

Dropship Capture

Contract #: 20459-1

Employer: Christian Jardine, Baron of Devin

Location (Primary Terrain): Devin (Grasslands)

Type Of Action: Raid

Length of Contract: 2 Months

Base Pay: 80% (5)

Support: Straight/40% (3)

Transportation: 75% (8)

Salvage Rights: 50% (8)

Command Rights: Liaison (8)

The Baron of Devin is pressuring the owner of the planet's single notable export industry, an armorworks that produces standard combat-grade armor plating. With business booming since the Falcons retreated, Hardhead Plating Limited has been producing record profits for months, and the Baron of Devin has decided to nationalize the company. Crucial to doing so is taking away their access to clients, and that means their DropShip. Capturing the company DropShip will cut off Hardhead's main access to revenue and force them to the negotiating table.

Dropship Defense

Contract #: 20459-2

Employer: Hardhead Plating, Ltd.

The so called "baron" is a common thug. Did you know his title's self appointed? He's trying to nationalize us, right after we broke free from the Clans, and we know he's after our DropShip. The ability to deliver armor plate en masse to combat zones where we can sell it at premium prices is our main advantage over the competition. We need you to defend it for us. If you can crush the Baron's mercs, get him to give up on hiring them as a bad job, so much the better.

Location (Primary Terrain): Devin (Grasslands)

Type Of Action: Garrison

Length of Contract: 2 Months

Base Pay: 90%(6)

Support: Straight / 100% (6)

Transportation: 0% (5)

Salvage Rights: 50% (8)

Command Rights: House (7)

Mission Brief:

Contract #: 20459

Intensity(Number of Tracks): 4

Behind The Scenes: These are two opposing contracts. The company hired by the baron are the Barony, and the company hired by Hardhead Plating are the Armorers.

This contract occurs at a rapid pace - two tracks are played per month. The first month, the Barony company chooses which tracks to play. The first month, the available tracks are Objective Raid, Recon, and Strike. Whichever one of these is not played must be played the following month, followed by the Repel Boarders track. The Barony are the attackers and the Armorers defenders in Objective Raid, Strike, and Repel Boarders. The Barony are the defenders and the Armorers the attackers in Recon.

Before each track except Repel Boarders, roll 1D6 to determine possible complications. Add 1 if the player has Liaison command, 2 for House command, and 3 for Integrated command.

1D6	Complication
1-3	No complication
4	All the experienced soldiers have signed on with mercenary companies and left the planet - Battlefield Support Assets may only be purchased with their worst skill rating this track.
5	A forest fire swept through here recently. Your opponent may choose up to three light wood hexes to replace with rubble.
6	The opposition knew you were coming and pre-placed a 'Mech. One of the opposing 'Mechs may be set up anywhere it could normally be set up, or within four hexes of the owner's map edge, using the Hidden 'Mech rules.
7+	Roll twice and apply both results, treating further rolls of 7+ as No complication.

Special Rules

Consequences: The winner of each track will have an effect on the Boarding Action.

Objective Raid: The winner of the Objective Raid track captures a supply of artillery shells, and receives 12 battlefield support points which can only be spent on Artillery strikes in the Repel Boarders track. If this track is fought in the second month, the winner receives 18 BSP instead.

Recon: The winner of the Recon track, with superior intelligence, chooses their starting map edge in the Repel Boarders track. If this track is fought in the second month, the winner also sets up the map in the Repel Boarders track.

Strike: The “HQ” in the Strike is a turret control tower. The winner of this track hacks the control tower, bringing the defensive emplacements in on their side, and receives 13 BSP which can only be spent on emplacements in the Repel Boarders track. If this track is played in the second month, the winner receives 26 BSP instead.

Victory: The winner of the Repel Boarders track claims victory in the contract.

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.

Calico: Never shy to poke holes in anyone’s plan and willing to take a stab at any problem, Calico is a piloting 4/gunnery 3 MechWarrior who pilots a Firefly C (1290 BV). She demands a 100 SP bonus upon hiring her, plus 50 SP for each track she participates in, and her ‘Mech be fully repaired after each engagement. If her ‘Mech is Truly Destroyed, she will join your company for a 150 SP payment. If you refuse, she’ll offer her services to the opposition for a 100 SP payment.

Purchase Options: Neither employer has ‘Mechs to purchase during this track. However, there is the chance of a passing trader. Each month, each player may roll 2D6. On a 2-6, no merchant offers to sell to them. On a 7-9, a Lyran merchant offers to sell to them. On a 10+, a Sea Fox merchant offers to sell to them. Roll once on the appropriate RAT from HS: Hinterlands page 70 to determine which mech is available, paying its BV in SP to purchase it.

—Unique Track—

Repel Boarders

(The Barony are the attackers and the Armorers the defenders)

Game Setup

The winner of the Recon track chooses a map edge to be their starting edge, and their opponent takes the opposite edge to be their starting edge. If the winner of Recon won it in the second month, they also choose the mapsheet. Otherwise, the other player chooses the mapsheet. The Defender places a *Danais* class DropShip anywhere within 8 hexes of their map edge. The *Danais* is unarmed, and as both sides want to keep it intact, it can’t be the target of attacks. Treat it as a Level 10 hill which consists of a central hex and the six hexes immediately adjacent to it. (*Note: A Danais is visually very similar to a Union class dropship, so a model or token of a Union can represent the Danais*)

Attacker

The attacker’s forces move onto the map from their starting edge during the first turn.

Defender

The Defender's forces may be set up anywhere within 4 hexes of the DropShip. Emplacements may be set up anywhere in the half of the map closest to the Defender's starting edge.

Objectives

Control The Dropship [100]: End the battle in control of the DropShip(See below)

Special Rules

Track End: The Track ends after the end of any turn where one side had no units in play, after the attacker has controlled the DropShip for three consecutive turns, or after the end of the tenth turn.

Control The Dropship: The defender begins the battle in control of the DropShip. Infantry capable of swarm attacks and Battlefield support assets with the Swarm special may enter the DropShip's hexes without climbing on top of it. Any time an asset does so, its owner gains control of the DropShip.