

Automated Repair Locations

In MekHQ your units require repair and maintenance. As per the rules covered in Campaign Operations, a unit's repair site influences both repair and maintenance checks. Campaign Operations, unfortunately, does not provide a lot of clear rules as to how players should determine which unit gets to enjoy what repair site. In its' role as Digital GM it becomes necessary to adjudicate this via automation. This document covers the 'rules' MekHQ follows when automatically determining what repair site a unit is placed in.

Triggers

MekHQ will automatically place your units into repair sites under the following conditions:

- When traveling between planets or systems.
- When units return from scenarios (whether your units, or salvage)
- When arriving at a contract location

Traveling Between Planets or Systems

Whenever you are in transit, all units will have their repair sites assigned as **Facility - Basic**. It is assumed that any hired DropShips have sufficient facilities to provide decent maintenance facilities for all units.

Returning from Scenarios, Arriving at a Contract Location

All units present in your TO&E will be placed in repair sites appropriate for that force or combat team. Units not in the TO&E (including salvage) are placed in the default repair site for the current contract. Both of these are described later.

Mechanics

MekHQ follows three basic steps when determining what site a unit should be placed in:

1. Contract Defaults

First we determine what the default site for the contract is. Any unit not present in your TO&E will be placed here.

2. Transport Bays

If the unit is in a force or combat team, we identify how many transport bays are available of each type and try to place units in an appropriate bay.

3. Equipment

Finally, if the unit is in a force or combat team and has not been placed in a transport bay, we try to see whether we have sufficient **Liftoists**, **Salvage Arms**, **Spot Welders**, or **Mobile Field Bases** to support the remaining units.

Contract Defaults

A unit's default location - or the location units not in the TO&E are placed - is based on the type of contract the campaign is on and the command rights. On Independent command rights you will have a lot less support from your employer.

If the repair site is **Facility - Basic** we don't bother checking for Transport Bays or Equipment, as these will be *at best* **Facility - Basic**.

Diversiónary Raid, Objective Raid, Recon Raid, Extraction Raid, or Guerrilla Warfare

If the command rights are **Independent**, the default repair site will be **Improvised**. For all other command rights, **Field Workshop**.

Garrison Duty, Cadre Duty, Security Duty, or Riot Duty

If the command rights are **Independent**, the default repair site will be **Facility - Basic**. For all other command rights, **Facility - Maintenance**.

Other

For all other contract types, regardless of command rights, **Field Workshop**.

Transport Bays

This is where it gets complicated, and also where the TO&E matters. Units in the TO&E can be divided into two categories, those who are a part of a **Combat Team** and those who aren't - generally isolated forces marked as **Non-Combat** or **Supply Convoy**. A unit can only occupy a transport bay of another unit who is attached to their individual TO&E entry, or **Combat Team**.

This means you can attach a DropShip in a force, mark it as part of a **Combat Team**, but mark its' force as **Non-Combat** and all other units in that **Combat Team** can benefit from its' transport bays, without it being at risk in combat. Generally, this is how you want to handle most support units: place them in a **Non-Combat** force that is attached to a **Combat Team**.

Types of Bay

There are 9 types of transport bay. While the rules are available in canon sources, we include a brief summary here. For complete rules you will need to consult the manuals.

Small Craft Bay: may house Small Craft, or Aerospace Fighters, or Conventional Fighters

Aerospace Bay: may house Aerospace Fighters, or Conventional Fighters

Vehicle Bay (Super Heavy, Heavy, or Light): Super Heavy bays may house any vehicle over 50t. Heavy bays may house any vehicle that weighs greater than 50t, but no more than 100t. Light bays may house any vehicle 50t or lighter.

Mek, ProtoMek, Battle Armor, Infantry Bays: may house only the type of unit the bay was made for. 'Mek bays may house 'Meks, for example, but not Battle Armor.

Housing Units

MekHQ will first place units in bays that match their exact type, before trying secondary, or tertiary bays.

The order units are placed in bays is equal to their calculated battle value, with higher battle value units being placed in bays before lower BV units. That means your shiniest toys will generally be placed in better facilities.

A unit housed in a transport bay has their repair site set to **Facility - Basic**, no matter what type of bay they are in.

Support Equipment

Some support equipment can be used to improve the repair site of any unit not in a bay. Please note units must be in the same force or combat team to benefit from each others' support equipment.

Support Capacity

We start by calculating the force or combat team's **Support Capacity**, this is how many units that can be supported by the units in the force or combat team.

To calculate **Support Capacity** add together all the Lift Hoists, Salvage Arms, and Spot Welders attached to units in the force or combat team. Only count equipment on **fully crewed** units. This total is divided by a number derived from your campaign faction: **Inner Sphere**, 2; **Clan/Marian Hegemony**, 2.5; **ComStar/WoB**, 3.

Next, for every **Mobile Field Base** add 12 for Inner Sphere factions (including ComStar and WoB), or 15 for Clan factions.

The total reached is the number of units that can be supported, that many units have their repair site set to **Field Workshop**. Units are set to this repair site in order of Battle Value (highest to lowest).