BATTLETECH

A Jump-chain compatible CYOA

by Drakensis

A thousand years from now, humanity has spread across the Inner Sphere, thousands of habitable worlds in a region only a thousand light years across. While other colonisable worlds exist, none are in as close proximity as they are here and thus it's the centre of human civilisation.

Originally colonised under the Terran Alliance, the Outer Reaches brought independence and an Age of War to the Inner Sphere. Interstellar realms were formed and through alliance or conquest the Great Houses emerged as their rulers. House Cameron of the Terran Hegemony united their five neighbours into the Star League, beginning a new age by conquering the four Periphery Realms in the bloody Reunification Wars.

Internal tensions and weakening leadership left the Star League decaying and when Stefan Amaris overthrew House Cameron the Great Houses let the mighty Star League Defense Forces wear themselves out while plotting against each other. When the Council Lords proved unable to agree upon a new First Lord, Aleksandr Kerensky led the remaining SLDF soldiers away into legend and the Succession Wars broke out, pitting the five Great Houses: Davion, Kurita, Liao, Marik and Steiner against each other.

The Succession Wars raged for centuries and the advanced technologies of the Star League, prized and fought over, have in many cases been destroyed. In the shadows of the Inner Sphere, ComStar plots to reunite the Star League under their guidance and far away the descendants of the SLDF have their own plans.

In a future of warfare, the ultimate warmachine is the BattleMech. Thirty feet tall, powered by a fusion reactor, capable of fighting on any terrain and carrying enough firepower to lay waste to a city. Within each is one man or woman, a mechwarrior, highly trained and entrusted with this power to fight for their lord, for glory and for filthy lucre.

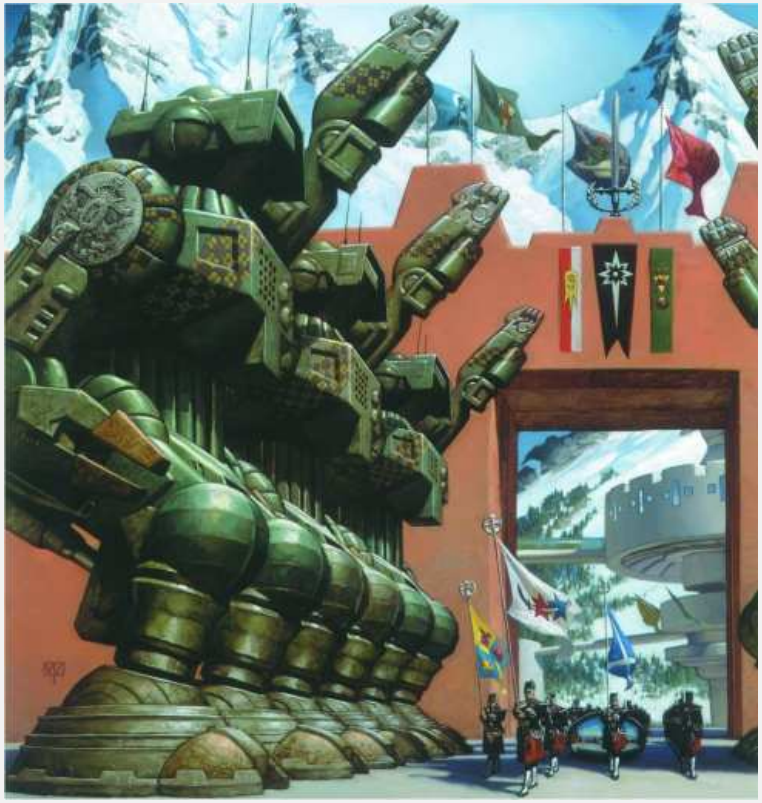
Welcome to Battletech. Have 1,000 CP to get started. You'll need it.



Era

The universe of Battletech covers a history of a millennia so the first question isn't where you begin your jump but when. Roll 1d8 to see which era you've arrived in. Alternatively pay 50cp to pick a year between 2475 and 3132.

1. *Age of War* (2475). Between the start of the First Andurien War to the end of the Third Succession War the growing interstellar realms battled for dominance, coalescing into the mighty powers that would endure into the 32nd millennium. The aerospace fighter was surpassed by the BattleMech as the king of the battlefield and the Ares Conventions codified rules for limited warfare that reduced collateral damage and legitimised battle as a means of settling differences.
2. *Reunification War* (2571). The Star League was formed to end the internecine warfare of the Inner Sphere. When the four Periphery states rejected membership, the newly created the SLDF spearheaded the bloodiest war in history to subjugate them and force them to join the Star League, not as equal members but as territorial possessions.
3. *Fall of the Star League* (2765). The death of Simon Cameron left the Star League in the hands of an underage First Lord, an absentee Regent and an increasingly divisive Star League Council. Uprisings in the Periphery, the Amaris Coup and the long war to liberate Terra were followed by the Exodus of much of the SLDF and the First and Second Succession Wars left the Inner Sphere a devastated ruin with many worlds no longer habitable and the military might of the Successor Lords shattered.



4. *End of the Succession Wars* (3025). Katrina Steiner's startling Peace Proposal brought the slow burning Third Succession War to an end but also divided the Inner Sphere between the Federated Commonwealth and the Kapteyn Pact. The dramatic Fourth Succession War established the former as a superpower bestriding the Inner Sphere while the smaller wars that followed proved that this alone would not be enough to allow the united House Steiner-Davion to rule uncontested.
5. *Clan Wars* (3049). The return of the SLDF's heirs, Kerensky's Clans, sent shockwaves through the Inner Sphere. Hundreds of worlds fell into their hands in mere months and despite occasional hard-won victories, it seemed the Great Houses would be unable to stop them until the ComGuards victory in the epic Battle of Tukkayid. Over the decade that followed, the Great Houses fought among and within themselves before patching up a tentative alliance under the banner of the Second Star League to compel the Clans to abandon their grand crusade.
6. *The Jihad and the Wars of Reaving* (3067). No longer facing the external threat of a renewed Clan Invasion the Second Star League broke apart almost immediately, much to the horror of the fanatical Word of Blake. Convinced it was their duty to compel the Inner Sphere to unite, the Blakists launched a brilliant campaign that turned Clans and Houses against each other, bringing many worlds under their control with advanced technology. The Clans fell to similar infighting and in both cases victory would come at a terrible cost.
7. *Dark Age* (3132). Generations of relative peace after the Jihad, were ended when interstellar communication was crippled by unprecedented military and virus attacks. Paranoia and ambition swept across the Inner Sphere. Within three years the Republic of the Sphere had been torn apart and the core of their military and leadership retreated within the mysterious Fortress Republic. Long-established borders were breached and nations rose and fell.
8. *Free Choice*. Pick a date, any date, between 2239 and 3145.

Background



Your age is 1d8+18 and your gender carries forward from your last jump. Alternatively, you can pay 50cp to pick any gender and any age within reason. Medical technology has advanced to make lifespans as high as 150 years quite possible.

You can drop into this universe with memories and connections in this world. Roll 1d8 to determine your background or choose from the list for 50cp. (You can freely pick the specific province, Clan or organisation, etc., from any that fall under the banner of your general background).

Drop-In: If you don't like any of the below options you can simply choose to drop-in, which costs nothing. You've no memories or connections to assist you in this universe, but also no obstacles to overcome.

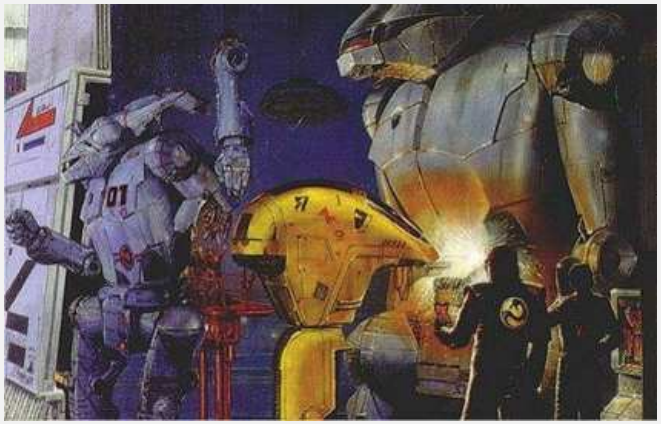
1. Capellan Confederation. Ruled by House Liao, the Capellan Confederation's fortunes wax and wane with the sanity of their leaders. They are devious and resourceful, with ambitious schemes that can lead them to ruin or to the heights of power. An intricate bureaucracy holds the Confederation together.
2. Draconis Combine. Ruled by House Kurita, the Draconis Combine is forged on dreams of universal conquest. While they rule their people with an iron hand, the Coordinators are nonetheless sagacious rulers. Intensely motivated and trained, their samurai are among the most feared of mechwarriors.
3. Federated Suns. Ruled by House Davion, the Federated Suns controls almost a quarter of the Inner Sphere and sometimes struggles to reign effectively. Overly mighty nobles are a constant problem to the First Prince and the knightly traditions of their Mechwarriors only enhance this internal strife.
4. Free Worlds League. Led, but not ruled, by House Marik, the Free Worlds League faces a constant struggle between Parliament and Captain-General. United, the Free Worlds League is incredibly powerful, but the fractious provinces make this hard to achieve.
5. Lyran Commonwealth. Ruled by House Steiner, the Lyran Commonwealth is wealthy and economically potent. Noted for a fixation on the largest feasible 'Mechs and a plethora of social generals, their military is less respected. They respect money and power and aren't averse to flashing both around.
6. Other Realms. In any era, states exist around and between the Great Houses. The Terran Hegemony during the Star League, Rasalhague in the Age of War, the Blakist Protectorate in the Jihad or a periphery realm in any era. You many choose any Inner Sphere realm suitable to your era, other than the five Successor States.
7. Stateless. Whether you renounced your nationality to join ComStar or were born into a migrant group such as a mercenary regiment or jumpship crew you have an affiliation that doesn't fall within the conventional bounds of nationality. This covers a wide range of possible lives - if you really want more direction you may (but don't have to) roll below. Feel free to be inventive though!
    1-2 - ComStar Adept
    3-5 - Mercenary Soldier
    6-8 - Merchant Spaceman.
8. Kerensky's Clans. Born in the spartan culture established by Nicholas Kerensky you're restricted by caste and generations of selective breeding. However, the Clans possess unrivalled technology in many fields and where might makes right, a Jumper might be at a considerable advantage. (If you rolled 1-3 for the Era you may not take this option but so long as you rolled an 8 you may choose any of the other seven choices at no additional cost.)



Location

Roll 1d8 to decide where you begin your adventure.

1. A national capital for your background or at least friendly towards it.
2. A national capital hostile to your background!
3. The Mercenary's Star. Either Galatea or Outreach depending on your era, this is where mercenary units come to recruit, rebuild and to negotiate for contracts.
4. In the shadow of war. The world you've arrived on is a border world and everyone knows it's just a matter of time until the next raid or invasion takes place. You can probably leave before you
5. A pirate world. One of the isolated worlds where only pirates and the illegal traders who buy loot from them can be found.
6. On the battlefield. Two factions are at war and you arrived between them. If your background faction isn't involved you'll still need to pick a side.
7. Marooned! Maybe this world hasn't been colonised yet or perhaps the colony died out long ago. You'll have to survive 6-12 months here before a jumpship arrives here to explore the world.
8. Wherever you want!



Perks

Mechwarrior Training 50cp
You've experience and training in 'Mechs, likely starting with civilian workmechs and perhaps a family-member's 'Mech but possibly including a stint at a regular military academy. This isn't enough to be a champion of Solaris but you're unlikely to embarrass yourself in the cockpit.

Nose for Lostech 50cp
After a thousand years of interstellar travel and at least two civilisations collapsing, not to mention internecine warfare, the Inner Sphere is rich in the wreckage. You've a knack for stumbling over lost battlefields, forgotten bases and the carcasses of crashed ships. This isn't just luck - you know the historical records to check and the sort of terrain that may have masked a find from previous scavengers.

Air of Nobility 50cp
You've been born into into one of the myriad noble houses of the Inner Sphere or created in a test tube by one of the Bloodhouses of the Clans. Your blood may not be literally blue but no one would know it by looking at you. You're well-mannered - for your home culture - and likely to be treated politely by those around you.

Papers In Order 100cp (Free for Capellan Confederation)
Bureaucracy can strangle you in red-tape if you don't know how to handle it - but if you do then you could have a potential tool. You have a knack for it - you can fill out forms quickly and clearly, never filling out the wrong box or wasting time on a page you don't needs. You're also pretty good at finding the forms you need.

Swordsman 100cp (Free for Draconis Combine)
The cult of the traditional japanese sword is strong in the Draconis Combine and not only have you been issued with a katana and wakazashi, you know how to use them expertly.

Graduate 100cp (Free for Federated Suns)
You're a graduate of a famous Mechwarrior academy like Albion or Sun Zhang and then served in one of their Cadet Cadres. Not only are you one of the best trained Mechwarriors in the Inner Sphere, you benefit from the legendary reputation of these institutions. Even realms hostile to you will grant you respect and credibility. In other settings you can fit into a military culture, knowing the cues to make it clear you're a trained professional with generations of tradition behind you.

Natural Leader 100cp (Free for Free Worlds League)
You're the sort of person that others look to in a crisis: you just radiate confidence and conviction. It doesn't necessarily mean you can back it up but if you can then this gives you a good chance of taking charge in a crisis and perhaps hanging on to it afterwards.

Shrewd Businessman 100cp (Free for Lyran Commonwealth)
You've a nose for business and a good deal. Money seems to multiply under your oversight and given some time and a grubstake you can make a fortune notable even to corporations whose extent stretches across the stars.

Hotshot Pilot 100cp (Free for Other Realms)
Your control of a BattleMech is both uncanny and coupled with keen reflexes. You can navigate difficult terrain or use the limbs of your 'Mech as weapons with the same ease that you'd use your own in a bar-room brawl. Only them most dire of circumstances could see your 'Mech fail to remain on its own feet.

Secret Society 100cp (Free for Stateless)
You're initiated into some secretive group like Free Rasalhague or ComStar's inner circles. In addition to giving you access to some of their secrets this makes you a natural at handling covert dealings and conspiracies.

Elemental 100cp (Free for Kerensky's Clans)
You're a physical powerhouse - the result of generations of selective breeding to create a strain of ultimate infantrymen and -women. You've also been trained from childhood in infantry combat as well as the use of Battle Armour. If you're not from the Clans, you're simply the climax of several generations of overly muscular ancestors. While certainly larger than average, you're also graceful enough not to be significantly inconvenienced by this size, except where someone of ordinary size would be too large anyway.

Trained Technician 100cp (Discount for Drop In)
You may not understand why this works but you can make it work and fix it when it doesn't. Pick one sort of mechanical system (jumpdrives, fusion reactors, myomer limbs) and you've the ability to repair or even construct these as long as you've minimal access to parts and tools.



Intriguing 200cp (Discount for Capellan Confederation)
Court politics are more deadly than any Battlemech but you're a player not a pawn in the struggle for power and influence within a noble court. You know people's names, resources and who they may owe favours to - and can come up with ways to leave them indebted to you through bribes, blackmail and lies. You might even manage to do the same through honesty!

Ronin 200cp (Discount for Draconis Combine)
Like one of the Ronin duellists of the First Hidden War (perhaps one of them yourself) you're especially expert in wringing 110% performance from your 'Mech in a one-on-one duel against an honourable foe. This will apply to other 'mecha and other forms of formal duelling.

Institute of Science Graduate 200cp (Discount for Federated Suns)
You've completed a course of study at one of the best universities around - pick your major and you've earned a PhD in that field, arming you with one of the best understandings of it that can be found. Indeed, your doctorate dissertation must have been fairly ground-breaking and may even be highly classified, making you a national asset.

Cunning Linguist 200cp (Discount for Free Worlds League)
English may be the common tongue of the Star League but many worlds have their own day to day language based on the original settler's culture - which may have been a melting point to begin with. You're good with languages and can pick up new ones remarkably quickly. You're also good at tonguetwisters and can tie a knot in a cherry stem using only your tongue.

My Other BattleMech is a... 200cp (Discount for Lyran Commonwealth)
For some reason you have more than one BattleMech! You can't pilot more than one at once but you don't need to fear being dispossessed and you can loan it to a friend or ally if you trust them with it. The second 'Mech may be no larger or advanced than your initial 'Mech but it costs nothing extra besides this perk.

Anti-Mech Training 200cp (Discount for Other Realms)
You've extensive training and experience in fighting Battlemechs without using one yourself. Using the environment and a minimum of specialised equipment you can turn the tables on the King of the Battlefield.



Big Name on Solaris 200cp (Discount for Stateless)
You've made your name on Solaris VII, the gladiator worlds. For reasons suitable to your other perks and background, you're a household name on Solaris VII and scarcely less well known on any world that receives recorded broadcasts from there.

Unaugmented Killer 200cp (Discount for Kerensky's Clans)
Your hands and feet are lethal weapons. Whether you're a martial artist or a streetfighter you need no weapon to kill, maim or merely incapacitate another human being. This covers both technical proficiency and psychological readiness to go full force against opponents.

Artillery! 200cp (Discount for Drop In)
Faced with the bigger guns on BattleMechs, Artillery has simply scaled up their guns. Not only can you operate Long Toms, Arrow IVs and similar weapons, you know how to provide them with targeting data from the frontlines, letting you call in precise artillery strikes as long as friendly artillery units are around.

Xin Sheng 400cp (Discount for Capellan Confederation)
There's no other word for it, you're inspiring. Exposed your words and example, people come to share any reasonable beliefs you espouse. On a personal level this can make you a great sales man but if you can achieve wider circulation you could rally a dispirited nation to dig deep and rise go greatness once more - or a decimated army to follow you into exile.

Techno-ninja 400cp (Discount for Draconis Combine)
Sometimes you just need to resort to a vibro-katana and a stealth suit. Perhaps you're a Death Commando or a Rabid Fox, a DEST trooper or just have a ninja fetish but you're expert in the technological tools of stealth, espionage and assassinations.

Staff College 400cp (Discount for Federated Suns)
Commanding a single company or battalion is one thing, but leading larger forces takes a mastery beyond the battlefield. You've attended advanced classes at a military academy and served on the staff of a brigade or larger formation, preparing you for the demands of commanding entire armies.

Skilled in Rhetoric 400cp (Discount for Free Worlds League)
Few things can command attention in the Free Worlds League as well as a stirring speech before Parliament. You're a master of words and their delivery and can stir second thoughts in even the most strongly opposed to your arguments.

Luck of the Irish 400cp (Discount for Lyran Commonwealth)
The Scots-Irish may be one of the most common ethnicities in the Inner Sphere but they have an especially dense concentration in the region known as the Isle of Skye. The legendary luck of the Irish is yours - don't rely it too much, particularly when your life is on the line but you may be surprised how often people you've done a good turn will be around when you need help or that you draw a royal flush for your last hand of a card game.

Master of Information 400cp (Discount for Other Realms)
Knowledge is power and - flanked or even surrounded by larger realms - minor states value it accordingly highly. Gathering the reports of dozens or hundreds of informations is only a start and that's when people like you shine - you can the key data in myriad sources of information to build a comprehensive picture of what's happened in the past, what's happening right now and what others intend to do in the future.

Pirate! 400cp (Discount for Stateless)
You've got extensive navigational expertise when it comes to jumpships and can easily make use of even the most difficult transitory jump points. In addition you can almost always figure out where pirates are likely to have set up base to enjoy their ill-gotten gains. In other jumps this adapts to suitable methods of transport (interstellar travel, sailing tall ships) and pirates or at least bandits.

Trial of Possession 400cp (Discount for Kerensky's Clans)
You want it and you're going to take it. Whatever it is, you know exactly how to challenge or provoke the current owner into agreeing to stake ownership on the outcome of a battle or duel between you. Bear in mind that you have to win the battle to get whatever you're after and you may have to offer a forfeit if you lose or pay back favours to anyone who helps you.

Ragnarok Proofing 600cp
You're fully versed in all aspects of Battletechnology - with all the knowledge to reproduce it given time, tools and parts. This may involve an unfortunately long chain of tools to make the tools to make the tools, etc., but it is possible. You can also modify existing technology to include the most staggering benefit of Battletechnology: the fact it remains useful even after centuries of use and probably several near misses with nuclear weapons. Oh, it might need repairs or wind up being broken down for parts but an astonishing number of parts will still work no matter how much of a beating this technology takes.

Cyberpunk! 400cp (Discount for Drop In)
You're like a ghost in the machine, able to break ciphers and encryption with terrifying ease. It might take a day or so for major military codes but once you've broken them you can penetrate their supposedly secure communications - or ensure that no one manages to get into your own.

Phantom Mechwarrior 600cp
You have the potential - and only the potential - for this legendary trait. If at any point in this jump you make a lone stand to protect your allies against overwhelming odds then your 'Mech will simply disappear from the sensors of other 'Mechs, making you almost impossible to target. This traumatic experience will force you to spend years in retreat to mediate and come to terms with, but afterwards you can repeat the feat at will.



Items

'Bug Mech 0cp
A single Battlemech, your choice of Locust, Stinger or Wasp. If for some reason you don't want a giant robot then you sadden me and you can sell it for a couple of million of C-bills.

PPC 50cp
The infamous Mechwarrior's drink - grain alcohol cut with a second beverage dependant on your allegiance: Peppermint Schnapps for a Lyran, Ouzo for House Marik, Plum Brandy if you're Capellan, Bourbon in the Federated Suns (except in the Capellan March where Tequila is preferred) and Sake in the Draconis Combine (or aviation fuel if it's more available). From now on you can order this in any bar you encounter in this or any future jumps and not only will they recognise it and serve you one, they'll forget to ask you to pay for the first one in that bar.



The Mighty C-Bill 50cp
You're loaded. You've 50,000 C-bills (or Star League Dollars or Republic Stones, depending on era) to hand and non-liquid sources of income (entailed so you can't sell them off) that will generate that much for you each year. You can buy this as many times as you like. (Each purchase is equivalent to around $250,000). In future jumps you'll have a comparable source of income.

Aircar 50cp
It's sleek, it's sporty, it doesn't touch the ground (except when parked). While air cars can't actually fly the advanced hovercraft technology makes them blazingly fast and also lets you drive as easily on water as you can on land.

Arsenal 50cp
Needlers, lasers, vibro swords... You have a suitcase full of advanced weapons from the future as well as enough ammunition to reload them all at least twice. If you run out of ammo or break a gun, leave the suitcase in your warehouse and you'll be fully loaded and repaired within 24 hours.

Battle Armor / Power Armor 50cp
You're equipped with a suit of Armor, something that makes even a lone infantryman a factor on the battlefield.

Tank 50cp
You're the proud owner of an armoured combat vehicle massing somewhere between 5 and 100 tons. While larger vehicles tend to be more powerful, most such vehicles aren’t suited for a single operator so you’ll need to recruit and pay a crew.

Light BattleMech 100cp (requires 'Bug Mech; Discount Draconis Combine & Stateless)
Replace your 'Bug Mech with a 'Mech of up to 35 tons, suitable for your era and background. If you’ve taken Clantech then this will allow ProtoMechs.

Aerospace Fighter 100cp
You possess an aerospace fighter, a well-armed one-man craft capable of operations in both atmosphere and space. While it strains life support limits this can even make its way (slowly) as far away from a planet as a nearby pirate point - although the standard jump points will almost always be impractically far away.

Medium BattleMech 100cp (requires 'Bug Mech; Discount Capellan Confederation & Federated Suns)
Replace your 'Bug Mech with a 'Mech between 40 and 55 tons, suitable for your era and background.

Land-Air 'Mech 100cp (requires a base Mecha or Fighter)
Your 'Mech isn't just a BattleMech. With the push of a lever it can become an aerospace fighter or take an in-between form. LAMs are expensive and noteworthy but very valuable for some operations so you'll be in demand. You may apply this upgrade to a Light BattleMech, Medium BattleMech or Aerospace Fighter from this Jump, but you may also apply it to Mecha and Fighters from previous jumps, which will also bring the base unit's default performance up to that of a LAM in that form).

Clantech 100cp (free for Kerensky's Clans)
Your BattleMech and/or other military hardware uses the advanced military technology developed by the Clans. If you purchase this in an era prior to the Clan Invasion you can still have the technology but it's a one-of-a-kind prototype that's beyond priceless and both draws attention and costs a fortune to repair.

OmniTech 200cp (Discount for Kerensky's Clans)
Your BattleMech (or tank/aerospace fighter) can be reconfigured in a matter of hours to completely alter the armament and other auxiliary systems. This does require a modest level of tools and facilities but nothing like a full workshop. You have enough parts readily available for four configurations of your choice.

Heavy BattleMech 200cp (requires 'Bug Mech; Discount Free Worlds League & Other Realms)
Replace your 'Bug Mech with a 'Mech between 60 and 75 tons, suitable for your era and background.

Assault BattleMech 300cp (requires 'Bug Mech; Discount Lyran Commonwealth & Kerensky's Clans)
Replace your 'Bug Mech with a 'Mech between 80 and 100 tons, suitable for your era and background.

Dropship 300cp
You own a dropship capable of carrying a dozen or so combat units and their support crews. In addition to serving as a useful mobile base of operations, this significantly simplifies your travel arrangements. Comes with an operating crew who are generally loyal but do expect to be paid every now and then.

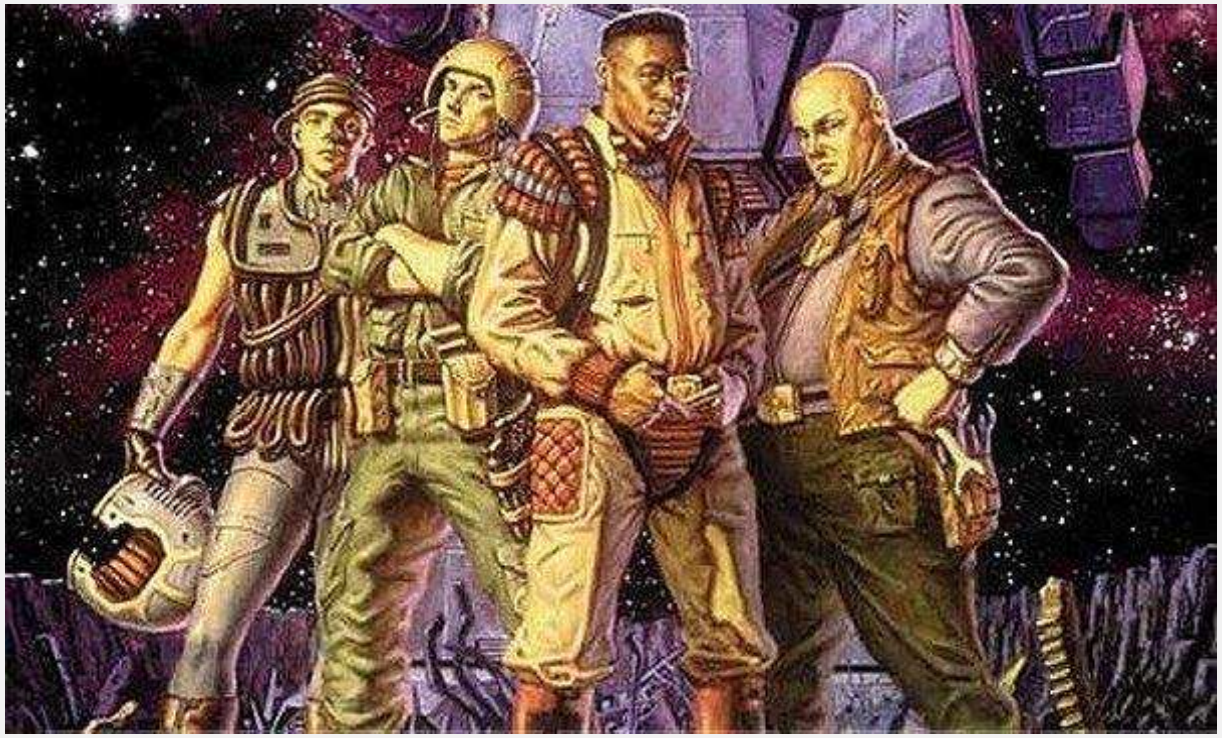


Companions

Recruiting 0cp/50cp/100cp
You may recruit up to three Battletech characters as Companions from this Jump. Fanon or bit characters (e.g. Thomas Hogarth) are free. Supporting characters cost 50cp each (e.g. Carew of the Wolves). Finally you may pay 100cp for major characters, be they villains or heroes of their stories (e.g. Natasha Kerensky).

Lance Up! 50cp/Companion
You may import up to 3 Companions into the Jump with you. Each receives 200cp to spend on Perks and Items and should roll for a random age and origin, carrying forward gender from previously. They may spend 50cp to choose their origin, in which case they may also select age and gender at no extra cost. They'll begin at a location near your own. Companions may not take Drawbacks.

In Good Company! 300cp
You may import up to 11 Companions into the Jump with you. Each receives 300cp to spend on Perks and Items and should roll for a random age and origin, carrying forward gender from previously. They may spend 50cp to choose their origin, in which case they may also select age and gender at no extra cost. They'll begin at a location near your own. Companions may not take Drawbacks however they may pool their CP to purchase shared items. You may not add CP to this pool.



Drawbacks

Not enough points you say? Why certainly you can have more! Just take a few drawbacks and you can have up to an extra 600cp. You can take more drawbacks if you want but there's no extra benefit.

Fired Out of A Canon +0cp
Rather than the canonical Battletech universe, you're in a alternate universe from fanfiction. Maybe Caspers drones were self-aware; maybe Aleksandr Kerensky died before leading the Exodus; perhaps the Clans invade earlier. For no extra points you may select a fanfiction universe for the jump but it must suit the timeframe and you have to name the fic. (No crossover fics - you're a crossover in and of yourself).

> *The Fit Hit the Shan* +100cp
> Rather than choosing the fanfic you're living in a crappy fanfic version of the original, one where 'Mechs overheat if they walk too fast, jumpships cross the galaxy at the speed of plot instead of a fixed rate and evil plots abound involving cloning, alien avian species and incestuous relationships between the Inner Sphere's royalty.

Cyborg +50cp
Due to a past injury you've had to have part of your body replaced with a mechanical subsitute. This may save your life if someone shoots you in that body part but otherwise it's a minor disfigurement (and a major social stigma most of the Free Worlds League). It never feels quite right to you (and confers no special abilities whatsoever).

Under Orders +100cp
You're not a free agent, instead serving as part of a regular military. You're expected to obey orders and can expect to be assigned various inconvenient duties for at least the first five years of the jump. Failure to do so could see you courtmartialed or declared a fugitive. On the plus side, your food and ammo will be supplied for free while you're in the army.

Waco's Feud +100cp
A powerful mercenary leader is utterly convinced (and has evidence backing it up) that you murdered his or her son about a year ago. While they won't stray outside the law they'll make a point of taking contracts that give them a chance of their unit encountering you across the battlefield - and they'll be gunning for you specifically.

Where Am I? +100cp
You lose all knowledge of Battletech and associated matters saving anything you learn in the Jump.

Amnesia +100cp
You lack all memories of anything between the start of your first jump and the start of this jump. Unless otherwise specified you still have all skills, items and powers, with access to your Warehouse but unless you have companions to fill you in, you don't know about any of them. (This shouldn't be taken if this is your first jump.)

Infamous Heritage +150cp
You test positive as a genetic descendant of Clan Wolverine, House Amaris or some other infamous group. Even if you've personally done nothing wrong you're going to be targeted by a significant faction as soon as this is discovered. It will be discovered, whatever you do, midway through the jump.

> *Blackmailed* +50cp
> Your heritage won't be discovered by the faction likely to hunt you down - no, this is worse. It'll be discovered by the intelligence agency of a hostile power who'll use it to blackmail you into being their agent! Will you do their bidding or do they share the information and your location with your enemies?

Inner Ear Defect +200cp
What's that? You've a minor medical condition involving your ears. It doesn't affect your day to day life but you can't use a neurohelmet and thus it's not possible for you to use a BattleMech. This will make you an object of pity to Mechwarriors.

Captain Patriot +200cp
You're a fanatical supporter of your native faction and almost criminally easy to provoke by insulting them. You also find it hard to hide your detestation of their traditional rivals. Even your countrymen sometimes find you hard to deal with.



Dispossessed +200cp
You lack something important to you. No, not that. Nor your 'Mech. For some reason your Warehouse (and anything similar such as Orbital Dock or House) are inaccessible for the full duration of the jump. You can't start with any items from the warehouse on your person either. (This shouldn't be taken if this is your first jump.)

Performance Issues +200
You and any companions lack any and all supernatural powers whether inherent or gathered from previous Jumps. Unless otherwise specified skills, abilities and memories aren't affected and you can access your Warehouse. (This shouldn't be taken if this is your first jump.)

The Bounty Hunter +300cp
The most infamous criminal in the Inner Sphere has accepted a contract on your head. Expect a green-painted 'Mech with dollar sign markings to be hot on your trail. Even if you kill him, the legacy will pass on to another 'Mechwarrior who'll take up the chase.

Identity Issues +300cp
You lose all memories conflicting with your identity in this jump although you may have strange dreams of them occasionally. (If you took Drop-In then you're an amnesiac).

Crazy Like A Liao +400cp
You have a vision. Some might call it an obsession but you know better. This world, this universe, will just be better if you're the one making the decision and not people who don't get it. You're better than them and you know it. (To put it another way, you're a megalomaniac - you've got a messiah complex and you'll sacrifice anything and anyone in service the greater good - your good.)

What the Hell? +600cp
Regardless of your roles for era, you start in 3025. Fredrick Steiner is Archon, guided by Aldo Lestrade. Marcus Kurita sits on the dragon throne of the Combine. Michael Hasek-Davion is regent of the Federated Suns for his son. Romano Liao has destroyed her father and siblings to take the post of Chancellor. Thomas Marik leads the Free Worlds League into the hands of Myndo Waterly's ComStar. And the Wolf Dragoons have returned to Strana Mechty, readying all seventeen Clans to launch a well-prepared and overwhelming invasion of the Inner Sphere. You may find just surviving in this era to be a little challenging.

Afterwards

Green Hills of Terra
You've had enough of these adventures, it's time to go home to your original life with everything you've gained on these adventures. All drawbacks are removed and your companions may follow you home or return to their own worlds if you prefer (in which case you lose contact with them forever).

A Future of Armoured Combat
This is a fine universe to live in really and after ten years you've made it your own. Why jump any further. You'll live out your existence in the Battletech universe, retaining all powers, items and companions. Drawbacks other than those defining the universe you're in (e.g. Fired Out of A Canon) are removed unless you choose otherwise.

Take a Jump(ship)
Other horizons beckon and it's time to move on. Gather your companions and set out for new universes of adventure! All drawbacks are removed.

