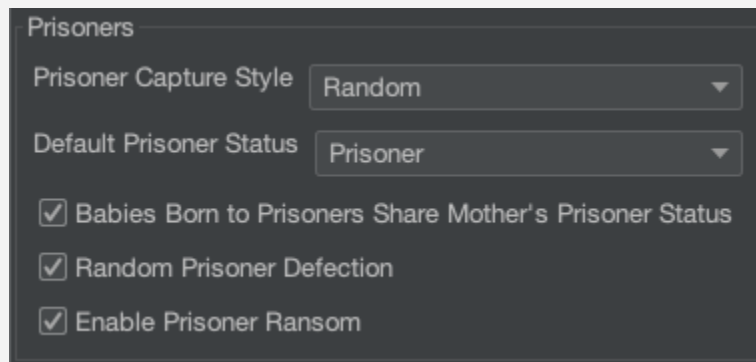# Prisoners, Defection & Dependents

Prisoners

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

Campaign Options

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: 10 + Enemy Dragoon Rating - Campaign Experience Rating + Individual's Loyalty Modifier
AtB Disabled: 10 + Enemy Experience Rating - Campaign Experience Rating + 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.

Prisoners can only be ransomed if the campaign is planetside.

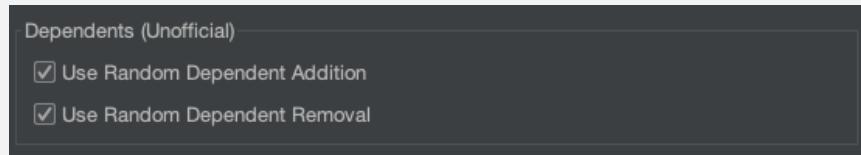|	MekWarriors/AeroSpace Pilots	Other
Ultra-Green (or worse):	5,000 c-bills	2,500 c-bills
Green:	10,000 c-bills	5,000 c-bills
Regular:	25,000 c-bills	10,000 c-bills
Veteran:	50,000 c-bills	25,000 c-bills
Elite (or better):	100,000 c-bills	50,000 c-bills

Executing Prisoners

Prisoners can be executed through the personnel table. Simply right-click the appropriate prisoner and select 'execute'. If the campaign is in transit it is possible to jettison prisoners in the same manner.

Executing or jettisoning prisoners may affect personnel Loyalty, if loyalty modifiers are enabled. More information on Loyalty can be found in the Turnover & Retention documentation.

Dependents

Dependents represent anything from fresh recruits to the kinds of hangers on that tend to accumulate around military companies. The exact nature of these personnel is left to the imagination of the player.

Campaign Options

Use Random Dependent Addition

If enabled, dice are rolled at the beginning of each month to determine whether new Dependents start tagging along with the company.

Use Random Dependent Removal

If enabled, dice are rolled at the beginning of each month to determine whether any of the company's current Dependents depart the company.

Base Salaries

It is possible to assign a salary for Dependents by changing the base salary values found on the Personnel Tab.

Dependent Capacity

A campaign's Dependent Capacity is equal to 5% of its current active personnel. This is a hidden value that is calculated dynamically whenever Dependents are added or removed.

Random Dependent Removal

On the first of each month, a 100-sided dice is rolled for each Dependent traveling with the campaign. That dependant will leave the campaign if the die rolls equal to or lower than 5 minus the campaign's unit rating modifier.

If the campaign is currently exceeding its Dependent Capacity two dice are rolled, with the lowest roll used.

Children, Married Dependents, or Dependents with non-adult children will not randomly leave the campaign, but can be manually removed as normal.

Random Dependent Addition

On the first of each month, if there is any remaining capacity, a number of 100-sided dice is rolled equal to 20% of the remaining capacity (or 1, whichever is greater). If any of these rolls equal to or are less than the campaign's unit rating modifier multiplied by 2, add a new Dependent.

If the number of current Dependents is equal to or less than half the available capacity, roll twice and use the lower roll.

Random dependent addition is always rolled after random removal.