

Unit Improvements (Abridged)

Unit Improvements are special abilities that can be used to customize a formation. While some unit improvements are free for certain formation types, they must generally be paid for (either while raising a formation or as a refit operation after the formation has been created).

CA – Combined Arms: This formation contains additional units of a different type. For example, a ‘Mech formation could have tanks or battle armor attached to it using this unit improvement. A formation can have a CA rating from 0 to +3.

OS – Over-Strength: This formation contains more units than normal. A formation can have an OS rating from 0 to +3.

Note: A formation can have both CA and OS, but the combined rating of the two may not exceed +3.

CA/OS Rating	Extra Units Per Company/Binary
+1	2
+2	4/3
+3	6/5

RR – Rapid Reaction: This formation is equipped to respond promptly to nearby crises. RR can have a rating of 0 to +3. Each point of RR negates one point of reinforcement quality penalty for the RR formation.

WS – Well-Supplied: This unit improvement describes how well-supplied a formation is; this impacts the formation’s ability to fight behind enemy lines as well as its access to special ammunition and other perks.

A formation can have a WS rating from 0 to +3. A “B” rated formation must have a WS of at least +1, and an “A” rated formation must have a WS rating of at least +2.

WS allows a formation to operate behind enemy lines without quality penalties; additionally, it confers a number of benefits in MegaMek. Refer to the chart below for the benefits of being well-supplied.

WS Rating	OmniTechnology	Ammunition (Ground)	Ammunition (Aerospace)
0	No substitutions	Streak, Artemis IV, Narc-Homing only	As ground
+1	One substitution per company/binary*	All standard ammunition types	As ground, plus standard external ordnance
+2	Two substitutions per company/binary	All advanced ammunition types	As ground, plus advanced external ordnance
+3	Five substitutions per company/binary	All experimental ammunition types	As ground, plus experimental external ordnance

*Substitute a different Omni unit configuration of the same chassis for one indicated on the equipment table. *For example: A Timber Wolf B could be substituted for a Timber Wolf Prime, but not for a Night Gyr A.*

Movement

Units equipped with K-F Drives may move from hex to hex on the map. The rules in this module describe how this is accomplished.

Planned Movement

Planned movement is declared on a faction's monthly orders. The type of drive carried by the ship or formation determines how far and how fast it can move. Each jump takes one operational round to execute.

Drive Type	Number of jumps per turn	Number of hexes per jump
Early K-F Drive	2	1
Modern K-F Drive	5	1
Advanced K-F Drive	3	4

Behind Enemy Lines

Each time a ship or formation jumps into a hostile hex, it must announce its presence to the hex's owner. If there is an active thread for the hex, the arrival must be posted publicly in that thread; otherwise, the announcement may be made by private message (note that a hostile response may still lead to a combat thread being opened for the hex).

There is no explicit restriction on operating in enemy territory, but for every hex away from a friendly (either faction-owned or allied) hex, all transported formations' WS ratings are reduced by one. If the WS is reduced to a negative value, this is applied as a penalty to the formation's quality rating. This represents the difficulty of operating far from friendly supply lines.

Transported Formations

All ground formations and some aerospace formations lack K-F Drives and must be transported. One or more formations may "tag along" and follow some or all of a mobile formation's flight path as long as at no point in the turn the carrier's transport rating.

Lithium-Fusion Batteries

LF batteries allow enough energy for a second hyperspace jump to be stored by a JumpShip. If a formation is equipped with LF batteries, it may use one of the following special abilities once per turn.

- +4 initiative bonus for one operational round after entering a hex.
- +1 to jump distance (does not apply to advanced K-F Drive)
- Cancel a hostile "Interdiction" order targeting the battery-equipped ship or formation.

Jumping During Combat

If a ship or formation wishes to execute a jump while combat is still occurring in a thread, the owning faction must use a Withdrawal order to do so. This means that the enemy may attempt to Interdict the move.

Reinforcement

Reinforcement is a type of *unplanned* movement that can be used to respond to enemy attacks. The follow restrictions apply to reinforcements:

Quality Penalty

For every transported formation in a hex under reinforcement status, all friendly units in the hex suffer a cumulative -1 penalty to quality. This reflects the additional burden on supplies in the field caused by the unplanned arrival of additional forces. The RR unit improvement can partially reduce this penalty.

Must Be Declared

All unplanned moves made in reinforced status must be documented on the next turn's orders sheet. This effectively prevents any of the involved formations from making planned moves during that turn; unless a formation "cools down" for a turn it will continue to be in reinforcement status as long as it continues making unplanned moves.