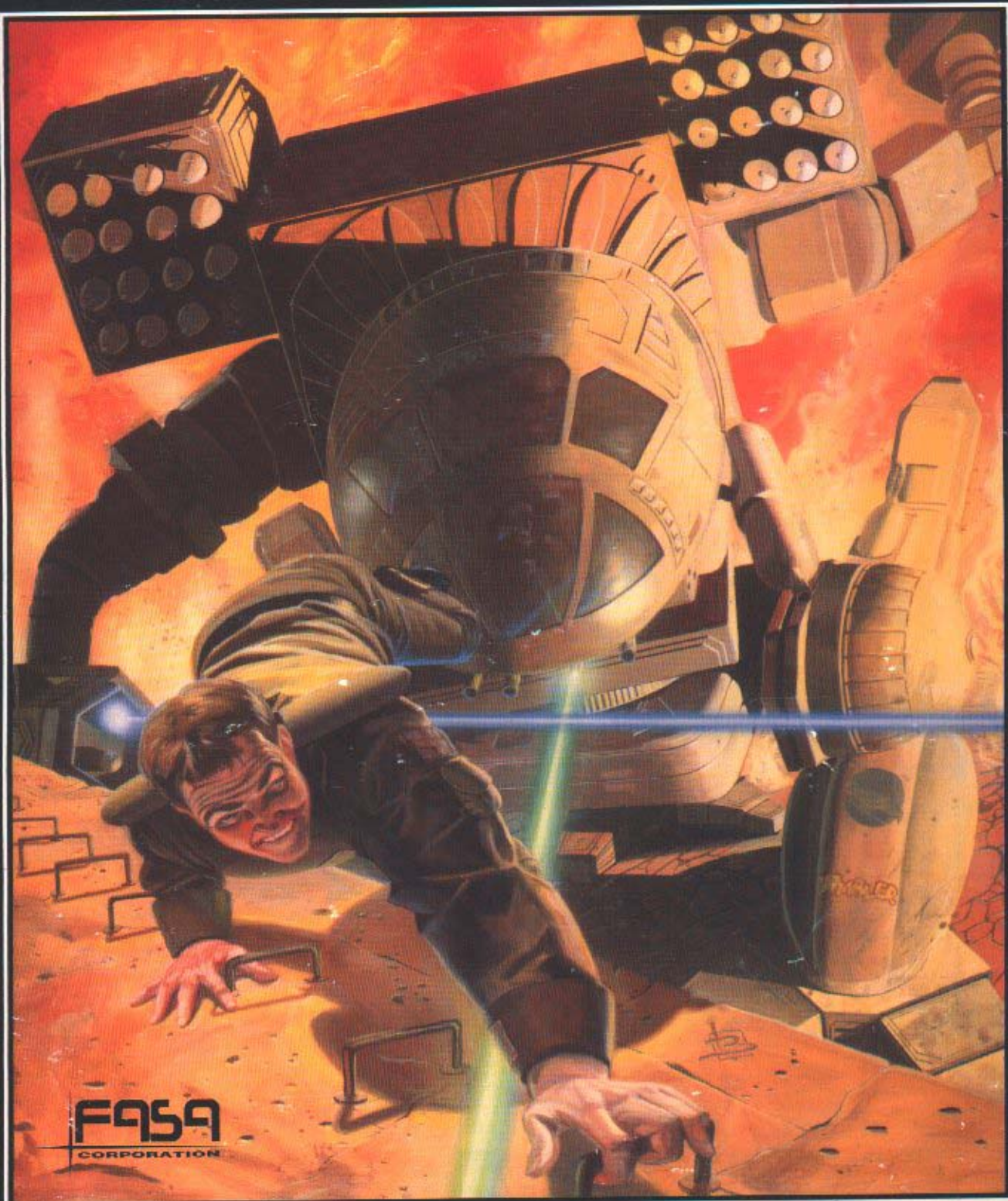


HOT SPOTS

1679



FASA
CORPORATION

CONTRACTS



FEDERATED COMMONWEALTH

CRUCIS MARCH
CONTRACT FC 56601-001-0

Dragoons Rating: C-D

Employer: Baron Jameson Andrews

Location: Gulkana

Days to Jump Point: 23

Type of Action: Planetary Assault

Length of Contract: 6 months-1 year

Unit Type: Any

Unit Size: Company or larger

Pay Rate: Fair

Support: Home Guard Units: 1 battalion mechanized rifle, 1 light armor company

Transport: None

Salvage Rights: Full

Command: See Contract

SITUATION

The dry, warm world of Gulkana has suffered under the harsh rule of President-General Yarborough since the early 3020s when then-Captain Yarborough staged a successful coup. Since that event, the nobility of Gulkana have devoted most of their resources to regaining control of their planet.

When Duke Kevin Salos died almost twenty years ago, it seemed the situation might change. His daughter Christine grasped what little power remained to the nobility and invited the AFFC to Gulkana in an attempt to wrest control from President-General Yarborough.

Though it took fifteen years, the president-general eventually forced the AFFC troops offworld without firing a shot—Yarborough protested to the Federated Commonwealth courts that Duchess Christine had overstepped the bounds of her authority when she brought the AFFC to the planet, and the justices of the court reluctantly agreed.

As soon as the troops lifted offplanet, Yarborough arrested Duchess Christine and executed her for treason. The president-general then appointed Christine's brother, Carlton Salos, to rule. Despite being an obvious presidential lap dog, the new duke is popular with the planet's people.

Unwilling to wait any longer for things to change, Baron Jameson Andrews finally took matters into his own hands. He forged an alliance with the other six baronies to oppose the president-general, naming his confederation the Council of Barons.

OBJECTIVE

The Council of Barons hopes to hire primarily BattleMech units and collect a force strong enough to crush Yarborough's troops. The barons are not foolish, though, and recognize the need for all types of mercenaries. Infantry and light aerospace may be necessary, and they would like to hire special forces agents to sabotage the president-general's military bases. The Council of Barons cannot offer to cover any transportation costs to Gulkana.

The major industry of Gulkana, and a prime target for takeover, is the Yeffters weapons factory located in the capital city of Kanpur. The factory produces a wide variety of autocannons for 'Mechs and DropShips. The president-general controls both the city and factory.

Each city of the map marked with the designation CB is controlled by a member of the Council of Barons. The president-general controls all other cities.

CONTRACT

Mercenaries with BattleMechs will be given Liaison Command, subordinate to the barons. Other mercs will be under House Command. The Council is offering BattleMech units the highest pay rates. Special forces, infantry, and aerospace units will receive substantially less.

TERRAIN

Gulkana is a small, dry world, its surface littered with unusual rock formations. The atmosphere produces very little precipitation, and the planet's only naturally occurring flora and fauna thrives near the equator. This lush jungle supports a variety of natural and imported wildlife. Gulkana has few natural resources.





FEDERATED COMMONWEALTH

CRUCIS MARCH
CONTRACT FC 56601-002-2

Dragoons Rating: B-C
Employer: Marquis Lawrence Ulitock
Location: Great Gorge
Days to Jump Point: 21
Type of Action: Garrison Duty
Length of Contract: 1 year minimum
Unit Type: Mech, Conventional
Unit Size: Company or larger
Pay Rate: Average
Support: None
Transport: 50 percent of cost to planet
Salvage Rights: Full
Command: Integrated

SITUATION

The planet of Great Gorge lies near the border of the Mica Majority, a Periphery realm whose general lifestyle resembles that of the ancient Terran gold rush. As a result, many disreputable groups travel through Great Gorge on their way to the Majority and to the notorious Tortuga Dominions, home of Fuchida's Fusiliers. When the Clan Invasion forced the Federated Commonwealth to pull its garrison troops off Great Gorge and other, nearby planets, Great Gorge fell victim to a series of fierce pirate raids. Unwilling to wait for Archon Prince Victor to fulfill his promise to return troops to his planet, Marquis Ulitock is hiring mercenary units to defend his world.

OBJECTIVE

The forces will defend against pirate attacks.

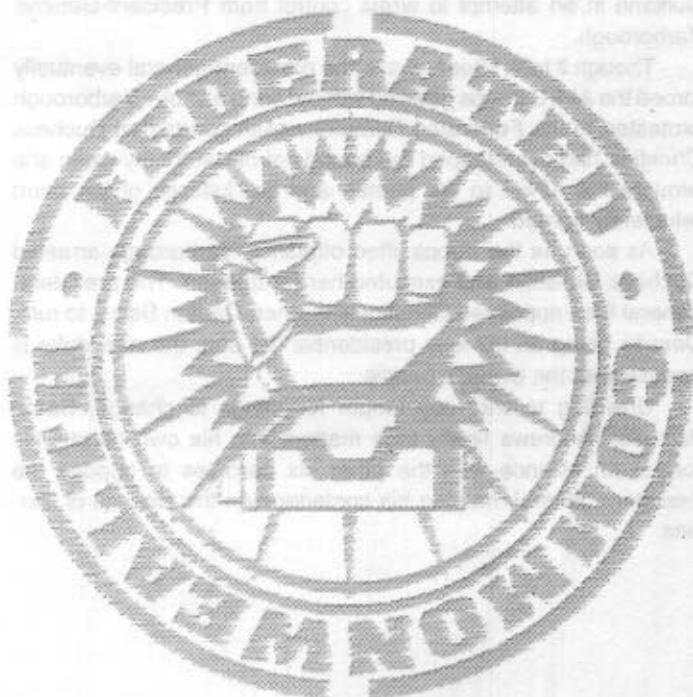
CONTRACT

The Marquis offers average pay and half of the units' transportation cost to Great Gorge.

Though a veteran of the AFFS and quite capable of leading military forces, Marquis Ulitock will exercise only marginal control over any hired mercenaries. He prefers to present troops with specific objectives and allow them to carry out operations in their own style.

TERRAIN

The world of Great Gorge teaches a lesson in extremes. The planet's surface is almost completely covered with mountain ranges, separated by some of the largest known valleys and canyons in the Inner Sphere. Rich in minerals, this planet supports its citizens at a higher standard of living than other Periphery planets, but this wealth makes Great Gorge a prime target for repeated bandit raids. The capital city of Great Gorge is New Stockton.





FEDERATED COMMONWEALTH

CRUCIS MARCH
CONTRACT FC 56602-001-2

Dragoons Rating: C

Employer: Baroness Jennifer Tsanma

Location: Gronholt

Days to Jump Point: 8

Type of Action: Planetary Assault

Length of Contract: 6-8 months

Unit Type: Any, preferably 'Mech

Unit Size: Company or larger

Pay Rate: Fair

Support: Medium Raiding Party

Transport: None

Salvage Rights: None

Command: House

SITUATION

Several years ago, an exploration team made up of citizens from both Hoonar and its neighboring planet of Gronholt discovered rich gem and mineral deposits on Hoonar's uninhabited southern continent. The prospect of future wealth thrilled both planetary governments. Unfortunately, the situation quickly soured when the ruler of Hoonar, Duke Vellant Deedman, refused to share the newfound resources with his neighbor.

Gronholt's Baroness Tsanma attempted to negotiate with the duke, even seeking arbitration from the Federated Commonwealth central government. These efforts met with no success, and so the angry baroness took matters into her own hands, hiring as many mercenary units as she could afford to help conquer Hoonar and control its natural resources.

Her initial attacks paid off. Her forces quickly seized the southern continent, but the duke's militia defeated all further attacks. The baroness is determined to pursue her war of conquest, however.

Duke Deedman is relying on Hoonar's militia to successfully defend the world, though he has repeatedly asked for Archon Prince Victor's intervention. Not surprisingly, in view of current events, the ruler of the Federated Commonwealth has yet to answer Duke Deedman's pleas.

OBJECTIVE

Baroness Tsanma of Gronholt controls the entire south continent of Hoonar and continues to batter the local forces defending the northern continent. She hires mercenaries of all kinds, though she prefers military units. She is also employing special forces agents as saboteurs and spies to harass northern 'Mech facilities and ammo depots.

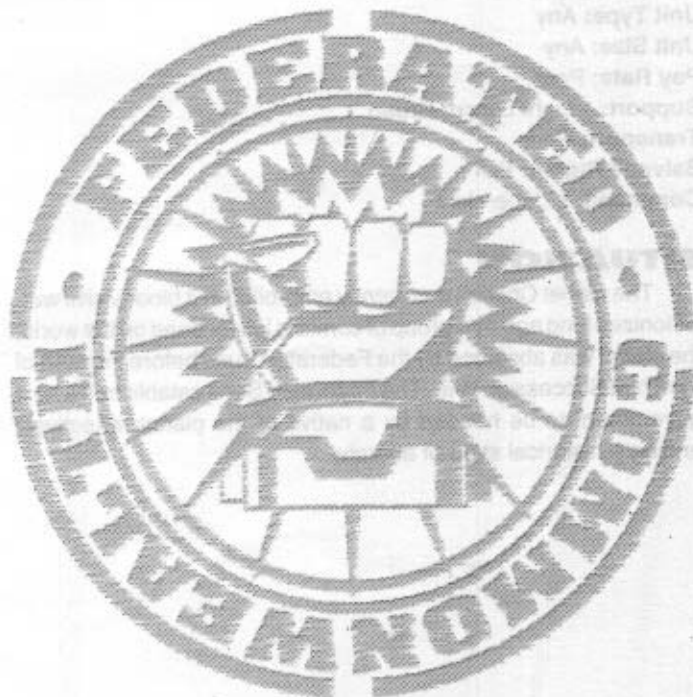
CONTRACT

The contract does not detail transport or salvage rights, but both points are negotiable.

TERRAIN

The planet Hoonar is a water-poor world that, until recently, was unremarkable in every other way. The small world has two continents separated by the planet's only major body of water, the Great Divide River. The river's water runs crystal clear.

The capital city of Hoonar is Homefront City.





FEDERATED COMMONWEALTH

CRUCIS MARCH

CONTRACT FC 56602-002-3

CONTRACT FC 56605-002-6

CONTRACT FC 56602-002-3

Dragoons Rating: B
Employer: Marquis Edward Sims
Location: Cogdell
Days to Jump Point: 7
Type of Action: Riot Duty
Length of Contract: 3-6 months
Unit Type: 'Mech, Infantry
Unit Size: Company
Pay Rate: Fair
Support: Heavy Raiding Party
Transport: None
Salvage Rights: None
Command: House

CONTRACT FC 56605-002-6

Dragoons Rating: D
Employer: People's Leader Barney Jackson
Location: Cogdell
Days to Jump Point: 7
Type of Action: Guerrilla Action
Length of Contract: 6 months
Unit Type: Any
Unit Size: Any
Pay Rate: Poor
Support: 1 Light Lance, Green
Transport: None
Salvage Rights: Full
Command: Independent

SITUATION

The planet Cogdell is currently embroiled in a bloody civil war. Colonized long ago by a group of convicts left for dead on the world, the planet was absorbed by the Federated Suns before the start of the Third Succession War. The Federated Suns established a new government to be headed by a native of the planet, effectively ending a historical state of anarchy.

The government became gradually more pro-Davion and nobility, but the working classes eventually demanded that the ruling nobility abandon their positions and authority.

Demonstrations and riots broke out in the early 3020s, and though the government quickly quelled the unrest, it only fueled the anger and resentment. Sometime in the past two years the mutterings of rebellion became an open revolt, and the citizens are now attempting to overthrow the aging Marquis Edward Sims by might.

Things went well early for the rebels. They mounted successful attacks against the Cogdell militia and began to press their advantage. Marquis Sims retaliated by hiring mercenaries to replace his lost militia troops and pushed back the citizens' army. Their numbers diminished by the successful counterattack, the Public Army has been forced to hire out troops to counter the Marquis' forces.

OBJECTIVE

The rebel objectives are to first cut off the militia's supply lines, then take the cities and then the palace of the marquis. The militia fights to protect their supply lines and regain control of those cities occupied by the rebel forces.

CONTRACT

Both parties are hiring, but neither side will cover transportation costs to Cogdell.

TERRAIN

Cogdell is a beautiful world covered with lush forests and pastures and thousands of acres of arable land, which yield substantial crops of grains and vegetables. Cogdell exports much of this bounty to nearby worlds, but the recent civil war has damaged this land and disrupted trade. Though resource-poor, Cogdell supplies much of the region's fresh water, another product in short supply since the beginning of the civil war.



FEDERATED COMMONWEALTH

CRUCIS MARCH
CONTRACT FC 56603-001-3

Dragoons Rating: B

Employer: Federated Commonwealth Intelligence Secretariat

Location: Mararn

Days to Jump Point: 3

Type of Action: Reconnaissance Raid

Length of Contract: 1 month

Unit Type: Special Forces, Intelligence Agents

Unit Size: NA

Pay Rate: Average

Support: Supplies and equipment

Transport: Fully covered

Salvage Rights: None

Command: Independent

SITUATION

The Federated Commonwealth Intelligence Secretariat, the blanket organization that coordinates the efforts of the MIO and the LIC, is currently hiring freelance agents to infiltrate the organization known as the Citizens for Davion Purity (CDP). The CDP has grown in strength in the last few years, and the FCIC intends to discover their plans for the future.

OBJECTIVE

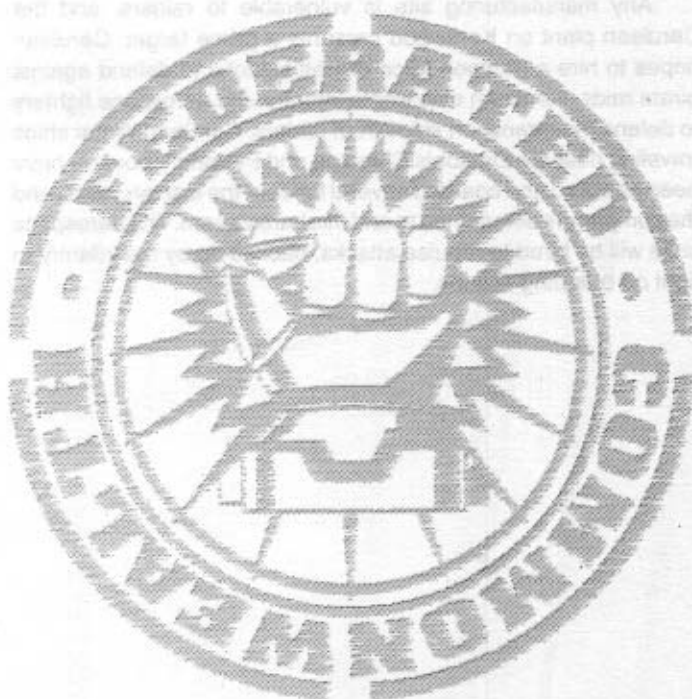
Agents will be hired to infiltrate CDP, headquartered on the backwater world of Mararn. Their assignment will be to gather information on the actual size, strength, and future plans of the group. The FCIS may also ask these agents to initiate operations to counteract or set back the organization's plans.

CONTRACT

The FCIS will transport the agents to Mararn and provide starting cash and any necessary supplies and equipment the hired agent(s) may need.

TERRAIN

Mararn is a hot, dry world dominated by deserts. The world must import most of its water from the nearby world of Gillingham, which also has strong ties to the CDP. Mararn's sparse population huddles in small communities struggling to survive. The central government is relatively weak, as the members of the CDP exert nearly total control of the planet.





FEDERATED COMMONWEALTH

CRUCIS MARCH
CONTRACT FC 56604-001-4

Dragoons Rating: B

Employer: Cerulean Waters

Location: Kentwood, open space between Kentwood and Cerulean

Days to Jump Point: 8

Type of Action: Garrison Duty

Length of Contract: 18-24 months

Unit Type: Mechs, Infantry, Aerospace

Unit Size: Lance or larger

Pay Rate: Average

Support: None

Transport: 100 percent within seven-jump radius

Salvage Rights: Full

Command: Independent

SITUATION

Cerulean Waters is one of the best-known Federated Commonwealth water-purification companies, in continuous operation since pre-Star League times. The rediscovery of Star League-era technology allowed Cerulean to expand its operations and holdings, and the company recently finished constructing a new purification plant on the distant border world of Kentwood.

OBJECTIVE

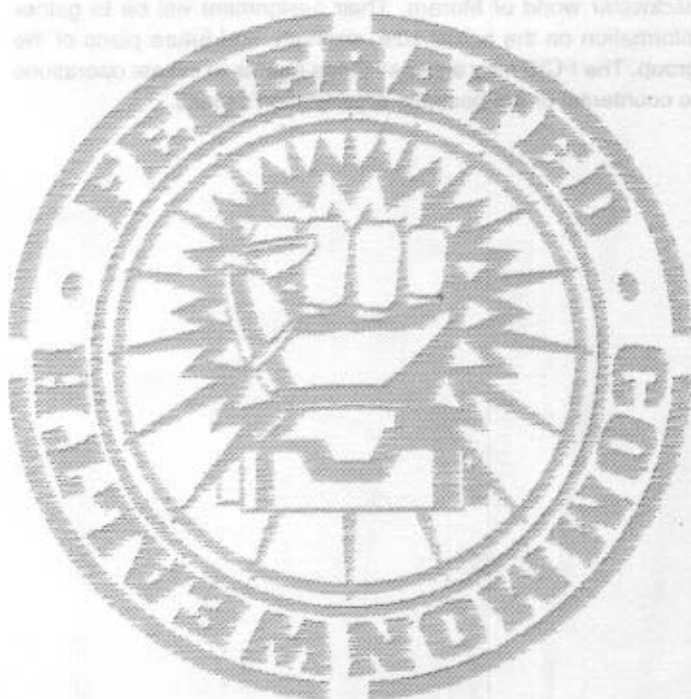
Any manufacturing site is vulnerable to raiders, and the Cerulean plant on Kentwood presents a prime target. Cerulean hopes to hire a garrison force of BattleMechs to defend against pirate raids. Cerulean also wants infantry and aerospace fighters to defend their transport ships from raiders. Cerulean Water ships traveling near the Draconis Combine and Periphery borders have been attacked and boarded several times in the last ten years, and the company is determined to end this harassment. The aerospace units will be hired to repulse attacks, backed up by the infantry to fight off boarding actions.

CONTRACT

Cerulean Waters will send a ship to pick up hired mercenaries anywhere within a seven-jump radius of their homeworld of Cerulean. All other transportation costs must be covered by the unit.

TERRAIN

As the planet Kentwood is covered almost uniformly by large deciduous forests, dividing the planet evenly into three zones in order to end a fierce religious war posed no problems. Cerulean built its plant in the Treaty Zone, a neutral zone bordered by the Christian and Hindu zones. This new industry produced the Treaty Zone's greatest economic expansion, making control of the thriving economy a worthy goal. Both factions appear ready to resume the conflict to subdue their opposition, though many citizens fear the disruption renewed war will bring to the Treaty Zone.





FEDERATED COMMONWEALTH

CRUCIS MARCH
CONTRACT FC 56604-002-5

Dragoons Rating: C-D

Employer: Phoenix Recovery Inc. (McRae Quik Construct)

Location: McRae

Days to Jump Point: 9

Type of Action: Objective Raid

Length of Contract: Open

Unit Type: Mech

Unit Size: Company or larger

Pay Rate: Average-Good

Support: Negotiable

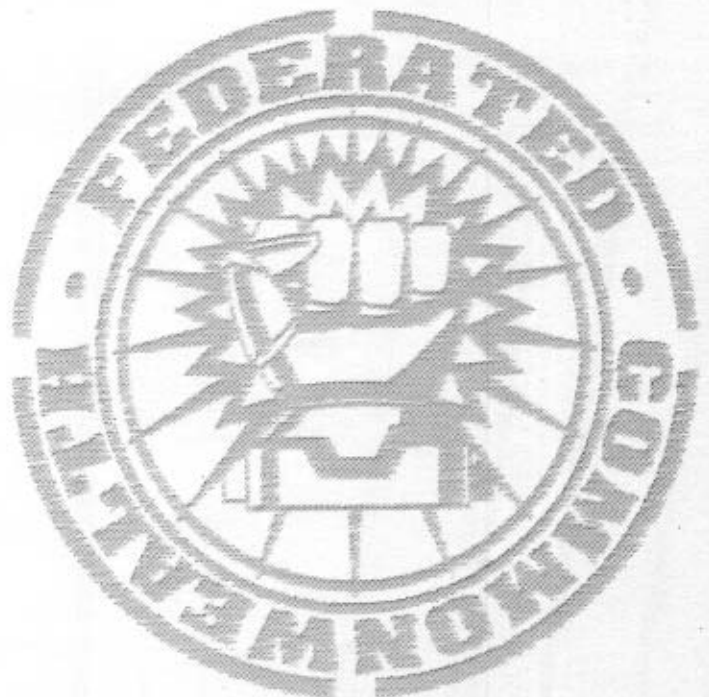
Transport: Fully covered

Salvage Rights: Negotiable

Command: Independent

SITUATION

Phoenix Recovery Inc. is hiring units to undertake a variety of undefined missions in the Inner Sphere and Periphery. Phoenix will cover transportation costs for moving the unit to McRae and will supply transportation to all mission destinations.





FEDERATED COMMONWEALTH

CRUCIS MARCH
CONTRACT FC 56604-004-7

Dragoons Rating: A-D

Employer: Duke Antonio Garibaldi II

Location: Parma

Days to Jump Point: 10

Type of Action: Five Objective Raids

Length of Contract: Maximum 1 year

Unit Type: Any

Unit Size: Any

Pay Rate: Good

Support: Negotiable

Transport: 75 percent to Parma

Salvage Rights: None

Command: House

SITUATION

The efforts Duke Antonio I made toward establishing peace on the war-torn planet of Parma had begun to show some results, but the old duke's death and his son's ascension to the throne changed all that. Duke Antonio II also wishes for peace on Parma, but means to achieve it in a more aggressive fashion. Using the extensive Garibaldi assets, Duke Antonio is currently hiring troopers and MechWarriors in an all-out attempt to crush his fellow nobles into accepting peace.

OBJECTIVE

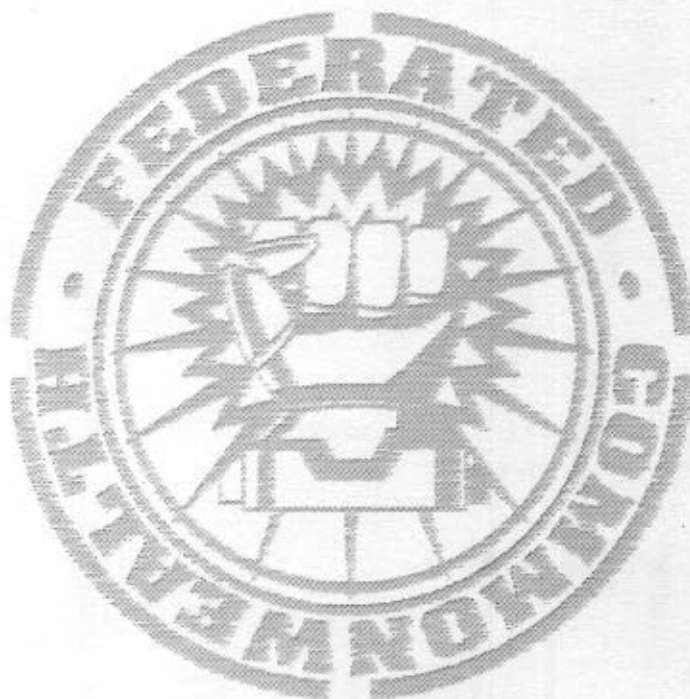
Duke Antonio II intends to subdue his four rivals by conquering their walled city-states and surrounding countries, primarily by disrupting their supply lines. Garibaldi envisions the taking of each city as a separate mission.

CONTRACT

Duke Antonio will cover 75 percent of transportation costs to Parma.

TERRAIN

A dreary world, Parma's size and gravity twice that of Terra make traveling anywhere on the planet extremely difficult, compounded by constant high winds and heavy storms. Parma's surface is a study in contrasts, alternating between high mountain ranges, deep, cavernous valleys, and swamps filled with the most dangerous predators in the Inner Sphere.





FEDERATED COMMONWEALTH

SARNA MARCH
CONTRACT FC 56601-003-3

Dragoons Rating: B
Employer: Federated Commonwealth
Location: Sarmaxa
Days to Jump Point: 3
Type of Action: Relief Duty
Length of Contract:
Unit Type: 'Mech
Unit Size: Battalion or larger
Pay Rate: Average
Support: Negotiable
Transport: Negotiable
Salvage Rights: Full
Command: Independent

SITUATION

The planet of Sarmaxa has been the target of several recent Capellan raids. The merc unit currently stationed on Sarmaxa, Grim Determination, is nearing the end of its contract and has decided to seek employment in the Free Worlds League. The Federated Commonwealth government needs to replace the unit by the end of 3057.

So far, the Capellan raiders have struck Sarmaxa randomly in hilly or mountainous regions, avoiding populated or industrial centers. Federated Commonwealth intelligence analysts are trying to determine a pattern or purpose to the Capellan attacks.

OBJECTIVE

The unit's mission is to repel the invaders.

CONTRACT

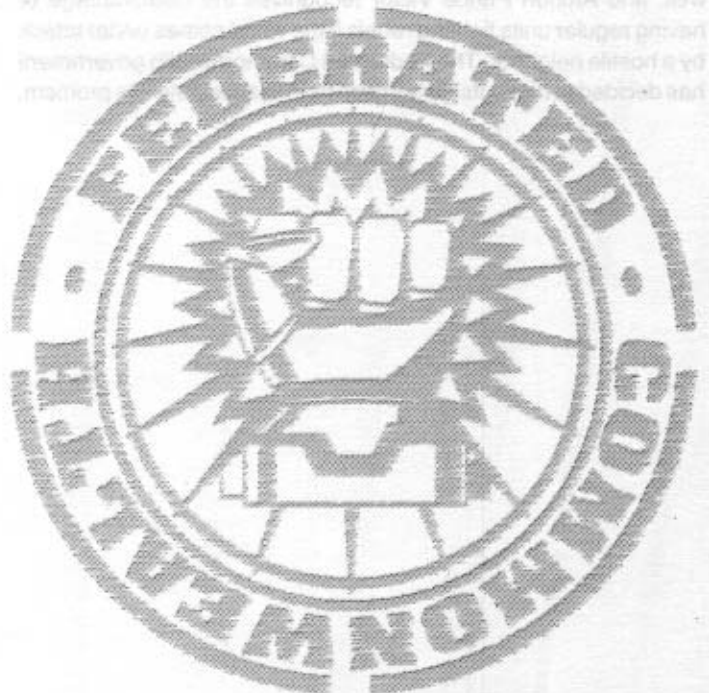
The unit has complete autonomy of command on Sarmaxa, though they must report regularly to the planet's ruler, Duke Joshua Aberscanby. This is an easy task, as the duke is a cautious man who respects the judgment of his advisors. The duke wants to prevent the recent raids from disrupting the peace that is so rare on a border world.

The unit's liaison officer, Hauptmann Randall McOats, resides on Sarmaxa.

TERRAIN

Sarmaxa is a temperate world whose surface is covered with several easily navigated mountain ranges. Raiding parties that fail to look closely at the mountains' configuration often fall prey to multiple ambushes by local defenders.

The capital city of Sarmaxa is Bellings.





FEDERATED COMMONWEALTH

SARNA MARCH
CONTRACT FC 56602-004-5

Dragoons Rating: B-D
Employer: Federated Commonwealth
Location: Aldebaran
Days to Jump Point: 4
Type of Action : Guerrilla Warfare
Length of Contract: 8 months
Unit Type: Infantry, Small Strike Teams
Unit Size: Company or smaller
Pay Rate: Average
Support: None
Transport: Negotiable
Salvage Rights: Full
Command: Independent

SITUATION

Until it was absorbed by the Federated Commonwealth during the Fourth Succession War, Aldebaran was the oldest world in the Capellan Confederation. The Capellan citizenry on that planet and throughout the Confederation remain staunchly devoted to their heritage, of which Aldebaran represents a large part. Tong activity, present on the planet since its capture, has increased dramatically in the last four years. Many attribute this to Sun-Tzu Liao's attempts to more subtly harass the Federated Commonwealth.

Aldebaran is near the border of the Free Worlds League as well, and Archon Prince Victor recognizes the disadvantage of having regular units fighting rebels if the world comes under attack by a hostile neighbor. The Federated Commonwealth government has decided to hire outside garrison help to anticipate this problem.

OBJECTIVE

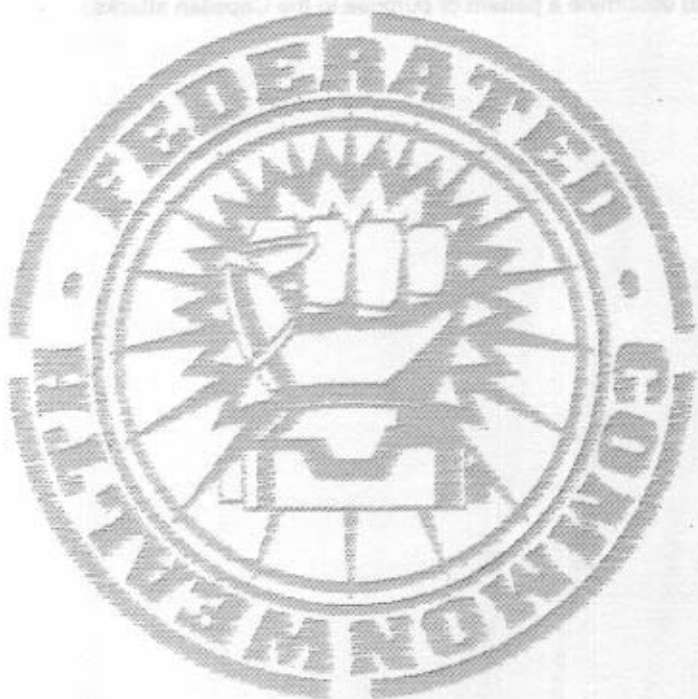
The Federated Commonwealth intends to take a proactive stance, hiring mercs to actively hunt down and weed out the Tongs. This may prove difficult, as the Tongs have had years of experience hiding from authorities. Part of the mercenaries' task includes blocking Capellan supply shipments from reaching their destination.

CONTRACT

The Tongs' presence on Aldebaran is so insidious that the world's military commanders long ago ran out of ideas for how to stop the agitators. The mercs hired to do the job will have complete autonomy of command.

TERRAIN

Aldebaran's temperate climate supports a wide variety of life forms that thrive in many different types of terrain. Once the oldest world in the Capellan Confederation, Aldebaran's citizens follow ancient Capellan customs and rituals, which most newcomers to the planet also adopt. The capital city of Aldebaran is Jifang Po City.





FEDERATED COMMONWEALTH

SARNA MARCH
CONTRACT FC 56601-009-9

Dragoons Rating: A-B
Employer: Federated Commonwealth
Location: Old Kentucky
Days to Jump Point: 8
Type of Action: Guerrilla Warfare
Length of Contract: 1 year
Type of Unit: 'Mech, Infantry
Size of Unit: Company or smaller
Pay Rate: Average-Good
Support: Negotiable
Transport: Fully covered
Salvage Rights: Full
Command Rights: Independent

SITUATION

The world of Old Kentucky is currently one of the hottest action spots in the Sarna March. The planet once housed a secret Maskirovka guerrilla warfare training base, shut down when the Federated Commonwealth captured the world during the Fourth Succession War.

Elements of the notorious Rostakov Tong have begun a fierce guerrilla war on the planet, severely damaging several of Old Kentucky's cities and generally making life an exercise in anxiety for the average citizen. Frequent raids conducted by Free Worlds League forces coincide with attacks by the Rostakov too often for coincidence, and the Federated Commonwealth believes the action against Old Kentucky is the first concerted action of the Marik-Liao alliance.

Because Old Kentucky offers little of industrial or political importance, planetary officials are completely baffled by these frequent raids and Tong attacks.

OBJECTIVE

The Federated Commonwealth is hiring mercenaries to perform the unenviable task of hunting down the Rostakov Tong in the thick jungles that cover Old Kentucky and eliminating or reducing their activity. The world's population is growing restless under this reign of terror.

CONTRACT

The Federated Commonwealth will cover the unit's transportation costs and may offer additional, necessary supplies and equipment.

TERRAIN

Old Kentucky originally served as a wilderness retreat for Capellan nobility, and today entertains nobles from the Federated Commonwealth. Though predominately a jungle world, Old Kentucky supports some of the Inner Sphere's most dangerous terrain and animal life, the same factors that made Old Kentucky an ideal world for a Maskirovka guerrilla warfare training center. The most vicious predator on the planet is a gorilla-like creature intelligent enough to lay primitive man traps. The capital city of Old Kentucky is Lexington.





FEDERATED COMMONWEALTH

CAPELLAN MARCH
CONTRACT FC 56607-001-7

Dragoons Rating: B-C

Employer: Alaski Goods

Location: Moravian

Days to Jump Point: 4

Type of Action: Defensive Campaign

Length of Contract: 6 months to 1 year

Type of Unit: 'Mech, Infantry, Aerospace

Size of Unit: 'Mech or Infantry Lance, Aerospace Company

Pay Rate: Fair-Average

Support: None

Transport: See Contracts

Salvage Rights: Full

Command Rights: Integrated

SITUATION

Alaski is a little-known inter-realm trading company. Trade runs into the Capellan Confederation have become increasingly dangerous in recent years, and several Alaski trade ships have barely avoided capture by bandit forces. In some parts of the Free Worlds League, Alaski DropShips have been boarded and looted. Alaski needs forces to protect its transports from future attacks.

OBJECTIVE

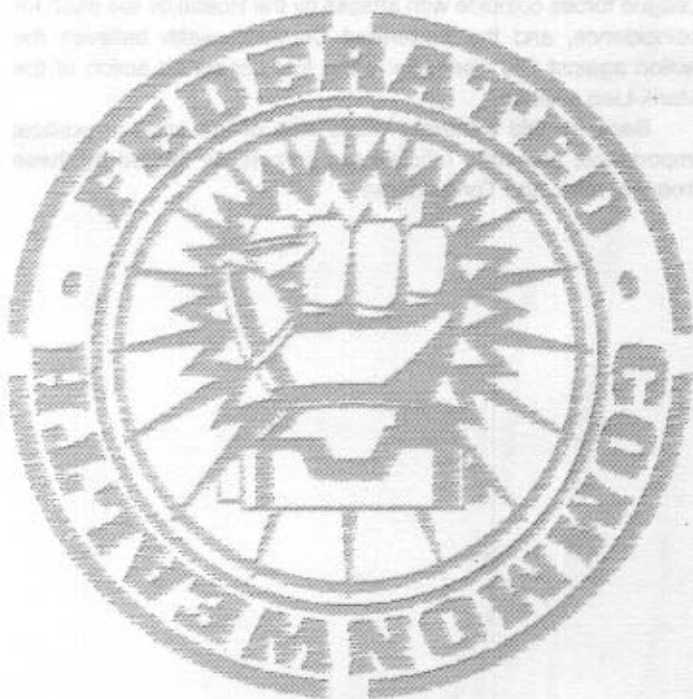
The unit must ensure that the transports make it to their destinations and safely load and unload their cargo.

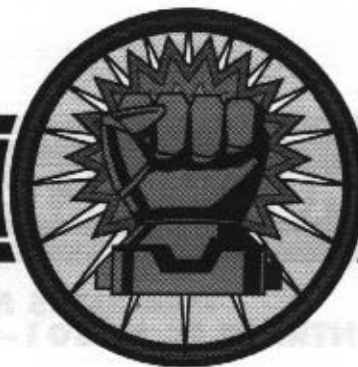
CONTRACT

If the characters' unit is anywhere within a five-jump radius of the world of Moravian, Alaski will pick the unit up. Other units must make their own transportation arrangements.

TERRAIN

Missions will take place mostly in space, with scattered ground action taking place on a variety of planets.





FEDERATED COMMONWEALTH

**DRACONIS MARCH
CONTRACT FC 56601-005-5**

Dragoons Rating: B
Employer: Duke Asman Hobear
Location: Conroe
Days to Jump Point: 9
Type of Action: Garrison Duty
Length of Contract: 1 year
Type of Unit: Mech
Size of Unit: Company or larger
Pay Rate: Fair
Support: Full
Transport: One-third covered
Salvage Rights: Full
Command Rights: Integrated

SITUATION

The Clan invasion wrought many changes in attitude of the Inner Sphere. One of the greatest is the uneasy alliance of the Federated Commonwealth and the Draconis Combine. The leaders of these two realms have set aside centuries of bitter hatred and fighting to work together against a common enemy, but not every citizen shares this desire for cooperation. Many worlds in the Draconis March were stripped of their garrison units to shore up the Clan front. The ruling nobility resents this, as they still view the Combine as a threat. Some nobles have taken matters into their own hands.

OBJECTIVE

While most planetary rulers in the Draconis March are hiring troops to garrison their worlds simply to increase their safety margin, Duke Asman Hobear must hire forces to help defend his world from imminent attack. Recent, reliable rumors tell Duke Hobear that his world has become a prime raiding target. As Conroe is defended only by infantry, Duke Hobear intends to hire troops now.

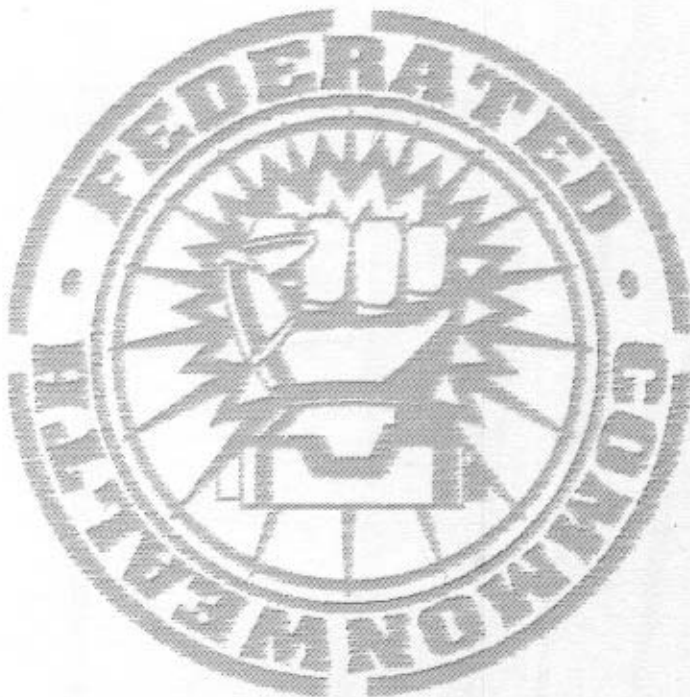
CONTRACT

To make his offer as attractive as possible, the duke will pay for one-third of the transportation costs to Conroe and is offering generous salvage rights. His crew quarters and repair facilities are also topnotch.

Though the duke may seem a bit hysterical about the rumored raid, he is a capable and intelligent man. Duke Hobear has always dealt fairly with mercenaries and though he tends to pay a bit less than the going wage, so do all the nobility along the Draconis border.

TERRAIN

What the duke actually wants to protect is the small, arid, marginally habitable satellite orbiting the parent planet of Conroe. Rebreathers are required to filter the dangerous gases that are in the atmosphere. The satellite's extreme, sub-zero temperatures and dangerous atmospheric gases make it inhospitable to humans, but valuable mining operations on and under its surface make the world worth protecting. These mines are the lifeblood of Conroe. The capital city of Conroe is Gilberhaven.





FEDERATED COMMONWEALTH

DRACONIS MARCH CONTRACT FC 56601-006-6

Dragoons Rating: B

Employer: Duke Benjamin Absola

Location: Fellanin II

Days to Jump Point: 16

Type of Action: Planetary Assault

Length of Contract: 4-6 months

Type of Unit: 'Mech, Conventional

Size of Unit: Battalion

Pay Rate: Fair

Support: Negotiable

Transport: 50 percent to Fellanin II

Salvage Rights: Full

Command Rights: House

SITUATION

In 3049, the Draconis Combine attacked the world of David in a diversionary raid on the Federated Commonwealth. Duke Benjamin Absola, ruler of David, lost his mountain retreat during the fighting to a Kurita recon company. Enraged by his loss, when the duke discovered that the raiding unit used the world of Fellanin II as a launching point he vowed vengeance. The Clan invasion slowed his plans down momentarily, but the duke still seeks revenge against the Kuritans.

OBJECTIVE

Duke Absola wants merc forces to attack the Draconis world of Fellanin II and cause as much damage as possible. Because he knows that Fellanin II is lightly defended at this time, the duke expects results.

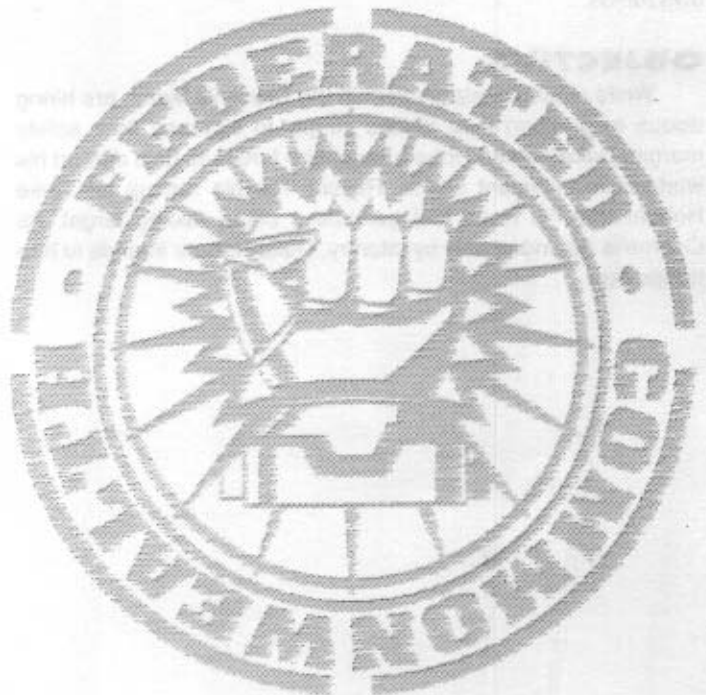
CONTRACT

The duke will cover half the unit's transportation costs to Fellanin II.

The duke is not contracting for prisoners or loot from the planet, he is hiring muscle to create as much damage as possible. If all goes according to plan, the unit will have little opportunity to scavenge for salvage.

TERRAIN

Fellanin II is an easy target; it has few distinguishing geographical features, only one major ocean, and a pleasant climate.





FEDERATED COMMONWEALTH

**DRACONIS MARCH
CONTRACT FC 56607-002-8**

Dragoons Rating: A

Employer: Federated Commonwealth

Location: Cohay

Days to Jump Point: 2

Type of Action: Garrison Duty

Length of Contract: 1 year

Type of Unit: 'Mech

Size of Unit: Battalion

Pay Rate: Good

Support: Negotiable

Transport: Fully covered

Salvage Rights: Negotiable

Command Rights: Independent

SITUATION

When Victor Steiner-Davion stripped troops from his side of the Federated Commonwealth to fight the Clans, he opened the door for Periphery pirates to prey on the planets he left unprotected. Pirate activity has increased dramatically in the past ten years, and even before the Clan invasion, the AFFC was making little headway against the problem.

OBJECTIVE

Archon Prince Victor gave his approval for hiring mercenaries to garrison these worlds and protect their citizens from outside aggression.

CONTRACT

The unit must defend four worlds in rotation, spending at least three months on each world. The Federated Commonwealth will provide all necessary transportation.

TERRAIN

The worlds to be defended are Cohay (the mercenaries' home base), Bassfield, Hivrannee, and Boondock. Each world features a very different climate and terrain. Because Cohay most resembles Terra, it will serve as the unit's base planet. Bassfield is predominately water, and boasts some of the most obscure species of fish in known space. Because the planet offers an almost limitless supply of freshwater, Bassfield has suffered most from pirate raids. Hivrannee has a small, hardy population that scratches out a meager existence on the flat dustball. The planet Boondock is almost completely covered with ice and snow and only near the equator does the temperature allow human habitation. Boondock supplies a major portion of the Federated Commonwealth's gold.





FEDERATED COMMONWEALTH

**DRACONIS MARCH
CONTRACT FC 56609-001-9**

Dragoons Rating: B
Employer: InterStellar Rescue
Location: Arnaudville
Days to Jump Point: 4
Type of Action: Retainer
Length of Contract: 2 years
Type of Unit: Any
Size of Unit: Lance
Pay Rate: Average
Support: Negotiable
Transport: See Contract
Salvage Rights: Full
Command Rights: Integrated

SITUATION

The InterStellar Rescue relief organization was established in the early part of the century. This organization provides fast-response relief efforts to most of the worlds in the Periphery region of the Federated Commonwealth. Their relief efforts range from disaster relief to hostage intervention. InterStellar Rescue shows an excellent record for fair dealings with mercenaries, and offers good hazard pay.

OBJECTIVE

The company's resources have been strained lately: the lack of AFFC troops in the region creates an increase in pirate attacks, and therefore more work for InterStellar. Hired units will provide protection for relief missions.

CONTRACT

InterStellar Rescue cannot cover the costs of transportation to their homeworld of Arnaudville, but will provide the unit's transportation on any missions the company undertakes.

TERRAIN

InterStellar Rescue serves many planets, and so the unit will encounter a wide variety of terrain types.





FEDERATED COMMONWEALTH

TAMARIND MARCH
CONTRACT FC 56601-007-7

Dragoons Rating: A-D

Employer: Federated Commonwealth

Location: Pencader, Khon Kaen, Madiun

Days to Jump Point: 9, 3, 12

Type of Action: Garrison Duty

Length of Contract: 18 months

Type of Unit: Various

Size of Unit: Company or larger

Pay Rate: Fair-Average

Support: Negotiable

Transport: Fully covered

Salvage Rights: Exchange rights

Command Rights: Integrated

SITUATION

These three worlds lie near the Steiner-Marik-Circinus border. Relatively peaceful in past years, this illusion of safety was shattered recently when the Free Worlds League "borrowed" several Circinian worlds to use as staging areas for attacks on the Federated Commonwealth's flank. The Federated Commonwealth has regular units stationed on these worlds, but wishes to strengthen the border by adding mercenary forces to the planets' defense.

OBJECTIVE

Merc units hired will be primarily provide defense, though they may also receive assignments to perform harassing raids against the Marik forces.

CONTRACT

The Federated Commonwealth will provide all necessary transportation.

TERRAIN

All three worlds support human habitation. Khon Kaen has the most extreme atmosphere, hot and humid because of the tropical rainforests and swamps dominating the planet's surface. All three planets bear the scars of the ravages committed in repeated raids during the Succession Wars.





FEDERATED COMMONWEALTH

TAMARIND MARCH
CONTRACT FC 56610-001-6

Dragoons Rating: A

Employer: Federated Commonwealth

Location: Loric, Ford

Days to Jump Point: 3/7

Type of Action: Recon Raid

Length of Contract: Six months

Type of Unit: Agents, Light 'Mech

Size of Unit: Company

Pay Rate: Good

Support: Minimal

Transport: Negotiable

Salvage Rights: Full Rights

Command Rights: Independent

SITUATION

The Federated Commonwealth wants to obtain more reliable information about troop movements on their border with the Free Worlds League. They are looking for agents and small 'Mech units to assist the LIC in this task.

OBJECTIVE

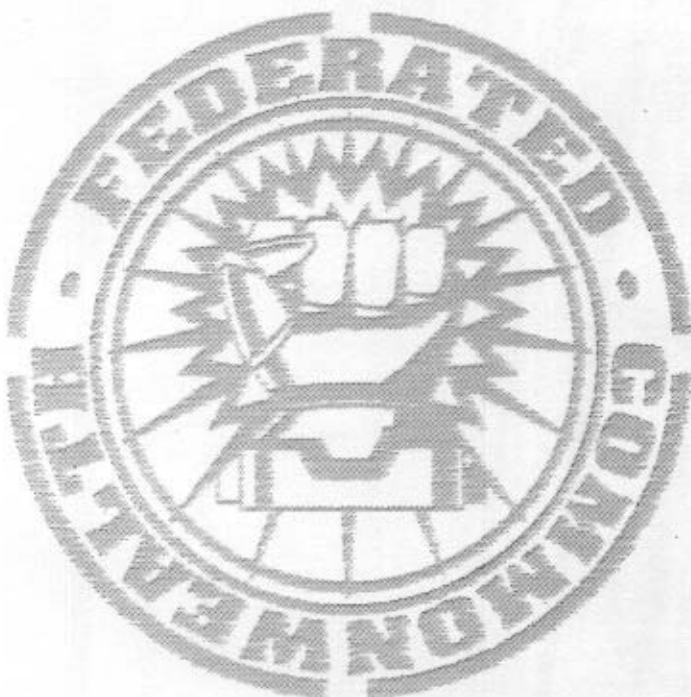
Attacking 'Mech units will skirmish with various planets' defending Marik troops to gauge their approximate skill and create diversions while dropping agents for extended observation missions. The worlds of Ford and Loric will serve as the staging base for these recon raids. All raids will be within three jumps of these worlds.

CONTRACT

The Federated Commonwealth will provide all necessary transportation and specialized equipment.

TERRAIN

The worlds surrounding Ford and Loric feature various terrains and types of atmosphere. All support human life.





FEDERATED COMMONWEALTH

DONEGAL MARCH
CONTRACT FC 56603-001-3

Dragoons Rating: A-D

Employer: Duke Michael Alextep

Location: Noisiel

Days to Jump Point: 5

Type of Action: See Situation

Length of Contract: See Situation

Type of Unit: 'Mech

Size of Unit: Lance or smaller

Pay Rate: Average

Support: Full

Transport: Fully covered

Salvage Rights: None

Command Rights: House

SITUATION

Duke Michael Alextep is one of the most eccentric nobles in all the Inner Sphere and also one of the richest. Every summer, Duke Michael holds "The Games" on his home planet of Noisiel. This yearly competition has only two contestants: Duke Michael and his best friend and business competitor, his son Heinrich. Each year, the duke and his son hire a number of 'MechWarriors, many from Solaris, to compete in different BattleMech sports, including baseball, football, soccer, and the duke's personal favorite, chess. In the duke's version of chess, a specific type of BattleMech takes the place of each chess piece. The game follows the standard chess rules, except that a piece that would normally be taken may fight to stay on the board.

Four *Wasps* and four *Stingers* serve as pawns. *Griffins* become the rooks, and *Warhammers* the knights. *Shadow Hawks* or *Phoenix Hawks* serve as bishops. The queen is either a modified *Banshee* or *Zeus*, and the duke and his son pilot the kings, which are *Atlases*.

The Games allow the citizens of Noisiel to take a national holiday, and visitors from nearby worlds also join the festivities. All proceeds from the event support local charities.

The duke provides all transportation to Noisiel and offers a large stock of spare supplies and parts that the characters may purchase very reasonably. The duke also makes his repair facilities available at no cost, including the crack Alextep technical staff.





FEDERATED COMMONWEALTH

DONEGAL MARCH
CONTRACT FC 56606-001-6

Dragoons Rating: A-B
Employer: Nashsan Shipping
Location: Donegal
Days to Jump Point: 10
Type of Action: Security Duty
Length of Contract: 6 months
Type of Unit: 'Mech, Infantry, Aerospace
Size of Unit: Company
Pay Rate: Average-Good
Support: Negotiable
Transport: Fully covered within boundaries, see Contract
Salvage Rights: Negotiable
Command Rights: Integrated or independent, depending on specific mission

SITUATION

Nashsan Shipping, one of the many subdivisions of Nashsan Diversified, has always employed mercenaries of all types. Nashsan ran one of the largest trade routes in the Inner Sphere before the Fourth Succession War, and the union of the Lyran Commonwealth and Federated Suns only increased their market.

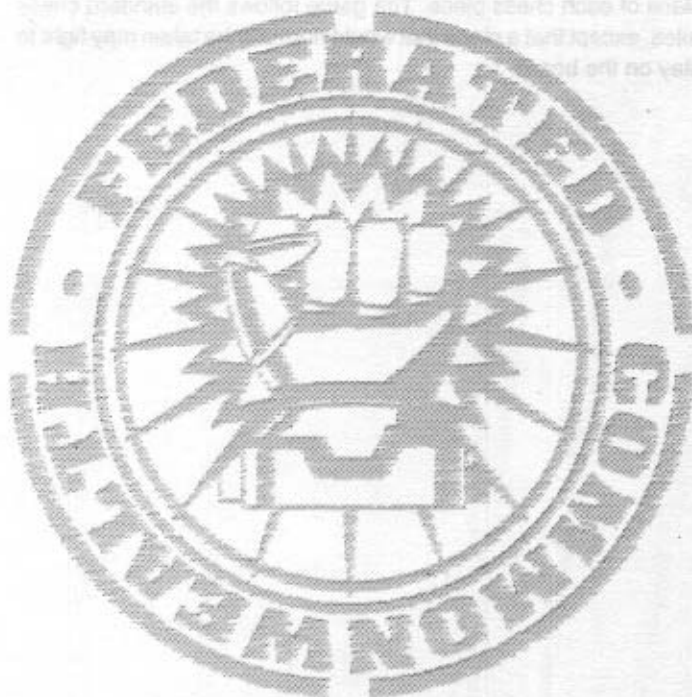
OBJECTIVE

Nashsan Shipping commonly uses mercs as defensive troops on trading runs to defend the DropShips en route to their destination and stand guard while the ships are on the ground. Nashsan hires aerospace units to defend the DropShips while in transit, and both 'Mech and infantry forces to protect the surface transactions. Nashsan occasionally negotiates to leave hired forces on a planet to defend their warehouses.

Between increased pirate raids and increasing border tensions, Nashsan Shipping feels a greater need than ever for hired guns. According to rumor, units accompanying certain Nashsan ships may find themselves on mercy missions to the wrong side of the Clan border.

CONTRACT

Nashsan will provide transportation to Donegal for units currently stationed anywhere in the Federated Commonwealth. They will retrieve any units within two jumps of the Federated Commonwealth border.





FEDERATED COMMONWEALTH

**DONEGAL MARCH
CONTRACT FC 56610-002-2**

Dragoons Rating: C

Employer: Lyran Free Traders Association

Location: Tharkad

Days to Jump Point: 8

Type of Action: Security Duty

Length of Contract: 1 year

Type of Unit: Any

Size of Unit: Company or smaller

Pay Rate: Fair-Average

Support: Full

Transport: Fully covered

Salvage Rights: Negotiable

Command Rights: Integrated

SITUATION

Practically since its inception, the Lyran Free Traders Association (LFTA) has employed all types of mercenaries for much the same purposes as most shipping companies: defense and protection. The LFTA travels far and wide on their shipping runs. With the formation of the Federated Commonwealth many years ago and the recent lifting of some trade barriers in the Draconis Combine, the LFTA trade routes now span almost the entire Inner Sphere. Only the Free Worlds League and Capellan Confederation still maintain heavy trade restrictions.

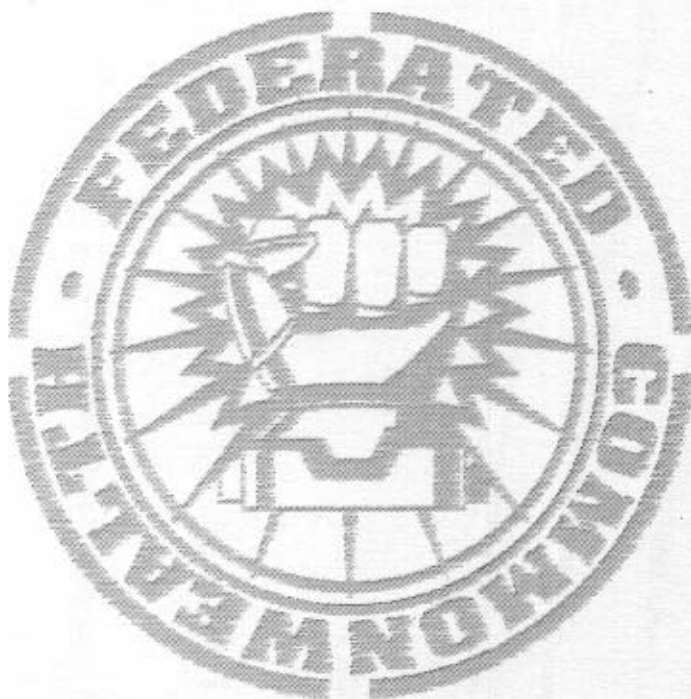
If hired characters are currently on a planet that is part of an LFTA trade route (which is very likely), they can travel to Tharkad free to negotiate their mission.

OBJECTIVE

Units hired will escort cargo DropShips on their assigned routes. Special forces agents and scouts may be hired to evaluate new markets and observe employees the organization identifies as potential troublemakers.

CONTRACT

The LFTA is one of the few non-military organizations that actively search for hidden caches of equipment and supplies in the distant Periphery. They also use their resources to hunt for Star League caches and to rediscover colonized worlds lost to the Succession Wars. Units may negotiate prime salvage rights against lower pay.





FEDERATED COMMONWEALTH

DONEGAL MARCH
CONTRACT FC 56611-001-2

Dragoons Rating: B
Employer: Acrux Agricultural
Location: Acrux
Days to Jump Point: 13
Type of Action: Covert Operations
Length of Contract: 6 months
Type of Unit: Infantry, small strike teams
Size of Unit: Squad
Pay Rates: Average
Support: Ground and mission transport
Transport: 25 percent covered
Salvage Rights: Negotiable
Command Rights: Independent

SITUATION

Acrux Agricultural Industries is one of the largest-growing agricultural corporations in the Federated Commonwealth. While its continued growth is good for the realm, many feel differently.

Acrux has come under attack by a terrorist organization calling itself the Farmers Liberation Resistance Movement (FLRM). The FLRM claims that Acrux is destroying their livelihood by crowding or taking over their land. The FLRM has torched many of Acrux's fields on the world of Valloire, creating a massive loss of profit for the agricultural giant. Acrux wants to stop these attacks.

OBJECTIVE

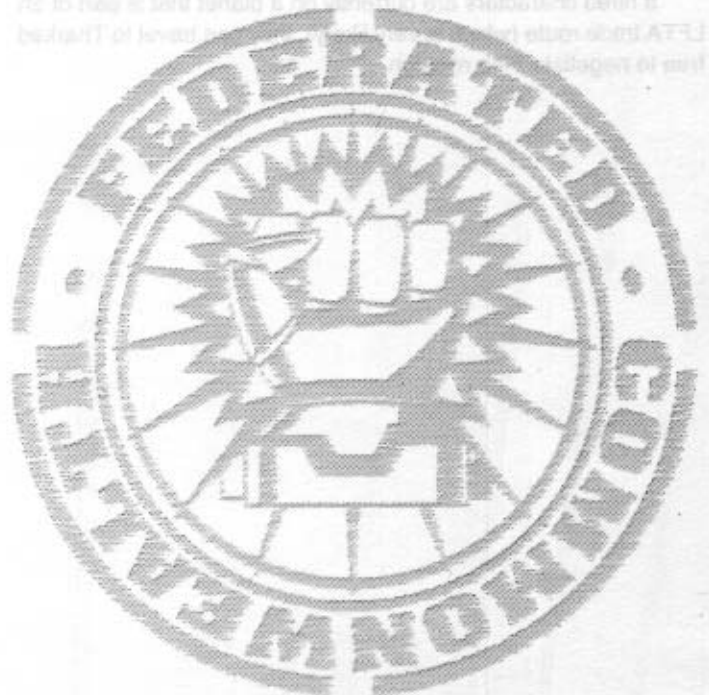
The corporation is hiring special forces agents to infiltrate the FLRM and engineer an end to its activities. Acrux does not want any lives lost, but cannot afford to wait for the Federated Commonwealth authorities to deal with the problem.

CONTRACT

Acrux Agricultural will cover one-fourth of the cost of transportation to Acrux and will provide all transportation during the contract.

TERRAIN

Acrux and Valloire are similar planets, both highly suited to agriculture. The massive industrial complexes centered in a few large cities have not been allowed to affect the farming industry. The weather on both planets is temperate and pleasant enough to allow an almost year-long growing season, and both planets are covered with gently rolling hills.





FEDERATED COMMONWEALTH

**PERIPHERY MARCH
CONTRACT FC 56601-008-8**

Dragoons Rating: A-B
Employer: Federated Commonwealth
Location: Timbuktu
Days to Jump Point: 4
Type of Action: Pirate Hunting
Length of Contract: 5 months
Type of Unit: 'Mech
Size of Unit: Battalion
Pay Rate: Average
Support: 11th Arcturan Guards
Transport: Negotiable, see Contract
Salvage Rights: Negotiable
Command Rights: Integrated

SITUATION

One of the farthest worlds from the center of the Inner Sphere, Timbuktu held very little importance until 20 years ago, when it found favor as the launching point for trade runs in the region. As more traders used the world, it became a frequent target of pirates. Ten years ago, Timbuktu grew even more important with the discovery of germanium, vital to constructing JumpShip drive cores, on the Hades continent.

The discovery of this rare element made Timbuktu an even more tempting target for pirate raiders, most frequently a band known as Morrison's Extractors. This large pirate force is rumored to use Star League-vintage BattleMechs.

OBJECTIVE

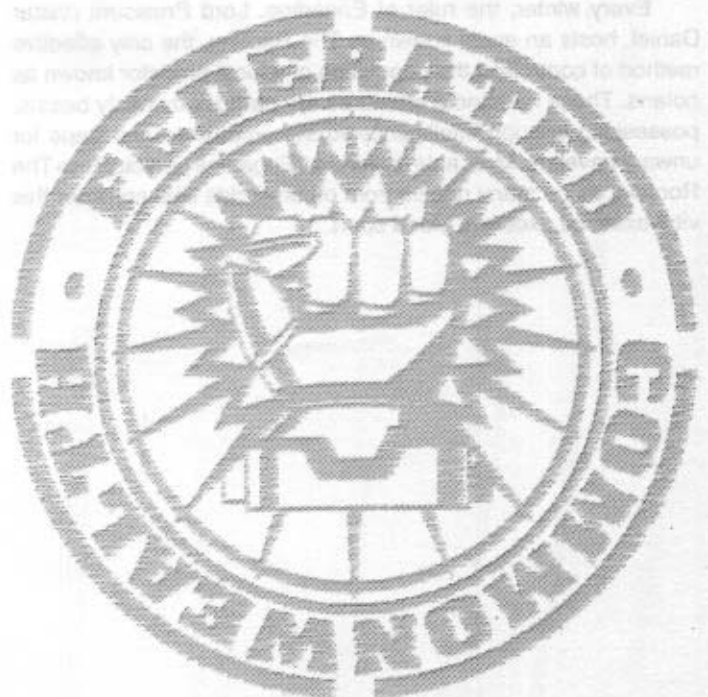
The Federated Commonwealth will hire the unit to hunt Morrison's Extractors and track them to their homeworlds of Pain and The Rack. The 11th Arcturan Guards, traditionally stationed on Timbuktu, will support the characters' unit in the final assault.

CONTRACT

If necessary, the Federated Commonwealth will provide both JumpShip and DropShip transportation.

TERRAIN

People outside Morrison's Extractors know of the planets Pain and The Rack only because the pirate band boasts of their existence. Until the unit reaches the planets' surface, they will not know what to expect.





FEDERATED COMMONWEALTH

PERIPHERY MARCH CONTRACT FC 56604-005-8

Dragoons Rating: C**Employer:** Lord President Alistar Daniel**Location:** Engadine**Days to Jump Point:** 10**Type of Action:** Special, see Situation**Length of Contract:** 2 months**Type of Unit:** Infantry**Size of Unit:** Squad**Pay Rate:** Fair**Support:** Varies, depending on number in unit**Transport:** Fully covered**Salvage Rights:** NA**Command Rights:** Independent

SITUATION

The wintry world of Engadine is located more than 500 light years from Terra. A quiet world that supports little industry, the world once belonged to the long-dead Rim Worlds Republic. Despite a normal temperature below what most people consider comfortable, Engadine has become a favorite vacation spot for many of the wealthy in the Federated Commonwealth, who come each year to participate in The Rooting.

OBJECTIVE

Every winter, the ruler of Engadine, Lord President Alistar Daniel, hosts an event known as The Rooting, the only effective method of controlling the population of a local predator known as nolans. These humanoid creatures are particularly nasty beasts, possessing enough intelligence to set ambushes and traps for unwary travelers. Most able citizens on Engadine participate in The Rooting, as do many nobles from other worlds who consider this vital exercise excellent blood sport.

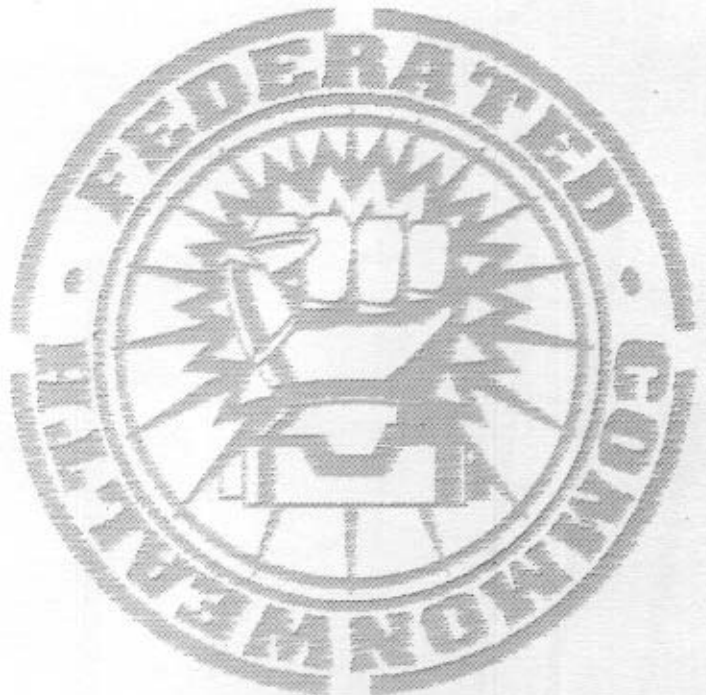
The Clan invasion called many able-bodied men and women from Engadine, leaving fewer people to carry out The Rooting. This allowed the nolan population to reach dangerous levels. Packs of the creatures fearlessly attack small villages, killing at random and then escaping. The population increase is also damaging Engadine's ecosystem, forcing the lord president to hire troops to help him and his staff in The Rooting.

CONTRACT

The lord president will provide food and lodging.

TERRAIN

Engadine is heavily forested, with craggy mountains and rivers that flow briskly under sheets of ice. The weather always remains a few degrees above freezing.





FEDERATED COMMONWEALTH

**UNAFFILIATED WORLDS
CONTRACT FC 56520-001-0**

Dragoons Rating: B

Employer: Federated Commonwealth

Location: Angell II (Free Worlds League)

Days to Jump Point: 7.5

Type of Action: Cadre Duty

Length of Contract: 18 months

Type of Unit: Special Forces, Infantry

Size of Unit: Squad

Pay Rate: Good

Support: Weapons Shipments

Transport: Fully Covered

Salvage Rights: Negotiable

Command Rights: Liaison

SITUATION

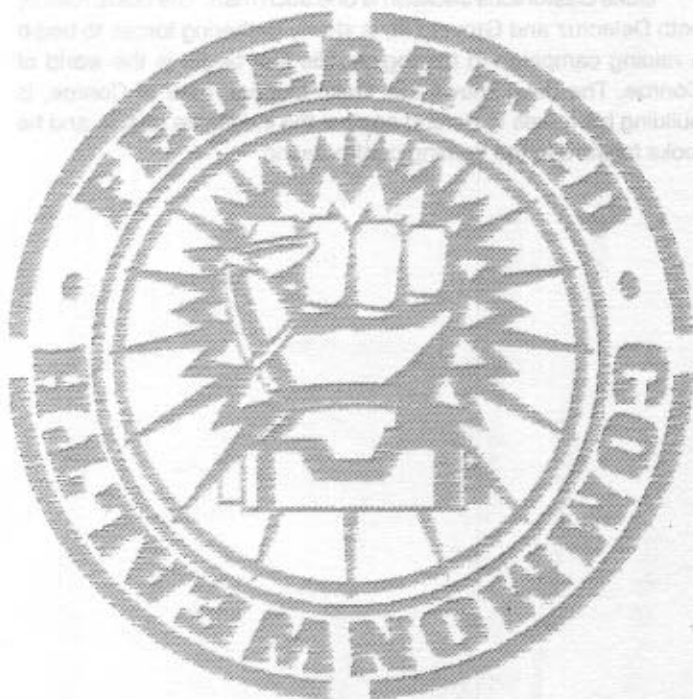
The uneven distribution of wealth on Angell II has been a constant source of unrest, and therefore trouble, for House Marik. Angell II boasts many natural resources, but its water supply is almost completely toxic. The rich few have always withheld much of the precious fresh water from the rest of the populace, and more than once violent exchanges have erupted between the haves and have-nots, with victory always going to the rich. The latest rumor sweeping the planet says the next rebellion is coming soon, and this time, victory will go to the rebels.

CONTRACT

The unit hired for this mission must contact the leaders of the current resistance movement and support guerrilla attacks against the holdings of the rich nobles and businessmen who control the water supply. The unit will also be required to train the rebel soldiers in a wide variety of skills, from simple weapons use to demolitions.

SITUATION

The government of the Federated Commonwealth has been in a constant state of flux since the end of the Jihad. The current government is a coalition of various factions, each with its own agenda. The government is currently in a state of flux, and the current government is a coalition of various factions, each with its own agenda. The government is currently in a state of flux, and the current government is a coalition of various factions, each with its own agenda.





DRACONIS COMBINE

GALEDON MILITARY DISTRICT CONTRACT DC 56601-002-2

Dragoons Rating: B-C

Employer: Duke Castonious Jackson

Location: Delacruz, Groveld III

Days to Jump Point: 9, 3

Type of Action: Recon Raid

Length of Contract: 3 months

Type of Unit: Special Forces, Light 'Mech

Size of Unit: Company

Pay Rate: Fair

Support: Negotiable

Transport: Negotiable

Salvage Rights: None

Command Rights: House

SITUATION

The governments of the Draconis Combine and the Federated Commonwealth mutually agreed to strip most of their forces from their shared borders in order to better face the common Clan threat, and while that agreement guaranteed that the border worlds would remain temporarily safe from attack, some planetary warlords and rulers refused to acknowledge that agreement as binding. Many of these dukes have begun hiring mercs to create their own personal armies to continue the wars that have plagued the region for centuries.

Duke Castonious Jackson is one such man. The duke, ruler of both Delacruz and Groveld III, is slowly gathering forces to begin a raiding campaign in his region. His first target is the world of Conroe. The duke knows that Duke Hobear, ruler of Conroe, is building his forces to defend against the inevitable attack, and he looks forward to the coming confrontation.

OBJECTIVE

Duke Jackson needs freelance special forces agents as well as larger, heavier units. The duke plans to scout other Davion worlds in his region as potential targets. These scouts must work unsupported for several months, providing new information to the duke's command when it becomes available.

CONTRACT

Most clauses in the contract can be negotiated, except for command rights. Specialist Intelligence units may enjoy some level of autonomy, however.

TERRAIN

Duke Jackson's real target is the small, arid, marginally habitable satellite orbiting the parent planet. The planet's surface hides valuable mining operations, which Duke Jackson seeks to control. These mines represent the lifeblood of the planet and an invaluable resource for continuing a war. The capital city of Conroe is Gilberhaven.





DRACONIS COMBINE

GALEDON MILITARY DISTRICT CONTRACT DC 56602-003-4

Dragoons Rating: B-C

Employer: Isesaki Shipping

Location: Isesaki

Days to Jump Point: 5

Type of Action: Security Duty

Length of Contract: 6 months

Type of Unit: Mech, Infantry

Size of Unit: Company

Pay Rate: Average

Support: Aerospace

Transport: See Contract

Salvage Rights: Full

Command Rights: House

SITUATION

Isesaki Shipping is a moderately wealthy Combine transport corporation whose main shipping lines stretch into the Galedon Military District, the Pesht District, and the Outworlds Alliance. Years ago Isesaki relied heavily on mercenaries to protect their transports and transferral of goods, but Takashi Kurita's "death to mercenaries" order forced the company to rely instead on the DCMS. The company gladly accepted the troops assigned to garrison its holdings and protect its transports, but found these forces to be undisciplined, cruel, and unreliable.

OBJECTIVE

Now that the Combine is once again accepting mercenaries into its borders, Isesaki has returned to its aggressive hiring policy, primarily to protect its transports delivering to worlds near the Federated Commonwealth border. Though the two states purport to be on friendlier terms, hostilities in this border region have increased. Isesaki only needs ground forces, as the corporation fields its own aerospace defense force.

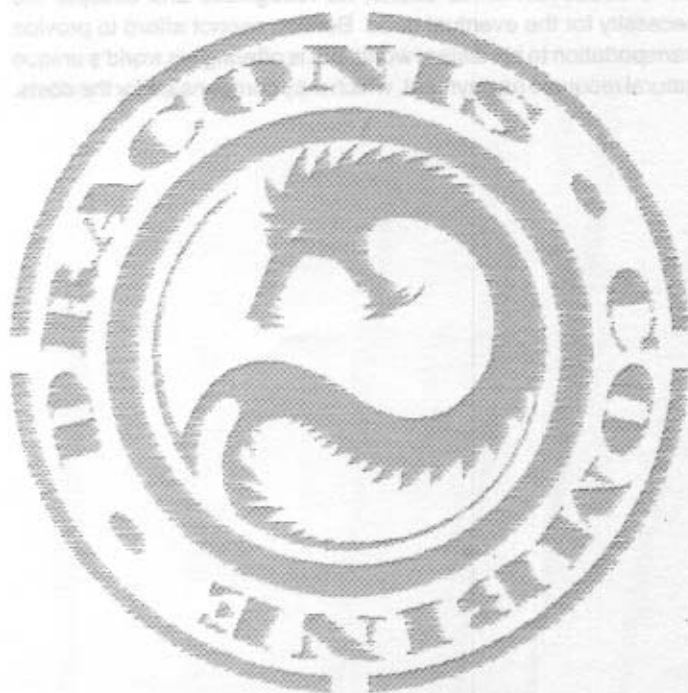
The shipping company will also hire forces to protect shipments to the Outworlds Alliance against pirate activity.

CONTRACT

Isesaki will cover transportation costs once the unit enters Draconis space.

TERRAIN

The terrain varies according to the destination planet.





DRACONIS COMBINE

PESHT MILITARY DISTRICT CONTRACT DC 56601-002-2

Dragoons Rating: C**Employer:** Timothy Bentlen, Knight of the Dragon**Location:** Korramabad**Days to Jump Point:** 6**Type of Action:** Planetary Assault**Length of Contract:** 6 months**Type of Unit:** Mech, Conventional, Infantry**Size of Unit:** Company or larger**Pay Rate:** See Contract**Support:** Negotiable**Transport:** None**Salvage Rights:** Negotiable**Command Rights:** Integrated

SITUATION

Korramabad is currently in the midst of a revolution launched by Timothy Bentlen in an attempt to unseat the ruling Duke Taikara Imushiu, a die-hard supporter of the late Coordinator Takashi Kurita and the old Kurita ways of combat. Not the least reason Bentlen has for overthrowing Imushiu is the current duke's cruelty to the citizens of Korramabad since coming to power.

Bentlen supports Coordinator Theodore Kurita and his reforms and intends to make those changes felt on his home planet. Though in his heart Timothy resents being forced to use mercenaries to assist him in his efforts, he recognizes and accepts the necessity for the eventual good. Bentlen cannot afford to provide transportation to his distant world, but is offering his world's unique natural resource as payment, which may compensate for the costs.

The struggle between old and new is seven months old, and no clear winner has emerged. However, an extended campaign would go in the duke's favor.

The balance of the conflict between these two men recently changed, when Korramabad became the target of repeated raids by Vance Rezak's Band of the Damned. This pirate group has capitalized on the chaos on the planet by raiding both sides for supplies and materiel. The effects of this activity remain to be seen.

OBJECTIVE

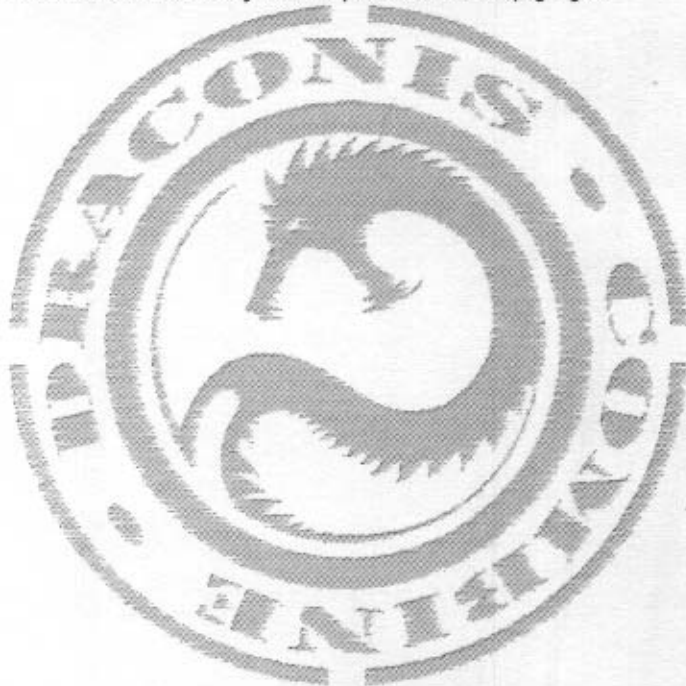
The unit's main objective is to conquer the duke's holdings while keeping Bentlen's supply lines open and free from pirate attack.

CONTRACT

Korramabad is one of the Inner Sphere's leading suppliers of industrial diamonds. Bentlen is offering any unit willing to barter 150 percent of their usual fee in diamonds.

TERRAIN

Covered by open plains and sandy deserts, Korramabad punishes its inhabitants with a hot atmosphere that only the hardiest can tolerate. The inhabited area lies on the southern continent, which is slightly cooler because of a ring of high, rocky mountains threaded by narrow passes and deep gorges.





DRACONIS COMBINE

PESHT MILITARY DISTRICT CONTRACT DC 56601-003-3

Dragoons Rating: A-C
Employer: Draconis Combine
Location: Chapineria, Matamoras
Days to Jump Point: 2, 10
Type of Action: Garrison Duty
Length of Contract: 18 months
Type of Unit: Any
Size of Unit: Company or Larger
Pay Rate: Average-Good
Support: Full
Transport: Fully covered
Salvage Rights: Exchange Rights
Command Rights: Integrated

SITUATION

These two worlds along the Kurita-Clan border once held little significance to the Dragon. When the Clan invasion stopped just short of absorbing Chapineria and Matamoras, it changed their importance dramatically. The Combine is currently staging repeated raids from these planets against Clan-held worlds to keep the invaders off balance and unable to coordinate attacks of their own.

OBJECTIVE

The Combine plans to hire mercenaries to serve as defensive forces to garrison these worlds while the Kurita Regulars raid across the Clan border.

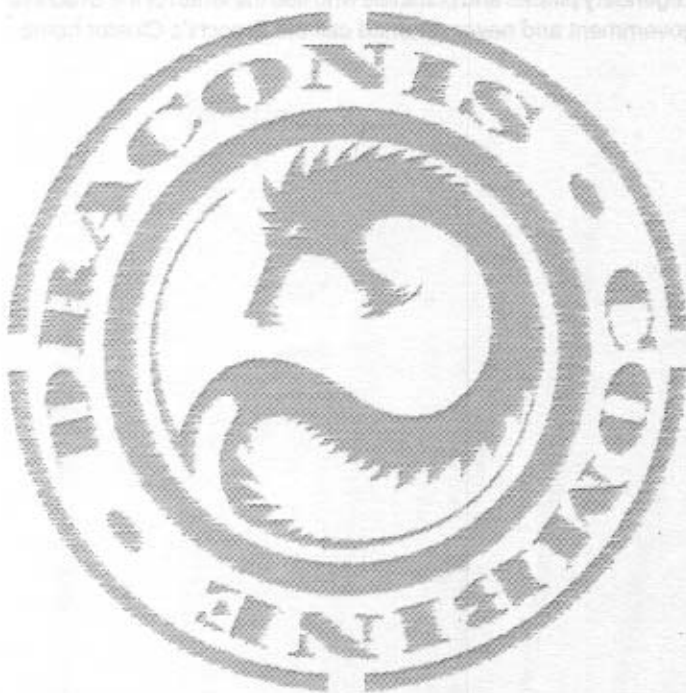
CONTRACT

The Draconis Combine will pay for transportation to either of these worlds.

TERRAIN

Scarred with deep craters formed by long-ago meteor impacts, Chapineria orbits a weak sun at incredible speed. Most of Chapineria's cities are built in these craters, which provide a natural shields against the cold storms that blow across the planet's surface.

Matamoras is one of the windiest worlds in the Inner Sphere. The power of that constant, fierce wind is demonstrated by rock formations that imitate, in an even more dramatic way, those found in the desert areas on Terra. Inhabitants of this dry world of little arable land and frequent dust storms scour the planet's caves in search of the large veins of gold that lie beneath the surface.





DRACONIS COMBINE

PESHT MILITARY DISTRICT CONTRACT DC 56602-001-2

Draoons Rating: A

Employer: *Tai-sho* Tashu Jacarlaba

Location: Lonaconing

Days to Jump Point: 19

Type of Action: Recon/Intelligence

Length of Contract: Open

Type of Unit: Special Forces, 'Mech

Size of Unit: Company or smaller

Pay Rate: Good

Support: Full

Transport: Fully covered

Salvage Rights: Full

Command Rights: Independent

SITUATION

Lonaconing became the capital of the Bjarred Prefecture after Clan Nova Cat took the former capital of Bjarred in the invasion. *Tai-sho* Jacarlaba currently commands the prefecture. An adventurous man, the *tai-sho* constantly looks for new tactics and methods of fighting the Clans. His current plan involves Brocchi's Cluster.

This cluster contains nearly 40 stars grouped dangerously close together. Never completely explored, this region has claimed the lives of many adventurers attempting to map the Cluster. Legendary pirates and criminals who fled the wrath of the Draconis government and never returned call the Brocchi's Cluster home.

OBJECTIVE

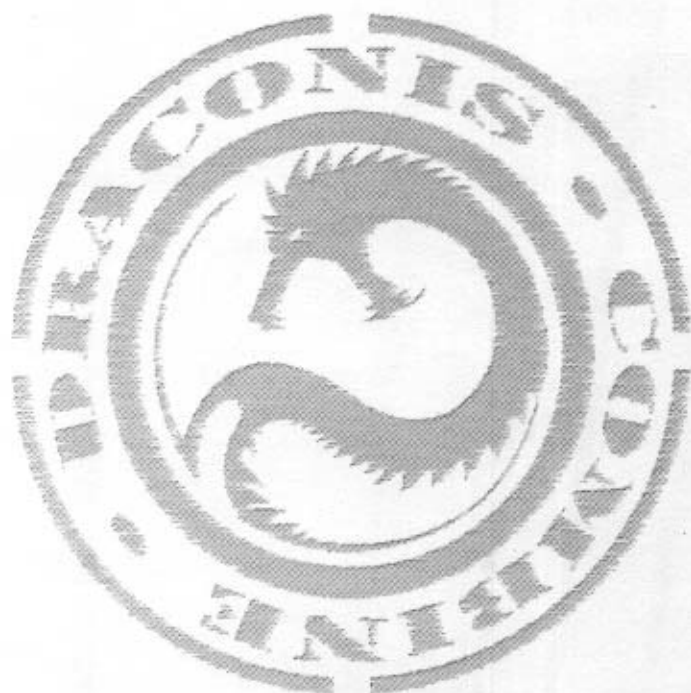
The *tai-sho* wants a group of adventurers to explore the Cluster and find suitable regions for the DCMS to use as a base of operations against the Clans. The *tai-sho* hopes this expedition will discover an abandoned pirate outpost that may be used immediately.

CONTRACT

The *tai-sho* will provide all transportation into and around the Cluster, and may cover the transportation costs of the unit in transit to Lonaconing.

TERRAIN

The terrains of planets in the cluster remain unknown.





DRACONIS COMBINE

PESHT MILITARY DISTRICT CONTRACT DC 56604-001-4

Dragoons Rating: A-B
Employer: Hogo Manati
Location: McAlister
Days to Jump Point: 4
Type of Action: Extraction Raid
Length of Contract: Open
Type of Unit: 'Mech, Aerospace
Size of Unit: Company or larger
Pay Rate: Good
Support: Negotiable
Transport: None
Salvage Rights: Negotiable
Command Rights: Liaison

SITUATION

Hogo Manati serves as the Prefect-in-exile of the Albiero Prefecture. Forced from Albiero by the Smoke Jaguars in the early days of the Clan invasion, the aged leader now makes his home on the world of McAlister. Like many Combine residents, Hogo fled from the invasion so quickly that he was forced to leave his assets behind and was nearly devastated by depression.

Hogo recently learned that private caches remain intact where he left them: in the heart of the Brocchi's Cluster.

OBJECTIVE

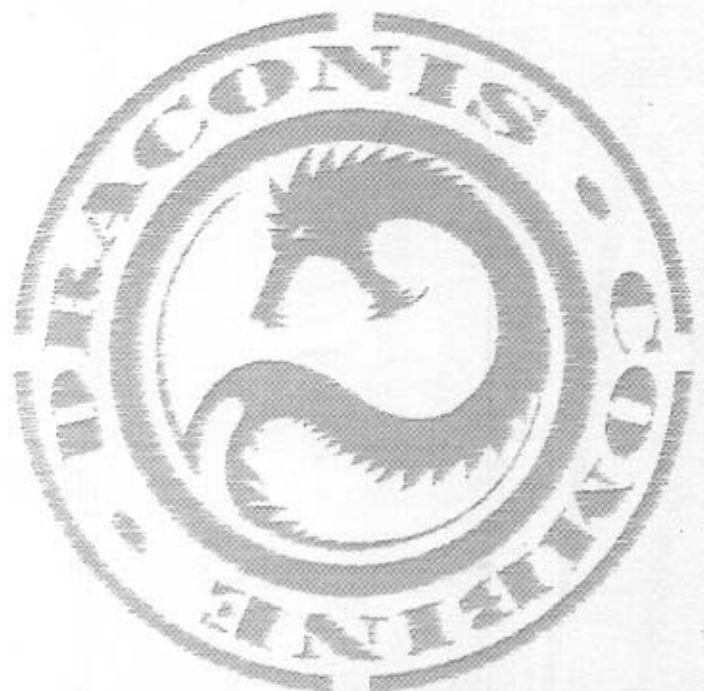
Prefect Manati seeks a unit to travel into Brocchi's Cluster and retrieve items of great value.

CONTRACT

If the unit is successful, Hogo offers the unit additional business propositions.

TERRAIN

Terrain will be revealed on acceptance of contract.





DRACONIS COMBINE

PESHT MILITARY DISTRICT CONTRACT DC 56607-001-7

Dragoons Rating: A
Employer: Dragon's Wings Mining
Location: Luthien
Days to Jump Point: 8
Type of Action: Garrison Duty
Length of Contract: 18 months
Type of Unit: Mech
Size of Unit: Company
Pay Rate: Excellent
Support: Full
Transport: Fully covered
Salvage Rights: Negotiable
Command Rights: Independent

SITUATION

Dragon's Wings Mining (DWM) is an up-and-coming company only a few years old. This company, headed by retired *Tai-sa* Mernon Provost, went from complete obscurity to a position as one of the largest Draconis corporations ever in record time. No one has been able to find out how DWM rose to wealth and power so quickly, though some speculate that the company's holdings in the Periphery yielded one or more fantastic finds.

OBJECTIVE

The company is hiring units to garrison planets and so protect its holdings in the Periphery. CEO Provost fears that DWM will lose profits quickly if the Clans decide to take an interest in those planets.

CONTRACT

Units will be hired to perform garrison duty and can expect boring work for good pay. The citizens of most planets held by DWM comprise miners and their families.

TERRAIN

The terrain varies according to the planet the unit is assigned to.





DRACONIS COMBINE

**BENJAMIN MILITARY DISTRICT
CONTRACT DC 56610-001-0**

Dragoons Rating: A
Employer: Draconis Combine
Location: Chandler
Days to Jump Point: 17
Type of Action: Recon Raid
Length of Contract: 6-month rotation
Type of Unit: Special Forces
Size of Unit: NA
Pay Rate: Good
Support: Negotiable
Transport: Fully covered
Salvage Rights: None
Command Rights: Integrated

SITUATION

Coordinator Theodore Kurita is concerned enough about finding the Clans' homeworld and stopping further attacks that he has several plans in motion. In addition to the secret Explorer Corps joint venture with ComStar, the Coordinator is attempting to saturate Clan territory with as many agents as possible to gather accurate data on Clan troop movements. These agents must also attempt to contact resistance fighters and coordinate rebel actions with Kurita raids against Clan-held planets. Special forces actions have been highly successful so far because the Clans know so little about uncovering and countering the efforts of individual agents from any Successor State.

OBJECTIVE

Special forces agents hired will coordinate their work with currently operating ISF agents. Mercenary agents must be prepared to operate without support for extended periods of time and be willing to accept additional and special missions while behind Clan lines.

CONTRACT

The Combine will cover transportation to Chandler and into Clan territory.

TERRAIN

The terrain varies according to the targeted planet.





DRACONIS COMBINE

CLAN TERRITORY
CONTRACT DC 56601-004-4

Dragoons Rating: A-B
Employer: Draconis Combine
Location: Wolcott
Days to Jump Point: 8
Type of Action: Garrison Duty
Length of Contract: 1 year
Type of Unit: Mech
Size of Unit: Battalion
Pay Rate: Average-Good
Support: Full
Transport: Jump into system provided
Salvage Rights: None
Command Rights: House

SITUATION

The Clan invaders met their second defeat on Wolcott. Using clever strategy, rather than the brute force that first defeated the Clans on Twycross, the Draconis Combine handily beat Clan Smoke Jaguar. In the batchall for the planet, the Clan agreed that if they lost, they would never return to Wolcott. The Combine continues to take advantage of that pledge by using Wolcott to stage almost continual raids against the Clans.

Though still technically part of the Pesht Military District, Wolcott lies far from the district capital of Luthien. Units traveling to either planet must traverse uninhabited star systems to avoid the Clans.

OBJECTIVE

Mercenary units hired will garrison Wolcott. Sharing that a man's word is his bond, most Combine military advisors believe that the Clans will not violate their agreement; they also believe in taking no chances. The Coordinator is determined not to lose the key world in his saturation raiding plan.

Garrison duty on Wolcott feels oppressive, heavy with pressure and paranoia at being completely surrounded by the Clans. Even the most able warriors may fail to shake the planet's effects for a long time after their duty is over.

CONTRACT

The Combine provides jump transportation into the system, where the unit must make a combat drop to reach the planet's surface.

TERRAIN

An unpleasant planet, Wolcott is covered with swamps broken by a few dry areas, which are filled with the planet's cities and populace. As might be expected, they struggle with a serious insect problem, mainly a particularly large form of mosquito.





FREE WORLDS LEAGUE

MARIK COMMONWEALTH CONTRACT FWL 56601-001-0

Dragoons Rating: C
Employer: Primus Artry Bach
Location: Angell II
Days to Jump Point: 7.5
Type of Action: Riot Duty, Defensive
Length of Contract: 4 months
Type of Unit: Infantry, 'Mech
Size of Unit: Company or larger
Pay Rates: Average
Support: Negotiable
Transport: 25 percent covered
Salvage Rights: None
Command Rights: Integrated

SITUATION

Divided into two dramatically different economic classes, Angell II is ripe for revolution. The rich few control the water purification facilities on the planet and are reluctant to share this resource. The poor must fight for every drop of fresh water and have finally begun to pressure the upper class to distribute the wealth more fairly. The planetary government appears content to maintain the status quo, refusing to recognize the existence of the gross economic inequality.

The government, led by Primus Artry Bach, feels that the less worthy portion of the population is getting its fair share and now is simply trying to control it all. His main argument against redistributing power is that the ordinary citizen lacks the necessary skills to run the complicated machinery used to purify the water.

The world of Angell II offers many important natural resources to the Free Worlds League, but the planet's toxic water supply has made possible an uneven distribution of the wealth, with the rich controlling the fresh water. The Marik government has traditionally refrained from interfering in the frequent struggles for equality on this planet, mainly because the violent rebellions rarely interrupt the flow of resources to the Free Worlds League weapons industry.

OBJECTIVE

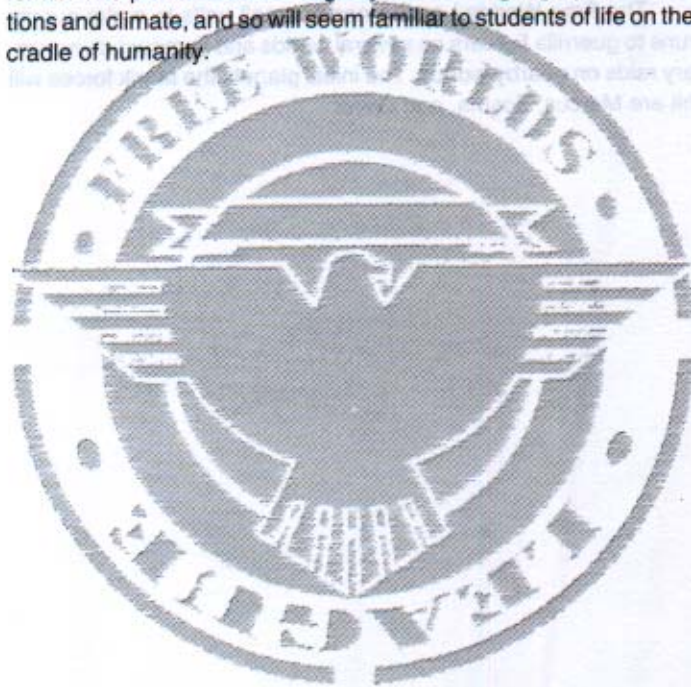
The government sees the attempt at revolution, however unjustified, looming on the horizon, and so is prepared to hire several small units to face the coming threat.

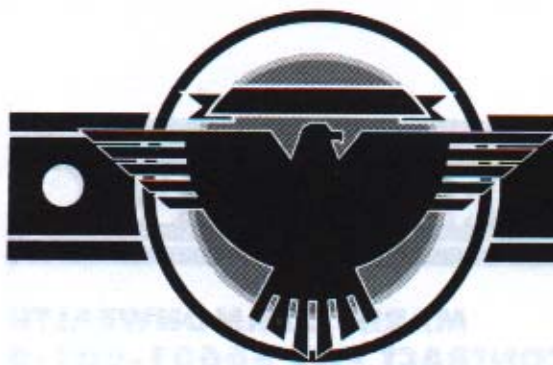
CONTRACT

Mercenaries will have almost complete freedom of command in battles against the rebels except when coordinating tactics with the planetary militia, whose command takes precedence. The government of Angell II will cover one-fourth of the unit's transportation costs to the planet.

TERRAIN

The terrain of Angell II forms a weirdly beautiful landscape. The toxic water source transmuted many plants and animals recognizable as variants of Terran life into unusual, more deadly forms. The planet features vaguely Terra-like geographic formations and climate, and so will seem familiar to students of life on the cradle of humanity.





FREE WORLDS LEAGUE

MARIK COMMONWEALTH CONTRACT FWL 56601-002-2

Dragoons Rating: A-B

Employer: Free Worlds League

Location: Wing

Days to Jump Point: 5

Type of Action: Supply Runs, Diversionary Raids

Length of Contract: 3 months

Type of Unit: Light 'Mech, Aerospace

Size of Unit: Company

Pay Rate: Good

Support: Aerospace

Transport: Fully covered

Salvage Rights: Full

Command Rights: Independent

SITUATION

Even though the Free Worlds League is currently the most politically stable and economically sound realm, it has no intention of taking on the Federated Commonwealth in a standup fight. The Free Worlds League wants to mount several annoying objective raids to keep their troops in fighting trim and Victor Steiner-Davion guessing. By supporting Marik loyalists, the League also hopes to regain through covert action many of the worlds it lost to House Steiner during the Fourth Succession War.

OBJECTIVE

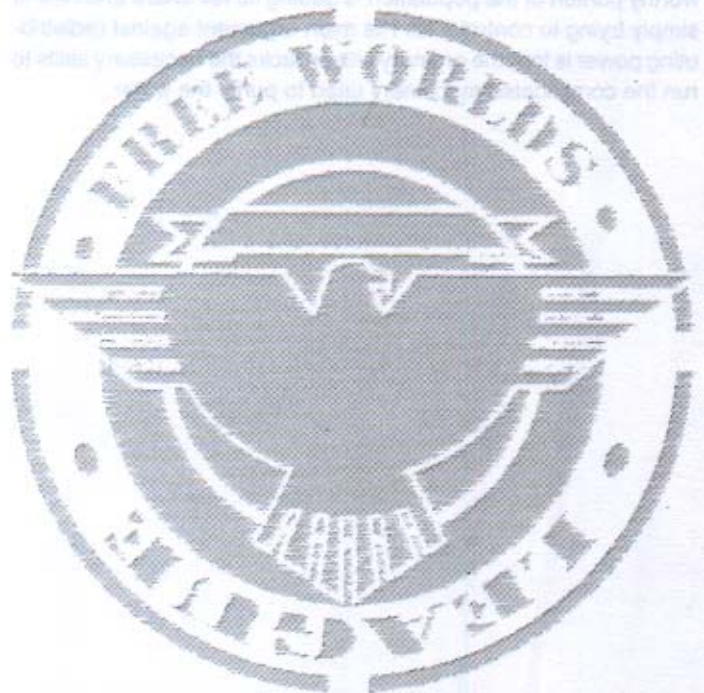
The Free Worlds League needs small units to make supply runs to guerrilla fighters on several worlds and to mount diversionary raids on nearby worlds. The initial planets the Marik forces will hit are Marcus, Zosma, and Oliver.

CONTRACT

Most units' objection to this assignment will be the idea of such a small force attacking a world containing a 'Mech factory. However, House Marik will reassure any units who question this strategy that the mission's aim is to avoid the forces concentrated near the factory. The League employer will also point out that the mercenary unit will have ample aerospace support.

TERRAIN

Though the world of Marcus is an easy target with its terrain of low, rolling hills, Zosma and Oliver present a challenge. Zosma's thick forests and wide expanses of massive, irregularly shaped rock formations and the high mountains of Oliver make a quick supply run impossible. The hired raiders must land long enough to place supplies in a prearranged location rather than dropping crates in an atmospheric aerospace pass, and both planets' militias, highly experienced at navigating the terrain quickly and efficiently, stand ready to intercept invaders.





FREE WORLDS LEAGUE

MARIK COMMONWEALTH CONTRACT FWL 56601-003-3

Dragoons Rating: A-B
Employer: Free Worlds League
Location: Colfax
Days to Jump Point: 4
Type of Action: Guerrilla Warfare
Length of Contract: 8 months
Type of Unit: 'Mech
Size of Unit: Battalion or larger
Pay Rate: Average
Support: Negotiable
Transport: Full
Salvage Rights: None
Command Rights: Integrated

SITUATION

The Free Worlds League is attempting to counter Federated Commonwealth attempts to place agents on several of their border worlds. They believe the Commonwealth may be using the worlds of Ford and Loric as staging areas for diversionary raids.

OBJECTIVE

The League intends to hire a large force to raid Ford and Loric and disrupt suspected Federated Commonwealth operations. The unit hired need not seize the worlds, but must control as much of each planet as possible and hold their positions until reinforcements arrive.

CONTRACTS

The League government will cover all transportation costs. If the unit hired performs its job well, House Marik may offer it additional contracts to conduct raids on the Steiner border.

TERRAIN

Loric makes a pleasant target. The planet has a temperate atmosphere, low rolling hills, and medium-sized cities (250,000 or more citizens). Some swampy areas mar this idyllic landscape, however.





FREE WORLDS LEAGUE •

MARIK COMMONWEALTH CONTRACT FWL 56602-001-2

Dragoons Rating: B
Employer: Free Worlds League
Location: Epsilon
Days to Jump Point: 8
Type of Action: Recon/Intelligence
Length of Contract: 6 months
Type of Unit: Special Forces
Size of Unit: NA
Pay Rate: Good
Support: Negotiable
Transport: Fully covered
Salvage Rights: None
Command Rights: Independent

SITUATION

The Free Worlds League intelligence organization is currently short-handed, particularly in agents to perform less sensitive missions. SAFE has decided to assign basic information-gathering tasks to hired agents in order to fill the gaps in their network.

OBJECTIVE

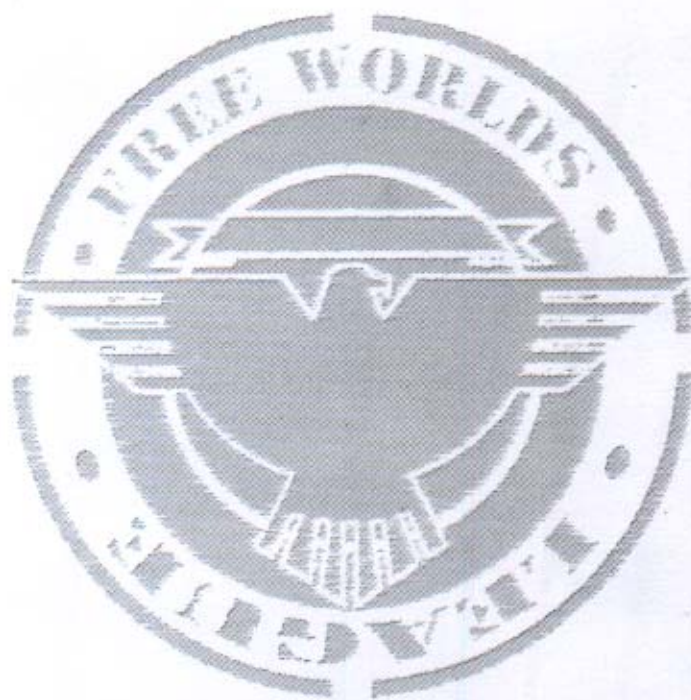
House Marik's SAFE agency is hiring special forces agents and scouts to jump across the Steiner border and gather information on troop strengths and movements.

CONTRACT

The Free Worlds League will cover all transportation costs, including retrieving the hired agent at the end of the contract. Each agent will receive his or her world assignment when hired.

TERRAIN

Terrain varies according to the targeted planet.





FREE WORLDS LEAGUE

**RIM COMMONALITY
CONTRACT FWL 56602-002-3**

Dragoons Rating: D
Employer: Dame Janice Silver
Location: Lesnovo
Days to Jump Point: 8
Type of Action: Garrison Duty
Length of Contract: 1 year
Type of Unit: 'Mech
Size of Unit: Company or larger
Pay Rate: Poor-Fair
Support: Negotiable
Transport: None
Salvage Rights: Negotiable
Command Rights: Independent

SITUATION

One of the poorest worlds of the Rim Commonality and the Free Worlds League, Lesnovo offers no exports and barely enough resources to keep its population alive. The Marik government has largely ignored the planet over the years, despite the fact that Lesnovo comes under consistent, brutal attack by pirates based in the Marian Hegemony—not for gain, but simply because its proximity to that Periphery state makes it an easy target.

The Free Worlds League government has made very little effort to protect Lesnovo from these depredations. Though the planet hosted two battalions of the 8th Grenadiers in early 3054, those units stayed for only three months. Lesnovo's own government has decided to take matters into its own hands.

OBJECTIVE

The ruler of Lesnovo, Dame Janice Silver, is hiring units to defend her world from pirate attacks. The hired unit will serve as a garrison force, only required to act if attacked.

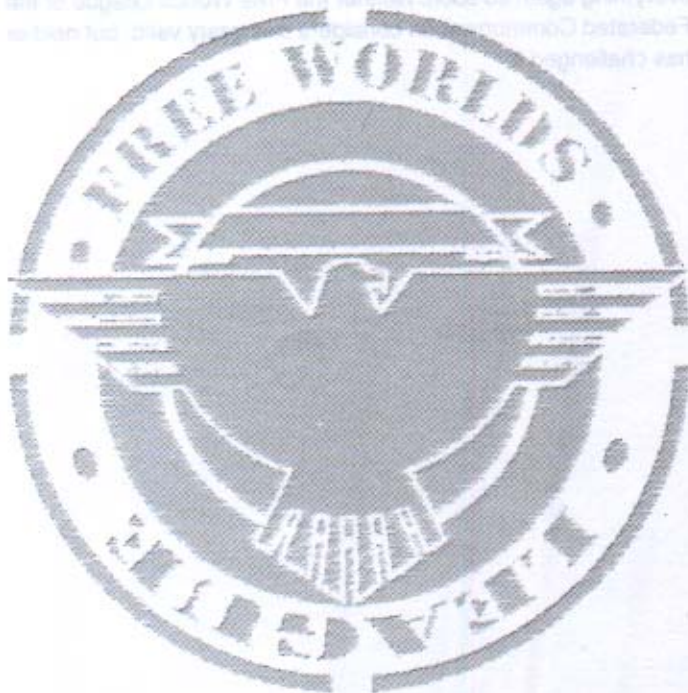
Though she is not ready to make this fact widely known, Dame Silver believes her tiny planet may soon pull itself out of obscurity. Preliminary research has shown that a vegetable native only to Lesnovo contains a chemical that apparently damages cancer cells. If further research confirms these findings, Lesnovo's position as the only planet capable of growing this vegetable may make it one of the most important worlds in the Inner Sphere.

CONTRACT

This is an ideal contract for a unit searching for a home planet, as the employers are willing to negotiate a land holding as partial payment.

TERRAIN

The industrialized areas of Lesnovo line the edge of the planet's larger continent. The shores of the continent feature sandy plains sloping up to limestone cliffs. The entire inland is suitable for farming and is divided by rolling green hills into separate landholdings.





FREE WORLDS LEAGUE •

STEWART COMMONALITY CONTRACT FWL 56602-003-4

Dragoons Rating: B**Employer:** First Minister Lyle Jefferson**Location:** Amity**Days to Jump Point:** 3**Type of Action:** Security Duty**Length of Contract:** One year**Type of Unit:** Special Forces**Size of Unit:** 5 or more operatives**Pay Rate:** Average-Good**Support:** NA**Transport:** Fully covered**Salvage Rights:** None**Command Rights:** Independent**SITUATION**

Buffeted by the winds of fate, the planet Amity was once one of the most prosperous worlds in the Free Worlds League, offering a high standard of living. The Succession Wars, however, devastated Amity more than any other world in the Inner Sphere. Today, Amity is nearly as prosperous as it was during the Star League era. Part of its prosperity came at the expense of Solaris VII, which Amity's leaders raided liberally for replacement parts to cut their rebuilding time. When Solaris began to strike back, Amity hastily proposed peace between the two planets, unwilling to risk losing everything again so soon. Neither the Free Worlds League or the Federated Commonwealth considers this treaty valid, but neither has challenged it.

OBJECTIVE

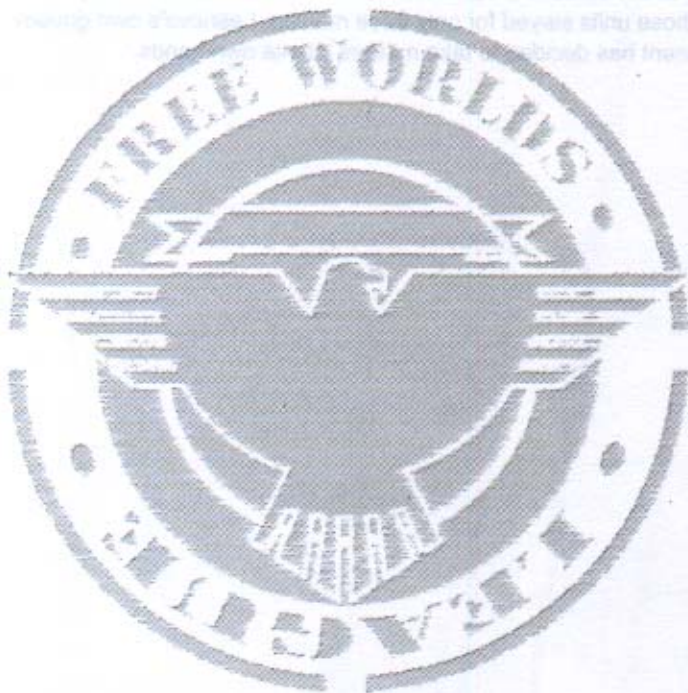
First Minister Lyle Jefferson recently made several unpopular decisions that effectively froze the planet's economy; opposition to these moves has rocked the government. The first minister recognizes his mistakes and wants to keep his job long enough to make amends, but does not know whom he can trust. He has decided to hire bodyguards for personal protection and agents to help him reestablish his power base.

CONTRACT

First Minister Jefferson will provide transportation to Amity and transportation while on the planet, which will consist of the first minister's private limousines and maglev trains.

TERRAIN

Amity's large, widespread islands are linked by maglev trains and Ground Effect Vehicle (GEV) causeways. The planet features a tropical atmosphere with temperate zones near the poles. Hurricanes are commonplace, and the tremendous cost of constant rebuilding keeps the economy unbalanced.





FREE WORLDS LEAGUE •

STEWART COMMONALITY CONTRACT FWL 56603-001-3

Dragoons Rating: C-D

Employer: Baron Archibald Keeling

Location: Ruschegg

Days to Jump Point: 11

Type of Action: Pirate Hunt

Length of Contract: Four months

Type of Unit: 'Mech

Size of Unit: Company or larger

Pay Rate: Average

Support: Negotiable

Transport: Half the cost to Ruschegg

Salvage Rights: Negotiable

Command Rights: Integrated

SITUATION

The planet Ruschegg, ruled by Baron Archibald Keeling, recently came under attack by Periphery bandits. So far the raids have failed to create much damage, but the Baron is determined to protect his citizens. Baron Keeling's spy network recently informed him of the location of the three worlds from which the raiders are launching their attacks.

OBJECTIVE

Unwilling to sit back and wait for the raiders to return, Baron Keeling wants to bring the fight to the raiders. He seeks a company-sized unit to augment his militia in defending the planet and attacking these pirates.

CONTRACT

The baron will cover half the transportation cost to reach Ruschegg. The baron has several additional missions in mind for which he might hire the characters' unit if it performs this assignment well.

TERRAIN

The terrain varies depending on the worlds targeted for raids. Ruschegg itself consists of low rolling hills leading to a rocky desert.





FREE WORLDS LEAGUE

ZION PROVINCE CONTRACT FWL 56604-001-4

Dragoons Rating: B-C

Employer: Zion Province

Location: Zion

Days to Jump Point: 13

Type of Action: Garrison Duty, Intelligence Gathering

Length of Contract: 8 months

Type of Unit: 'Mech, Infantry, Aerospace, Special Forces

Size of Unit: Battalion or larger

Pay Rate: Fair-Average

Support: Negotiable

Transport: Negotiable

Salvage Rights: Negotiable

Command Rights: Integrated

SITUATION

Political unrest in the Zion Province prompted by the impending alliance between Houses Marik and Liao through marriage has reached a boiling point in the last three years. The worlds of the Zion Province long ago defected to the Free Worlds League from the Capellan Confederation to escape the cruelty and capriciousness of the Capellan government. When it left, the province swore never to be associated with the Confederation again.

Because of its wealth, Zion Province proved a popular target during the Succession Wars. Every planet took a severe beating, and only recently has the province begun to recover.

The marriage of Sun-Tzu Liao to Isis Marik puts the Zion Province in a no-win situation. If they meekly accept the alliance, they place themselves back under the thumb of the Capellan Confederation. If they accept the alliance or, as rumored, secede to the Federated Commonwealth, then the province becomes a plum ripe for picking from either side of the fence. Forces have increased on the province's borders, and the province wants to augment its own forces.

OBJECTIVE

Units hired will defend the worlds of Zion Province. Special forces agents will cross the province border and attempt to gather information about Thomas Marik's intentions.

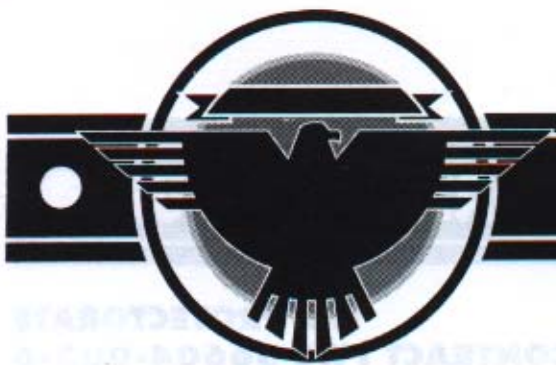
CONTRACT

The Zion Province wants a unit it can depend on and so will give the unit whatever it needs, within reason.

TERRAIN

The terrain varies according to the planet.





FREE WORLDS LEAGUE ●

DUCHY OF GRAHAM-MARIK CONTRACT FWL 56604-002-5

Dragoons Rating: C

Employer: Ryan Iceships Group of Curtiss Hydrosystems

Location: Paradise

Days to Jump Point: 4

Type of Action: Security Duty

Length of Contract: 6 months

Type of Unit: Aerospace, 'Mech

Size of Unit: Lance or larger

Pay Rate: Average

Support: Full

Transport: Full transport with cargo on mission

Salvage Rights: Negotiable

Command Rights: Integrated

SITUATION

The Ryan Iceships Group of Curtiss Hydrosystems has been delivering freshwater icebergs to worlds lacking pure water for more than 400 years. The company maintained operations even when it was not profitable and was rewarded by finally becoming a vital and successful part of the Free Worlds League economic base.

OBJECTIVE

Like other corporations in the Inner Sphere, Ryan Iceships has been forced to hire mercenaries to counteract pirate attacks. The company has yet to lose a JumpShip or DropShip to the attacks, but has occasionally lost its valuable cargo.

Because iceberg thefts always occur in space, due to the difficulty of reloading an iceberg once it has been unloaded on a planet's surface, Ryan Iceships wants to hire at least a company of aerospace fighters to protect its four JumpShips.

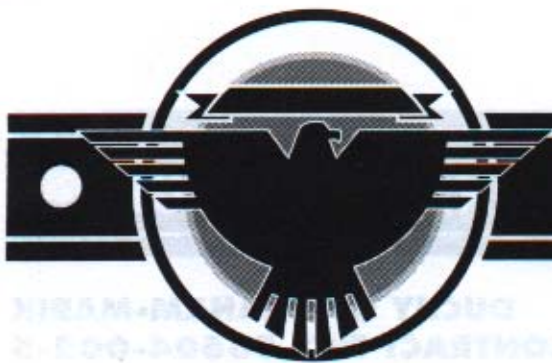
CONTRACT

In addition to a company of aerospace, Ryan wants one lance of 'Mechs to help fight off any attacks against their ships on land. Ryan Iceships provides transportation with the cargo for all missions.

TERRAIN

The majority of engagements will occur in deep space.





FREE WORLDS LEAGUE

THE PROTECTORATE CONTRACT FWL 56604-003-6

Dragoons Rating: D
Employer: HighPoint Traders
Location: New Delos
Days to Jump Point: 6
Type of Action: Retainer
Length of Contract: 2 years
Type of Unit: Any
Size of Unit: Varies
Pay Rate: Usually Good
Support: Negotiable
Transport: Fully covered
Salvage Rights: Negotiable, usually none
Command Rights: Intergrated

SITUATION

A steady employer of mercenaries, HighPoint Traders uses their hired forces for many of the same reasons as other Inner Sphere corporations—to protect its operations and facilities. The firm's continued expansion has necessitated its further hirings.

OBJECTIVE

HighPoint Traders hires mercenary units to protect warehouses full of goods, handle security at trade bazaars, and escort HighPoint transports. In order to stay on the cutting edge, HighPoint often hires special forces agents to evaluate potential markets and conduct surveillance on their competitors.

CONTRACT

HighPoint is aggressively taking advantage of the Free Worlds League's new economic prominence. The company welcomes the alliance to the Capellan Confederation as a chance to expand into new markets. HighPoint intends to maintain its high-percentage use of mercenaries of all types to keep its expansions as secure as its existing markets.

TERRAIN

Terrain varies according to planet and mission.





FREE WORLDS LEAGUE •

ABBAY DISTRICT CONTRACT FWL 56604-004-7

Dragoons Rating: C

Employer: Correlated Traders

Location: Hammer

Days to Jump Point: 15

Type of Action: Retainer

Length of Contract: Two years

Type of Unit: Any

Size of Unit: Varies

Pay Rate: Varies, but at least Average

Support: Negotiable

Transport: Fully covered during mission

Salvage Rights: Negotiable, usually none

Command Rights: Independent

SITUATION

Correlated Traders is one of the most enterprising trading cartels in the Free Worlds League. The company has generated high profits through dealing with the Periphery region bordering the Free Worlds League and is one of the few Marik companies that deals extensively with the many Periphery realms beyond Free Worlds borders.

OBJECTIVE

Because Correlated deals with sometimes unpredictable customers, the corporation often hires mercenaries to protect their traders and vessels in Periphery realms. Correlated also uses special forces agents to investigate potential markets within the Periphery and to gather information on Correlated's competitors.

CONTRACT

Generally open to negotiation, even after hire, on a mission-to-mission basis.

TERRAIN

The terrain varies according to planet and mission.





FREE WORLDS LEAGUE

DUCHY OF ANDURIEN CONTRACT FWL 56605-002-6

Dragoons Rating: C

Employer: Barnum Zoological Services (BZS)

Location: Lopez

Days to Jump Point: 3

Type of Action: Garrison Duty, Extraction Raids

Length of Contract: 6 months

Type of Unit: Infantry, Light 'Mech

Size of Unit: Squad or Lance

Pay Rate: Poor-Fair

Support: Negotiable

Transport: Fully covered

Salvage Rights: None

Command: Independent

SITUATION

The planet Lopez is famous for the branth—huge, flying lizardlike creatures that resemble the dragons of ancient Terran myths. For years the branth's extreme susceptibility to disease confined them to Lopez. However, the recent perfection of a vaccine that bolsters the branth's fragile immune system has allowed traders to export branth offworld. This could produce a boom for the planet's economy, as many Inner Sphere nobles enjoy the idea of having a "flying dragon" circling their palaces.

OBJECTIVE

Infantry squads will help garrison BZS camps in Lopez's jungles.

Light 'Mechs will be used to capture branth. BZS does not need more than a lance of BattleMechs, however.

CONTRACT

BZS offers poor to fair pay and full transportation costs for the unit once it enters either the Free Worlds League, Capellan Confederation or Magistracy of Canopus.

TERRAIN

Lopez is a planet of dense, heavy woods leading up to craggy, rocky mountain peaks where the branth live.





FREE WORLDS LEAGUE

**UNAFFILIATED WORLDS
CONTRACT FWL 56607-001-7**

Dragoons Rating: C-D

Employer: Free Worlds League

Location: Andiron (Circinus Federation)

Days to Jump Point: 9

Type of Action: Garrison Duty

Length of Contract: 6 months

Type of Unit: 'Mech, Infantry

Size of Unit: Company

Pay Rate: Fair

Support: Full

Transport: Fully covered

Salvage Rights: None

Command Rights: Integrated

SITUATION

An arrangement with the Circinus Federation allows the Free Worlds League to use the world of Andiron and two other Circinian worlds as staging areas for deep raids into the Steiner side of the Federated Commonwealth. This arrangement forces Archon Prince Victor Steiner-Davion to pull troops away from other borders to garrison targeted worlds and provides Circinian rulers with a sense of security.

OBJECTIVE

The mercenary unit will garrison the Marik base on Andiron. Troops will be a defensive force only and will not accompany Marik troops on raids.

CONTRACT

The Free Worlds League offers fair pay and all necessary transportation costs.

TERRAIN

Terrains vary with the planet the unit is assigned.





FREE WORLDS LEAGUE •

UNAFFILIATED WORLDS CONTRACT FWL 56608-001-8

Dragoons Rating: B

Employer: Free Worlds League

Location: Old Kentucky (Federated Commonwealth)

Days to Jump Point: 8

Type of Action: Guerrilla Warfare

Length of Contract: 8 months

Type of Unit: Infantry, Light 'Mech

Size of Unit: Infantry Company, 'Mech Lance

Pay Rate: Good

Support: Full

Transport: Fully covered

Salvage Rights: Negotiable

Command Rights: Integrated

SITUATION

Many observers expect the pending marriage of Isis Marik to Sun-Tzu Liao to shift significantly the balance of power in the Inner Sphere. These observers point to the world of Old Kentucky as a precursor to the upcoming upheaval.

OBJECTIVE

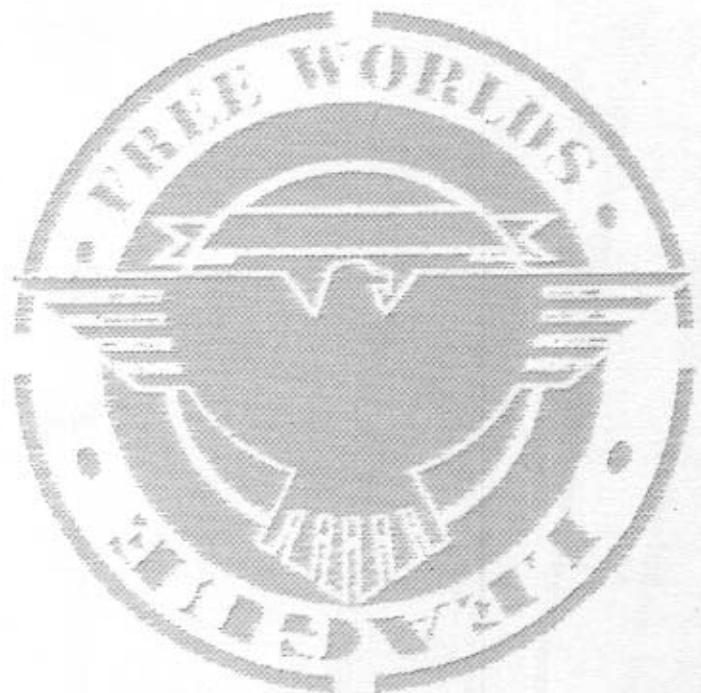
Sun-Tzu Liao and Thomas Marik have agreed that Old Kentucky in the Federated Commonwealth's Sarna March is an ideal spot to test the strength of their upcoming alliance. Marik is looking for forces to conduct raids on the world and remain on-planet for extended operations. Units can expect to work with the Rostakov Tong, the Capellan guerrilla force. The Rostakov Tong has been stepping up their terrorist actions against the Federated Commonwealth presence on the planet.

CONTRACT

The Free Worlds League offers good pay, free transportation, and several supply drops during the course of the contract.

TERRAIN

Large tracts of jungle cover most of this former wilderness resort world. These areas still contain several predators that do not hesitate to attack armed characters.





FREE WORLDS LEAGUE

**UNAFFILIATED WORLDS
CONTRACT FWL 56610-001-8**

Dragoons Rating: A

Employer: Free Worlds League

Location: Hyde (Federated Commonwealth)

Days to Jump Point: 26

Type of Action: Extraction Raid

Length of Contract: 6 months

Type of Unit: Special Forces, Intelligence Agents

Size of Unit: 5 or fewer operatives

Pay Rate: Good

Support: Full

Transport: Fully covered

Salvage Rights: Negotiable

Command Rights: Independent

SITUATION

Although the Free Worlds League leads the Inner Sphere in the production of lostech weapons and armor, the Federated Commonwealth still leads in new designs and technology. Recently the Commonwealth has constructed several new testing facilities on Hyde to accommodate its expanded research into new weapons systems.

OBJECTIVE

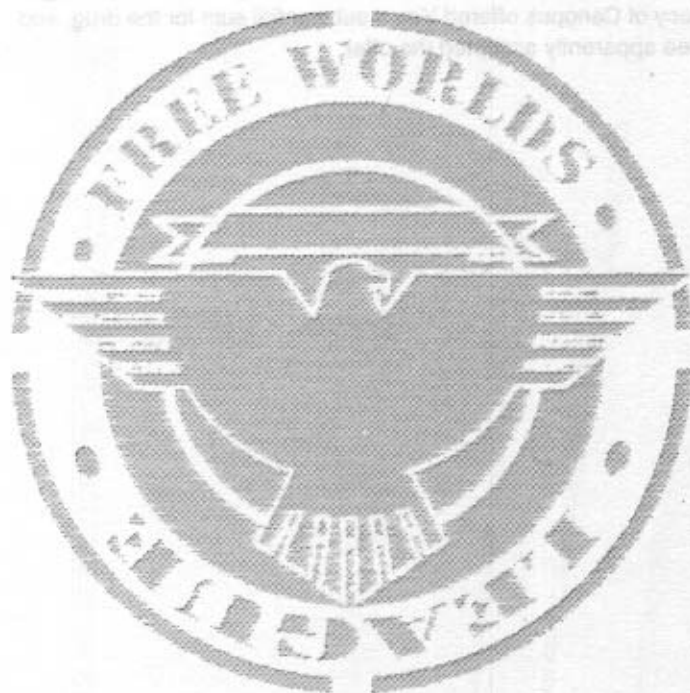
The hired operatives will assist SAFE agents in infiltrating one of these testing facilities.

CONTRACT

The Free Worlds League offers all necessary transportation and equipment.

TERRAIN

The target base borders an industrial city. Hyde itself is lightly forested, with thousands of small freshwater lakes.





CAPELLAN CONFÉDÉRATION

SIAN COMMONALITY CONTRACT CC 56501-001-9

Dragoons Rating: B

Employer: House Master Guillaume Turgenev, House Matsukai

Location: Barras

Days to Jump Point: 4

Type of Action: Extraction Raid

Length of Contract: 6 months

Type of Unit: Special Forces, Intelligence Agents

Size of Unit: N/A

Pay Rate: Average

Support: Negotiable

Transport: Fully covered

Salvage Rights: None

Command Rights: Independent

SITUATION

The planet Barras once belonged to the Free Worlds League. When the Capellan Confederation laid claim to it, however, an agreement eventually emerged that granted the world to the Confederation but allowed Marik traders free access. The world has since become a hive of covert activity, with agents from all of the Inner Sphere Houses and Periphery realms operating.

Recently, a member of House Matsukai, Irma Yee, discovered plans on Barras for a specialized drug that boosts MechWarrior response times. Although many such drugs exist, most have serious side effects that make their use impractical. The Magistracy of Canopus offered Yee a substantial sum for the drug, and Yee apparently accepted the offer.

OBJECTIVE

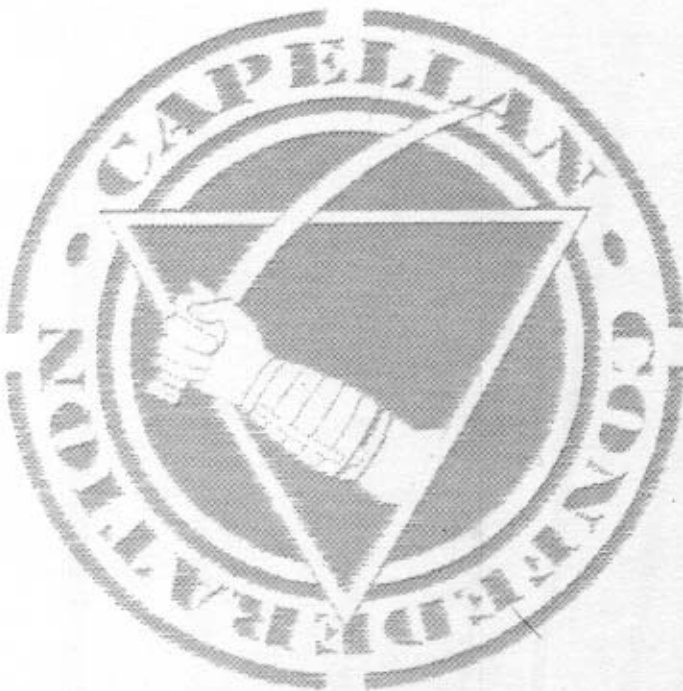
Hired units will help recover Yee before the Maskirovka does. Turgenev believes she is on Barras seeking transport to the Magistracy.

CONTRACT

Turgenev offers average pay and all necessary transport to the planet, as well as a bonus for Yee's prompt retrieval.

TERRAIN

Barras' DropPort welcomes visitors from throughout the Inner Sphere. The city surrounding the DropPort is a squalid sprawl infested with danger. Arid deserts cover the remainder of the planet.





CAPELLAN CONFÉDÉRATION

SIAN COMMONALITY CONTRACT CC 56512-001-2

Dragoons Rating: B-C
Employer: House LuSann
Location: Jacson
Days to Jump Point: 7
Type of Action: Recon Raids
Length of Contract: 6 months
Type of Unit: Scouts
Size of Unit: N/A
Pay Rate: Average-Good
Support: Communication 51s
Transport: Fully covered
Salvage Rights: None
Command Rights: Independent

SITUATION

Presently the Capellan Confederation is too small to present a real threat to the Federated Commonwealth, but too large to ignore. As a result, the Confederation must carefully choose its raiding targets, lest it provoke a concerted Federated Commonwealth response.

House LuSann has been given the right to raid several Davion worlds, but before the raids can begin the House leaders must update their intelligence reports.

OBJECTIVE

The hired operatives will travel to three different Davion worlds to gather information on troop strengths and concentrations. Targeted worlds will be identified on hiring.

CONTRACT

House LuSann offers average to good pay, all necessary transportation. House LuSann will also pay for the HPG transmission of the regular update reports.

TERRAIN

Terrain varies, depending on the planet.





CAPELLAN CONFÉDÉRATION

SIAN COMMONALITY CONTRACT CC 56517-001-7

Dragoons Rating: C

Employer: Prefect Melanie Rollis

Location: Rollis

Days to Jump Point: 9

Type of Action: Objective Raid

Length of Contract: 2 months

Type of Unit: 'Mech

Size of Unit: Company or larger

Pay Rate: Average

Support: Negotiable

Transport: Fully covered during raids

Salvage Rights: Negotiable

Command Rights: Independent

SITUATION

Although many view vendettas as a senseless, outdated practice, they remain fairly common among nobles of the Inner Sphere. This contract stems from one such vendetta.

Prefect Melanie Rollis is the last remaining member of the Rollis family, which has ruled their homeworld of Rollis for centuries. In the early '40's, a raiding party from the Taurian Concordat attacked the world. The raid claimed the lives of all the family members except Melanie and her younger brother Maxwell, who died soon after from wounds he received during the attack.

When young Melanie took power, she vowed vengeance on those who killed her family. After learning the raid originated on the world of Laconis, Melanie immediately ordered the Rollis militia to attack. The raid on Laconis proved especially brutal and destructive, and Melanie made it clear to the Laconian prime minister, Harry Jagnon, that the attack was a retaliatory raid. Jagnon responded by hiring mercenaries to strike back at Rollis, establishing a lethal cycle of attrition that continues today.

OBJECTIVE

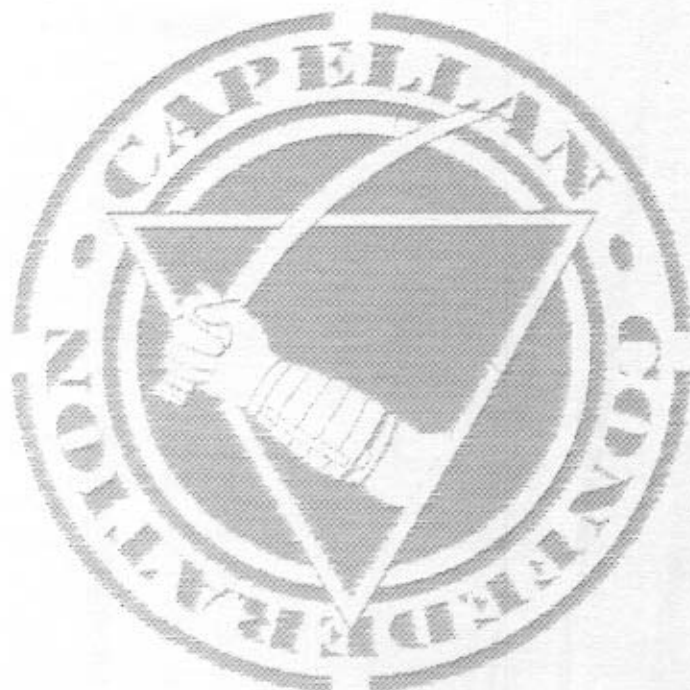
The mercenaries will raid the Laconian capital.

CONTRACT

Prefect Rollis offers average pay, and full transport costs to and from Laconis. She is seeking BattleMech units primarily, but will accept aerospace forces as well.

TERRAIN

Laconis is a world of lightly forested plains. Laconis' capital city is heavily fortified with gun emplacements and minefields that surround the city.





CAPELLAN CONFEDERATION

**CAPELLAN COMMONALITY
CONTRACT CC 56604-001-4**

Dragoons Rating: A

Employer: Capellan Confederation

Location: Necromo (Federated Commonwealth)

Days to Jump Point: 3

Type of Action: Diversionary Raids

Length of Contract: 4 months

Type of Unit: 'Mech

Size of Unit: Regiment

Pay Rate: Excellent

Support: Negotiable

Transport: Fully covered

Salvage Rights: Full

Command Rights: Independent

SITUATION

The Capellan Confederation seeks a large, self-sufficient unit to undertake an extended campaign of planetary assaults in the Federated Commonwealth's Capellan March.

OBJECTIVE

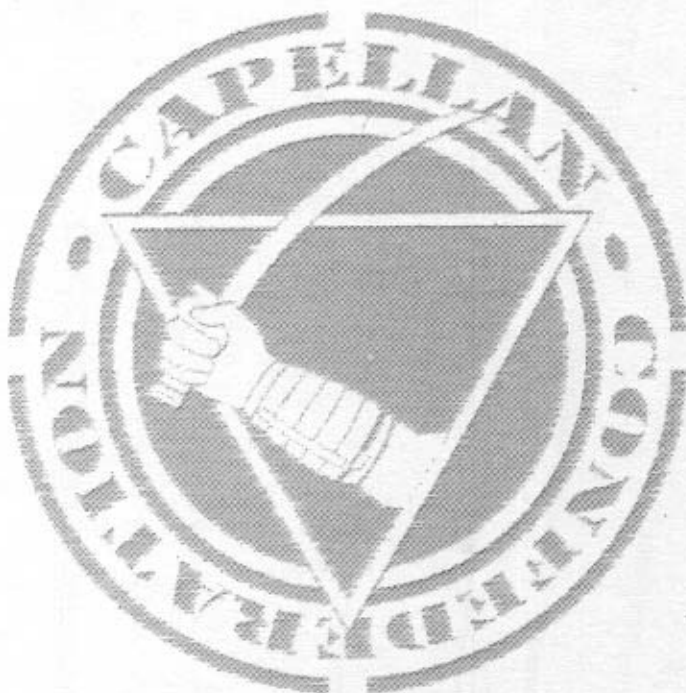
The unit will raid several worlds in this region, driving deeper and deeper into Federated Commonwealth territory before returning to Capellan space.

CONTRACT

The Confederation offers excellent pay, full transportation if the unit does not have its own, and full salvage rights.

TERRAIN

Rolling hills and light forests cover Necromo. The planet also is home to a self-contained DropShip repair facility. Security surrounding this facility is extremely tight.





CAPELLAN CONFEDERATION

SIAN COMMONALITY
CONTRACT CC 56607-001-7

Dragoons Rating: C-D
Employer: Closehold Firms

Location: Prix

Days to Jump Point: 17

Type of Action: Retainer

Length of Contract: 2 years

Type of Unit: Any

Size of Unit: Varies, usually never larger than company sized

Pay Rate: Varies, but usually Average

Support: Negotiable

Transport: Fully covered

Salvage Rights: Negotiable for each mission

Command Rights: Liaison

SITUATION

One of the Capellan Confederation's most profitable companies, Closehold Firms deals in everything from trade to manufacturing. Closehold often hires small 'Mech and conventional units (including infantry) to defend its facilities and warehouses on various planets.

OBJECTIVE

Hired units will garrison various Closehold facilities and perform other missions in defense of Closehold assets.

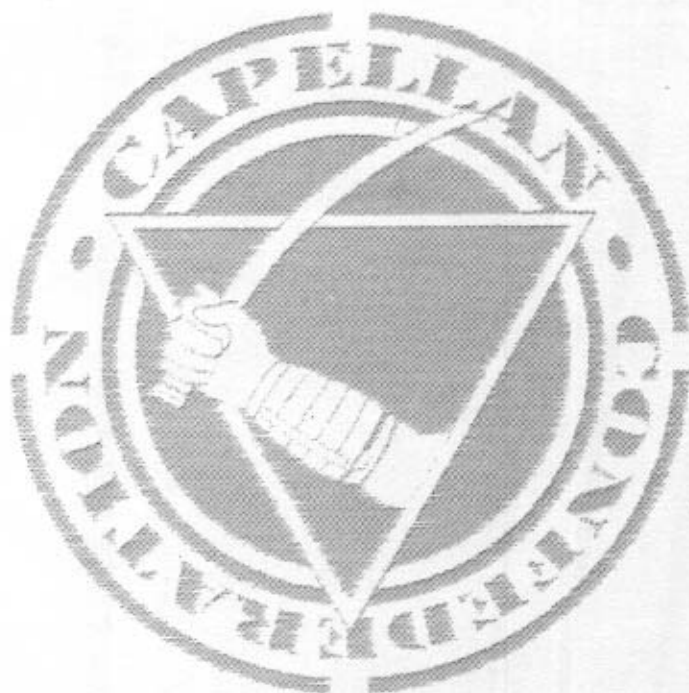
The firm also retains agents and scouts to keep tabs on competitors and identify new markets. Scouts have become more important than ever, as Closehold begins to expand into the Free Worlds League.

CONTRACT

Closehold offers average pay and full transportation costs. Contracted units can look forward to seeing various worlds of the Confederation and Periphery.

TERRAIN

Terrain varies with mission.





CAPELLAN CONFÉDÉRATION

**UNAFFILIATED WORLDS
CONTRACT CC 56603-001-3**

Dragoons Rating: B-C

Employer: Capellan Confederation

Location: Aldebaran

Days to Jump Point: 4

Type of Action: Guerrilla Warfare

Length of Contract: 1 year

Type of Unit: Special Operations,
Intelligence Agents, Small Strike Teams

Size of Unit: Squad

Pay Rate: Average

Support: Negotiable

Transport: Fully covered

Salvage Rights: None

Command Rights: Independent

SITUATION

The Tongs have proved one of the most effective tools the Capellan Confederation has against Federated Commonwealth encroachments. These resistance groups have successfully foiled numerous Federated Commonwealth efforts to hold captured Capellan worlds. One of the most effective Tongs—the Barren Tong—has operated on Aldebaran since its capture during the Fourth Succession War. The Capellans are particularly determined to resist the Federated Commonwealth occupation of Aldebaran because it is among the oldest worlds of the Confederation.

OBJECTIVE

Hired forces will assist the Barren Tong in its guerrilla campaign against Aldebaran's occupying forces. Agents will train Tong warriors, and strike teams will support the Tong in field operations and perform several missions against the AFFC.

CONTRACT

The Capellan Confederation offers average pay and full transportation costs.

TERRAIN

A wide variety of terrain covers this temperate world. The capital city of Aldebaran is Jifang Po City.





CAPELLAN CONFÉDÉRATION

**UNAFFILIATED WORLDS
CONTRACT CC 56604-001-4**

Dragoons Rating: A-B

Employer: Capellan Confederation

Location: Old Kentucky (Federated Commonwealth)

Days to Jump Point: 8

Type of Action: Guerrilla Warfare

Length of Contract: 8 months

Type of Unit: Infantry

Size of Unit: Company

Pay Rate: Good

Support: Full

Transport: Fully covered

Salvage Rights: None

Command Rights: Independent

SITUATION

Old Kentucky has seen more action in the past three years than most border worlds see in a decade. Currently occupied by Federated Commonwealth forces, Capellan-supported Tongs remain very active on the planet. In addition, the Free Worlds League has recently targeted Old Kentucky in several raids.

Once the site of a Maskirovka training base, Old Kentucky contains few strategic assets.

OBJECTIVE

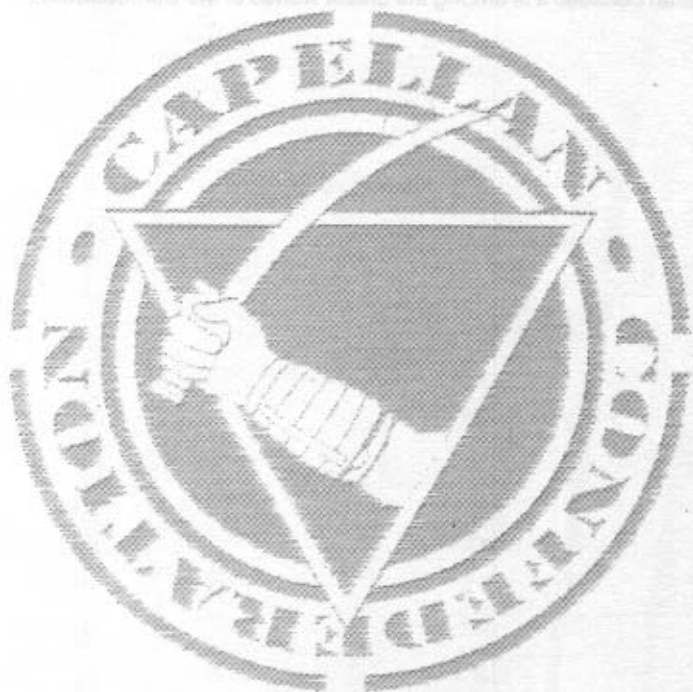
Hired infantry companies will assist the Rostakov Tong in their guerrilla campaign against the Federated Commonwealth occupation forces. Specifically, hired units will participate in attacks on several Federated Commonwealth targets.

CONTRACT

The Capellan Confederation offers good pay, transportation, and supplies while the hired unit is on old Kentucky.

TERRAIN

Vast tracts of jungle cover Old Kentucky. These areas contain various predators that will not hesitate to attack armed characters.





CAPELLAN CONFEDERATION

**UNAFFILIATED WORLDS
CONTRACT CC 56607-002-8**

Dragoons Rating: B

Employer: Capellan Confederation

Location: Sarmaxa (Federated Commonwealth)

Days to Jump Point: 3

Type of Action: Diversionary Raid

Length of Contract: 3 months, renewable

Type of Unit: 'Mech

Size of Unit: Battalion or larger

Pay Rate: Good

Support: Full

Transport: Fully covered

Salvage Rights: None

Command Rights: Integrated

SITUATION

The Capellan Confederation has been raiding Sarmaxa for the past two years now. The regular raiding forces have been transferred to another location, and the Confederation is hiring a 'Mech unit to continue the raids.

OBJECTIVE

The hired unit will conduct simple harassing missions against the Federated Commonwealth defenders on the planet.

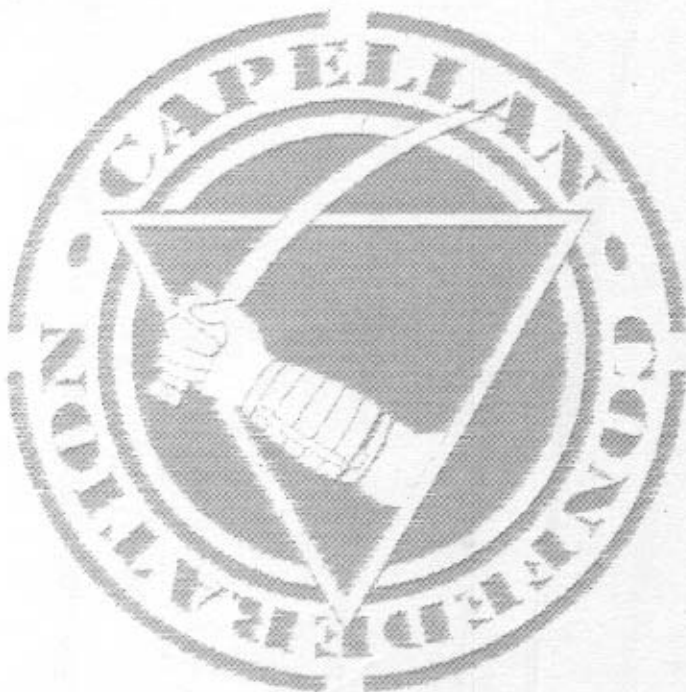
CONTRACT

The Capellan Confederation offers good pay, as well as transportation and repair costs.

TERRAIN

Sarmaxa is a temperate world, covered with several mountain ranges. Local defenders often use these ranges as bases for ambushes.

The capital city of Sarmaxa is Bellings.





ST. IVES COMPACT

CONTRACT SIC 56601-001-0

Dragoons Rating: A-B

Employer: St. Ives Compact

Location: St. Ives

Days to Jump Point: 6

Type of Action: Retainer

Length of Contract: 6 months

Type of Unit: 'Mech, Infantry, Conventional

Size of Unit: N/A

Pay Rate: Average

Support: Negotiable

Transport: Provided to mission sites

Salvage Rights: None

Command Rights: Independent

SITUATION

With few military assets of its own, the tiny St. Ives Compact has long relied on mercenary units to bolster its forces. Hired units can expect garrison duty on worlds along the St. Ives-Capellan border.

OBJECTIVE

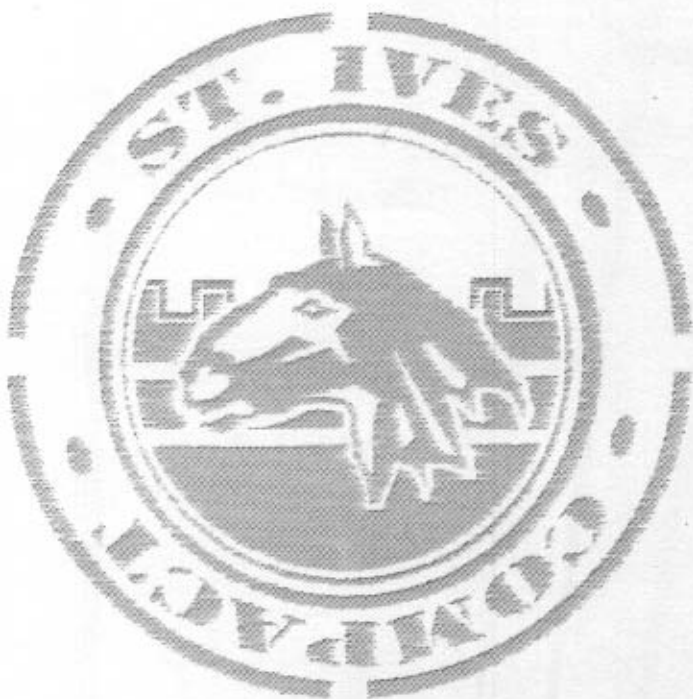
Hired units will reinforce garrisons on worlds along the St. Ives-Capellan border as needed.

CONTRACT

The St. Ives Compact offers average pay and transport to mission sites.

TERRAIN

Terrain varies with planet.





ST. IVES COMPACT

CONTRACT SIC 56605-001-5

Dragoons Rating: B-C

Employer: St. Ives Compact

Location: Indicass, Milos, Nashuar, Taga

Days to Jump Point: 9, 14, 6, 7

Type of Action: Garrison Duty

Length of Contract: 8 months

Type of Unit: 'Mech

Size of Unit: Varies

Pay Rate: Average

Support: Negotiable

Transport: None

Salvage Rights: Negotiable

Command Rights: Integrated

SITUATION

The St. Ives Compact has relied on Federated Commonwealth troops to bolster its defenses for most of its short life. Recently, however, the Federated Commonwealth has pulled many of its troops from the Compact and reassigned them to garrison duty along its border with Clan space.

OBJECTIVE

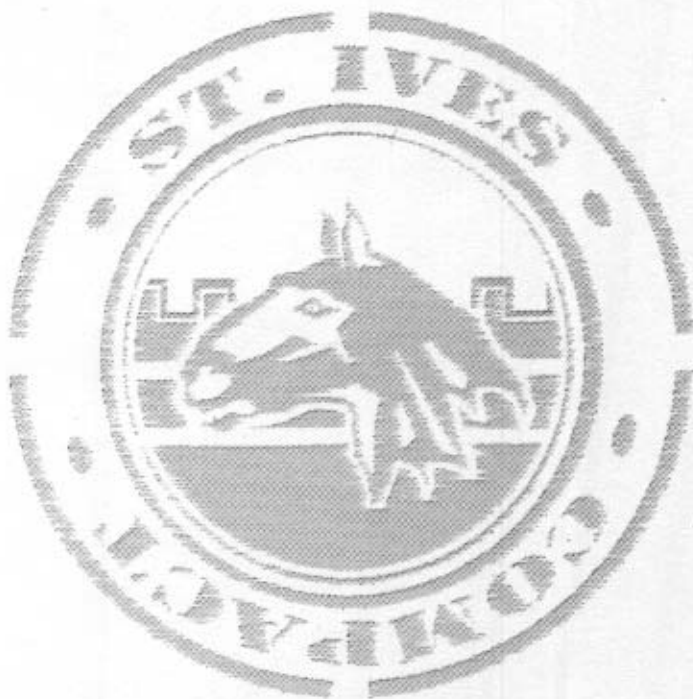
Hired units will help garrison four worlds along the St. Ives-Capellan border.

CONTRACT

The St. Ives Compact offers average pay.

TERRAIN

Indicass is a desert planet with virtually no native life forms. All food is imported to this world, which contains a small military post. Milos and Nashuar are both water-rich worlds, with oceans covering some 95 percent of their surfaces. Taga is a temperate world, with large tracts of heavy forest and numerous freshwater lakes.





MISCELLANEOUS EMPLOYERS

CONTRACT IND 56524-010-7

Dragoons Rating: A-B

Employer: Snord's Irregulars

Location: Dark Nebula (Exact location confidential)

Days to Jump Point: Unknown

Type of Action: Garrison Duty

Length of Contract: 1 year

Unit Type: 'Mech, Aerospace

Unit Size: Battalion

Pay Rate: Average

Support: Full, Star League upgrades negotiable

Transport: Fully covered

Salvage Rights: Exchange

Command: Integrated

SITUATION

The famed mercenary unit known as Snord's Irregulars boasts a long list of remarkable battlefield exploits. Recently the unit added another item to this list by capturing an ancient Star League naval base located in the Jade Falcon occupation zone.

Furious at its loss, the Jade Falcons attempted to retake the base, only to be repulsed a second time. The Clan has sworn revenge, and Clan Steel Viper also appears interested in the base now.

OBJECTIVE

Hired units will reinforce the Clan Snord forces holding the base.

CONTRACT

Snord's Irregulars offer average pay, full support and transportation to the base, and optional Star League upgrades for contracted 'Mechs.

TERRAIN

The ancient naval base, Camelot Command, is located on a small, airless planetoid that is honeycombed with subterranean warehouses. The planetoid's light surface gravity can make 'Mech combat especially dangerous.





MISCELLANEOUS EMPLOYERS

CONTRACT IND 56530-001-2

Dragoons Rating: B
Employer: Bentley Explorers' Syndicate
Location: Various
Days to Jump Point: 9
Type of Action: Retainer
Length of Contract: 2 years
Unit Type: Mech, Aerospace, Infantry
Unit Size: Company or larger
Pay Rate: Average-Good
Support: Full
Transport: Fully covered
Salvage Rights: Full
Command: Independent

SITUATION

The Bentley Explorers' Syndicate (BES) went into business shortly after the end of the Fourth Succession War, when Cleese Bentley, a retired LCAF kommandant, invested his life's savings in a Scout Class JumpShip. Bentley then hired a crew and set off for the unknown. Heading out toward the coreward section of the Lyran Commonwealth, Bentley disappeared for several months.

He returned after discovering a planet rich in germanium. House Steiner's bid won them the world and made Bentley a rich man, but he continues to personally lead exploratory expeditions.

The Clan invasion forced BES off its homeworld, Apollo, but the firm escaped with most of its equipment and personnel and relocated to Terra.

OBJECTIVE

Hired units will escort exploration vessels and help reconnoiter potentially hostile worlds.

CONTRACT

BES offers average to good pay, and transportation to Terra and mission sites.

TERRAIN

Terrain varies depending on mission destination.





MISCELLANEOUS EMPLOYERS

CONTRACT IND 56601-001-0

Dragoons Rating: A
Employer: The Coterie
Location: Various
Days to Jump Point: Varies
Type of Action: Varies
Length of Contract: 3 years
Unit Type: N/A
Unit Size: N/A
Pay Rate: Average
Support: Negotiable
Transport: None
Salvage Rights: Exchange
Command: Independent

SITUATION

The Coterie is a social service organization that serves mainly the outback regions of the Successor States and the Periphery. The organization performs a wide variety of services such as fighting border pirates, negotiating contract disputes and helping with relief efforts.

The Coterie welcomes all down-and-outers, misfits and Dispossessed MechWarriors. Joining the Coterie can restore a warrior's health, self-esteem and even give him a new 'Mech to start over with.

OBJECTIVE

Hired units will perform various duties, depending on their mission assignments.

CONTRACT

The Coterie's three-year contracts offer average pay that varies with assignments. These contracts do not specify assignments, and Coterie employees may find themselves on harsh worlds without outside contact for several months at a time.

In addition, hired units must provide their own transport to any of the Coterie bases on Madiun, Skeptana, Campoleone or Quimberton.

TERRAIN

Terrain varies with assignment.





MISCELLANEOUS EMPLOYERS

CONTRACT IND 56603-001-3

Dragoons Rating: B

Employer: The Dragonslayers

Location: Mogyorod

Days to Jump Point: 9

Type of Action: Garrison Duty

Length of Contract: 6 months

Unit Type: Mech

Unit Size: Company

Pay Rate: Average

Support: Negotiable

Transport: Half of transport costs to Mogyorod

Salvage Rights: None

Command: Integrated

SITUATION

The Dragonslayers are a veteran mercenary unit that has served most of its existence in the Lyran and Federated Commonwealths.

Recently, relations between the Federated Commonwealth and the two-regiment unit became strained when the Commonwealth accused the Dragonslayers of breaking their salvage-rights agreement by secretly keeping Clan technology captured while executing a Federated Commonwealth contract. The mercenaries, meanwhile, have disputed that claim and have accused the Commonwealth of feeding them false information regarding the locations of unit members captured by the Clans during action. The Dragonslayers' contract expires in several months, and the unit commander has stated that she has received a better offer.

OBJECTIVE

Hired units will garrison the Dragonslayers' homeworld, Mogyorod, against any aggression.

CONTRACT

The Dragonslayers offer average pay and half the cost of transportation to Mogyorod.

TERRAIN

Mogyorod is a temperate world of rolling mountains and wine-dark seas.





MISCELLANEOUS EMPLOYERS

CONTRACT IND 56610-001-0

Dragoons Rating: D

Employer: Citizens for Davion Purity (CDP)

Location: Maram

Days to Jump Point: 3

Type of Action: Guerrilla Warfare

Length of Contract: 8 months

Unit Type: Mech, Infantry

Unit Size: Lance or larger

Pay Rate: Poor

Support: Negotiable

Transport: None

Salvage Rights: Negotiable

Command: None

SITUATION

The Citizens for Davion Purity is a fringe group of the separatist movement in the Federated Suns. CDP membership has grown in recent years and its leaders believe the group is ready to strike a blow for "freedom".

OBJECTIVE

Hired units will assist a CDP revolt on Maram, the organization's homeworld. CDP plans to then secede from the Federated Commonwealth and establish a realm for all Davion loyalists who oppose the Steiner-Davion alliance.

CONTRACT

CDP offers poor pay, but offers land grants on Maram in exchange for service as well. Support is negotiable.

TERRAIN

Maram is a hot, dry world, dominated by deserts. It imports most of its water from the nearby world of Gillingham, which also has strong ties to the CDP. Small, struggling communities dot the sparsely populated planet.



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LOCATION:

...The Inner Sphere and beyond

TYPE OF ACTION:

...Dangerous, maybe dirty

PAY RATES:

...What can you negotiate?

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ISBN 1-555



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