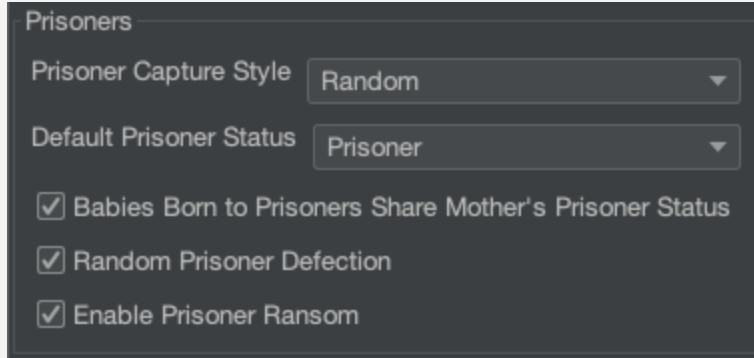


Prisoner & Defection System

Prisoners and defection are simulated through the 'Prisoners' section of campaign option. This can be found in the 'Personnel' tab.

Campaign Options

A screenshot of a dark-themed user interface for the 'Prisoners' section of campaign options. It features two dropdown menus and three checked checkboxes. The first dropdown is 'Prisoner Capture Style' set to 'Random'. The second dropdown is 'Default Prisoner Status' set to 'Prisoner'. The three checkboxes are 'Babies Born to Prisoners Share Mother's Prisoner Status', 'Random Prisoner Defection', and 'Enable Prisoner Ransom', all of which are checked with white checkmarks.

Prisoners

Prisoner Capture Style Random ▼

Default Prisoner Status Prisoner ▼

☒ Babies Born to Prisoners Share Mother's Prisoner Status

☒ Random Prisoner Defection

☒ Enable Prisoner Ransom

Prisoner Capture Style

This determines how prisoners will be handled at the end of a scenario.

Disabled: prisoners cannot be captured at the conclusion of a scenario. This option effectively disables the prisoners & defections system.

Random: Whether personnel are successfully captured is based on a dice roll (described later).

Automatic: All potential prisoners are automatically captured.

Default Prisoner Status

This determines the default status for prisoners: prisoner, willing to defect, or bondsman. Setting default prisoner status to 'willing to defect' disables the dice roll triggered by the 'random prisoner defection' option.

Babies Born to Prisoners Share Mother's Prisoner Status

This option dictates whether babies inherit their mothers' prisoner status.

Random Prisoner Defection

If enabled a random roll is made to determine whether prisoners are willing to defect.

Enable Prisoner Ransom

If enabled prisoners can be ransomed back to their employer. Friendly prisoners of war can always be ransomed.

Random Prisoner Capture

If random prisoner capture is enabled, MekHQ checks whether capture is likely at the conclusion of a scenario. If the individual is unconscious, ejected, shutdown, or immobilized the individual is at risk of capture. Similarly, they are also at risk of capture if their unit has been destroyed, has stalled, or has gotten stuck.

For each individual at risk of capture a number of d6 are rolled equal to the number of Hits they have sustained + 1. If any of these show a '6' the individual has been captured.

If the *Ejected Pilots Flee* option is enabled, this target number is reduced to 5+ to reflect the reduced opportunities to injure or pick up the fleeing personnel.

Personnel who have been picked up are automatically captured.

Random Prisoner Defection

If random prisoner defection is enabled 2d6 are rolled for each captured individual. The target number for this roll is modified by campaign unit rating and either the enemy Dragoon rating (if AtB is enabled) or the individual's experience level (green, regular, elite, etc). This target number is also modified by the individual's Loyalty modifier (if Loyalty is enabled). The formula is as follows:

AtB Enabled: $8 + \text{Enemy Dragoon Rating} - \text{Campaign Unit Rating} + \text{Individual's Loyalty Modifier}$

AtB Disabled: $8 + \text{Enemy Experience Rating} - \text{Campaign Unit Rating} + \text{Individual's Loyalty Modifier}$.

In the event loyalty is disabled, that modifier is set to '0'.

Ransoming Prisoners

Prisoners of War, friendly or otherwise, can be ransomed (if that option is enabled in campaign options). The value of a prisoner is based on their experience level and role.

	MechWarriors/AeroSpace Pilots	Other
Ultra-Green (or worse):	5,000 c-bills	2,500 c-bills
Green:	10,000 c-bills	5,000 c-bills
Regular:	25,000 c-bills	10,000 c-bills
Veteran:	50,000 c-bills	25,000 c-bills
Elite (or better):	100,000 c-bills	50,000 c-bills

