

# Combat Teams & Support Forces

## Introduction

### A brief history lesson

Before version 50.02, any force in your TO&E (Table of Organization and Equipment) could be assigned to scenarios as long as it included at least one unit. When you added a unit to a force, that force—along with any child forces—was classified as a "Lance."

This created a problem: the most logical place to house certain units, like a DropShip, was often at a higher organizational level, such as a Company or Battalion. However, doing this meant that MekHQ mistakenly treated the entire Company, Battalion, or even larger forces as a single Lance.

When spawning a new scenario, MekHQ would randomly select a Lance. If that happened to include your DropShip, you'd suddenly face an overwhelming and unintended OpFor (Opposing Force).

To make things worse, the term "Lance" itself was ambiguous. It could mean either a **combat-ready force** (as defined in MekHQ) or an actual Lance, as used in traditional Inner Sphere force structures. This overlap created unnecessary confusion.

Clearly, a fix was needed.

### Introducing Combat Teams

Combat Teams are cohesive groups of forces designed to fight together. A Combat Team could be a single Lance, Star, or other regional variant, or it could be a larger group like a Company made up of several Lances and their support units.

The key feature of Combat Teams is **player control**: you decide exactly which forces should be assigned to scenarios.

### Children, Parents, and Origins

To fully understand Combat Teams, let's clarify some terms you'll encounter:

- **Child Forces**: Any force in your TO&E that is a direct descendant of a selected force.
  - Example: If you have a Company consisting of three Lances and you select the Company-level force, all three Lances are considered child forces.
  - If you click on one of those Lances, it won't have any child forces itself.
- **Parent Forces**: Any force that a selected force is a child of.
  - Example: If you have a Battalion made up of three Companies, each with three Lances, selecting a Company-level force would identify the Battalion as its parent.
  - Selecting a Lance would identify both the Company and the Battalion as parents.
- **Origin Force**: The top-level force in your TO&E, often named after your campaign by default. This is the only force in your TO&E with no parents.

# Building a Combat Team

By default, any force without child forces and containing at least one unit is automatically considered a Combat Team.

If you want to adjust these defaults, right-click on a force:

- Select “**Never Consider a Combat Team**” to exclude it. This is rarely needed, as it’s often better to classify such forces as **Support Forces** (more on that shortly).
- Select “**Always Consider a Combat Team**” to force MekHQ to treat the selected force as a Combat Team.
  - Example: If you have a Company of three Lances, MekHQ would normally treat each Lance as an individual Combat Team. But if you want the entire Company to deploy as one Combat Team, you can override the default setting.

To remove any overrides, simply use the same right-click menu and select “**Remove Combat Team Override**”.

## Reading Your TO&E

In 50.02 we improved how we communicate what forces are combat-ready:

- Any force whose name is in **bold** is a force MekHQ is considering to be a Combat Team.
- Any force whose name is underlined is a force who has had its Combat Team classification overridden.
- Any force whose name ends in  $\Xi$  is a Convoy Force (covered in the Resupply documentation).
- Any force whose name ends in  $\emptyset$  is a Support Force (more on those later).

## Combat Team Restrictions

We’ve improved how MekHQ communicates which forces are combat-ready:

- **Bold Names:** Indicates forces MekHQ considers to be Combat Teams.
- Underlined Names: Indicates forces with overridden Combat Team classifications.
- Names Ending in  $\Xi$ : Identifies Convoy Forces (explained in the Resupply documentation).
- Names Ending in  $\emptyset$ : Identifies Support Forces (explained below).

When overriding a force’s Combat Team status to always be considered a Combat Team, the first two requirements will be ignored for the chosen force; however, this will cause the Combat Team status of all parent and child forces to be revoked.

## Overrides

When you override a force’s status to **always be considered a Combat Team**, the first two restrictions are ignored for that force. However, this will automatically revoke Combat Team status from all its parent and child forces.

## Support Forces

Before version 50.02, Support Forces were known as "Non-Combat Forces." While the name has changed, the concept remains similar.

A Support Force is any force that isn’t typically deployed in combat scenarios. This classification is ideal for units like support vehicles, civilians, or other forces that belong in the TO&E but aren’t meant to fight.

- To mark a force as a Support Force, right-click it and select the appropriate option.

- You can remove this designation the same way.

Support Forces are rarely deployed to scenarios, making them a useful classification for logistical or non-combat units. All Convoy Forces (explained in the Resupply documentation) are also considered Support Forces.

## Interacting with Combat Teams

The Support Force designation becomes even more powerful when used alongside Combat Teams.

- Example: Assign a Support Force as a child of a Combat Team. Both forces will deploy together to the StratCon Area of Operations, but the Support Force will not actively participate in combat scenarios.

While this system isn't heavily utilized in version 50.02, future updates (50.03+) will make greater use of these features. We recommend setting up your TO&E with this in mind to take full advantage of these enhancements.