Contents of the ZIP:

Instructions: this file **MTOE.xls**: a blank spreadsheet **Sample.xls**: a sample mercenary unit	DO NOT DELETE ENTIRE WORKSHEETS (BY RIGHT-CLICK DELETE) IT WILL DAMAGE THE FORUMULAS

Instructions for Using the Mercenary Table of Organization and Equipment Spreadsheet

This spreadsheet is meant to allow players to create large (multi-regiment, even RCT) sized mercenary formations and track their applicable costs and units per the rules presented in **Field Manual: Mercenaries, Revised**. They do not take the place of the rules, but rather remove some of the tedious math and paperwork.

For simplicity's sake, cells that players should enter information into are shaded a color: white cells are either unimportant or will display data.

The Worksheets

The default spreadsheet is divided into generic tabs: **Command**, **BattleMech**, **Aerospace**, **Vehicle**, **Infantry**, **Technical**, **Administration**, and **UnitData**. These sheets can be renamed without redoing the formulas, but if sheets are added, each formula must be edited.

Tip: Editing Formulas:

This spreadsheet was created by making one complete row of formulas and then simply copy and pasting. If you need to edit the formulas, I suggest you do the same. It's very simple to edit the formula cells and repaste the new versions over the old without losing data.

Columnar Information

Individual squad information is entered vertically, with each vertical column representing a specific bit of information relating to that squad. Each horizontal row corresponds to one squad (1 'Mech, 1 fighter, 1 vehicle, 7 infantrymen, etc.).

Column Details:

A: Regimental Designations
B: Battalion Designations
C: Company Designations
D: Lance/Platoon Designations
E: Rank (if any)
F: Soldier/Squad Leader Name
G: Soldier/Squad Experience

H: Unit Type
I: Rank-Adjusted Monthly Salary
J: Experience-Adjusted Battle Value
K: Monthly Maintenance Cost
L: Technology Level
M-AB: Hidden Cells for Calculations

See the file **Sample Unit.xls** for a visual example of each of these columns.

Player Input:

The Player will only need to input data into the columns A through H; the spreadsheet will automatically figure the squad's salary, maintenance cost, and technology level, to be displayed on the same row as the squad. The hidden columns (M-AB) provide calculation data to the other worksheets in the spreadsheet.

The UnitData Worksheet

The **UnitData** worksheet is the brain of the spreadsheet. It contains almost every canon unit in the BattleTech

universe, including for completeness' sake space stations and WarShips not normally available to mercenaries. The data provided in each column is named at the top of the sheet; players can easily add their own units by providing the data needed in each column.

Changing the layout of the columns can affect the functionality of the spreadsheet; if you add columns, remember to insert a complete column. DO NOT adjust columnar sections; the other formulas will not adjust.

Special Columnar Notes:

Certain columns have certain variables possible in them, which are laid out below. These can be edited by advanced user, but you must edit every row of data with the new formulas to make it work.

A-D: These columns are used for identification of regiments, battalions, companies, and lances. No data from these columns are used in any calculations.

E: The **Rank** column is preset with generic titles to be recognized as ranks (General, Colonel, Lieutenant Colonel, Major, Captain, and Lieutenant) of officers. No enlisted ranks are currently entered. You can add or modify the recognized ranks by editing the formulas in column **I**, but please note the structure of the formula before you change it. Remember, all changes must be made manually (copy and paste) to each row.

F: This data is not used in any formulas or functions.

G: This column is for squad experience (Elite, Veteran, Regular, Green). Please note the capitalization and spelling.

H: This column references the UnitData worksheet to determine the stats for the unit entered. Players should reference to the UnitData sheet to acclimate themselves to the spelling of their desired units. 'Mechs are MOD-## Name (LCT-1V Locust, Masakari Prime). Clan OmniMechs retain their Inner Sphere designations.

I: This column displays the final adjusted monthly salary of the squad, modified for rank.

Rules Discrepancy: rank adjustments are figured for squads, not individual infantrymen; if full platoons are used, the difference should equal out. DropShips, JumpShips, WarShips, and Space Stations have their officer-crew already figured. DO NOT GIVE VESSELS RANKS.

J-AB: These columns should not be edited. Doing so will destroy the spreadsheet's functionality.

The Technical Worksheet

The Technical Worksheet will draw data from the other worksheets to help figure your Maintenance figures; only edit the blue fields for number of technicians. The cost, salaries, and man-hours produced will be automatically figured.

The Administration Worksheet

The Administration Worksheet displays information helpful in figuring things like contract totals and Dragoon's Ratings. It does not do these calculations, but rather just provides information for them.   There is nothing (except the War Chest figure) for players to add or edit on this page, unless they wish to make changes.