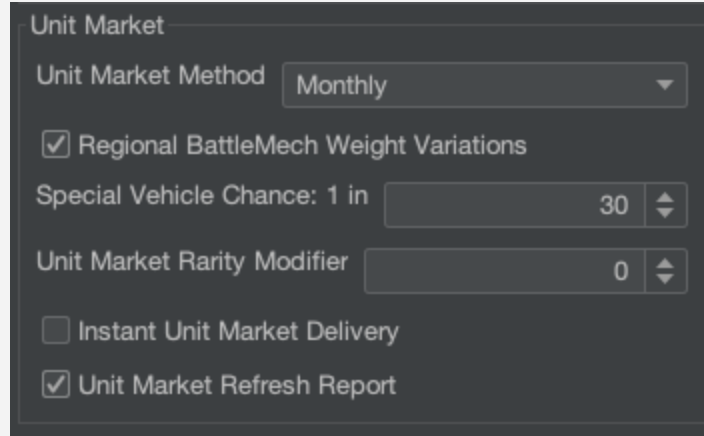


Unit Markets

When enabled in campaign options, you will have access to a monthly Unit Market. This market offers a way to purchase units randomly, in contrast to the more deterministic Purchase Units menu.

Campaign Options



The screenshot shows a settings panel titled "Unit Market". It contains several options: "Unit Market Method" is a dropdown menu set to "Monthly"; "Regional BattleMech Weight Variations" is a checked checkbox; "Special Vehicle Chance: 1 in" is a numeric input field set to "30"; "Unit Market Rarity Modifier" is a numeric input field set to "0"; "Instant Unit Market Delivery" is an unchecked checkbox; and "Unit Market Refresh Report" is a checked checkbox.

Unit Market Method

This enables or disables the monthly unit market.

Regional BattleMek Weight Variations

If enabled, the weight of 'Meks added to the market will vary based on the market faction. This option only includes modifiers for the Free Worlds League, Lyran Alliance/Commonwealth, and Draconis Combine.

Special Vehicle Chance

This is the chance a vehicle added to the market will be an artillery or support vehicle.

Unit Market Rarity Modifier

This modifier is applied directly to the rolls made to determine how many units of each type appear in the unit market.

Instant Unit Market Delivery

If enabled, units will be delivered immediately, otherwise units will arrive in 2d6-2 days.

Unit Market Refresh Report

Whether a notification should be posted to the daily report, whenever the unit market refreshes.

Types of Market

There are five types of markets, each determining the available units, their prices, and their quality.

Rarity

The rarities described below indicate how often a specific type of market will have units of the listed type on sale. These rarities reflect not only the scarcity of the unit type but also the availability of the market type.

Each month, MekHQ will randomly generate the items on sale based on a d6 roll, modified by the rarity of the unit type. If the resulting number is positive, that many units of the specified type are added to the market. If a unit type is not listed for a market, that market does not generate units of that type.

- **Very Common:** +1
- **Common:** 0
- **Uncommon:** -1
- **Rare:** -2
- **Very Rare:** -3

Quality

If randomized new unit quality is enabled in campaign options, each type of market applies a different modifier to the quality roll. Alternatively, if this option is disabled, the type of market dictates the quality of the unit when it arrives.

A copy of the 'randomized new unit quality' table is provided below. Even with modifiers, the results cannot go lower than 2 or higher than 12. It is important to note that unit quality scales from A to F, with F being the best quality and A being the worst. If the campaign option to reverse quality names is enabled, use the value in parentheses.

2d6 roll

- **2-5:** A (F)
- **6-8:** B (D)
- **9-10:** C (C)
- **11:** D (B)
- **12:** F (A)

Special Vehicle Types

Whenever a vehicle is added to the unit market, there is a 1-in-30 chance that a special unit type will be added instead. A d20 is rolled, and if it lands on 1-15, a single artillery vehicle is added to the market. Otherwise, a support vehicle is added.

Open Market

This market represents the public sale of units available to your campaign faction. Prices are slightly higher than average, but units are generally available in reasonable numbers.

- **BattleMeks:** uncommon
- **Aerospace Fighters:** uncommon
- **Vehicles:** very common
- **Conventional Fighters:** common

Quality

Fixed: C (C)

Randomized: +0

Employer Market

This market represents your employer offering unwanted units or salvage. It is readily available whenever you are engaged in a contract, serving as a reliable source of units to replace battlefield losses.

As this market conducts twice as many rolls to determine the number of units of each type being sold, its rarities have been decreased accordingly.

The employer market is accessible only when the campaign has an active contract, and the contract has commenced.

Unwanted Units

Unwanted units are generated using your employer's faction. Prices are generally slightly lower than average.

- **BattleMeks:** rare
- **Aerospace Fighters:** rare
- **Vehicles:** common
- **Conventional Fighters:** uncommon

Unwanted Salvage

Unwanted salvage is generated using the contract enemy's faction. These units are sold at a premium.

- **BattleMeks:** rare
- **Aerospace Fighters:** rare
- **Vehicles:** common
- **Conventional Fighters:** uncommon

Quality

Fixed: B (D)

Randomized: -1

Mercenary Auction

The mercenary auction market embodies Inner Sphere mercenaries trading surplus units and salvage through the MRBC (or era-appropriate alternative). Units are provided by the Mercenary faction.

For fellow mercenaries (campaigns set to a mercenary faction), prices are slightly below average. For everyone else, prices are slightly elevated.

This market is unavailable to campaigns assigned to a Clan faction.

- **BattleMeks:** uncommon
- **Aerospace Fighters:** uncommon
- **Vehicles:** very common
- **Conventional Fighters:** common

Quality

Fixed: C (C)

Randomized: +0

Factory Line

Campaigns with a Dragoon Rating of B or better (or a Campaign Operations Reputation of 120+) will gain access to the Factory Line market. Here, brand new units, still in their bubble wrap, flaunt a stylish 'primer gray' paint job.

- **BattleMeks:** rare
- **Aerospace Fighters:** rare
- **Vehicles:** common
- **Conventional Fighters:** uncommon

Quality

Fixed: F (A)

Randomized: will always generate units with a quality of F (A)

Clan Factory Line

Campaigns assigned to a Clan faction lack access to the standard Factory Line market. Instead, they utilize their own market, offering heavily discounted units associated with the chosen Clan. Like the standard Factory Line market, these units are brand new.

This market is only available while on a planet owned by the campaign faction.

- **BattleMeks:** very common
- **Aerospace Fighters:** common
- **Vehicles:** uncommon

Quality

Fixed: F (A)

Randomized: will always generate units with a quality of F (A)

Black Market

The black market is the rare, darker sibling to the 'factory line'. Here, units are sold at a discount, but their purchase comes with a risk. The Black Market generates units from a randomly selected faction, providing access to units that would otherwise be unavailable.

This market is unavailable to campaigns assigned to a Clan faction.

- **BattleMeks:** very rare
- **Aerospace Fighters:** very rare
- **Vehicles:** uncommon
- **Conventional Fighters:** rare

Quality

For each item purchased through the Black Market, a d6 is rolled. On a roll of 3 or higher, the unit arrives with a quality of F (A). Otherwise, the unit arrives with a quality of A (F).

Swindled!

Whenever a purchase is made through the black market, a d6 is rolled. If the result is 3 or less, you've been swindled, and no unit is delivered, despite the funds having been deducted from your account.