TYPES OF WORK

Corporate Work

Corporate work has become the mercenary's most reliable source of potential income, though available government work appears to be on an upswing, possibly in response to corp work. The most common assignment is simple site security, protecting a large or small facility. Corp work usually places mercs within the corp's chain of command, where they must follow orders rather than giving them.

Government and Related Work

Mercs find government work easy to come by, and this often provides long term contracts Governments, especially thos of less prosperous and less stable nations, like to use mercs because mercenaries provide and manage their own assets. Most contracts include a replacement or reimbursement clause, which most governments find a more efficient and economical alternative than owning and maintaining the equipment themselves.

Indipendent Work

There is also the so called "shadowrunning" opportunities. A shadowrun puts a merc into a familiar yet different environment. In this kind of job, you become a part of a multi-function team created to achieve some short term goal. The task will require you to use all your skills in heavy exposure. Everyone in the group has a niche, a specific role to play.

TYPES OF OPERATIONS

Open Warfare

The flat out fight commonly seen in war trids and other forms of entertainment represents the least common assignment a mercenary is likely to pick up these days, simply because no one is currently fighting the kind of wars in which standard armies clash with each other. Occasional skirmishes take place between company size units (100 men), but these rarely expand beyond border clashes or brushfire wars that flare up quickly and die just as quickly.

Guerrila Warfare

Guerrilla warfare currently best represents the realities of modern war. Small force versus large force. Rebel versus oppressor. Guerrilla warfare is difficult. You fight an opponent who knows the terrain far better than you do, a motivated opponent who doesn't want you there. In guerrilla warfare, anything goes. No matter what happens, you must never stoop to the opposition's level.

Advisors

The favorable position a merc can accept is that of an advisor. Your employers bring you in as a consulting expert in the military field, and so respect your opinio9n and listen to your advice. If your reports and their desires coincide, they may place you in a position of great power from which you command troops and recruit others farther down the professional mercenary ladder. Most advisors receive excellent pay, topnotch support and accommodations, and mind blowing perks.

Special Operations

Special ops, the black stuff, are performed by small units for high pay under very dangerous conditions. Killer work if you can get it, and the best of the best often do. Corps, governments, and many independent outfits run special ops, and mercs reap the benefits. It's difficult to know how many special ops are being run these days, because pros rarely talk about their work. Special ops, covers an almost limitless range of assignments. Most fall under the unfortunate heading of shadowrunning. If you want that work, you've got to work the streets.

Difficulty Multiplier

Lv 5	+1
Lv 4	+¾
Lv 3	+½
Lv 2	+¼
Lv 1	-¼
Lv 0	-½

Types of Work

Corporate Work	+¾
Government Work	+½
Independent/Shadowrun	+¼

Types of Operations

Open War	+1
Guerrilla War	+¾
Advisor	+½
Special Ops/Shadowrun	+¼

Miscellaneous Cost Multipliers

Fringe Benefits	-¼ to -¾
Medical Insurance	-¾
Food & Lodging	-½
Misc Expenses	-½
Repairs	-½
Life Insurance	-¼
Replacement Parts	-¼

**Multiply cost by 1+(Add all Multiplier Costs)*

Individual Pay	**Level (pay is per month, divide cost by 30 for per day)**									
Role	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
Soldier	20,000¥	40,000¥	60,000¥	80,000¥	100,000¥	150,000¥	200,000¥	500,000¥	1,000,000¥	1,200,000¥
Solo/Bodyguard	20,000¥	40,000¥	60,000¥	80,000¥	100,000¥	150,000¥	200,000¥	500,000¥	1,000,000¥	1,500,000¥
PA Trooper	20,000¥	40,000¥	60,000¥	80,000¥	100,000¥	150,000¥	200,000¥	500,000¥	1,000,000¥	1,500,000¥
Techie/Scientist	20,000¥	40,000¥	60,000¥	80,000¥	100,000¥	150,000¥	200,000¥	500,000¥	750,000¥	1,000,000¥
Medical/Doctor	20,000¥	40,000¥	60,000¥	80,000¥	100,000¥	150,000¥	200,000¥	500,000¥	1,000,000¥	1,800,000¥
Entertainer	20,000¥	40,000¥	60,000¥	80,000¥	100,000¥	150,000¥	200,000¥	500,000¥	1,000,000¥	1,200,000¥
Cop/Security Guard	20,000¥	40,000¥	60,000¥	80,000¥	100,000¥	150,000¥	200,000¥	500,000¥	1,000,000¥	1,200,000¥