

Resupply & Convoys

Introduction: An End to Bonus Parts

A New Era of Logistics in MekHQ

Before the introduction of version 50.02, Bonus Parts were a staple feature in StratCon and Legacy AtB campaigns. These Bonus Parts could be earned in various ways, but their purpose was always the same: for the cost of one Bonus Part, along with some C-Bills, a player could acquire virtually any item imaginable.

Need a Gauss Rifle in the year 3025? No problem—Bonus Parts made it possible. Ran out of critical components, like a left leg actuator? Bonus Parts were the magic solution, bypassing logistical challenges entirely.

While many players enjoyed the convenience of Bonus Parts for keeping their forces operational, the system ultimately undermined a core aspect of gameplay. By allowing unrestricted access to any item at any time, Bonus Parts eliminated the need for careful preparation, strategic planning, and logistical management. This created several issues:

- Loss of immersion: The ability to acquire even the rarest LosTech items contradicted the universe's lore and established scarcity rules. If something is considered lost technology, does it make sense that you can buy it at any moment?
- Reduced challenge: The struggles of managing limited resources, cannibalizing salvage, or making tough compromises were diminished. Players could bypass these logistical hurdles with ease, reducing the weight of decision-making.

The Decision to Remove Bonus Parts

We explored several alternatives to address the issues with Bonus Parts, including limiting them to non-extinct or more common items. However, no matter how we approached it, Bonus Parts remained too powerful a solution, cutting against the grain of the logistical and strategic challenges we wanted players to experience.

Our goal is for players to:

- Feel the tension of keeping their units operational with limited resources.
- Experience the struggle of scavenging, improvising, or making hard choices when the ideal parts are unavailable.
- Occasionally choose less-than-optimal options because they are accessible when better alternatives are not.

At the same time, we knew we couldn't simply remove Bonus Parts without offering a compelling replacement. A feature that was not only just as engaging but also more aligned with the spirit of the game.

Introducing Resupplies

Enter Resupplies—a feature that brings the logistical challenges of warfare into a more immersive and balanced framework. Resupplies reflect the in-universe supply convoys that ferry weapons, armor, and parts between outposts in an Area of Operations.

While MekHQ does not simulate these convoys directly, the new Resupplies system abstracts their function, allowing players to benefit from supply lines without being bogged down in unnecessary micromanagement.

How Resupplies Work

The primary way players will interact with the Resupplies system is through monthly resupply offers from their employer. Here's how it works:

- **Monthly Offers:** At the beginning of each month, your employer will offer to sell surplus weapons, armor, and parts they believe could be useful to you.
- **Strategic Influence:** The cost and availability of supplies are influenced by the strategic situation:
 - When the situation is favorable, supplies are plentiful, and prices are lower than market rates.
 - During tough times, when surplus stock dries up, you may need to pay above market prices to secure critical parts.

This dynamic system introduces new layers of strategy and immersion, reflecting the ups and downs of maintaining a fighting force in a warzone.

A New Challenge, A New Opportunity

Resupplies replace the omnipotent Bonus Parts system with a more nuanced and lore-friendly mechanic. While you can no longer conjure any part at will, you gain a feature that brings the game world to life, acknowledging the logistical networks that exist within the lore and providing a tangible way to interact with them. By removing the overpowered Bonus Parts mechanic, we have made room for a feature that deepens the gameplay experience and enhances the universe's immersion.

Read on for further details about interacting with the Resupplies module, as well as tips for maximizing its benefits in your campaign.

Mechanics

Triggering Resupplies

In the Resupply system, there are five primary ways to receive supplies—four of which occur automatically and one that you can trigger manually. These options ensure that you have multiple ways to manage your resources and adapt to the dynamic challenges of your campaign.

1. Monthly Resupplies

The most consistent method of receiving a Resupply is through monthly offers:

- **Non-Guerilla Warfare Contracts:**
 - While on a standard contract, your employer will approach you at the start of each month, offering surplus supplies.
 - These supplies are often available at a discount, making monthly Resupplies an excellent opportunity to restock your inventory efficiently.
- **Guerilla Warfare Contracts:**
 - During Guerilla Warfare contracts, the situation changes. Instead of your employer, a local smuggler may approach you with an offer for supplies.
 - However, these supplies come with a steep markup, reflecting the difficulty of maintaining supply lines in hostile conditions.
 - **Buyer Beware:** There is a risk of being scammed by less-than-reliable smugglers, so proceed with caution.
 - Smuggler offers will not occur every month, so you may go several months without a Resupply.

2. End-of-Contract Resupplies

At the conclusion of a contract, any surplus Support Points you have accumulated will be automatically converted into a Resupply. This Resupply is often substantial, allowing you to replenish your stock of weapons, armor, and parts before moving on to your next mission.

Interpretation:

- This Resupply could represent a final gift or token of appreciation from your employer.
- Alternatively, it might reflect a last-minute effort by your forces to scavenge resources or secure supplies before leaving the Area of Operations.
- Players are encouraged to roleplay this aspect to fit the narrative of their campaign.

3. Scenario-Specific Resupplies

After completing certain combat scenarios, you may be rewarded with a Resupply. These Resupplies represent the equipment and supplies captured or scavenged from the enemy during the engagement.

4. Random Event Resupplies

Monthly random events may occasionally trigger a Resupply. These unexpected bonuses can provide a much-needed boost to your resources, especially during difficult or prolonged campaigns.

Tip: While random events cannot be controlled, they can be a lifesaver when your supplies are running low. Be prepared to capitalize on these opportunities when they arise.

5. Manual Resupplies Using Support Points

If you find yourself in urgent need of supplies, you can manually trigger a Resupply by spending 1 Support Point. This allows you to adapt to critical situations and maintain operational readiness.

Key Features of Manual Resupplies:

- A manually triggered Resupply is fundamentally the same as a monthly Resupply.
- You can increase its size by spending additional Support Points, tailoring the Resupply to meet your specific needs.

Guerilla Warfare Considerations:

- Unlike monthly Resupplies in Guerilla Warfare contracts, which are handled by local smugglers, manual Resupplies come directly from your employer. This ensures reliability, removing the risk of being scammed.

Strategic Use of Resupplies

1. Plan for Monthly Resupplies:
 - Take full advantage of employer offers during standard contracts and balance the costs during Guerilla Warfare situations.
2. Maximize End-of-Contract Rewards:
 - Leave enough Support Points at the end of a contract to secure a significant Resupply, which will help prepare your forces for future missions.
3. Prioritize Tactical Victories:
 - Certain scenarios can provide valuable Resupplies, you should prioritize these.
4. Be Ready for Random Events:
 - While unpredictable, random event Resupplies can provide a crucial boost. Keep an eye out for these opportunities.
5. Use Manual Resupplies Wisely:
 - Save Support Points for critical moments when manual Resupplies can provide a much-needed lifeline, especially in Guerilla Warfare scenarios.

Resupply Contents

The contents of a Resupply are random but tailored to the specific needs of your campaign. Here's a detailed breakdown of the process used to determine what is included in each Resupply and how it scales with your forces.

Step 1: Identify Eligible Units

For the first step in creating a Resupply, MekHQ will analyze your Table of Organization and Equipment (TO&E) and identify the eligible units. Only units assigned to non-Support forces are considered. For more information on what qualifies as a non-Support force, see the Combat Team Documentation.

Excluded Units

Certain units are excluded from the Resupply process, including:

- Units marked as salvage.
- Units undergoing refits.
- Units that are being mothballed.

- Specific unit types, including:
 - DropShips, JumpShips, WarShips, Small Craft.
 - Super Heavy Units.
 - Conventional Infantry.

Step 2: Create the Parts List

The second step in determining Resupply contents involves creating a comprehensive list of parts based on your eligible units. This process ensures that the Resupply is tailored to the specific needs of your forces.

Compiling the Parts List

For every eligible unit, MekHQ identifies all the components required to keep that unit operational. This list includes:

- Armor: All armor types and locations.
- Weapons: Primary and secondary weapons used by the unit.
- Locations: Critical structural locations.
- Ammunition: All ammunition types used by the unit.
- Other Components: Any additional items required for the unit to function.

Excluded Parts

Certain components are deliberately excluded from the list, as they are either not typically needed in Resupplies or are impractical to include. These parts are:

- Mek center torsos.
- Tank locations (with the exception of turrets).
- Motive systems.
- Transport bays.
- Sponson turrets.

By excluding these items, the system focuses on the most frequently required components and avoids cluttering the Resupply with unnecessary or overly niche parts.

Assigning Tickets

Once the parts list is compiled, each item is assigned a base number of "tickets." These tickets represent the likelihood of an item appearing in the Resupply:

- Standard Components: Each intact component receives 1 ticket.
- Missing Components: Any missing or destroyed parts receive 10 tickets instead of 1, prioritizing them in the Resupply.

Example: Ticket Assignment

- If your parts list includes four Medium Lasers and one is destroyed, the Medium Laser pool would receive 13 tickets:
 - 3 tickets for the intact lasers (1 per intact laser).
 - 10 tickets for the missing laser.

This system ensures that missing or damaged components are more likely to appear in the Resupply, addressing the immediate needs of your forces.

Adjusting Tickets

After the base number of tickets is calculated, MekHQ adjusts these values to better reflect expected usage rates and current inventory levels.

Usage Multipliers

A multiplier is applied to each item's ticket count based on its estimated frequency of use. These multipliers are fixed to maintain balance and cannot be adjusted by the player.

- Heat Sinks: $\times 2.5$
- Mek Heads: $\times 2$
- Ammo and Armor: $\times 5$
- Specialist Equipment (e.g., MASC): $\times 0.5$
- Engines: $\times 0.5$
- All Other Items: $\times 1$

This adjustment ensures that commonly used or highly critical items are prioritized, while less frequently needed items receive lower weight in the ticket pool.

Warehouse Adjustment

Once the multiplier is applied, the system subtracts the number of items currently available in your warehouse from the adjusted ticket count.

- If the final ticket count for an item drops below 1, that item will not appear in the Resupply.

Example: Ticket Adjustment

- Scenario:
 - Your eligible units require 3 Heat Sinks, one of which is missing.
 - Heat Sinks receive 1 ticket per intact part and 10 tickets for the missing part, giving a base ticket count of 12.
 - The Heat Sink multiplier is 2.5, raising the ticket count to 30.
- Warehouse Inventory:
 - You already have 26 Heat Sinks in your warehouse from previous Resupplies or procurement.
 - Subtracting this inventory from the adjusted ticket count leaves 4 tickets for Heat Sinks in the Resupply.

This process ensures that Resupplies focus on items that are both critical and understocked, reducing redundancy and waste.

Step 3: Divide Tickets into Pools

The tickets are divided into three distinct pools:

1. Parts.

2. Armor.
3. Ammunition.

This separation allows the system to prioritize certain categories over others during the Resupply process.

Procurement Checks

For each ticket, a procurement check is made to determine whether the item can be included in the Resupply. The mechanics of these checks are similar to standard procurement checks, with a few key differences:

- **Standard Contracts:** The procurement check is influenced by the Negotiation skill of the most senior character assigned to the Admin/Logistics profession.
- **Guerilla Warfare Contracts:** The check is influenced by the Negotiation skill of the campaign commander.

Note that even if no character has the Negotiation skill or there is no campaign commander, Resupplies will still function. The Negotiation skill simply acts as a modifier to the checks.

Step 4: Determine Resupply Size

The size of the Resupply is calculated to scale with your forces.

Total Tonnage

First, the system sums the total tonnage of all combat units in your TO&E assigned to Combat Teams. Combat units are defined as any unit that is not part of a Support or Convoy force (more on these in the next section). The same excluded unit list from Step 1 applies.

Tonnage Cap

Next, a tonnage cap is determined, representing the maximum tonnage your employer is willing to support. This cap is calculated as:

- Number of Combat Teams required by the contract × standard lance-level formation size × 80 tons.

The standard lance-level formation size varies by faction:

- Inner Sphere factions (including Mercenaries and Periphery): 4 units.
- Clan factions and Marian Hegemony: 5 units.
- ComStar-based factions: 6 units.

Final Resupply Size

The final size of the Resupply is the smaller of:

- Your total combat unit tonnage.
- The tonnage cap.

This value is then divided by 125 to determine the total tonnage of items included in the Resupply.

Manual Resupplies

When manually triggering a Resupply using Support Points, the tonnage is multiplied by the number of Support Points spent, allowing you to scale the size of the Resupply to your immediate needs. There is no benefit to ordering multiple 1 Support Point Resupplies in a row.

Step 5: Specify a Focus (Optional)

When receiving a Resupply, you may choose a focus to prioritize specific types of items:

1. **Balanced:**
 - Ammo: 25%.
 - Armor: 25%.
 - Parts: 50%.
2. **Armor Focus:**
 - Ammo: 0%.
 - Armor: 100%.
 - Parts: 0%.
3. **Ammo Focus:**
 - Ammo: 100%.
 - Armor: 0%.
 - Parts: 0%.

Choosing a focus other than Balanced reduces the overall size of the Resupply by 25%, but ensures that the remaining weight is entirely allocated to the specified category.

Step 6: Allocate Tickets

Tickets are randomly selected from each pool until the target tonnage for that pool is reached or all tickets are used.

Big Ticket Items

Items with a value of 250,000 C-Bills or greater are treated differently:

- If a big ticket item is selected, a d6 is rolled:
 - On a roll of 6, the item is added to the Resupply.
 - On any other roll, the ticket is discarded, and all other tickets for the same item are also discarded.

This system ensures balance by limiting the availability of highly valuable items, while also reflecting the realistic scarcity of such resources in-universe.

Player Convoys

Player Convoys offer a high-risk, high-reward option for significantly increasing the size of your Resupply. By designating a force as a Convoy, you accept the risks of operating in a warzone, including potential interception and permanent loss of units and personnel. However, with careful planning and adequate

support, using your own Convoys can be an extremely valuable strategy for maintaining and enhancing your operational capabilities.

Make sure to assess your campaign's current state, available resources, and strategic needs before committing to this option.

How to Designate a Convoy

To mark a force as a Convoy, follow these steps:

1. Navigate to your Table of Organization and Equipment (TO&E).
2. Right-click on the desired force.
3. Select the option to designate the force as a Convoy.

Once a force has been designated as a Convoy, its name will automatically end with the symbol ☰. This allows you to easily identify which forces are designated as Convoys.

To remove the Convoy designation from a force, simply right-click it again and deselect the Convoy option.

If there are no player convoys available at the end of the month, you will be unable to select the option to use a player convoy when approached by your employer.

Benefits of Using Your Own Convoys

Using your own Convoys increases the size of your Resupply by a massive 400%, making this option an incredibly valuable way to bolster your resources. The larger Resupply can help ensure your forces remain well-stocked with weapons, armor, ammunition, and parts, providing a significant advantage in maintaining operational readiness.

When picking which player convoy to use, MekHQ will use convoys with the largest cargo capacity first.

Risks of Using Your Own Convoys

While the rewards are substantial, using your own Convoys carries significant risks:

1. Convoy Interception

- In a warzone, convoys are vulnerable to interception by enemy forces. If this occurs, you will be notified and presented with a choice:
 - Send Support: Deploy additional forces to protect the Convoy. Success depends on the strength and composition of the support force and the enemy force.
 - Refuse to Send Support: If you choose not to send support, all units and personnel in the Convoy will be lost permanently.

2. Potential Losses

- Any units or personnel assigned to the Convoy are at risk of destruction or capture if the Convoy is intercepted and insufficiently defended. These losses can have a severe impact on your campaign.

Strategic Considerations

When deciding whether to use your own Convoys, weigh the potential benefits against the risks:

- **When to Use Convoys:**
 - If you have strong, reliable forces that can be assigned to the Convoy and provide protection if needed, using Convoys can significantly enhance your resource acquisition.
- **When to Avoid Convoys:**
 - If your forces are already stretched thin, or if you lack the capacity to defend a Convoy in the event of interception, it may be safer to rely on standard Resupply methods.
- **Long-Term Impact:**
 - The loss of a Convoy, including its personnel and units, can create long-term challenges in your campaign. Only take the risk if you are confident in your ability to protect the Convoy.

Convoy Events

Convoy events introduce both narrative and mechanical challenges to your campaign. From immersive roleplay scenes to high-stakes interceptions, these events emphasize the risks and rewards of maintaining supply lines in a warzone.

By carefully managing convoy size, preparing for potential interceptions, and making decisive choices, you can maximize the benefits of convoy operations while minimizing the dangers.

1. Roleplay Events

Roleplay events are occasional narrative moments designed to add flavor and depth to your campaign. These events are brief scenes or reports from your convoy, relayed back to command.

- **Purpose:**
 - Roleplay events do not have any in-game mechanical effects or rewards.
 - They exist purely to breathe life into your campaign, making the world feel more dynamic and engaging.
- **Restrictions:**
 - Convoys using VTOLs or DropShips will not trigger roleplay events.
 - Since these convoys fly directly from one location to another, there is less opportunity for interesting encounters or detailed scenes to occur.

2. Interceptions

While convoys typically stick to protected routes and safe areas, there is always a risk of interception by enemy forces. Desperate enemies may seek to steal your supplies or prevent you from receiving critical resources. Both NPC Convoys and Player Convoys can be intercepted, though the mechanics and stakes vary slightly.

Interception Mechanics

The chance of a convoy being intercepted depends on several factors:

1. Base Interception Chance

The base chance of interception is determined by enemy morale:

- Routed: if the enemy has been Routed, no interception check is made.
- Critical: 1
- Weakened: 2
- Stalemate: 3
- Advancing: 4
- Dominating: 5
- Overwhelming: 6

2. Convoy Weight Modifier

The size of the convoy influences its visibility to enemy forces:

- NPC Convoys:
 - Multiply the total weight of the convoy's contents by 10.
- Player Convoys:
 - Sum the total tonnage of all units assigned to the convoy.

3. From this value, subtract 200, then divide the result by 50.

Examples:

- A 200-ton convoy has no modifier (neutral).
- A 100-ton convoy reduces the interception chance by 2.
- A 500-ton convoy increases the interception chance by 6.

4. Strategic Consideration:

As the commander, you must decide whether to use:

- Smaller convoys: Lower chance of interception for each convoy but more interception rolls overall.
- Larger convoys: Fewer interception rolls but higher interception chances per convoy.

5. Interception Roll

Once the total interception chance is calculated, a d10 is rolled. If the result is less than the target number, an interception occurs.

What Happens During an Interception?

When a convoy is intercepted, a special scenario is generated.

- Scenario Timeline:
 - Typically, you will have one or two days to prepare for the engagement.
 - This tight window requires quick decision-making and resource allocation.
- Enemy Forces:
 - Expect the enemy to anticipate your response.
 - Intercepting forces are usually large and well-prepared, reflecting the high stakes of convoy operations.
- Victory Conditions and Rewards
 - No Overall Victory Required: You do not need to achieve a complete victory in the scenario to be rewarded with the contents of the Resupply.
 - Partial Rewards: As long as some of your convoy units survive the engagement—with their cargo intact—you will receive a portion of the Resupply.
- Cargo Survivability and Rewards
 - Surviving Units: The number of convoy units that make it through the scenario directly impacts the amount of cargo you retrieve.
 - Cargo Capacity: Only the surviving units' cargo capacity is counted when determining how much of the Resupply is salvaged.

Implications:

- Protecting high-capacity convoy units is critical for maximizing your rewards.
- Even if the convoy suffers heavy losses, you may still recover some cargo, depending on which units survive the scenario.

Consequences of Interceptions

The stakes for intercepted convoys vary depending on whether the convoy is operated by NPCs or players:

1. NPC Convoys

- If you refuse to aid an NPC convoy, all items in the Resupply are lost and you may lose a Campaign Victory Point (CVP)

2. Player Convoys

- If you refuse to aid a player convoy:
 - You will lose all Resupply items.
 - All personnel and units assigned to the convoy will be lost permanently.
- Advice for Player Convoys:
 - Even if you cannot afford to send reinforcements, it is often better to play out the scenario.
 - Attempting the engagement gives you a chance to salvage surviving units and supplies, reducing the total loss.

Key Strategic Considerations

1. Balance Convoy Size and Risk:

- Larger convoys carry more supplies but increase the risk of interception.
- Smaller convoys are less detectable but increase the frequency of interception checks.

2. Always Consider Playing Interception Scenarios:

- For player convoys, trying to recover supplies or personnel—even in an underpowered engagement—can prevent devastating losses.

3. Prepare for Tight Timelines:

- Be ready to act quickly when an interception occurs. Delays can result in forfeited supplies and irreparable losses.