

Unit Markets

Introduction to Unit Markets

Commander, our campaign options now grant us access to the intricate web of Inner Sphere and Periphery Unit Markets. These clandestine bazaars offer a diverse array of units, providing a perfect blend of opportunity and unpredictability that mirrors the chaotic nature of warfare. These markets stand in contrast to the more deterministic Purchase Units menu, offering surprises akin to the ebb and flow of battle.

Campaign Options: Market Dynamics

- **Unit Market Method:** Activate or deactivate the monthly unit market, reflecting the volatile state of interstellar commerce.
- **Regional BattleMech Weight Variations:** When enabled, the weight classes of 'Mechs appearing in the market will be influenced by the regional faction's doctrines. This nuanced feature currently supports the Free Worlds League, Lyran Alliance/Commonwealth, and Draconis Combine.
- **Special Vehicle Chance:** Specifies the likelihood of artillery or support vehicles infiltrating the market.
- **Unit Market Rarity Modifier:** This modifier impacts the frequency and variety of units appearing, a nod to the scarcity of wartime resources.
- **Instant Unit Market Delivery:** Choose if units arrive instantly or take 2d6-2 days, reminiscent of the logistical uncertainties in military procurement.
- **Unit Market Refresh Report:** Enable notifications to keep abreast of the market's latest offerings.

Types of Markets

The galaxy's marketplaces are diverse, each with its own character and inventory, reflecting the socio-economic conditions of the factions they serve.

1. Open Market:

- **Description:** This market represents the public sale of units available to your campaign faction. Prices are slightly higher than average, but units are generally available in reasonable numbers. Think of it as the corner store of the galaxy—convenient and reliable.
- **Rarity:**

- BattleMechs: Uncommon
- Aerospace Fighters: Uncommon
- Vehicles: Very Common
- Conventional Fighters: Common
- **Quality:** Fixed at C (C), randomized quality has no modifier.

2. Employer Market:

- **Description:** Accessible only during active contracts, this market offers your employer's surplus or unwanted units and salvage. It's like having a reliable backdoor supply line, providing necessary reinforcements at a moment's notice. Prices are generally lower than average for employer units, while enemy salvage is sold at a premium.
- **Rarity:**
 - BattleMechs: Rare
 - Aerospace Fighters: Rare
 - Vehicles: Common
 - Conventional Fighters: Uncommon
- **Quality:** Fixed at B (D), randomized quality at -1.

3. Mercenary Auction:

- **Description:** The mercenary auction market embodies the essence of our trade—mercenaries swapping surplus units and salvage through the MRBC. It's a veritable flea market for the battle-hardened, where you can find hidden gems at a bargain. Fellow mercs get a slight discount, while others might pay a bit more.
- **Rarity:**
 - BattleMechs: Uncommon
 - Aerospace Fighters: Uncommon
 - Vehicles: Very Common
 - Conventional Fighters: Common

- **Quality:** Fixed at C (C), randomized quality has no modifier.

4. **Factory Line:**

- **Description:** Reserved for commanders with stellar reputations (Dragoon Rating B or higher), this market offers pristine, brand-new units fresh off the assembly line. Picture it as a high-end dealership, where the latest models await in all their unblemished glory.
- **Rarity:**
 - BattleMechs: Rare
 - Aerospace Fighters: Rare
 - Vehicles: Common
 - Conventional Fighters: Uncommon
- **Quality:** Fixed at F (A), always generates units with a quality of F (A).

5. **Clan Factory Line:**

- **Description:** Exclusive to Clan factions, this market offers heavily discounted units associated with your Clan, still gleaming from their production run. It's a Clan warrior's dream, providing the tools necessary to maintain our technological edge.
- **Rarity:**
 - BattleMechs: Very Common
 - Aerospace Fighters: Common
 - Vehicles: Uncommon
- **Quality:** Fixed at F (A), always generates units with a quality of F (A).

6. **Black Market:**

- **Description:** The Black Market is the galaxy's shadowy underbelly, offering rare and sometimes dubious units from across the factions at a discount. But buyer beware—there's always a risk involved. Imagine it as a risky venture into the depths of Solaris VII's underworld, where fortune and folly walk hand in hand.
- **Rarity:**

- BattleMechs: Very Rare
- Aerospace Fighters: Very Rare
- Vehicles: Uncommon
- Conventional Fighters: Rare
- **Quality:** Variable based on a d6 roll, reflecting the risks of black market dealings.