

# Experience Tables

## Gunnery / Piloting (Driving, etc...) Skills

Current Skill	Experience To Improve By 1 Skill (To Lower Your Current Skill By 1)	
	Gunnery	Piloting
8+	2	1
7	4	2
6	4	2
5	6	4
4	6	4
3	8	6
2	10	8
1	12	10
0	N/A	N/A

## Max Tech Special Abilities

Special Skill	Experience Needed To Acquire
Bulls-Eye Marksman	4 Must have Gunnery of 4 or better OR 6 with Gunnery 5-6
Dodge Maneuver	4 Must have Piloting of 4 or better
Edge 1, 2, 3	6 (Edge 1), 9 (Edge 2), 12 (Edge 3)
Maneuvering Ace	6 Must have Piloting of 4 or better
Melee Specialist	6 Must have Piloting of 4 or better OR 9 with higher Piloting
Pain Resistance	4
Sixth Sense	8
Speed Demon	4 Must have Piloting of 4 or better
Tactical Genius	12
Weapon Specialist	6-8 Must be piloting a 'Mech mounting the weapon you want to specialize, and you must pilot it for a minimum of 4 battles prior to attempting to gain this skill. Battles Fought: 4-5: 8 5-8: 7 9+: 6