



## FACTION AVAILABILITY MODIFIERS TABLE

Source Location	Current Location														
	CC	CS	Clan	DC	FS	FRR	FWL	LC	TH	WoB	OA	TC	MC	RWR	Other
CC	+0	+3	+3	+2	+1	+3	+1	+2	+1	+2	+3	+1	+1	+3	+3
CS	+0	+0	+2	+2	+2	+1	+3	+1	—	+2	+2	+3	+3	—	+3
Clan	+3	+2	+0	+2	+2	+2	+3	+2	—	+2	+2	+3	+3	—	+3
DC	+2	+2	+2	+0	+1	+1	+2	+1	+1	+2	+1	+3	+3	+2	+3
FS	+1	+2	+2	+1	+0	+3	+2	+1	+1	+2	+1	+1	+2	+3	+3
FRR	+3	+0	+2	+1	+3	+0	+2	+1	—	+2	+3	+4	+4	—	+3
FWL	+1	+3	+3	+2	+2	+2	+0	+1	+1	+2	+2	+2	+1	+2	+3
LC	+2	+1	+2	+1	+1	+1	+1	+0	+1	+2	+2	+2	+2	+1	+3
TH	+1	—	—	+1	+1	—	+1	+1	+0	—	+2	+2	+2	+2	+3
WoB	+2	+2	+2	+2	+2	+2	+2	+2	—	+0	+2	+2	+2	—	+3
OA	+3	+2	+2	+1	+1	+3	+2	+2	+2	+2	+0	+1	+2	+3	+3
TC	+1	+3	+3	+3	+1	+4	+2	+2	+2	+2	+1	+0	+1	+3	+3
MC	+1	+3	+3	+3	+2	+4	+1	+2	+2	+2	+2	+1	+0	+3	+3
RWR	+3	—	—	+2	+3	—	+2	+1	+2	—	+3	+3	+3	+0	+3
Other	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+0

**Key:** **CC:** Capellan Confederation **CS:** ComStar **DC:** Draconis Combine **FS:** Federated Suns **FRR:** Free Rasalhague Republic  
**FWL:** Free Worlds League **OA:** Outworld Alliance **TC:** Taurian Concordat **LC:** Lyran Commonwealth (Lyran Alliance) **TH:** Terran Hegemony  
**MC:** Magistracy of Canopus **RWR:** Rim Worlds Republic **WoB:** Word of Blake

(Regular Skill Rating) – 1 (Availability Rating D) = 6]. A roll of 5 secures a salvage-quality weapon with a Quality Rating of B, but on consulting the Salvage Quality Equipment Table and rolling a 1D6 result of 4, Sam notes that this weapon only inflicts 8 points of damage instead of 9.

### Fabrication

Even if a suitable part cannot be sourced then it may be possible to fabricate a replacement from scratch. Only one Tech team can work on fabricating a component at a time, and their skill check TN receives an additional +2 modifier. The time and cost required is equal to ten times that of replacing the part and without the use of a factory-grade installation is limited to components with a base Tech level A, B, or C.

The time required can be spread over multiple Maintenance/Repair Cycles, but the skill check is made only at the end of the designated time. If the attempt fails then the time and effort is wasted, but another attempt to fabricate a part can be made. If the individual Quality Ratings are being tracked, the MoS from the Replacement Part MoS Table will indicate the quality rating of the component. Otherwise assume the quality rating matches that of the unit in which the fabricated component is being installed.

The purchase price of a fabricated part is half that of a new component.

*With her CLNT-2-3T Clint in desperate need of a new life support system, Jane has elected to have one of her tech teams fabricate a replacement while they are in transit aboard the command's DropShip. Normally it would take 180 minutes to replace a 'Mech's life support system, so*

*fabrication will take 1,800 minutes, or 30 hours. Therefore it will take a tech team four maintenance periods to complete the fabrication.*

*With a Regular Skill Rating, the TN for the attempt is 9 [7 (Regular Skill Rating) +2 (Fabricating) +0 (Tech Level C) +0 (Transport Bay) = 9]. They are just successful with a roll of 9, and the Clint's new life support unit has a Quality Rating of C.*

## FUEL AVAILABILITY & COST TABLE

Fuel Type	Cost (per ton)	Availability
Natural Gas	1,200	A
Petrochemicals	1,000	A
Hydrogen	15,000	C*
Alcohol	1,500	A

\*Hydrogen can be produced for no cost using fusion, fission or solar power plants.

### Fuel (Optional)

If fuel consumption is being tracked (see *Refueling*, 34), players can find the Availability Ratings for different types of fuel and their cost on the Fuel Availability and Cost Table (see above). For speed of play, fuel is checked for in 5-ton blocks. Hydrogen fuel can be produced by any unit with a fission, fusion or solar power plant at no cost if it is not undergoing repair or modification, at a rate of 10 tons per Maintenance/Repair Cycle unless local conditions (such as lack of water) eliminate this option.

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