



Frontline Battletech

## Custom Unit Tracking

### Intention

The idea is to allow player to create their own unit, either a mercenary or specific house unit. Which will allow them to create and grow their own unit similar to a full campaign environment without requiring a formalized campaign environment.

Players choosing a house unit will have the benefit of additional support automatically, where the mercenary unit has a greater chance of customization.

Players will use their unit and pilots as their available unit pool for the missions / scenarios created.

### UNIT SET UP

Each player wishing to create a unit must choose either if they will be a house unit or a mercenary unit. House units will require less involvement and has several automatic rolls / successful actions.

#### Level 1: Unit pool, Roster and maintenance /repair

Players will create or maintain their basic unit, starting with a Roster of 12 MechWarrior's, and any additional required personal for units purchased.

#### Unit Purchases

Purchase combat units (mechs/vehicles/infantry/Aerospace) per their record sheet values or values indicated by MegaMekLab. All new units will have an initial unit quality rating of D (Average). Note that 12-16 battlemechs are suggested for first time creation, however purchasing some infantry and combat support vehicles are also suggested.

#### Roster

Establish a roster of mechwarriors /pilots/crews, by purchasing them using the costs indicated below.

Average (see below)	\$1,000,000
Green	\$100,000
Regular	\$1,000,000
Veteran	\$10,000,000

Players may elect to either use all average skill ratings (per *Battletech-Total War* page 40), which in most cases is a Gunnery of 4 and piloting/driving skill of 5, or roll for each pilot skill using the corresponding rating on the Random Skills Table (Expanded) *Battletech-Total War* p.273. Pilots/crews will be tracked and can improve their skills over time.

#### Support Personal

Build a roster assigning one Tech Team per Mech/vehicle/4 infantry platoons, plus one unassigned tech team per 4 assigned tech team.

Also assign one Medical Team for each 25 combat personal.  
Players may either choose to either make all the teams regular skill or roll for all skills per Random Experience Rating Table *Battletech-Total War* p.273

### **Customize Units (Optional)**

Customize units per the refit rules (*Strategic Operations* p188) using 10 maintenance/repair cycles (2 weeks), and access to 6 Factory Grade Mech bays and 4 Maintenance Mech bays, unlimited Dropship bays.

### **Level 2: Inventory Tracking**

Players add funds for purchasing equipment to be tracked and used in place of relying on availability rolls for replacing equipment. Players will add the sum of money as indicated below to purchase equipment. Note, it is suggested that only  $\frac{1}{2}$  to  $\frac{3}{4}$  of these funds should be spent before the campaign, and that all other replacement equipment can be purchased during the campaign.

Inventory stockpile funds = **\$5,000,000**

### **OPERATING A UNIT**

Missions will be created by different players and may or may not be related to each other. Each mission played a player will choose which units they wish to deploy for the mission using only the units and pilots from their created unit. Players will be responsible for tracking the following.

- Unit List and their Condition
- Roster of Pilots / Mechwarriors / Crews
- Technical Crews
- Inventory of Equipment (If player opted to track this)

At the conclusion of each mission a player will note and record their pilots experience, keep track of their unit's condition (Record Sheet) and retain any salvage awarded to the players.

Players will also need to make repairs to their units per the rules in *Strategic Operations* p166-187, however players wishing to make a house unit have the option of their mech automatically fully repaired after two missions.

Players will not replace with additional personnel from the availability table.

Every two mission's players may purchase additional equipment and personnel, using funds awarded during missions, selling of salvage (1/2 of the value), or other retained funds.