

St. Crispin's Irregulars present – Hobby Day



Hill 1154 – Overflight photograph –the German player needs to plot the locations of his defenses. The Russians need to plan their attack.

Hill 1154 – The Germans need to hold this hill against the Russian counterattack. The Russian Tank battalion needs to take the hill, at all costs.

R.J. Galati will be running a 1/32 scale **Battle of Kursk – The Russians Counterattack** game. Start Time 10:00 am Fire and Maneuver rules. Follow the link to a Russian film based on the Battle of Kursk

<http://www.youtube.com/watch?v=dsnCKE3S8nI&feature=related>

Tim Greene will run a 15mm **Seven Years War** battle using Piquet/Cartouche rules. Russians vs. Prussians – Start Time 10:00 am

Jeffery Snyder will have the opening episode of his **Battletech/Mechwarrior** going ready to go. – Start Time 10:00am. See page 2 for additional information

Hobby Day is held on the second Saturday of every month from 9:00am until 4:00pm minimum. On March 8th, we are making the hall available until 7:00pm for a limited time to see what effect the longer day has on the attendance. There are occasional Saturday night events at the hall so make sure and call before assuming you can start setting up at 2:00pm. Harmon Ward 714-414-2749

Why St. Crispin's Irregulars?

St. Crispin's Day falls on 25 October each year. It is a day most famous for battles that occurred on it: the Battle of Leyte Gulf in the Pacific theater in 1944, the Battle of Balaklava (Charge of the Light Brigade) during the Crimean War, and the Battle of Agincourt in 1415, dramatized by William Shakespeare in *Henry V*. The time spans of those three battles are rooted in more ancient days, but connect to our modern age. The Irregular part of the name reminds of Sherlock Holmes's Baker Street Irregulars and that serves to symbolize the importance of youth, while also serving as a reminder that we all have lives, and games are just, games.



Character Creation

The unit that you will be assigned to requires that you pilot a Heavy mech. While creating your character you must take your mech priority as priority level 3 unless you are creating an aerospace pilot. If you are creating an aerospace pilot you may select whatever vehicle priority level that you wish. If you select an aerospace pilot you will not be able to switch to a mech at a later time unless you switch to a LAM of the same tonnage as your starting priority level. You will not be able to start off the game in a conventional vehicle. If you switch to a conventional vehicle at a later time you may switch to a vehicle of the same tonnage as your starting priority level or your priority level +1.

I do not want to wait for you to have to play for many months in order to build up your skills. I want for you to be able to jump in and immediately start doing many fun things. In order to do this I have developed a few skill packages that give you a lot of skills, advantages and attributes to add on to your character at a very low cost in **Advantage** points. A full description of each package is on page 2. The cost in **Advantage** points is listed below for each package:

<u>PACKAGE</u>	<u>COST</u>
Supply	1+
Brute	2
Tech/Mech	2
Mech Leader	2
Mech Scout	2
Medic	2

Natural Aptitude in mech skills creates an unbalance in the game. You can select Natural Aptitudes but if you choose a Natural Aptitude in a mech related skill you will have to pay a higher cost. Natural Aptitude will cost the following **Advantage** points:

<u>SKILL</u>	<u>COST</u>
Computer	2
Pilot/Aerospace	2
Pilot/Mech	3
Gunnery/Aerospace	3
Gunnery/Mech	4

We will use the following Mechwarrior skills during normal encounters involving vehicles:

<u>SKILL</u>	<u>EFFECT</u>
Computer	Gives a chance to override mech shutdown from excess heat
Gunnery/Artillery	Effects hit chance when calling in artillery
Gunnery/Conventional	Conventional Craft Piloting Skill
Gunnery/Mech	Mech Gunnery Skill
Gunnery/Aerospace	Aerospace Gunnery Skill
Pilot/Mech	Mech Piloting Skill
Pilot/Aerospace	Aerospace Piloting Skill
Drive	Conventional Craft Piloting Skill
Leadership	Each encounter gives subordinates a chance to gain extra Edge
Tactics	Improves Initiative
Perception	Gives a chance to detect ambushes or certain things about opponents (GM decision)
Strategy	Gives group or specific units a bonus to Initiative or Gunnery under certain predetermined circumstances (GM decision)

It would also be good to have any of the following skills as they might be used at some point while in your mech:

<u>SKILL</u>	<u>EFFECT</u>
Cryptography	Might be used to intercept enemy transmissions or to scramble important communications.
Communications/Conv.	Might be used for communicating with Jump Ships or retrieving information or communicating thru orbital satellites. Might be used when trying to send a message to an enemy or a party that does not desire or is not expecting communication with you. Cryptography might be used in conjunction with this skill.
Security Systems	Might be used to steal an enemy mech that has a security lock based on the Neural Helmet or the internal mech computer or systems.
Stealth	Used to camouflage your mech.

Character Creation

We will be using the following rule books:

<u>BOOK</u>	<u>FASA #</u>
BATTLETECH – Dropships/Jumpships	1619
MECHWARRIOR – The Battletech Role Playing Game	1641
MECHWARRIOR – Companion	1671
BATTLETECH COMPENDIUM – The Rules of Warfare	1691
BATTLETECH – Tactical Handbook	8630
BATTLETECH TECHNICAL READOUT – 3025	8603
BATTLETECH TECHNICAL READOUT – 3026	8606
BATTLETECH TECHNICAL READOUT – 2750	8613
BATTLETECH TECHNICAL READOUT – 3050	8614

The following is a full description of what is included in each skill package mentioned on page 1 of this Character Creation informational document:

Supply ADVANTAGE: Can get three Level 1 Connections at the cost of 1 Advantage Point. Can get one Level 2 Connection at the cost of 1 Advantage Point. Can get one Level 3 Connection at the cost of 2 Advantage Points.

ATTRIBUTE BONUS: CHA +1. +1 TO THE FOLLOWING SKILLS: Leadership, Cryptography, Drive/Ground.

+2 TO THE FOLLOWING SKILLS: Bureaucracy, Administration, Computer, Communications/Conventional, Protocol, Streetwise.

Brute ADVANTAGE: Toughness. ATTRIBUTE BONUS: Build +1. +1 TO THE FOLLOWING SKILLS: Drive/Ground, Gunnery/Conventional, Gunnery/Artillery, Support Weapons, Small Arms, Blades, Survival, Medtech, Perception, Leadership, Running, Throwing Weapons, Tech/Mechanic, Gambling, Demolitions, Stealth, Strategy, Swimming, Tactics, Seduction, (SI)Alcoholic Beverages.

+2 TO THE FOLLOWING SKILL: Unarmed Combat.

Tech/Mech ADVANTAGE: 1 Point of Refit. ATTRIBUTE BONUS: None. +1 TO THE FOLLOWING SKILLS: Security Systems, Drive/Ground, Engineering, Pilot/Mech, Tech/Aerospace, Tech/Battlesuit, Tech/Mechanic, Tech/Space.

+2 TO THE FOLLOWING SKILLS: Tinker, Scrounge, Computer, Tech/Electronics, Tech/Mech, Tech/Weapons.

Mech Leader ADVANTAGE: 1 Free Advantage point in one of the following Advantages- Well Connected, Title, Land Grant, Reputation. ATTRIBUTE BONUS: CHA +1. +1 TO THE FOLLOWING SKILLS: Computer, Cryptography, Gunnery/Artillery. +2 TO THE FOLLOWING SKILLS: Leadership, Bureaucracy, Administration, Strategy, Tactics, Communications/Conventional, Protocol.

Mech Scout ADVANTAGE: Sixth Sense. ATTRIBUTE BONUS: None. +1 TO THE FOLLOWING SKILLS: Drive/Ground, Unarmed Combat, Swimming, Gunnery/Artillery, Pilot/Mech, Tech/Mech, Tactics, Tinker, Computer, Running, Climbing, Strategy, Blades, Medtech, Communications/Conventional, Cryptography, Demolitions, Tracking.

+2 TO THE FOLLOWING SKILLS: Survival, Scrounge, Stealth, Security Systems.

Medic ADVANTAGE: 1 Extra Edge (Only for Medtech) ATTRIBUTE BONUS: LRN +1.

+1 TO THE FOLLOWING SKILLS: Small Arms (Specialized in Pistols), Blades (Specialized in Small Knives), Running, Swimming, Unarmed Combat, Communications/Conventional, Stealth, Computer, Scrounge, (SI)Chemistry.

+3 (three) TO THE FOLLOWING SKILLS: Medtech, Survival, (SI)Anatomy, (SI)Biology.

ATTRIBUTE BONUS can take Attribute over 6 for one extra Advantage Point with any package above.

(SI) = Special Interest