

Escort Duty

Contract #: 518790-1

Employer: Apollonaire Malthus

Part of the deal we cut with the Sea Foxes when we opened this town was that we cover their deliveries and are responsible for their physical security. As it's worked out, that means mercs take it in shifts to cover the deliveries. While you're in town, you're on call for whatever we need, but your main responsibility is making sure the Foxes make their deliveries. Make sure that happens, and we won't have any problems during your shift.

Location (Primary Terrain): Almotacen (Savannah)

Type Of Action: Retainer

Length of Contract: 1 Month

Base Pay: 100% (7)

Support: Straight / 80% (5)

Transportation: 0% (5)

Salvage Rights: 40% (7)

Command Rights: House (7)

DropShip Robbery

Contract #: 518790-2

Employer: Big Bill Kell

Every few months, the Foxes deliver a bundle of merchandise - top quality mechs, straight from their enclaves. The first few deliveries were made in one of their military droppers, but lately, they've been using an unarmed Danais for the job. We're going to make them regret that. High quality clan tech to steal, a thumb in the foxes' eyes, and a sweet payday for you. What's not to love?

Location (Primary Terrain): Almotacen (Savannah)

Type Of Action: Raid

Length of Contract: 1 Month

Base Pay: 70% (4)

Support: Straight / 40% (3)

Transportation: 0% (5)

Salvage Rights: 70% (10)

Command Rights: Independent (11)

Mission Brief:

Contract #: 518790

Intensity(Number of Tracks): 2

Behind The Scenes: These are two opposing contracts. Both forces will be player controlled mercenaries. The mercenaries hired by Apollonaire Malthus are the Guards, and the mercenaries hired by Big Bill Kell the Raiders.

This contract lasts a single month, but two tracks are fought during that month. The first is the distraction, in which the Raiders stage an attack on an isolated facility to draw the Guards out of position. The second is the raid, where the Guards have to rush to return to protect the shipment. There is no Time Between Tracks in which to repair or rearm, as these engagements take place within hours of each other.

The distraction is played as the Retreat track. The Guards are the attackers, and the Raiders are trying to escape after raising a ruckus.

The raid is played as the assault track. Optionally, players may place a *Danaïs* class dropship on the map. The *Danaïs* is visually similar to the *Union* and can be represented with a model or token for one, but is unarmed, and it takes no part in the battle besides serving as terrain.

Before each track, each player rolls on the Command Complications Table below, adding 1 if they have Liaison command rights, 2 for House, and 3 for Integrated.

1D6	Guards	Raiders
1	The Foxes hold a clearance sale to make room for new inventory. You may immediately roll on the Sea Fox Merchant RAT (HS Hinterlands pg 70) and purchase the resulting mech for 75% of its list price.	You're dumb enough to buy a new mech this weekend! You may immediately roll once on the Lyran Merchant RAT (HS Hinterlands pg 70) and purchase the resulting mech for 75% of its list price.
2-3	No Complication	No Complication
4	A previously unnoticed codicil in your contract comes to light. Your salvage rights during this track are Exchange.	You'll fall for this bullshit, guaranteed! At the beginning of the game, your opponent chooses turn 2, 3, or 4. They automatically win initiative during the chosen turn.
5	Exclusive home of the meanest sibko in the coreward deep periphery! Your opponent may add a single Elementals battlefield support asset to their force, which is set up using the Hidden Unit rules.	Home of challenge PPCing! You heard us right, challenge PPCing! Randomly determine one of your mechs. It starts the game with +30 heat, but automatically passes all resulting checks for shutdowns and ammo explosions.
6	Getting into a poker game with the magnate of a gambling family was a bad idea. Randomly select one of your mechwarriors - either permanently fire that mechwarrior from your company	Bad Deals! Mechs that shut down! At the beginning of the track, choose one of your mechs. That mech begins the game shut down, and only starts up at the beginning of the next turn.

	or pay 100 SP to settle their debts.	
7+	The technician caste is on strike again. Before the track, randomly determine one of your mechs and roll on the front/rear location table. The resulting location suffers 5 damage and a critical hit check. Explosive components damaged by this roll are disabled but do not explode. Rolls of 2 and 12 on the location table have no effect.	You're fucked six ways from Sunday! Roll twice and apply both results.

Special Rules

Victory: The winner of the assault track is the winner of the contract.

Maintenance: If you take this contract, for the month it lasts, you must pay your standard Maintenance rather than the reduced amount normally required when at a Hiring Hall, as your mechs are active and your pilots owed hazard pay.

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.

Sweetie: A clan mechwarrior who also adorns plenty of pinup posters throughout the hinterlands, Hua "Sweetie" Sea Fox's side gig as a model doesn't slow her down in the cockpit, and many of her photo shoots feature her in the traditional outfit of a Succession Wars era mechwarrior. Sweetie has piloting 5, gunnery 4, and pilots a Piranha 5. She requires 100 SP up front, plus 50 SP if her mech takes any critical damage. She can only be hired by the Guards player and cannot be permanently hired.

Little Bill: Whether Little Bill is actually related to Big Bill Kell or not is unclear, but he seems to serve as Big Bill's chief enforcer both in and out of the cockpit. A man of few words with a surprising hobby of poetry, he's still not afraid to get his hands dirty. Little Bill has piloting 5, gunnery 4, and pilots a Wolverine 9R. He requires 125 SP to hire. He can only be hired by the Raiders and cannot be permanently hired.

Purchase Options: Neither employer has mechs directly for purchase during this contract. However, as Big Bill Kell cuts his contractors in on the loot and a grateful Clan Sea Fox wants to reward their defenders, the winner of the contract may roll twice on the Clan Sea Fox merchant Random Allocation table (*Hot Spots: Hinterlands*, pg. 70) and may add one rolled mech to their company for free.