

BATTLETECH: BEYOND ELECTRODROME

CAREER PROGRESSION

Players progress through their careers in Beyond Electrodrome by earning reputation points (RP) which can be thought of as experience points, but for the character's career, their standing amongst other pilots, their fans, and their sponsors.

GAINING REPUTATION POINTS:

- Surviving a match: 2 RP
- Winning a match: 2 RP
- Destroying enemies: 1 RP per vehicle/mech destroyed
- Fan Favorite: end the match with the highest number of spectacle points (SP) earned: +1 RP
- Cashing out spectacle points at the end of a match: +1 RP per 10 SP
- Boasting: before a match begins, a pilot may boast, volunteering to fight more enemies, tougher enemies, or with certain restrictions, to increase ones reputation gained from WINNING a boasted match. Players must agree to the boast and must agree to the spectacle point pay-out for successfully accomplishing their proposed challenge as well as the cost of failure. Often these boasts will see one player taking a portion of the opposing player's RP, or giving their own up.

Examples of boasts include:

- "One Arm Tied Behind My Back" - unable to use the weapons in the most heavily armed arm. This boast is not valid if there are no arm-mounted weapons.
- "Look Ma, No Arms!" – have your mech's arms removed ("dismounted" by your technicians) prior to combat, adding +1 penalty to all piloting rolls (arms are critical for balance).
- "Handicapped Targeting Computer" – All gunnery rolls suffer +1 to-hit penalty
- "Use the Force" – All gunnery rolls suffer +3 to-hit penalty, no using advanced targeting gear including Artemis, TAG, Targeting Computers, etc. Must *have* advanced targeting gear for this to be viable.
- "Hot Potato" – player's heat will never dip below 10
- "Go For the Jugular!" – never end movement phase more than three hexes from hostile forces.

And so on and so forth. Please, feel free to add to this list and send in any submissions that you find particularly excellent.

APPLYING REPUTATION POINTS:

Reputation points are not spent. Rather they are accumulated over the span of a pilot's career.

A pilot begins with zero reputation. For each new reputation level they must accumulate additional RP equal to 10x the new level. To move from lvl.0 to lvl.1 requires 10 RP, from lvl.1 to lvl.2 requires an additional 20 RP for a total of 30 RP. To move from lvl.9 to lvl.10 requires an additional 100 RP.

UPGRADE POINTS:

At each new reputation level, starting at level 2, a pilot gains one *free* upgrade point.

For every 2 Reputation Levels (starting at Level 2) a pilot may obtain a Sponsorship Upgrade Point.

For every 3 Reputation Levels (starting at Level 3) a pilot may obtain a Spectacle Upgrade Point.

For every 4 Reputation Levels (starting at Level 4) a pilot may obtain a Stable Upgrade Point.

For every 5 Reputation Levels (starting at Level 5) a pilot may obtain a Wildcard Upgrade Point.

For every 6 Reputation Levels (starting at Level 6) a pilot may obtain a Reputation Upgrade Point.
 At Levels 7 and 11 a pilot obtains Universal Upgrade Points, that function as any other Upgrade Point.
 Max reputation at level 12.

Just kidding.

Every reputation level *beyond* level 12 costs 15x the new level and unlocks a Universal Upgrade Point.

- Note: no matter how high a pilot's reputation level, when making a *reputation check*, their reputation level is still considered to be 12.

CAREER PROGRESSION + UPGRADE POINTS							
Total Reputation	Reputation Level	Sponsorship Upgrade	Spectacle Upgrade	Stable Upgrade	Wildcard Upgrade	Reputation Upgrade	Universal Upgrade
10	1						
30	2	X					
60	3		X				
100	4	X		X			
150	5				X		
210	6	X	X			X	
280	7						X
360	8	X		X			
450	9		X				
550	10	X			X		
660	11						X
780	12	X	X	X		X	

EXTRA UPGRADE POINTS:

To gain extra available upgrade points, a player must make a successful *reputation check*, which is as simple as rolling 2d6 and rolling *equal-to or higher-than* 15 minus your current reputation level.

- Example: to gain your second upgrade point at reputation level 6, you must roll a 9+.

For each extra upgrade point after the *first extra point*, add a +2 penalty to the target number.

- Reputation Level 12: First point – free
- Reputation Level 12: First extra point – 3+
- Reputation Level 12: Second extra point – 5+
- Reputation Level 12: Third extra point – 7+
- Reputation Level 12: Fourth extra point – 9+

UNIVERSAL UPGRADE POINTS:

Universal upgrade points are omnipurpose and can be used as any other upgrade point.

SPONSORSHIP UPGRADES:

New players start with no sponsorships.

- Each Sponsorship Upgrade Point may be used to purchase a tier one sponsorship or to raise a single sponsorship by a single tier.
- In order to obtain a tier 2 sponsorship, one must first have the corresponding sponsor's tier 1 sponsorship.
- Sponsors are competitive, and so a pilot may only choose a single sponsor for any given type of equipment with the exception of ammunition sponsors or unless otherwise stated.
- Sponsorships, unless otherwise stated, affect only a single piece of equipment.

SPECTACLE UPGRADES:

New players start with three spectacle cards in-hand and can play spectacle cards of tiers 1 & 2 only. Each Spectacle Upgrade Point, however spent, unlocks the next highest tier of Spectacle Card.

Spectacle Upgrade Points unlock *tiers* of spectacle upgrades. The first point spent unlocking *tier 1*, the second unlocking *tier 2*, and so on. Once a *tier* is unlocked, a player may select any available upgrade in that tier or lower.

TIER 1

- Tooled Up: Start games with 1 extra spectacle card in your hand
- Spectacle Generator: Generate +1 SP every time you roll for spectacle, even if you fail

TIER 2

- Top Gear: When drawing spectacle cards, draw twice as many cards, then discard half.
- Cash-Out: double RP when cashing out SP at the end of a bout

TIER 3

- Beloved: Decrease Spectacle Card Tiers by 1 level
- Spectacle Nexus: lower spectacle roll target number from 8+ to 7+
- Selective: Search through the spectacle deck and select 1d2 starting cards, reshuffling, and then drawing the remainder at random.

TIER 4

- Epic: Roll 3d6 and discard the lowest die when rolling for STN

STABLE UPGRADES:

At present I am reimagining this aspect of *BattleTech: Beyond Electrodrome*. More to come in later versions. But ostensibly, here is what “stable upgrades” will do:

- Increased number of 'Mechs in the Harem, permitting the deployment of more Heavy Metal
- Improved 'Mech upgrades, refitting, etc.
- Improved 'Mech support
- Improved infantry support
- Decreased repair costs

WILDCARD UPGRADES:

The “Wildcard” System is another aspect of *BattleTech: Beyond Electrodrome* that I am reimagining and revising. Initially it was designed to add color and flair to the pilots themselves, building upon personality traits a pilot develops through their history of play.

Archetypes such as *psychopath*, *criminal*, *hero*, and *artist*, each with sub-traits (“archetraits”) such as *bold*, *vicious*, *cunning*, *glorious*, *stylish*, and *gritty*, would each, depending on how developed they become, unlock different *wildcards*; single-use action cards that permit you to do anything from over-spin your gyro, evade enemy fire, sabotage enemy components or poison their pilot, aim for the cockpit or even to cancel a pilot-killing shot in a grand show of clemency.

There’s a lot to work with there, and I want to get it right. So it’s taking a bit of finesse to come up with rules that will be quick and enjoyable.

REPUTATION UPGRADES:

Again, I am still working on *Reputation Upgrades*. They will likely involve more global effects, potentially with a more narrative feel. Maybe the stands will be packed because of your reputation? Maybe they will be waiting in the nearby buildings, waiting to drown your enemies in Molotov cocktails? Hard to say, they’re a mercurial bunch. Maybe you’ll get a random sponsorship? Maybe you’ll spend the night before your bout out on the town getting wasted with sexy rich people that are completely out of touch with reality and the plight of the common man? Or maybe the guy down at the corner deli will just make you a really nice ham sandwich.

Hmmmm...yeah...that’s kinda fun. So maybe the first upgrade point unlocks cards 1-20, and the SECOND upgrade point unlocks cards 21-40. And you just, like, I dunno...draw a card at the beginning of the bout and whatever happens, happens? And if it’s a dastardly card, keep it hid?

Yeah...YEAH...

Again, “work in progress” and all that!

Feel free to contact me at rob@godspargames.com with any suggestions, debugging, or the results of playtests.