Chi	Galedon Military District
Warlord Hirushi Shotugama	Benjamin Military District
Warlord Marcus Kurita	Pesht Military District

Capellan Confederation	
Chancellor Maximillian Liao	Sian Commonality
Chancellor Maximillian Liao	St. Ives Commonality
Mandrinn Tormano Liao	Capella Commonality
Duke Victor Hargreaves	Chesterton Commonality
Duke Sean Ryan Teng	Tikonov Commonality
Chancellor Maximillian Liao	Valexa Commonality
Chancellor Maximillian Liao	Victoria Commonality

Free Worlds League	
Duke Christopher Halas	Duchy of Oriente
Earl Vicente Orloff	Huchy of Orloff
Duchess Catherine Humphreys	Duchy of Andurien
Prince Derick Cameron-Jones	Principality of Regulus
Marik Commonwealth	Captain-General Jonas Marik

Supply Points

Supply point's represent, food, ammo, spare parts, and etc, which troops need to function and for multi-regimental operations. In the cost list excel file is a list of supply points that you get per world and for what different units types require. When you do different kinds of operations and missions, they require a certain amount of Supply point to be able to have a successful mission. Mission my last one-month and Operations from 2 months on and Operations are classified when more then 7 regiments and 4 worlds being attacked in one turn. You can still lunch a mission, without the required Supply points but your unit or units will suffer in combat. Like, ammo shortages and other essentials for a good operation.

Here is a list of some Operation and mission types and the amount of SPs required. Also ask me how many Sps will be need for multi regiment and any other operations and mission you may be planning.

SP's Operation and Mission usage table		
Type	SP Usage	Additional cost of multi-Regiments
Raids-Mission	30	x 1.25 per extra regiment
Planetary Assault-Mission	60	x 1.5 per extra regiment

Operations- more then one month of attacks	90	x 2 per extra regiment
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SP usage during battles and campaigns

During battle your units do not use up all of the SPs provided to them. It depends on what your units face when they invade a planet. If your unit's faces militia then they only expend your units expend 1/3 to 1/2 of the SPs assigned to the unit. If your unit's face Line units then you expend 3/4 up to all of your SPs in battle with that unit. The expense of SPs in battle depends on what units are involved, like green would have a tendency to use more ammo then elite, and how the battle goes for your units. When you send units to liberated worlds that the enemy took from you it will cost zero to 1/3 of the SPs that the unit has. It is up to the GM to decide how many SP your units use in battle.

When a unit is damaged, just type in the percent of damage into the provided cell in the Reserves and supply points worksheet of the Turnsheets. This is because it will require SPs to rebuild damaged units from combat. The following table will tell you the repair costs:

Repair Costs		
Percent Damage	SP Cost*	Cost**
5% to 10%	5 to 10	5 Million to 10 Million
11% to 15%	11 to 15	11 Million to 15 Million
16% to 20%	16 to 20	16 Million to 20 Million

*The SPs cost is equal to the cost of the Percent damage, when you need to find it out.

**The cost is equal to 3 less then the percent damage (but in millions), when you need to find it out.

When you construct new industries, Habits, SDS, and other installations it will cost you Supply Points to be able to build these new industries. The SPs are for the building material and other such expenditures that may arise. Also SPs are used in building Factories, all of that info is in the cost list.

If you are running low on supply points or you just need more you can buy SPs. But this rule mainly is for Mercenary units and periphery nations because larger nation have many worlds to give them SPs. SPs cost 1.5 million for 1 and a limit of 20 per month and 1 SP equals 100 tons.

Supply Centers

Each nation has 4 (1 for Periphery nations & 1 for Pirate Kingdoms) main supply centers in their realms, which is where you have so many of your Supply points stored for uses in operations and missions. Also you have 8 (3 for Periphery nations & 1 for Pirate Kingdoms) regional supply centers in your realm that are closer to the frontlines then your main supply centers. So guard them well so that they do not get destroyed and you lose your stored SPs. Here are the costs for supply centers and minimum and maximum SP storage capacity:

- Main Supply Center
 - \$ 150,000,000

- 300 SP (to start) up to 600
- 4 months to build
- Regional Supply Center
 - \$ 75,000,000
 - 150 SP (to start) up to 300
 - 2 months to build
- Orbital Cargo Stations
 - Small Cargo Station- 50 to 100 Sps
 - Cargo Station- 100 to 200 SPs

Supply Centers have a certain range in how far that they service your troops. Main supply centers have a range of 10 jumps and Regional supply centers have a range of 6 jumps and orbital supply stations have a range of 4 jumps. If your troops fall out of the range they will be considered out of supplies. When they are out of supplies the units ability to attack will be gravely hampered and other affects can happen.

Trade

Also you will have to ask if it is possible to trade with other nations. But you can start trade relations with other nations by following theses rules. First you need to send a representative to the nation that you want to start trade relation with. It will take 3 months and 25 million and a Diplomat to begin trade relations with another nation.

Agriculture- (Duration 3 months) results vary in that either your nation can increase Supply points or receive extra income. The standard for Agricultural trade is 25 million for 25 SPs or vise versa.

Research & development- (Duration 1 Year) Two nations work together to research a new design of some sort. Both nations will share the R&D cost and the retooling of the required factory for the design.

Technology Transfer- (Duration 1 month) Two nations trade a design or multiple designs, put for each additional design; it will add one more month to the trade time. For delivery of design to the nation that bought or traded for them, 2 are delivered per month until you have receive all of the designs that you bought. Only 3 Technology transfers per nation. Once you have done three that is it until one or all are done then you can do more.

Industrial trade- (Duration 1 month) when two nations get together the trade mechs, vehicles, fighters, and etc for cash or other equipment. The payment method is determined by the 2 nations.

Miscellaneous Rules

Forming New Units

When forming new units, just add the equipment to the Regimental Template file and then send it to me when it is complete. Unassigned equipment will be placed in the appropriate location in the Reserves Worksheet.

Once you send me the regimental excel file of your unit, I will calculate the average Tonnage and that will be the weight of the unit for use in combat.

Activating New Units

In the Cost List excel file, there is a list of what it will cost to activate a new unit. Then the next turn you will pay the normal upkeep cost for that type of units.

Rebuilding units

Just let me know on your Turnsheets, which equipment will go to rebuilding a unit and I will add it to the unit and see if it changes the overall weight of the unit. That unit cannot move in order to receive the equipment to replace losses. Also after combat I will tell you how many mech and etc were lost and need to be replaced.

Rules for weight of regiments

In the Deployment Worksheet the regiments are given a weight type. The reason for this is because I am using modified Battleforce 2 Planetary Assault rules, which the units are done by weight. In the Cost List excel file, you will find a table with how different Company weight class you can have per regiment weight Class.

Other stuff

In the Cost List excel file, it lists all of the different cost of factories and time to build them.

Comstar info

Effects of an interdiction can be good and bad, good for your enemies and bad for you. An interdiction will shutdown your ability to command and issue orders to your troops and nation. You can set up jumpship circuits to help deliver message, but there will be a cost of 150 SPs per Jumpship circuit set up (limit of 8 JS per Command Circuit) and they will cost 200 million. If you also use Command circuit it will take away your available jumpships to move your troops around. There will also be a month delay of orders to troops in the field. Also during the first 3 months of the interdiction you lose 250 to 500 SPs and 300 to 600 million. But your production is ½ production an additional month is added for multi month builds.

Now for a half month interdiction will cost you 125 to 250 SPs and 150 to 300 million and your production is 1/3 as normal.

If the interdiction lasts for more than 3 months you will lose 500 or more SPs and 600 million or more till it is lifted, production will be twice the normal cost, 1/4 the

production amount per month and an additional month for the dropships and other multi month builds, and your economy could be in ruins. It will take about 3 months for your economy to get back to normal. In that time the effects of the interdiction after 2 months are still in effect till after your economy recovers.

Jumpship command Circuit

Jumpship command Circuits can be set up to move troops around quicker. They will take away from your percent of available jumpships to move your units. Also the jumpships that will be used in the command circuit must be within the area that you need them. The cost is 150 supply points and will cost 200 million to complete it. But if you need to move jumpships to the locations for the command circuit it may take a month or few to have the command circuit online. Also you can use jumpships that you rent from merchants. The percent of jumpships that you will need per stop on your jumpship path is 1 % for every 3 stops. The limit of jumpship command circuits is 9 stops so that means a total of 3% JS need for a command circuit.

Adding Plans to Factories

When you acquire new design prints from other nations or develop them yourself. For each plans that you want to add to a factory will cost 60 million each and shutdown the factory for 3 months and there is a limit of adding Plans to 2 factories per turn.

Renovating factory lines

Instead of adding new lines to a factory, one can renovate up to 2 lines per factory per turn. So that you do not have to continually add more lines to factories and have several that you do not plan on using. When you want to renovate a line it will cost 40 million, 30 SPs, and 3 months. Once you have renovated the lines you want, you can add a new for a cost of 30 million and take 2 months to complete.

Limit on Lines in Factories

There will be a limit on how many lines a factory can have this is to prevent from having over loaded factories. The limit for Mech and fighter factories is 7 lines with a max on certain weight classes, assault 3 lines max and heavy 4 lines max. The limit for vehicle factories is 10 lines with a max on certain weight class, assault 4 lines and heavy 5 lines max. While light and medium mechs do not have a limit but a factory cannot be completely one weight class.

Terra Forming

Terra Forming can only be done once a nation has the technology. Terra Forming allows you to change the climate of a desolate planet into a climate capable of sustaining life. Terra Forming costs 1 billion C-bills and 1000 SPs and takes between 1 or more years to complete. NOTE: I will have more detailed rules up soon; I need to look some things up.

Shipyard Information

On the Cost List file there is info about general and larger Shipyards. The information is there so that you know what kind of Shipyard capacity you have. To repair Dropships and jumpships it will cost 1/5 of their cost (also depends if damaged in battle) and 1/3 of their build time.

When you build a new shipyard you need to have the following to be able to produce JS or DS: 1 shipyard able to produce JS or DS, a small habit, and 2 orbital factories. Also the sizes of the yards are in the cost list.

Here is an idea about what you need when you build a shipyard:

- Large Shipyard
 - Large Habit or 2 Small Habits
 - Large Orbital Factory or 2 Medium or 3 Small
- Medium Shipyard
 - 2 Small Habits
 - Medium Orbital Factory or 2 Small
- Small Shipyard
 - Small Habit
 - Small Orbital Factory

Note: This is just the minimum that you can have for a new shipyard to work, you can have more then the minimum.

Survey (search) your nation for lost technology and other things

You can search your nation for lost technologies and other things. How you do it is that you pay 3 million per world (max of 8) and it will take 3 months to determine if anything is on that world. Also you need to have a good reason for searching the worlds, not just for the hell of it. Any results I will notify you of.

Modifying Dropships

When you want to Modify Dropships, first of all you need to send a copy of the modified Dropship design so that I can figure out if you can do it and how much and how long. The Cost and Time very between what Size of Dropship and what you plan on doing to it.

Black Market Goods

When you want to purchase from the Black market first look at the **Black Market Cost List** to pick what you want to see if you can purchase from a Black Market Dealer. After you get an idea of what you are interested in, email me your list with the Black Market Price and how many you are interested in purchasing. On larger things like Jumpships

and Dropship they will be the hardest to come by but if one is lucky you might be able to get some. It is not said that you will get the number that you want; you get what the Black Market Dealer has to offer. Also not all of the Dealers have the same stuff or have a lot.

Here is a list of how mainly Black Market dealers are available in each realm*

- Inner Sphere
 - Federated Suns- 3 Dealers
 - Lyran Commonwealth- 4 Dealers
 - Draconis Combine- 1 Dealer
 - Capellan Confederation- 2 Dealers
 - Free Worlds League- 2 Dealers
- Periphery
 - Taurian Concordat- 2 Dealers
 - Magistracy of Canopus- 1 Dealer
 - Outworlds Alliance- 1 Dealer

*Note this does not mean that you can go right out and take out the Dealer just for what he has.

Adding Dropship and Jumpship Plans to a Factory or Shipyard

Dropships can be added to either a ground based factory or a shipyard. There are some differences between Ground based Dropship factory and ones based out of a Shipyard. Ground Based factories are classified as factories building dropships and other things (like mechs, tanks, and etc.). While shipyard based dropship yards are classified as factories that build only Dropships at that factory. You can not add Dropship plans to a orbital Dropship year because the yards are only big enough for that plan, you would have to expand the yard which will take time and cash to do so. Adding Dropship plans to a ground factory is similar to adding normal plans to factories except it costs more and more time is required: 120 million and 6 months (max one per turn). Adding Jumpships to a jumpship year depends on if it is a general yard or a larger yard because of the shipyard types and sizes at each yard. When you want to add jumpship or dropship plans to an orbital factory contact me to find out the cost and time required. But when you build a new JS or DS orbital yard you can add up to 2 designs for free before you have to pay and add more time.

Moving Factories

When you want to move a factory away from the front line to prevent enemy capture or destruction. The process with which you go about moving a factory takes time and month plus it is not 100% positive that the taking down and rebuilding will go with out any problems. The cost and time required will be explained in the table below.

- Base cost x class of product x number of Lines = total Cash

- 50 million x 1 (light) x 1 = 50 million
- 50 million x 2 (medium) x 1 = 100 million
- 50 million x 3 (Heavy) x 1 = 150 million
- 50 million x 4 (assault) x 1 = 200 million
- Class of product x number of Lines = total time
 - 1 (light) x 1 = 1 Months
 - 2 (medium) x 1 = 2 Months
 - 3 (Heavy) x 1 = 3 months
 - 4 (assault) x 1 = 4 months

But whenever you do this i will roll on the fallowing table to see if you succeed or fail.
{Note d20 will be used}

- 1 Failure- factory out of use for 6 months
- 2-5 success
- 6-10 additional 3 months
- 11-15 additional 200 million
- 16-19 success
- 20 failure- factory our of use for 6 months

Communicating via non HPG transmitter

When you want to send messages that will not use HPGs, you have several options to choose from. The first chose would be to send a Jumpship with your message on it. This option will take some time to arrive at its destination unless you use a command circuit. When you do this type of communicating you need to place a heading like the fallowing: "*Jumpship messenger*". The second chose would be alternate communications other then HPG. There is only one alternate communication device capable of communicating between planets. This device is called the "Black Box", which only 2 Houses process them and no one in the game knows about it except them. This device is sorta like a Fax machine that transmits messages between planets. A message using this device takes twice as long as a HPG and only the military of them.

Garrisons on Conquered Worlds

When you conquer a planet your forces will leave behind 1 armor battalion and 2 infantry Battalion per common world and for capital class worlds a regiment of armor and 1 regiment of infantry. Both types of worlds will have a squadron of medium fighters for space defense.

Research & Development

NOTE: You have to ask if you can R&D what you want

R&D for the Inner Sphere will be as follows:

- Elite R&D/University facilities (one per realm. note I will mark them on your turn 5 update)
 - 4 R&D projects can be done at these facilities
 - -3 months and 60 million for each R&D project done at one of these facilities.
- Normal R&D/University facilities (standard university and the R&D facilities that are built)
 - 2 R&D projects can be done at these facilities

R&D for the Periphery will be as follows: (note some special exceptions)

- A Class R&D/University (one per realm. note I will mark on your turn 5 update)
 - 2 R&D projects can be done at these facilities
 - -1 month and 20 million for each R&D project done at one of these facilities
- B Class R&D/University (standard university and the R&D facilities that are built)
 - 1 R&D projects can be done at these facilities

Cost of R&Ding

NOTE: The cost and time also depends what you want to R&D

New Weapons and equipment

Inner Sphere- 100 million x 1d6 and 6 months x 1d6

Periphery- 150 million x 1d6 and 8 months x 1d6

Mech, Tank, and Fighter designs

Inner Sphere- Minimum of 10 million to 120 million and 3 x 1d6 months

Periphery- Minimum of 20 million to 130 million and 4 x 1d6 months

Dropship & Jumpships

It depends on the cost of the design because the cost will determine the R&D cost and time.

NOTE: There will be a small mark up on JS&DS on the final price!!!

R&D of Star league Tech (note only can be done if you have discovered some SL tech)

First step in getting SL tech is to find out what it is that you found, which is done by reverse engineering it to figure out how it works and such. Then you need to R&D it so that you know how to build it and add it to factories. But after all of that is done you can add it to a factory.

Possible failure of R&D and Reverse engineering

When R&D or Reverse engineering time is up there is a 60 percent chance that what you just finished could not work at all or that it will require more time to complete. The following table is how it will be determined. A d20 will be used to roll on the table with the following modifiers added in for the final roll; Damage to research facility -3, IS Elite Research Facility +3, IS Normal Research facility +2, Periphery A Class research facility +2, Periphery B Class research facility +1, New Weapon designs -1, New mech, fighter, and vehicle designs -2, Dropship & Jumpship designs -3, and Star League tech researched -4.

Die Roll Result	Pass or Failure	Affects
17 or More	100 % Completed	A
12 to 16	75 % Completed	B
7 to 11	50 % complete	C
4 or 6	25 % complete	D
3 or less	Complete Failure	E

- A. Your R&D or reverse engineering is complete and working perfectly
- B. Your R&D or reverse engineering is 75% complete and will requires 25% of the original cost and time for it to be completed
- C. Your R&D or reverse engineering is 50% complete and will requires 50% of the original cost and time for it to be completed
- D. Your R&D or reverse engineering is 25% complete and will requires 75% of the original cost and time for it to be completed
- E. Your R&D or reverse engineering has failed completely and there is no chance of finishing it

NOTE: The cost and time required also figures in the testing of the designs

Reverse Engineering of designs

When reverse engineering a design it will cost 4 times the player production cost and 2 months + 1d6 for IS and 4 months +1d6 for Periphery. Only can be done at a R&D/University and a R&D site has a limit on how many Reverse engineering project that can be done at that site.

Reverse Engineering limits for IS R&D Centers:

- Elite R&D/University facilities
 - 2 R&D projects can be done at these facilities (only one per Realm)
 - -3 months for each R&D project done at one of these facilities.
- Normal R&D/University facilities (standard university and the R&D facilities that are built)
 - 1 R&D projects can be done at these facilities

Reverse Engineering limits for Periphery R&D Centers:

- A Class R&D/University (one per realm. note I will mark on your turn 5 update)
 - 1 R&D projects can be done at these facilities
 - -1 month each R&D project done at one of these facilities
- B Class R&D/University (standard university and the R&D facilities that are built)
 - Cannot be done at one of these Facilities

Academies

Each Academy graduates a certain amount of cadets. Inner Sphere academies graduate more then Periphery academies. Also all graduates start at regular level in skill.

Here is the Amounts: **Note: if the academy is not specific in which type you have then pick 2.**

Graduates of Academies			
Inner Sphere		Periphery	
Mechwarrior	8	Mechwarrior	4
Aerospace Pilot	12	Aerospace Pilot	6
Vehicle Crewman	24	Vehicle Crewman	12
Infantryman	252 (Battalion)	Infantryman	252 (Battalion)
Space Marines	126 (1/2 Battalion)	Space Marines	126 (1/2 Battalion)

NOTE: Graduates from Academies are Regular in skill
NOTE: It will take 3 Vehicle Crewmen to crew a new vehicle

Adding programs to academies

Programs that are available: Mechwarrior, Vehicle Crewman, Aerospace pilot, Grunt Infantry, and Space Marines (1/2 battalion per turn 126). It will cost 60 million to add one more program to an existing academy; you can add only one to that academy. It will also take 2 months to complete the addition because of adding to the building and getting the staff to teach the new programs. Also the academy will not be shutdown while adding new programs because you are just adding onto the building. **Note no doubling of programs!**

When you build the academy you pick from the list above, limit of 2 for a new academy. But you can add one more later on with the Adding programs rule. **Note no doubling of programs in new academy!**

Recruits without academy training

You can get army recruits that do not have academy training into your armies. They will start out as green and will require 2 months to train to regular because they lack some skills that a normal green regiment as already. Also there are restrictions on how many times you can do this per turn to keep players from building up a huge army.

Developing new Academy Programs

If you want to develop new programs for you academies it will cost 100 million and 5 months time to do. When you do this you take Veteran pilots they help develop the course of the new program. The Academy that you do the developing gets the program when the developing time is over. So that means that you do not have to add the program to the academy when the developing is over. Example: LAM Pilots- developed at a academy- 4 per turn are graduated. **Note: you need to ask me if you can develop certain new programs.**

Training Battalions

Training battalions are for the Green troops that you can get that have no academy training. You place them into a Training Battalion to gain experience and then to be shipped out the front line units as replacements. There is a limit to 3 Training Battalions that you can form. After 3 months of combat the units pilots will be considered Regular and not Green.

Training Regiments from Regular to Veteran skill

One can train regular regiments up to veteran status by assigning a veteran or elite regiment to train with for 4 months, at a cost 25 million and 50 SPs. You need to ask me if you can do this and there is a limit on how many time you can do it in a turn. You can only do this 2 times and you have to wait until training is done to start it on another unit if your 2 are used up. Also you cannot train all of your units to Veteran status I will not allow that. Also while your units are doing this they cannot move or attack during that time they are training.

Training units back up to previous skill after receiving replacement troops

When units receive replacement units and personal their total unit quality will go down as a result of the replacement units. To train the unit back up to its previous skill will take 3 months of training and cost 15 million and 25 SPs to complete. Once training is complete the unit will be at is former skill but you cannot train back to elite skill. Also while your units are doing this they cannot move or attack during that time they are training.

Recruits without Academy Training			
Inner Sphere		Periphery	
Max per turn- Twice		Max per turn- Thrice	
Mechwarrior	16	Mechwarrior	8
Vehicle Crewman	48	Vehicle Crewman	24
Infantryman	504 (2 Battalions)	Infantryman	504 (2 Battalions)

Intelligence

Spying:

find the chance of failure number for the faction performing the spy mission
(I.E. Spy Agency has 65% rating; failure target number is 35)

find the failure rate for the target being spied on (*Note: Realm does not require a spy to be located on the world being spied upon.)

(I.E. House Agency has 60% rating for Counterinsurgency; failure target is 40)

Combine the failure numbers (in the example the target number is 75)

Roll percentile dice to determine success

Trick part, if the spy has a higher skill rating than the Realm being spied on, advantage goes to the spy, (in the example, the spy is successful on 74% and below.) If the Realm has the greater skill rating, advantage goes to the Realm (the spy would be successful on 75% and above in this case.) Spy's skill level will have no affect on this part, and no Realm will know what the percentile skill ability is for their agency (each agency will claim to be the best in the field) or spies. Each Realm will know what skill level their agencies are. The skill levels will be evaluated as follows:

Skill Levels:

Green 30-45%

Regular 50-65%

Veteran 70-80%

Elite 85-95%

(No agency can be 100%)

Spending Money to Help the Spies:

A Realm could pay extra money to a spy in the field to help in the success roll (represents bribes or outside assistance) for every 1 Million C-Bills spent by the Realm, the spies skill percentile number will improve by **1%**. Half of the money spent this way will wind up in the hands of the Realm that was spied on, regardless of the results. The disadvantage to buying the information is you will give money to your advisory, the more money spent to garentee success, the richer they become. This is to represent the increase in the foreign nations economy.

Spend as much money as you wish; however the spy's skills can never exceed **85%** total, unless the spy's unaugmented skill is already above that. (Money will only get you so far..)

Unsuccessful Spy Missions:

If the spy is not successful, another roll will be made to avoid capture. This roll will be made against ½ of Spy Agency skill number (+10% per skill level of the spy, starting at green level) Any financial bonuses spent on the mission will also be applied to represent the spies bribing of officials to avoid capture.

Skill Bonus:

Green +10%

Regular +20%

Veteran +30%

Elite +40%

(In example, the spy is not captured on 43% for a green spy, 53% for a regular spy, 63% for a veteran spy, and 73% for an Elite spy, plus 1% for every 1 Million C-Bills spent on the operation)

Even if not captured, the Realm being spied upon will know that there was an agent active. A roll against the realms Counterinsurgency skill (with negative modifiers equal to the spy's bonus for skill level applied) will be made to determine if the Realm can find out who was conducting the spying.

Misinformation Campaign:

Any Realm spying on another Realm can use a second agent on the same target world to conduct a misinformation campaign to help cover up the involvement of their Realm. The misinformation campaign

must be in progress at the same time as the Spy mission (and must use a second agent assigned to the world perform this act.) The Counterinsurgency skill roll to identify which Realm was conducting the Spy mission will be modify once more for the skill bonus of the second agent who is active. If the Counterinsurgency agency fails the roll, another Realm is suspected. When the misinformation mission begins, specify which Realm is to be blamed (The Realm to be blamed will be determined by GM if not specified at the beginning of the misinformation campaign.) If the Realms Counterinsurgency Agency is successful, a skill roll check for the misinformation agent to avoid capture will be required (using the same method as in the above example, however do not add the financial bonus, unless extra money was spent for the misinformation campaign.)

Increasing Spy skill levels:

A player can increase the skill level of 1 spy for 30 Million C-Bills, 6 supply points, and 6 months of training per level increase (Spy cannot be active during this time, however upkeep must still be paid)

Improving Spy Agency's Abilities:

A player will not know what their agency's percentile skill target number is, however if they want to improve one of their agency's abilities, it will cost 100 Million C-Bills and 20 supply points for upgrading 1 department, and 2 months time. This will merit an opportunity to improve the agency's ability. In this case, a percentile die will be rolled. If the number rolled is greater than the current success number for the agency (**61 or above for Counterinsurgency training, in the case of the example above**), the skill rate is improved by 5%. The player will not know if they have made improvements either. Only money, time, and training can make an agency more efficient, and the better you become, the harder it is to improve your lot in life 😊

Losing Spys in action:

Every Realm will have hundreds, if not thousands of personnel devoted to the intelligence organizations, however to simplify the game flow, only a small number of these assets will actually be capable of performing active rolls for the house (represented by the number of spies listed in your turn sheet.) Each spy would most likely represent a small team of spies (Like the Mission Impossible teams) Any time a spy unit is discovered in the field, and captured, you will lose some of your spies, however some may manage to escape capture.

Spies captured may be turned to work for the capturing Realm, be imprisoned, used for exchange/extortion to the original Realm, turned into double agents, or even killed. A percentile roll will be made to determine how many of the spies in the team return to the realm of Origin. The result of the percentile roll will be how much of a skill loss the unit has suffered from the failed mission.

In the event of a marginal success to the mission roll (a successful die roll, however within 5% of success target) will result in the loss of some of the agents involved. Most likely killed in action in this case, and the skill level for the team may be reduced as a result.

Replacing Spies

New spies can be trained up to replace ones lost in combat. This process will actually be quite easy for any power with an intelligence agency, as you already have a large number of spies working for the Realm. All new agents assigned to an active field post will start out as green. They will need to be trained using the Improving Spies Abilities rules. Any Realm may train up personnel, however for every non-active spy being trained, you must sacrifice one active team in the field for the duration of the training. A spy in training will count towards the total number of **active spies** allowed to any realm.

Active Spies

On a Realms turn sheet will be listed the number and quality of the spies available to that player. If you do not have any spies listed, you do not have them (this mostly applies to small independent units). If a Realm has 3 spies listed on their turn sheet, you are only allowed to have 3 active operations. If a spy team is lost in action, they can be replaced as per the standard rules.

Active Operations

- Training (6 month)
- Intelligence Gathering (Foreign)
- Sabotage
- Assassination
- Terrorism
- Misinformation
- Disinformation
- Commando Mission

Non-active Operation (Does not require man power to be dedicated to)

- Counterinsurgency (on all worlds with the Realm)
- Propaganda
- Anti-Terrorism
- Body guards/protection of Officials
- Intelligence Gathering (Domestic)

Building Spy teams

Every Realm will have 1 school dedicated to training new Spies. These Schools will be available to Every House Lord (I.E. Hanse Davion, Takashi Kurita, etc.) and every Periphery Realm player starting in turn 3 (we will not compensate for the first 2 turns of the game). The House Lord may send the new Spy Teams to any of his sub-lords, or keep them for himself, as he chooses. No new schools may be built. The House Sub-Lords will need to work deals with the House Lord if they want to increase the number of spies under their control.

Each School will be capable of producing 1 spy team every 2 months. The cost will be 5,000,000 C-Bills per spy team for training. Once the training is complete, the new spy will be a green spy, with the ability to Gather Intelligence ([Surveillance Intelligence Occupation Specialty](#) or IOS if you have the Intelligence Operations Handbook). Additional skills will need to be purchased once the initial training is complete. See attached list of Skills and Costs:

Counter Intelligence IOS	2,000,000 C-Bills
Covert Operations IOS	3,000,000 C-Bills
Infiltration IOS	3,000,000 C-Bills
Liaison IOS	1,000,000 C-Bills
Special Forces IOS	5,000,000 C-Bills

All New Spies will use the existing Intelligence Archetypes for their skill sets. A Spy may be trained in any, or all of the listed skills. You will need to note what abilities each new team has. At any time the spy team may return to your school, and learn a new skill set. The School is not limited to how many of the continued education courses you are running, however you may not exceed the 1 new spy for every other turn. All training costs must be paid up front. Only 1 new skill set may be learned in 1 month. The 2 months to train a new spy represents the spies training in Surveillance, as well as the basic training required.

*****Ask if you can do this...*****

If two players or a player and a non-player nation want to merge nations, these are the rule to do so. To start off the two nations will need at least 2 of the trade types in the effect at the time you want to merge. It will take 6 months of trade and general talks and just being friends, before you can move on to the next step. The next step of merging is a Treaty of Intent, which spells out why and for what reasons you are joining. The Treaty of Intent can last from 3 months to as many as a year, it depends on your previous relations with the country. It is up to me to figure out the time of Treaty of Intent and what the results are. Also it will cost 35-million x number of worlds being merged into the larger realm. Example, Circinus Federation and Illyrian Palatinate, the Circinus Federation will pay the money for the merger and absorb the Illyrian Palatinate. Any questions ask me.

Diplomatic Section

Diplomats

Diplomats are a very important part of any government; used in peace talks, trade agreements, and various other needs. Diplomats cost 5 million and take 1 month to train for their job. You need Diplomats to resolve the following: Trade agreements, Non aggression pacts, Peace treaties, and other types of agreements between 2 or more nations. Also when a Diplomatic Team is assigned to a certain mission the time required and any additional cost will vary. To use a diplomat for any other listed things or something else just list it on your Turnsheets so that i can see it and what you want to accomplish. There is a limit for how many Diplomats a nation can have and that is 6 diplomats. Here is a list of how many Diplomats each Nation has at start for the game:

- **Inner Sphere**
 - Federated Suns 4 Diplomatic Teams
 - Lyran Commonwealth 4 Diplomatic Teams
 - Draconis Combine 3 Diplomatic Teams
 - Free Worlds League 2 Diplomatic Teams
 - Capellan Confederation 2 Diplomatic Teams
 - All Sub rulers have 1 Diplomatic Team
- **Periphery**
 - Taurian Concordat 2 Diplomatic Teams
 - Magistracy of Canopus 2 Diplomatic Teams
 - Outworlds Alliance 1 Diplomatic Team
 - Circinus Federation 1 Diplomat Team
 - All other Periphery & Pirate Nation have no Diplomatic Teams at start

Treaties and Non-Aggression pacts

These are discussed between the interested parties and then sent to me for approval. Treaties can be for various things, merging countries, ending wars, and other things. They can last for a few months or many years. There are various effects that treaties can have and it depends on what they are for. Non-Aggression Pacts are signed between 2 countries, saying that they will not attack each other. Again Non-Aggression pacts can last for a few months or years.

Social Welfare Programs

Social Welfare Programs allow you to improve the living condition of your worlds, make your people happy with you, health of the people, economic conditions of worlds, and almost anything else. So here is a list of Social Welfare Programs:

- Economic Programs
 - 15 to 30 million C-Bills
 - 30 Supply Points
 - 3 Months long
 - Max 6 worlds per turn
 - Results: Raise in income of worlds by so much, very
 - NOTE: Only can be done once Per world every year
- Educational Programs
 - 25 million C-Bills
 - 50 Supply Points
 - 6 Months long
 - Max 8 worlds per turn
 - Results: Improves education funding on planet and affects will take time to appear
 - NOTE: Only can be done once Per world every year
- Medical Programs
 - 40 million C-Bills
 - 80 Supply Points
 - 6 Months long
 - Max 6 worlds per turn
 - Results: Improves Medical funding on planet and helps out the peoples Health care
 - NOTE: Only can be done once Per world every year

- Generic Programs
 - 10 million C-Bills
 - 20 Supply Points
 - 3 Months long
 - Max 10 worlds per turn
 - Results: Very, depends on what you want done
 - NOTE: Only can be done once Per world every year
- Propaganda (Mass-Media)
 - 5 million C-Bills
 - 5 Supply Points
 - 1 Months long
 - Results: Very, depends on what you write
- Rebuild world with War damage
 - 30 to 150 million C-Bills
 - 60 to 300 Supply Points
 - Depends on how extensive the War damages are (table below)
 - Roll for Rating of damage (1d6)
 - 1 Heavy Damage
 - 2 little Damage
 - 3 Minor Damage
 - 4 Moderate Damage
 - 5 Little Damage
 - 6 Extreme Damage
 - Cost & SP amount and time required to fix
 - Little Damage- 30 million, 60 SPs, and 1 month
 - Minor Damage- 50 million, 100 SPs, and 2 months
 - Moderate Damage- 75 million, 150 SPs, and 3 months
 - Heavy Damage- 110 million, 220 SPs, and 4 months
 - Extreme Damage- 150 million, 300 SPs, and 6 months
 - Max 6 worlds per turn

- Ecological program
 - 20 million C-Bills
 - 30 Supply Points
 - 4 Months long
 - Results: An Ecological program is to help approve the planetary eco system and as a result the planets people feel better and some war damage is repaired if any. This program is different each time because the program can be reinstating animals to their natural habitat and creating new parks and such.

Exploration & Colonization

Exploration

Exploration has been an important part of humanities spread through the galaxy. But when the Succession wars started, exploration stopped or little was done and the IS powers concentrated on fighting each other.

When you do exploration you will enter so many system during you trip, which will last for as long as you want. During the trip when you enter a system you will complete a survey of the system to see if there are any habitable planets in that system. You will receive all of the data when the mission is complete and they have returned home.

When you want to start to explore you need at least a Invader Jumpship, Mule Dropship, and 2 others types. Then you tell me in what direction you want to explore. Then use the following chart to figure out your costs for the mission:

- $2 \text{ Jumps a month} \times \text{Number of Months gone} = \text{how many systems you will explore}$
- $\text{Number of systems} \times 10 \text{ million} = \text{Cost of mission}$
- $\text{Number of systems} \times 15 \text{ SPs} = \text{SP cost of mission}$

After your mission is complete you will receive the system data and any information about a habitable planet. (Soon I will have an example of the data and explanation of the data).

Colonization

Once you have discovered new worlds or want to Colonize worlds already shown on the map will cost 10 million and 35 SPs and take 6 months to complete and planets that you discover cost 20 million and 60 SPs and 6 months to colonize. The reason for the cost of money and SPs is because you are moving people, equipment, and other things on the world to assist in colonizing. After 6 months you will have to pay 15 million and 15 SPs in order to incorporate the new world into your nation.

Upgrading your Nation Type

*****Periphery nations only...IS houses are the highest type*****

Pirate kingdom to Periphery B then Periphery A. Note you can not advance to the status of IS houses...yet.. :-)

Note: you need to ask if your periphery nation can use these rules.

For Periphery nations to upgrade their nation type to the next will take 100 million or more and take up to 1 year or 2 to complete. Also I will roll on a table to see if you accomplish your goal of upgrading to the next nation type. This task will involve changing your economy and doing many things to upgrade basic life on your worlds. If the roll results in a failure, your nation will suffer a depression. In a depression cost of new units will double and upgrade expenses will go up and you will have civil disturbances and worker strikes. But if you succeed your nation will go up to the next type. Note: a nation only can go up to another type every 3 years. There will be modifiers to the roll. The modifiers are as follows: If at one time you were a Pirate kingdom -3, at peace for 2 or more years (including pre game start date) +3, if you increased your nation through exploration +2, Social welfare programs and economic increases +1, and if you start a war -2. More will come as I think of them.

Note: The effects of an interdiction also go with the depression rule

Here is the Table:

Die Roll Result	Pass or Failure	Affects
18 or More	100 % Passed	A
15	75 % Passed	B
10	50 %-50 %	C
5	75 % Failure	D
2 or Less	100 % Failure	E

- A. Your nation has completely faced through though the transition to the next nation type with out any problems. I will update the nations income on the next turn sheet.
- B. Your nation almost faced through the transition but your efforts fell short on a few programs and it will cost you another 30 million to finish the transition and 2 more months.
- C. Half of your reforms worked out and the other half failed. You can pay another 60 million or just forget the whole thing and move on. Also ask to see what reforms did work out and the affects of them.
- D. Only a faction of your reforms made it through to any affect. Your nation goes into a 3-6 month depression. The length of the depression depends on what reforms made it through to any success and ask me what reforms worked.
- E. Complete failure, your nation goes into a yearlong depression with effects on your trade and income.

Jumpships & Dropships for units

Note: this is for IS powers only, periphery nations have the JS & DS assigned to their units in their Turn sheets. The units with JD&DS place them in *Italics*.

For Inner Sphere houses you get only so many jumpships and dropships assigned to your units. You can move up to 60% of your total regiments that you have excluding Mercenary Regiments. Just mark the regiments that have JS & DS on your turn sheet in Indigo (text color). Also the main House player is the one that assigns the JS & DS to the

units. This rule does not apply to mercenary unit, because if they have JS & DS it will be on the mercenary worksheet. But if a merc does not have JS & DS you will need to provide them to move them. **You can switch units that have JD & DS as long as they are within in the jump range or you move them there.**

Standard Regiment		
Unit Type	Dropship Type	Jumpship Type
Mech Regiment	2 Overlord & 4 Union	Invader
2 Infantry Regiments	4 Condor & 2 Fury	Invader
1 Fighter Wing	Carried by mech DS	Invader
1 Armor battalion	1 Gazelle (Some on Infantry DS)	2 Merchant
Regimental Combat Team (FS Only)		
Unit Type	Dropship Type	Jumpship Type
Mech Regiment	3 Overlord	Star Lord
5 Infantry Regiments	2 Excalibur, 8 Condor, 2 Fury, and 1 Seeker	3 Invader
1 Fighter Regiment	18 Carried by mech DS & 6 Leopard CV	2 Invader
3 Armor Regiments	Same as Infantry Transports	Scout

Support units for Regiments and RCTs

Standard Regiment	
1 Regiment of mechs	3 Battalions and 1 Regimental Command Company
2 Regiment of Infantry	Standard Grunt Infantry Regiments
1 Fighter Wing	20 Fighters and Command Lance (Medium weight)
1 Armor Battalion	36 Vehicles (Medium weight)
Regimental Combat Team (FS Only)	
1 Regiment of mechs	3 Battalions and 1 Regimental Command Company
5 Regiment of Infantry	2 Standard Grunt, 1 Jump, 1 Mechanized, and 1 Special* Infantry Regiments
3 Fighter Wing	1-2 Medium or light and 1 Heavy Weight total of 60 Fighters
3 Armor Regiments	1 Standard (tracked), 1 Hover, and 1 Special* Armor Regiments
1 Artillery Battalion	36 Guns (12 Long tom, 12 Sniper, 12 Thumper)

***Look at the following Tables to pick which type you want the special to be**

Special Armor & Infantry Regiment Types	
Armored	Infantry
Recon Regiment	Motorized Regiment
Scout Regiment	Heavy Infantry Regiment
Heavy Armor Regiment	Military Police Regiment
Light Armor Regiment	Light Infantry Regiment
Cavalry Regiment	Armored Regiment

Pirate Rules

Pirates have special rules that allow them to raid their enemies. Pirates when going to raid a world pay none of the SPs and money required to do a raid. Also they get a combat bonus because they usually attack with surprise on their side. When they raid they pick a target on the world map that I will send them and move their take what they want and

leave. But if they raid they cannot take a planet that way, in order to take a planet you have to do a planetary assault.

Creating Pirate Units

When creating a new pirate unit you have 1 billion to spend on your unit (that's enough for a mechs, tanks, and etc.). Also you pick your equipment from the Cost List and you cannot pick rare or equipment that is for a specific house. You can use the **Pirate Creation Sheet** to create your own Pirate unit and when you are done send it to me. Also after you create the pirate unit using the above rules you will be give Jumpships for the unit. So that means that you need to buy your Dropships with the billion dollars.

Highjacking

When a pirate unit wants to Highjack jumpships or dropships they must plan at least 1 month in advance and have the necessary units. A civilian dropship and a jumpship or they could purchase ticket and smuggle weapons aboard and then highjack the jumpship or dropship. Results very from success or failure.

Commerce Raiding

Pirates can perform a action called Commerce Raiding, in which they use a jumpship, at least 1 cargo dropship, fighters, and military class dropship to raid the Merchant Lanes of the Inner Sphere and Periphery. **NOTE: More information at a later date after i finish some things.**

Militias of Inner Sphere & Periphery Planets

Inner Sphere Militias					
World Type	Skill	Meach Forces	Armored Forces	Aerospace Forces	Orbital Defenses**
Major Capital	Regular	1 Battalion	1 Regiment	1 Regiment	2 Bastion*** & 1 Alliance
Capital & Industry	Regular	1 Company	2 Battalions	2 Wings	2 Bastions***
Minor Capital	Green	None	1 Battalion	1 Wing	1 Bastion***
Common World	Green	None	1 Company	1 Squadron	None*
Periphery Militias					
World Type	Skill	Meach Forces	Armored Forces	Aerospace Forces	Orbital Defenses**
Capital & Industry	Regular	1 Company	2 Battalions	2 Wings	2 Bastions***
Common World	Green	None	1 Company	1 Squadron	None*

*Depends on world

**Most planets have Olympus recharge station. Will be determined when need.

***Fighters are stationed on Bastion SDS.

- Militias are stationed in the capital cities of the planets that they defend
- There are security forces for mech factories and they stay around the factory (look at below for the forces)
 - Mech & Armor & Fighter Factory (Regular Skill)
 - 1 Mech Company

- 1 Armor Battalion
- 1 Fighter Squadron
- 1 Infantry Battalion
- Shipyards (Regular Skill)
 - 1 Fighter Wing
 - 1 Avenger Attack DS
 - 1 Space Marine Battalion

Merchant Companies

More Merchant Company rules are in the works and will be done soon

Hiring Merchant Companies JS & DS (note Inner Sphere only)

You can hire out JS&DS to move one-2 regiment or add to the percentage (60% at start). The percentage that you can hire is: 2%, 4%, 6%, and 8%.

If you want to hire extra JS&DS, the cost table is below:

Hiring Merchant JS & DS Table		
Percentage of JS & DS	Cost in C-Bills	Cost in SPs
JS&DS for 1 Regiment	\$ 12,000,000	80
JS&DS for 2 Regiment	\$ 18,000,000	160
Additional 2% of JS&DS	\$ 25,000,000	200
Additional 4% of JS&DS	\$ 35,000,000	300
Additional 6% of JS&DS	\$ 45,000,000	400
Additional 8% of JS&DS	\$ 55,000,000	500

When you hire any of the types available to hire of JS&DS the contract lasts for 3 months. You pay the cost listed is what you pay once for the 3 months. You can use them to move military units or what ever else. There is a limit on how much additional percentage that you can purchase the limit is 8%. Also after you hire out the Merchant JS & DS for 3 months and the contract is over you have to wait at least 1 month before hiring out JS & DS again.

Now if you want to get more then 8% of additional JS&DS you can strip them from your commercial assets. By doing this it will cost your economy 100 million every month for each additional percentage over 8%. If you do this too much or take high of a percentage it could cause your economy to go into a recession* or even worse a depression.

***NOTE: a recession is when your industrial output per turn is slashed. The first turn of a recession the industrial output will be slashed by 25% and each turn to fallow an additional 5% will be reduced. Once your production is reduced by 50% you nation goes into a Depression.**

Jumpship Strain

This rule is used for jumpships of units that are used every turn during combat. If a regiment does not move one turn it does not count towards the 6 months. After 6 months of constant jumping around moving troops to and from battle, jumpships start to wear out. After 6 months of constant use the Jumpships of that unit will need some rest and repairs. Cost will be the 2/5 of the cost and 1/3 of the build time and the following SPs are required

Scout 60 SPs Merchant 70 SPs Invader 80 SPs Explorer 85 SPs Star Lord 95 SPs Tramp 100 SPs Monolith 110 SPs

If you do not repair these jumpships after 6 months of use they could suffer mis jumps and other effects.

Here are the effects:

Random Jumpship affects (d20) Note I will roll	
Jump delay of 14 days	1-4
Jump delay of 5 days	5-8
Ware Damage (stress on drive)	9-13
Extended Recharge Time- 14 days	14-16
KF Drive Damage delay 1 month	17-18
Miss Jump	19-20

Figure out Salvage

NOTE: this salvage calculator is generalized until I have the spread sheet done.

To figure out adding up the percent that was destroyed and then multiplies by 65%.

Example: Total equipment destroyed in battle 40% x 0.65 = 26 note you lost 14% of salvage Then following percentage of Mechs, Vehicles, and Fighters is multiplied by the 26 to find out how much of the 26 percent is for each type.

	Ex Division of the 26
Mech- 45%	12
Vehicles- 40%	10
Fighters- 15%	4

After you determine what percent of the salvage you use the fallow table to find the weight class.

Class	Mech	Example	Vehicle	Example	Fighter	Example
Light	35%	4	33%	3	50%	2
Medium	45%	5	43%	4	26%	1
Heavy	15%	2	15%	2	24%	1
Assault	5%	1	9%	1		

When it comes down to rounding up for heavies and assaults. You round them up and if they both round up to 1 and you are over one, you keep the heavy (med fighter) and disregard the assault (heavy fighter) for purposes of coming out even.

Strain on Economy during war time

After 8 months of continues warfare your nations economy can be affected. The effects of this strain is in the fallowing table:

Effect	Loss of SPs	Loss of Money
8 months of WAR	10%	5%
10 months of WAR	15%	10%
12 months of WAR	20%	15%
14 months of WAR	25%	20%
16 months and up	Various	Various

NOTE: the percentage is subtracted from you each turn. It comes from multiplying the to monthly income by the percent and then subtract it (just place it in the planetary expense sheet)

Rules for upgrading unit skills from battle experience

COMING SOON

Any suggestions are welcomed....