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# MAINTENANCE, REPAIR AND SALVAGE CHECK MODIFIERS TABLE (CONTINUED)

## TECHNICIAN TYPE MODIFIERS

Technician Type	Modifier
Inner Sphere Technical Team working on Clan Tech	+2
Per additional Team	-1*

\*To a maximum of 3 teams per unit; maintenance on WarShips, JumpShips, Space Stations, DropShips and Large Naval Vessel Support Vehicles cannot be augmented with additional Technical Teams.

## TEAM CASUALTY MODIFIERS

Technical/Medical Team Casualties*	Modifier
None	+0
1	+1
2	+1
3	+2
4	+2
5	+3
6	+4

## CREW HITS MODIFIERS

Crew Hits Taken	Modifier
0	+0
1	+1
2	+1
3	+2
4	+3
5	+4

\*For simplicity, the Technician/Doctor is always assumed to be the last individual to be eliminated.

## LOCATION MODIFIERS

Location	Modifiers
In the Field*	+2
Mobile Field Base**	+1
In Transport Bay†	+0
Maintenance Facility‡	-2
Factory Conditions§	-4

\*Tools and access gantries are improvised or nearly non-existent, minimal protection against elements, variable lighting

\*\*More extensive tool access, dedicated maintenance vehicle mounting Salvage Arm, Lift Hoist, and so on, but still variable lighting and minimal protection against elements; the Mobile Field Base equipment (see p. 33, 70) automatically applies this modifier without the need for the unit mounting that equipment to also mount a salvage arm, lift hoist and so on, as described.

†Complete shelter, ideal lighting, and access to extensive tools and unit-appropriate gantries.

‡Any tool needed, ideal conditions, cannot build any part from scratch but enough resources available to cobble together "best fits" and "solid bypasses" that almost pass for the real thing.

§Any tool or fabrication equipment needed to build from scratch any part, ideal conditions (factory must be designed to build the unit type in question; i.e. if the factory doesn't build an aerospace unit, then it would only be considered a maintenance facility for that unit type)

## PLANETARY CONDITIONS MODIFIERS

Planetary Conditions	Modifiers*
Zero-G	+2
Low-G (less than 0.8 of Terran standard)	+1
High-G (more than 1.2 of Terran standard)	+2
Very High-G (2.0 or more higher than Terran standard)	+4
Vacuum or Tainted Atmosphere (due to bulky suits)	+2
Trace or Very High Pressure Atmosphere	+1
Extreme Temperatures† (due to suits and/or other apparatus)	+1
Heavy Snow Fall/Ice Storm/Lightning Storm/Strong Gale/Torrential Downpour	+1
Blizzard/Storm/Tornado	+2
Moonless Night/Solar Flare‡	+1
Pitch Black‡	+2

\* If outside of a sealed structure/building/unit †If higher than 50 degrees C, or less than -30 degrees C ‡If no lights/cover available

