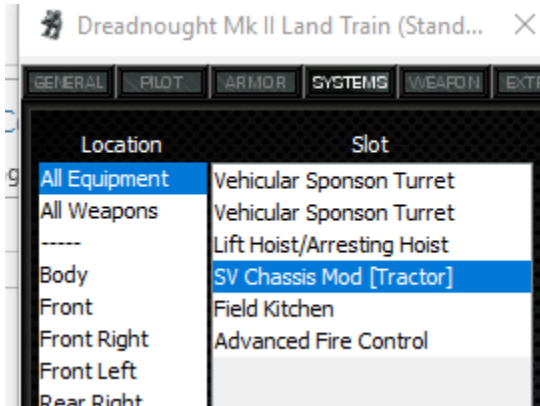# How-to: Trailers and Towing in MegaMek

Connecting a trailer

1. Ensure the intended tractor unit has either a Trailer Hitch or the SV Chassis Mod (Tractor) in its equipment list on the 'Systems' tab

   a. If you are setting up a train of multiple trailers, each trailer must also have this equipment

2. Check the 'Extra' tab to ensure that the tractor unit is not already towing something. "One trailer" should appear in the Unused Space section if the hitch is available.
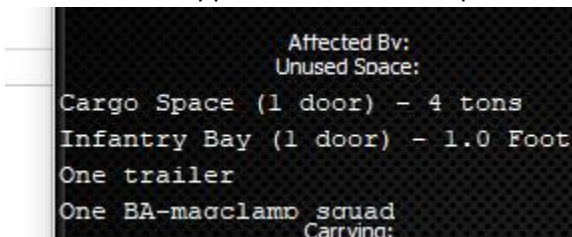
   a. If you are setting up a train of multiple trailers, each trailer must also have this unused space

   b. At the time of this writing, it is impossible to 'push tow', so though some units may have two trailer hitches, you can only use one.

3. Ensure that the combined weight of all trailers to be towed does not exceed the weight of the tractor.

4. Position the tractor either in the same hex as (if stacking allows) or in an adjacent hex with the location mounting the trailer hitch (front or rear) facing the trailer's hex.
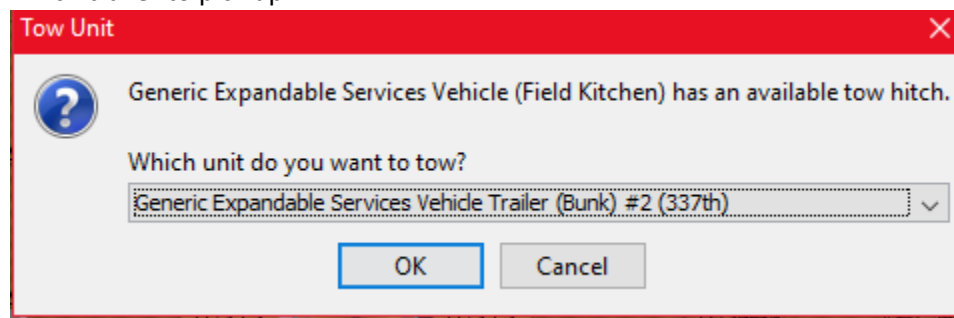

Allowed

Allowed

Not Allowed

5. Click the Tow button.
   a. This must be the first and only action in the tractor's movement turn, which means the tractor can only connect one trailer per turn when setting up a train.
   b. If multiple valid trailers can be connected, a dialog box will appear allowing you to select which trailer to pick up:

6. Pro Tips:
   a. Place trailers carefully during the deployment phase when setting up a long train – stacking limitations prevent a train from crossing itself during movement, while trailers in hexes behind the tractor adopt the facing of the tractor's *previous* move. This can make it impossible to position the end hitch correctly.

b. If you want a train to start a scenario ready to move, deploy the tractor and trailers several rounds before other friendly and enemy forces to give you time to connect them all before the battle starts.

c. You can also schedule deployment of additional trailers in consecutive rounds to let a tractor and trailers move up beyond the deployment zone to free deployment space. Just remember that you need 1 round to connect a new trailer and another round to move the train.

Disconnecting trailers

1. Select the unit you want to disconnect a trailer from and click the 'Disconnect' button
2. Long trains will 'break' at this point – all trailers being towed behind the disconnected trailer will also disconnect from the train and from each other.
3. If a unit in the train is destroyed or its hitch equipment is destroyed, the train will also break as above.

Attacking Trains

1. Target and fire at the individual tractor or trailer as normal. If that unit is towing a trailer behind it, there is a chance that your attack will miss and strike the towed trailer instead. In the case of long trains, this miss chance can cascade all the way to the end of the train, though it cannot go 'forward' towards the tractor.

Unloading Transported Infantry

1. If a component unit of a train is transporting infantry/battle armor, you will be presented with a dialog box that allows selection of an adjacent, legal hex (not occupied by a member of the train) in which to deploy the infantry unit. If only one legal hex exists, the infantry will automatically unload into that hex instead.
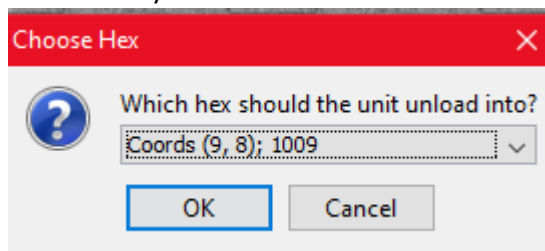
Loading Infantry Aboard a Train

1. Stacking limitations may prevent you from moving an infantry unit into the hex of the tractor/trailer you wish to load the infantry unit aboard.
2. Instead, move the infantry unit into an adjacent hex and use the Mount button with the infantry unit selected.

You will be presented with a dialog box allowing the selection of any adjacent unit of the train with available troop space to load the infantry