

Devin Raid

Contract #: 689712-A

Employer: Shadowblacks

Nothing fancy about it, this is a standard smash and grab. The Baron's solidifying control of his planet, and that means controlling the money. He's having all the local banks' Germanium supply transferred to a new planetary bank under his control, to give his scrip some solid backing, but the transfer makes it vulnerable. We'll supply you with the target and timing. Get in, grab the crates, get out, and bring it back. We'll help you lay low for a month before we get you off planet. Should be a nice, profitable relationship for both of us.

Location (Primary Terrain): Devin (Grasslands)

Type Of Action: Raid

Length of Contract: 2 Months

Base Pay: 90% (6)

Support: Straight / 40% (3)

Transportation: 50% (7)

Salvage Rights: 20% (5)

Command Rights: House (7)

Piracy Suppression

Contract #: 689712-B

Employer: Christian Jardine, Baron of Devin

Location (Primary Terrain): Devin (Grasslands)

Type Of Action: Retainer

Length of Contract: 2 Months

Base Pay: 80% (5)

Support: Straight / 100%(6)

Transportation: 100% (9)

Salvage Rights: 10% (4)

Command Rights: Liaison (8)

My father the baron has been plagued by piracy and financial opposition since he took the throne. We're consolidating the planetary financial system under one hand, and we need a security force in place to protect the raw bullion when we move it - there are some rumors that off planet mercenaries are being brought in. If all goes well, we shouldn't even need you, but we both know how that goes. And if there is combat, we'll throw in a hefty bonus.

Mission Brief:

Contract #: 689712

Intensity(Number of Tracks): 2-3

Behind The Scenes: These are two opposing contracts. The player hired by the Shadowblacks is the Pirates, while the player hired by the Baron of Devin is the Barony.

The first month of this track, immediately after travel, the Pirates ambush the trucks transporting the planet's Germanium supply. This attack happens "offscreen," but after the ambush, play the *Breakthrough* track, with the Pirates as the attackers and Barony as the defenders. The next month, the Barony players track the Pirates to their local hideout. Play the *Strike* track, with the Barony as the defenders. After the *Strike* track ends, the winning player will have an option to play another track.

If the Pirate player wins the *Strike* track, they can choose to keep the Germanium for themselves instead of handing it over to the Shadowblacks, and the Shadowblacks hunt them down. Play the *Assault* track as the Defender against a Pirate opposing force. If the Pirate player chooses to play this track, they are blacklisted by the Shadowblacks and will never be able to join them (see *Big Leagues, HS: Hinterlands*), but as the Shadowblacks aren't exactly legitimate employers, this does not count as breaking a contract and has no associated Reputation penalty. If the Pirate player wins, they keep the Germanium, which can be sold through a fence for 1000 SP the next time the Pirate player's company heads to Almotacen. If the Pirate player wins *Strike* but doesn't choose to play this track, this qualifies as the required Act of Piracy to join the Shadowblacks.

If the Barony player wins the *Strike* track, after returning the Germanium, they discover that the Baron of Leskovik doesn't have the funds to pay the bonus he promised. They can choose to either accept being stiffed, in which case they collect salvage from the previous battle as if they had 100% salvage terms as the Baron offers what little he can, or insist on taking their payment. If the players insist on taking payment, they play an *Assault* track as an attacker against the Baron's palace guards, a Lyran opposing force. If the Barony player wins, they recover the Germanium, which can be sold through a fence for 1000 SP the next time the Barony player's company heads to Almotacen. As the Baron is the one breaking the contract here, there is no Reputation penalty for playing this track.

If either of the optional tracks are played, the track takes place immediately after *Strike*. There is no time between tracks for repairs or healing, and the player playing the track has 100% salvage rights and no support terms. Do not roll on the command complications table during an optional track.

Special Rules

Victory: The winner of the *Strike* track can claim victory in the overall contract, regardless of what happens in an optional track.

Temporary Hire: The first time a mercenary force is unable to field a force of at least two-thirds of the maximum permissible BV/PV for their next track, a local mercenary will offer their services. The player may choose each track of this contract whether they want to pay to participate in each track or not.

Cocoa: It's more than your life's worth to ask where Cocoa got her callsign, but she's clearly worth her weight in a fight. Only available to the Pirate player, Cocoa is a member of the Shadowblacks. She has piloting 4, gunnery 4, and pilots an LDT-X4 *Brigand* (1038 BV). She requires 50 SP per track she participates in, plus 50 for each injury she suffers. If the Pirate player betrays the Shadowblacks after hiring her, she's impressed with their guts, and if the Pirates win, she permanently joins the company for free.

Lady Esme Catherine Sapphire Utako Jardine, Dame of the Order of Antares, Baroness-In-Waiting Von Devin: Lady Esme's father, the Baron of Devin, ensured that his daughter had all the proper education expected of a noblewoman, and that includes piloting a battlemech. Lady Esme has piloting 5, gunnery 4, and the Sharpshooter special pilot ability. She pilots a Wolfhound 2 (1061 BV). She requires 75 SP per track she participates in, plus 50 SP if her mech suffers any structure damage. If the Barony player wins the Strike track after hiring her, Lady Esme is so disgusted by her father's decision to stiff the mercenaries that she permanently joins the company if the player pays her a 500 SP hiring bonus.

Purchase Options: Neither employer has mechs for purchase during this contract. However, a constant stream of traders and merchants visit Devin, and many have mechs for sale. Each month, each player rolls 2d6. On a 2-7, a single mech is available. On an 8-10, two mechs are available. On an 11+, three mechs are available. If the result on the dice is odd, a Lyran merchant offers to sell to the player. On an even result, a Sea Fox merchant offers to sell to them. Roll on the corresponding RAT from page 70 of *Hot Spots: Hinterlands*.