

Titan Hunters

Contract #: 516892

Employer: Morges Planetary Government

For weeks now, we've been dealing with higher than normal numbers of pirate raids with oddly sophisticated technology. Only in the last month, though, did we learn their origins - deserters from the Republic of The Sphere. The Republic's surrender dumped plenty of suddenly stateless soldiers with grudges and equipment on us. Why they chose Morges, I can't tell you, but we need these raids to stop. Unfortunately, the Republic is numerous as well as well armed, so we're hiring both of you. I hope we can trust you to work together.

Location (Primary Terrain): Morges (Grasslands)

Type Of Action: Retainer

Length of Contract: 3 Months

Base Pay: 90%(6)

Support: Straight/40% (3)

Transportation: 0% (5)

Salvage Rights: 50% (10)

Command Rights: Integrated(3)

Mission Brief:

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Intensity(Number of Tracks): 3-4

Behind The Scenes: This is a cooperative contract, pitting two separate player controlled mercenary companies of the same scale against a single ex-Republic pirate band commanded by a GM. Combat occurs at a steady pace, with one track each month, plus an optional track at the end.

The two player mercenary companies are treated as allied players, so they are not affected by each others' ECM or other effects that mention hostile units, benefit from any effects that mention friendly units, and may not deliberately attack each other. Engaging in combat with friendly mercenaries results in a contract breach.

The first month, play the Defend track as the defenders as the mercenaries repel a pirate raid. Play the Defend track as the Defenders. In the second month, the mercenaries raid the pirates' staging area - play the Strike track as the attackers. In the third month, the mercenaries attack the pirates at their hidden base - play the Tartarus Base. After the Tartarus Base track, the players will have the option to play another track. If so, it takes place immediately after Tartarus Base, with no time between tracks for repairs.

Before each track, 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	Pirates and exiles hardly have the same standards of operational security as active militaries, and you've gotten your hands on an intelligence windfall. Once this track, you may choose to automatically win initiative.
2-4	No complication
5	Communications delays have separated you from your local support. Your battlefield support assets enter the battlefield from your map edge during the second turn's movement phase, while your battlefield support strikes may not be used until turn 4.
6	The pirates chose their ground well - remnants of a long-ago battle dot the field. The GM receives 13 battlefield support points which can only be spent on minefields or on emplacement assets.
7+	Substandard parts and maintenance are the constant bane of mercenaries. Before this battle, for each of your mechs, roll on the front/rear hit location table, then resolve a critical hit check against the rolled location, rolling to determine number of crits and slot as normal. Explosive components such as ammunition bins and gauss weapons do not explode, but are unavailable for this track. Results of 2 and 12 on the location table result in no critical hits.

Special Rules

Victory: The players can claim victory in this contract if they win the Tartarus Base track, regardless of the results of the optional fourth track.

Republic Pirates: The GM should build a Republic-appropriate OpFor. A set of RAF OpFor tables are provided at the end of this document to aid this process.

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.

Backstab: A deserter from desertion, Backstab was offered a steady paycheck to protect Morges instead of raiding it, and took it. He has Piloting 5, Gunnery 4, and the Hot Dog special pilot ability. He pilots a VP-1 *Viper* battlemech(1609 BV). He requires 75 SP per track he participates in, a 50 SP bonus for each unit he destroys, and a 25 SP bonus for each asset he destroys. Backstab cannot be permanently hired.

Purchase Options: Neither employer has mechs for purchase during this contract. However, a constant stream of traders and merchants visit the planet, 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*.

Tartarus Base

Game Setup

This battle is played on the *Open Terrain #2* and *Forward Base* mapsheets from Map Pack: Grasslands. These mapsheets are also printed together on *Battlemat: Grasslands B*. If this contract is being played at Scale 2 or Scale 3, add any two additional *Grasslands* mapsheets except River CommCenter.

Defender

The GM-controlled pirates are the Defender in this scenario. They consist of a Republic OpFor of scale equal to the players' total scale, plus a single choice from the *Superheavy* OpFor table. The pirates begin set up anywhere inside the perimeter of the forward base.

Attacker

The player controlled mercenaries are the Attacker in this scenario. The player units enter the battlefield from the map edge farthest from the base, or, if the base is in the corner, from a map edge within 15 hexes of the corner farthest from the base.

Objectives

Titan Slayers: (Attacker) For each section of the Superheavy destroyed, and each member of its crew killed. **[150]**

Plant The Flag: (Attacker) For each unit within the perimeter of the forward base at the end of the track. **[100]**

Kill Or Be Killed: (Defender): For each attacker unit destroyed. **[75]**

Olympus Inviolate: (Defender): If no attacker units ever enter the forward base. **[500]**

Special Rules

Track End: This track ends at the end of turn 12.

In addition to their normal Battlefield Support Points allowance, the mercenaries receive 28 Battlefield Support Points which may only be spent on Artillery. If they won the Defend track, they instead receive 56.

If the mercenaries won the Strike track, the replacement parts for the superheavy's command systems were destroyed in the HQ, and the pirates do not receive the normal +1 Initiative bonus from fielding a Superheavy Tripod mech.

Aftermath

After playing the Tartarus Base track, the contract is complete. However, if the superheavy tripod is destroyed but salvageable, the players must decide if they want to salvage it for their company.

Because of the unusual and essentially unique parts used in the superheavy tripods, repairs for them have a x2 cost multiplier, instead of the usual x1.5 multiplier for a Mixed Tech machine, and in order to operate at peak efficiency they require three separate mechwarriors, each of which must be hired separately. Due to their slow speed they have a fairly narrow mission profile, and because of their large mass and inability to fit in standard mech bays, any company which includes a superheavy tripod reduces their Transportation rights by one step before any contract negotiation.

After reading the above, decide if you wish to salvage the superheavy tripod. If you do not, or if you do and your partner does not, it is salvaged as normally for your salvage terms. However, if both players wish to salvage the superheavy tripod, their companies come to blows over its wreckage. The employer throws their hands up and says they're not interested in a wreck which causes so much trouble, but the players must play a Meeting Engagement track, but with salvage in effect. This battle is fought immediately, with no time between tracks. No combat pay is awarded for this track, your support rights are not in effect, and you have 100% salvage rights. The winner may salvage the Superheavy Tripod in addition to any other units salvaged during this battle.

Republic OpFor tables

To generate an ex-RAF pirate force of appropriate scale, for every 1 Scale the players have, roll once on this table and field the corresponding force. If the players are both fielding Scale 2 forces, for example, roll four times. Like the OpFor tables in Hot Spots: Hinterlands, each entry consists of a primary force consisting of a mech, a secondary force consisting of Battlefield Support Assets and/or strikes, and an Alternate Force consisting of another mech or two which can be used instead of the Secondary Force.

D12	Primary Force (BV)	Secondary Force	Alternate Force (BV)
1	Arbalest (1029)	x2 LRM Carrier x2 Demolisher (Gauss) Light Bombing x2 Light Air Cover	FLE-17 Flea (510) Jenner IIC 4 (1052)
2	Wolfhound 4W (1090)	x2 Hetzer(Cell) Veteran x2 Condor(Upgrade) Veteran x2 Vedette (Armor) Vetean Heavy Bombing Light Air Cover	Ostscout 11J(908) Crimson Hawk 3 (1029)
3	Fireball 10D (957)	x2 Warrior H-8	Raptor II 2X2 (1304)

		x2 Maxim (BA Factory) x2 IS Battle Armor Squad x2 Sniper	Panther 10K2 (913)
4	Targe 3M(1233)	x2 Bulldog (Plasma) x2 Manticore x2 Light Bombing Light Airstrike	Eisenfaust 7X(1203) Locust 5W2(787)
5	Osprey-36(1532)	x2 GAL-106 Galleon x2 Vedette (Armor) Heavy Airstrike Heavy Air Cover	Shockwave 2F (1453)
6	Mad Cat III (2061)	x2 Foot Infantry IS Battle Armor Squad x2 Hover APC x2 J. Edgar Thumper	Chimera 1S (1173)
7	Rifleman 7X (1645)	x2 Bulldog (Plasma) x2 Manticore x2 Light Airstrike Strafing x3 Light Air Cover	Ostsol 9R (1654)
8	Vulture Mk IV Prime (2110)	IS Battle Armor x3 Light Gun Emplacement x2 Medium Gun Emplacement Light Air Cover	Brigand LDT-5 (762)
9	Marauder 9M2 (1875)	x2 Hetzer (Cell) Veteran x2 Bulldog (ERLL) Vetean Light Airstrike Heavy Bombing Light Air Cover	Eisenfaust 7X(1203)
10	Viking 2G (2152)	Galleon x2 APC, Tracked x2 Foot Infantry Light Airstrike Heavy Airstrike	Targe 1N (813)
11	Lament 2R (1999)	x2 Vedette(Cell) x2 Pegasus (3058 Upgrade) x2 Light Bombing x1 Light Air Cover	Wolfhound 4W (1090)
12	Awesome 10KM (1961)	x3 Light Gun Emplacement x2 Medium Gun Emplacement Heavy Bombing	Arbalest (1029)

		Light Air Cover Heavy Air Cover	
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Superheavy Tripod Table

1D6	Result
1	ARS-v1 Zeus
2	ARS-v1A Hera
3	ARS-v1B Hades
4	ARS-v1D Hephaestus
5	ARS-v1E Apollo
6	PSD-v2 Poseidon