

Logistics and Parts Procurement: A ComStar Field Manual for Mercenary Commanders

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For mercenary unit commanders' eyes only

Greetings, honored mercenary commander. ComStar understands the critical nature of logistics in your operations. This field manual, compiled by our blessed order, will guide you through the intricate dance of parts acquisition in the tumultuous Inner Sphere and beyond. May Blake's wisdom illuminate your path.

The Mercenary's Gambit: Understanding Parts Availability

In the ever-shifting landscape of interstellar warfare, a mercenary unit's success hinges not just on martial prowess, but on the ability to keep their war machines operational. From the sweltering deserts of Andurien to the frozen wastes of Tharkad, your technicians will face the constant challenge of sourcing parts for your battered 'Mechs and vehicles.

Remember, a wise commander sees beyond the immediate battlefield. Your ability to secure that critical Gauss Rifle capacitor or that last ton of Ferro-Fibrous armor may well determine whether your unit drinks to victory in an Outworld Alliance cantina or limps home in disgrace, nursing their wounds and empty credsticks.

The ComStar Index of Parts Availability (CIPA)

Our analysts have categorized parts into six levels of availability, reflecting the complex realities of the Inner Sphere's technology and supply chains:

Level 0: As common as dishonest merchants on Solaris VII. These parts can be found in any half-decent Periphery chop-shop. Think basic armor plating or a simple heat sink.

Level 1: Standard fare in most Inner Sphere supply depots. Your average autocannon or medium laser falls here.

Level 2: A bit trickier to source, but not impossible. You might need to grease a few palms for that LRM rack.

Level 3: Now we're talking about rare finds. Expect to do some "creative acquisition" for that prized ER Large Laser.

Level 4: Cutting-edge tech that'll have your rivals green with envy. An XL engine might fall into this category.

Level 5: You'd have better luck finding Kerensky's cache. This is where you'll find Clan tech.

Remember, commander, the rarity of a part doesn't just affect its availability—it impacts price, maintenance, and even your unit's reputation. Choose wisely, and may Blake guide your acquisitions.

Factors Influencing Your Procurement Efforts

Contract Implications

Your current contract significantly impacts your supply lines:

- Guerrilla Ops:** Hope you packed spare parts (Level 0)
- Raids:** Quick in-and-out limits resupply (Level 1)
- Planetary Assault/Relief Duty:** Better logistics support (Level 2)
- Pirate Hunting:** Moderate backing from employers (Level 3)
- Other Contracts:** Varies, often well-supplied (Level 4)
- Between Contracts:** Relies on your unit's reputation

Your Unit's Reputation (between contracts)

- F Rating:** Even the Bandit Kings might pity you (Level 0)
- D Rating:** At least you're not stealing parts... yet (Level 1)
- C Rating:** Average joes of the mercenary world (Level 2)
- B Rating:** Starting to turn heads in procurement offices (Level 3)
- A Rating+:** The Wolf's Dragoons of parts acquisition (Level 4)

Your Logistical Wizard's Expertise

- Ultra-Green:** Might as well let your Dispossessed handle it (-2)
- Green:** Fresh from the academy, still learning the ropes (-1)
- Regular:** Knows their way around a supply requisition (0)
- Veteran:** Could haggle with a Canopian merchant and win (+1)
- Elite:** Probably has ComStar's supply codes memorized (+2)

The Tides of Technology

From 2950 to 3040, a dark age of technology gives a -1 to all availability levels. Blame the Succession Wars, commander.

The Slings and Arrows of Mercenary Fortune

- Logistics Failure:** Your supplies got "misplaced." How unfortunate.
- Bonus Windfall:** Lady Luck smiles upon your quartermaster.
- Subcontracts:** New partners, new supply chains, new headaches.
- Special Events:** The universe has a way of keeping things interesting.

Wheeling and Dealing: Acquisition Protocols

- By default your admins can attempt procurement twice daily.
- Choose wisely. ADMINISTRATION skill is key. A silver tongue opens many supply caches.
- Expect a day between acquisition attempts. Even HPG messages take time.

- Delivery takes 2d6 days, minus 1 for each point of exceptional negotiation.
- Clan tech comes with a +2 penalty. Those Clanners don't part with tech easily.

A Mercenary's Procurement Catalog: From Scrap to Star League

Level 0: Periphery Junkyard Specials

Armor (Commercial/Industrial): Because even agromechs need protection

Flamers: For when subtlety is overrated

Hatchets/Retractable Blades: Old-fashioned problem solving

Machine Guns: Dakka dakka for the masses

Searchlights: Because night vision is for losers

Level 1: Standard Inner Sphere Fare

Autocannons: From popguns to room brooms

Actuators: The joints and tendons of your metal beasts

Standard Armor: Classic protection, now with 50% less holes

Cockpits: Where MechWarriors question their life choices

ICE Engines: Dinosaur juice still has its uses

Heat Sinks: Keep cool or die trying

Life Support: Breathing is not optional

Machine Gun Arrays (3068+): More dakka for your buck

Mech Limbs: For when you need a leg up on the competition

Rocket Launchers (3064+): Fire and forget (your profit margins)

Sensors: See the enemy before they see you (hopefully)

Level 2: Cutting Edge (by 3025 standards)

Ferro-Fibrous Armor (3040+): Light, strong, and expensive

Small Cockpits (3067+): Claustrophobia sold separately

Fuel Cell Engines: The future is now(ish)

Gauss Rifles (3040+): Magnetic death dealing

Standard Gyros: Keeping 'Mechs upright since 2439

Double Heat Sinks (3040+): Twice the cooling, thrice the price

Jump Jets: For the 'Mech that wants to be a DropShip

LB-X Autocannons: Spread the love, and the damage

LRM Launchers: Make it rain... missiles

Endo-Steel Internal Structure (3035+): Half the weight, double the paperwork

Rotary ACs (3062+): When you absolutely, positively need to hit everything

Single Shot Missile Launchers (3030+): One shot, one opportunity

SRM Launchers: For those who like their missile boats up close and personal

Ultra ACs: Because sometimes, you just need to shoot faster

Level 3: "I Know a Guy" Tech

Active Probes (3045+): Detect enemies and empty wallets
AMS (3040+): The "No Missiles Allowed" sign
Arrow IV (3044+): When you absolutely must hit that target two counties over
C3 Systems (3050+): Friendship is magic, and also tactical superiority
CASE (3036+): Ammo explosions are so last century
Fusion Engines: Now we're cooking with... plasma?
Heavy Gauss Rifles (3061+): For when regular Gauss just isn't enough
Light Gauss Rifles (3056+): Diet Gauss, same great taste
Advanced Gyros: Spinning faster, falling less
Lasers (Small, Medium, Large): Pew pew in various sizes
MASC (3035+): Gotta go fast (but only for a little bit)
MRM Launchers (3058+): The goldilocks of missile launchers
NARC (3035+): Paint it red, watch it blow up
Streak SRM Launchers: Fire and forget, but smarter

Level 4: "Don't Ask Where I Got This" Tech

Improved C3 (3062+): It's like C3, but more so
XL Engines (3035+): All the power, half the survivability
ER Lasers: Reaching out to burn someone
Pulse Lasers (3037+): Accuracy in a can
Improved NARC (3062+): Now with 20% more targeting goodness
PPCs: Making air ionized and enemies fried
Targeting Computers (3062+): Aimbot, BattleMech edition

Level 5: "Is This Even Legal?" Tech

Compact Engines (3068+): For the 'Mech that skips leg day
Light Engines (3062+): The best of both worlds, for a price
ER PPCs (3037+): Zeus's own lightning bolt
Heavy/Light/Snub-Nose PPCs (3067+): PPCs for all occasions
All Clan equipment: Here be dragons (and toads)

Remember, aspiring logistics officers, knowledge of this list alone won't get you far. It's knowing when to use it, how to acquire it, and most importantly, how to hide the paper trail that separates the great quartermasters from the court-martialed. Happy hunting!

The Fine Print

- Ammo is always easier to find than the gun it goes into. Don't ask why.
- "Primitive" gear is easier to source. Your ancestors had it tough.
- Fresh tech takes about five years to hit the general market. Patience, commander.
- All Clan gear is Level 5 for Inner Sphere units. Lostech is still lost, after all.

Special Circumstances

- On worlds like Outreach, money talks. Loudly. Pay through the nose for restricted tech.
- Sometimes, the salvage fairy visits. Bonus parts from lucky breaks ignore the usual red tape.

Remember, commander, logistics win wars. A 'Mech without a working gyro is just a very expensive statue. Use this guide wisely, and may your supply lines remain unbroken.