

MekHQ Procurement

Parts Procurement and Era-Based Availability

Overview

This ruleset provides guidelines for managing parts acquisition in MekHQ campaigns. It moves the emphasis from the skill of logistics staff to canonical availability data. While character skill is still factored into the calculations, the goal is to better reflect the fluctuating technological state experienced throughout the setting's history.

Core Concepts

Availability Codes

Availability codes determine how common an item is during specific eras. These codes range from A (Very Common) to F (Extremely Rare) with X representing items that are not normally available. This might mean the item is effectively unique, or the technology may have been truly lost. A parts availability code determines the base target number used when trying to acquire that part.

Availability Code	Target Number	
	Parts and Armor	Ammunition
A - Very Common	3+	2+
B - Common	4+	3+
C - Uncommon	6+	4+
D - Rare	8+	6+
E - Very Rare	10+	8+
F - Extremely Rare	11+	10+
X - Non-Existent	<i>Impossible</i>	<i>Impossible</i>

Technology Rating

A part's *Tech Rating* is an approximate measure of the level of technology required to produce that item. The higher the tech rating the more difficulty it is to produce and therefore the harder it is to easily acquire.

Tech Rating	Description
A	Primitive (19th to early 20th century)
B	Low-Tech (Late 20th century)

C	Common Tech (21st to 22nd century)
D	High-Tech (Age of War and Succession Wars)
E	Advanced (Star League/Post-3050 Inner Sphere)
F	Hyper-Advanced (Clan/Post-3065 Inner Sphere)

Technology Base

All parts fall into one of three technology bases: Inner Sphere, Clan, or Common. These represent the origin of the technology used to produce the item.

Extinct vs. Truly Extinct

When an item becomes extinct there is a 10 year period during which the item becomes harder to procure prior to becoming 'Truly Extinct'. A truly extinct item (only that went 'extinct' more than a decade prior to the procurement check) cannot be acquired until it is reintroduced (if ever).

Availability Checks

1. Determine Base Availability Code

a. This is based on the item's tech rating and era.

- i. **Dev Note:** While MekHQ bases its data on the tables found in *Interstellar Operations: Alternate Eras*, we have made a number of improvements over the years, so the final values may differ.

2. Adjust Availability for Tech Base

a. Inner Sphere Tech Base

- i. If the procuring faction is Clan perform the following adjustments:
 - If the part was prototyped after 2780 it cannot be acquired prior to 3050.
 - During the succession wars era, if the part has an extinction date and the procurement attempt is taking place after that date roll 1d6:
 - 1-3: The part is adjusted to have an availability rating of X (Non-Existent).
 - 4-6: The part is adjusted to have an availability rating of F (Extremely Rare).
- ii. Otherwise, treat as if the part had a Common tech base

b. Clan Tech Base

- i. If the procuring faction is Clan perform the following adjustments:
 - If the procurement attempt is taking place after the date in which the part becomes common, reduce the availability letter by 1 (minimum of A).
 - **Dev Note:** Technically this modifier should only apply to military items, but as we don't differentiate between the two it makes sense to apply to all with the logic that if it's being used in a MekHQ campaign it's probably being procured for a military purpose.
- ii. Otherwise, if the procuring faction is Inner Sphere, perform the following adjustments:
 - If the procurement date is prior to 3050 acquiring Clan Tech is impossible.
 - Otherwise, increase the availability code by one letter. If the availability code is F (or higher) roll 1d6:

- 1-3: The part is adjusted to have an availability rating of X (Non-Existent).
- 4-6: The part is adjusted to have an availability rating of F (Extremely Rare).

c. Common Tech Base

- i. If the procuring faction is Clan there are no special adjustments necessary.
- ii. If the procurement attempt is taking place during the Succession War eras apply the following modifiers:
 - If the part has an availability of E (or higher), increase the letter by one.
 - If the part has an extinction date and the procurement is taking place after that date roll 1d6:
 - 1-3: The part is adjusted to have an availability rating of X (Non-Existent).
 - 4-6: The part is adjusted to have an availability rating of F (Extremely Rare).

3. Adjust for variable extinction

- a. If the part is extinct when the procurement check is made determine whether the part is extinct or truly extinct.
 - i. A part is truly extinct if it went extinct more than a decade prior and has not been reintroduced. Truly extinct parts cannot be procured.
 - ii. Otherwise, roll 1d6:
 - 1-3: The part is adjusted to have an availability rating of X (Non-Existent).
 - 4-6: The part is adjusted to have an availability rating of F (Extremely Rare).
 - iii. Note that there are a number of instances where 1d6 rolls, like this, are made. They are all cumulative.
4. If the part has a final availability of X (Non-Existent) then it is impossible to acquire and the attempt automatically fails. Otherwise, consult the availability table to determine the base target number for the procurement check.

- a. Note that there are two target numbers, one for parts and armor, and the other for ammunition.

5. Apply any remaining modifiers

a. Ammunition

- i. If attempting to procure ammunition reduce the target number based on the ammunition's rules level:
 - Intro or Standard: -2
 - Advanced: -1
 - Experimental or Unofficial: no modifier
 - **Dev Note:** this makes ammunition much easier to acquire than any other part. This is by design as most (if not all) ammunition can be produced locally.

b. Clan Tech

- i. Increase the target number by 3 if the part has a Clan tech base and the procuring faction is not Clan. This modifier only applies prior to 3070.

c. Negotiator Skill

- i. The skill of the procuring character also applies a modifier to the target number. This is based on the experience level of the specific skill specified in Campaign Options. For example, if Campaign Options has the procurement skill set to 'Negotiation', then we apply a modifier based on the experience level the procuring character currently has in the *Negotiation* skill.

- None: increase the target number by 5.
 - Ultra Green: increase the target number by 3.
 - Green: increase the target number by 2.
 - Regular: no modifier.
 - Veteran: decrease the target number by 2.
 - Elite: decrease the target number by 3.
- ii. If the procurement attempt is being made as part of a Resupply (see the Resupply documentation) the procurement skill is always *Negotiation*.
- d. Resupply
 - i. If the procurement attempt is being made as part of a Resupply the target number is reduced by 2. This reflects the resupply being tailored to the needs of the campaign.
- e. Contract Parts Availability
 - i. Certain contract types impact the ease of procurement. These modifiers do not affect procurement attempts made via Resupplies.
 - Guerrilla Warfare: increase the target number by 2.
 - Raid (any): increase the target number by 1.
 - Planetary Assault, Relief Duty: no modifier.
 - Pirate Hunting: decrease the target number by 1.
 - All Others: decrease the target number by 2.
 - **Dev Note:** This reduction in target number reflects the ability for a unit to hook into their employers' supply network while on contract.
- 6. Make the procurement check.
 - a. Roll an unmodified 2d6, if the roll meets or beats the target number the procurement attempt has succeeded.