

Brigador Gauntlet v1.0
By ltmauve

Welcome to the colony world of Novo Solo, upon which is the independent city-state of Solo Nobre. It was founded by a corporate group, the Solo Nobre Concern. Decades ago the Great Leader led a rebellion, threw out the SNC, and was able to greatly improve life for many of the citizens.

But while the Great Leader and his army were able to improve things, they weren't perfect. Now, the Corvid insurrection has begun. And, in the shadows, the SNC has decided to take back the city. After all, don't they deserve a good return on their investment?

As a mercenary in this uncaring world, you start with **0 Contractor Points**. This is a gauntlet you must take, without your powers and perks from beyond, and with no equipment from beyond either.

Drawbacks

Must take at least one of the following: Brigador Mode, Restoration Mode, From Beyond

Brigador Mode (+300 CP)

Cannot take with Restoration Mode or From Beyond

The SNC was able to hire a few dozen mercenaries to take down the defenses of the city. Each of these brigadors would operate independently, destroying the space guns in each district of the city, or performing other objectives.

With the unexpected death of the Great Leader, the SNC has decided that it is the perfect time to attack. The Corvids have managed to wrest control of several districts from NEP forces, leaving the city divided and weakened.

You are one of these brigadors, and you will be assigned 18 missions by the SNC. You will have to complete these missions within one day. You will be paid handsomely for your work, with bonuses for collateral damage, not raising alarms, as well as for destroying other targets besides the primary ones.

Restoration Mode (+400 CP)

Cannot wake with Brigador Mode

It has been a dozen years since Great Leader died and the SNC conquered the city. Even the most hardcore of the surviving Corvids longs for the days when water was affordable and you had to show up with weapons or start throwing stuff at protests to get gunned down mercilessly.

The League for Democracy and Human Dignity has been hiring mercenaries to liberate worlds from oppressive corporate control, and you are one of a few dozen sent to Novo Solo to liberate Solo Nobre.

Things have changed during the SNC's occupation. Aside from the sharp decrease in median wealth, satisfaction, and life expectancy, the security of the city is now maintained by mercenaries. (Which might have to do something with the first three changes.) These mercs vary wildly in equipment and skill. Expect what you're going up against to be completely random.

In addition, the SNC has not decided to invest in restoring the anti-orbital space guns of the NEP. Instead, they created a network of "security turrets" that are cheaper, sturdier, and capable of targeting things in the same district.

So, you'll be trying to destroy a dozen hardened turrets that are shooting back instead of four space guns that can't hit you. Also, the League won't be paying extra for collateral damage either.

Your contract requires 18 missions completed in two weeks.

From Beyond (+1000 CP)

Cannot take with Brigador Mode

Rather than running the gauntlet, why not go in hard and heavy? Your powers, perks, and items will all be available, but you no longer have the gauntlet-mode protection from chain-fail via death.

In addition, you're stuck here for at least ten years. You have no history and no support besides what you bring. You are not a mercenary.

If you take any drawback below Extended Contract, then whenever your faction engages in an offensive, you will also have to take to the field. You're fine not engaging in every defensive action, but if you're taking the initiative and attacking then you have to put yourself at risk. No cheesing those that blatantly!

You arrive one month before news of Great Leader's death becomes public. You must ensure that the SNC cannot conquer Solo Nobre. Either by stopping the brigadors from destroying the space guns, or just destroying their main invasion as it tries to land. Regardless, the SNC must not be allowed to gain control of a majority of Solo Nobre's districts.

If taken with Restoration Mode, you are instead arriving a decade or so after the SNC conquered Solo Nobre, with the goal of driving out the SNC and establishing a functioning democracy in the next 10 years. There is no support in this world except what you bring.

If you fail in your task, you forfeit the Jump, along with all purchases, and must continue on or return home.

Extended Contract (+100 CP)

May be taken multiple times

You're on the hook for an additional few missions after the invasion starts. You need to complete 3 missions, also determined by your client. Each additional time you take this, the number of added missions increases by 3. These aren't subject to the time limit.

If you took From Beyond, then this increases the duration of your Jump by ten years each time. It does not extend the deadline in place when taken with Restoration Mode.

For every 50CP of Drawbacks taken from below this point, increase your mercenary payout from missions by 5% during this gauntlet. This rule does not apply if you took From Beyond, because gauntlet mode isn't on.

Random Districts (+100 CP)

Even if you aren't a Spacer, it seems you come from offworld. You don't know the layout of any of the districts, you don't know the patrol schedules, you don't know anything about the districts.

At least you still have the coordinates for your targets, and can walk through any walls and buildings in your way.

Infantry Recruitment (+150 CP)

Marvin Beck called NEP infantry a "dying breed," but that's definitely not true. You'll quickly find out how not true that is. Even the Corvids and Spacers are getting in - oh, the Spacers are using human-sized robots? They still go "splat" if you so much as bump them, so they count.

While fragile, you'll find dozens of foot soldiers ready to swarm out from the shadows even in the most lightly garrisoned districts. Their anti-personnel lasers require a lot of hits to bring down even the lightest vehicles, but don't think that they won't have the numbers to at least dent your shields. At least dodging their mortar shots is trivial with their hang time.

Scouted Individual (+150 CP)

One of the main purposes of a garrison is to monitor for trouble, so of course they'd have plenty of spotter units. Expect one out of five vehicles, at least, to be authorized to call in an alarm, raising panic walls across the district and causing all vehicles to begin powering up their hardshields.

On the other hand, at least the reward for not raising the alarm will be a lot higher for mercs.

Required Targets (+100-400 CP)

Requires Brigador Mode

As part of your contract, you must always destroy the space guns in the districts you are deployed to. This is worth 100 CP.

For the second level, you will have to destroy all command units deployed during your visit, or destroy at least 70% of garrison forces. This is worth 200 CP. For 250 CP, you must do both.

For the fourth level, in addition to the previous three requirements, you must also destroy what would normally be considered "secondary targets," such as ammo depots, comm towers, and substations. This is worth 300 CP.

At the fifth and final level, you must destroy all military presence in the district. Usually that will be everything mentioned above, and all garrison forces. This is worth 400 CP.

Now, since the SNC did completely remove all gate controls you could just abandon a mission if things get tight, but then the SNC won't help you lose pursuit, and you'd still have to finish the mission.

Expanded Garrisons (+200 CP)

Can be taken multiple times

It seems the NEP stepped up conscription. And the Corvids did just have a major influx of members. Not sure why the Spacers are out in force, though.

The garrisons holding each district are expanded each time you take this. The first time, they increase by 60% of the normal amount, with each iteration adding +10% to the increase. These purchases increase the effect of Infantry Recruitment and Explosives Delivery.

Explosives Delivery (+300 CP)

Was there a glut of explosives in the city? Because everyone seems to be trying to use them up on sucide runs on you.

The NEP seems to have found an entire navy's worth of torpedoes to turn into Bombuchas. Some Spacer ship must have left the Seeker factory going overnight for several months straight. And the Corvids must have figured out how to remote-control a Roadie.

Just, you know, shoot the vast number of sucide units coming at you before they explode right on your hull.

Volatile Construction (+300 CP)

I have to wonder why people think that building their homes around a pipeline that will explode if it gets knocked too hard is a good idea.

Whatever the reason is, it seems that there's a lot more waiting to explode around Solo Nobre. Expect to have more exploding scenery during your missions than a bad action movie where they spent more on pyrotechnics than scriptwriting. Plus chain reactions, which are usually what get cocky pilots.

Origin

Pick one. An Origin does not have to include a history in the world, or memories of it. However, all Origins include a basic familiarity with Solo Nobre, the ability to speak the languages, and at least simulator-level experience with your purchases.

NEP

The "New People's Army" of Solo Nobre. Once revolutionaries that kicked the SNC out from Solo Nobre decades ago, they have become the status quo. Having won the loyalty of the population with access to food and water, and security and law enforcement, the regime has continued under the Great Leader for decades uninterrupted.

They, and their supporters, are referred to as "loyalists" sometimes.

Corvid

Despite the gains made by Great Leader after his ascension, Solo Nobre has stagnated, and things aren't great. The Corvids are a movement based on the idea of running Solo Nobre under collectivist principles, treating everyone fairly, not just the yellow jackets.

Given escalating levels of violence, the Corvids have become a full-blown rebellion. Recently, a surge of defectors from the NEP has provided them with much-needed technical expertise.

Spacers

"Spacers' blood is so cold it froze blue decades ago."

The Spacers used to be extraordinarily wealthy on planets, in walled-off communities and isolated from the rest of humanity. Now, they spend most of their time in ships, disdainful of the "cattle-races" that live on planets. Their society has drifted to extreme levels of hedonism, with cruelty and violence being common outlets.

With the chaos of Great Leader's death, they have begun occupying districts in Solo Nobre.

Items

Starter Kit (free)

You can't very well be a mercenary with no gun... and with no vehicle to mount it to. I'll give you the choice of a mech, tank, or agrav from your origin's garages. Along with two guns to mount on it and one special weapon.

NEP can start with a Touro, Prowler, or Buckler. Corvids can start with a Moray, Brokenheart, or Canavan. Spacers can start with a Doric, Rounder, or Bolero.

The exact loadout of each of these vehicles can be found in the Notes.

Starting Capital (50 CP)

May be purchased multiple times.

A small egg nest or rainy-day fund for your usage, about $6,000,000. This is granted at the start of future Jumps, or every ten years post-Chain.

During this Jump, these dollars count as mercenary funds.

Ammo Caches (100 CP)

May be purchased multiple times, at 50 CP for additional purchases

A cache that contains enough ammo to restock your ready ammo stores to full. It's location is wibbly-wobbly - when you need to use it, it will be nearby and you'll know where it is. Though it does have to be in a place that hasn't been devastated by weapons fire or run over by an apartment-building-sized tank or something else. Each purchase gives two uses an hour.

Post-gauntlet, it will also cover all your allies on the same battlefield when used.

Garage (free/150 CP)

A maintenance and storage area for your vehicles. Comes with a small NPC crew to service a vehicle. They're capable of performing a basic repair and rearm in about half an hour, including degaussing and recharging the shield systems.

If you want to replace weapons or other special equipment, it would take about an hour for a more modular weapon like the ones usually used on vehicles here. Weapons that are built into their vehicles more would take more time to replace (and you'd have to have a suitable weapon to replace it with, too.)

For free, you can simply use the SNC-provided garage, or for 150 CP you have your own that goes with you, either as a warehouse attachment or placed in a world.

Black Market Acquisitions (free/200 CP)

You get a small notebook with the contact information and ordering protocols for some shady arms dealers.

They can get you any sort of military gear - anything below the most expensive, secret, or rare stuff, if you have the money. They will only accept money gained from mercenary work for payment. Expect delivery within 24 hours.

Prices are roughly as shown in the game for weapons and other equipment - from $500,000 for a small fixed-mounted weapon to $3,000,000 for the heaviest weapons that you can swap without taking apart the vehicle completely.

Vehicles do not have their prices accurately reflected in the game - small vehicles are cheaper, with the Corvid's Varlet (a weaponized rickshaw) being available at only $200,000, and getting more expensive with size and quality. Expect a heavy vehicle to run you about $10 million. Also, due the Spacer tendency to retrieve or destroy downed vehicles, they are much harder to get, so their vehicles cost twice as much. Ultra-class vehicles are not available during the Gauntlet.

You can use your Starting Capital to make purchases before the jump starts, which will be available to you immediately upon jump start.

For 200 CP, this will be useful in future jumps. The notebook will provide the details needed to successfully make purchases from the black market, and a box in your warehouse will contain order forms for purchasing military equipment from past jumps, which will be delivered to your warehouse.

Perks

Jacked Up (free)

The cranial jack is an implant used for interfacing with certain specialized computers, including the ones that control agravs, powersuits, and mechs. You have a cranial jack, and you have a very high compatibility with it, allowing you to control even the most advanced and complex vehicles with nothing more than the power of your mind, with no brain strain.

In future Jumps, you do not need to have the physical implant, though you can keep it if you want. This will only function if you're in a position where it would make sense for your jack to be able to connect to the plug, like seated inside a cockpit.

You Can Sleep When You're Dead (free)

Like any good soldier, you can slog through without sleep when need be. You can put off sleep as long as you want, but you'll still have to sleep the normal amount for all that time you spent awake. And the longer you go without sleep, the harder it'll be for you to wake up while you're asleep.

Red Flashlights (100 CP)

While in combat, you automatically identify hostiles, like they've got a red outline around them. If you can see any part of them, then you can tell where all of them is. Not only does this mean that you can center-mass enemies with only the tip of their guns sticking out of concealment, you can also pick out hostiles hidden among civilians.

Up-Armored Edition (300 CP)

Brigadors have a tendency to try and upgrade their vehicles. You've got the same deal yourself.

Any vehicle you control or equipment you use benefits from this, gaining an additional 40% in all output characteristics. Weapons fire 40% faster and hit 40% harder, and defenses stop 40% more. They can move and turn 40% faster.

As a side benefit, you're in excellent health. Your own baseline characteristics are improved to 99% of the record for human performance, and you then get the 40% output bonus on top of that.

NEP

Bored Soldiers (100 CP)

Soldiers often spend time on watch, bored but knowing they'll get in trouble if they don't pay at least a little attention.

You've mastered the art of paying attention without paying attention, so that you're aware of your surroundings without necessarily being aware of them. Effectively, you are constantly picking up on things like you're constantly on high alert, but without burning mental energy either focusing on your senses or on actually processing them.

Old Reliable (200 CP)

There's a reason that the NEP still uses weapons that are essentially centuries old. Old weapon designs have all the bugs worked out, usually. (Though the eggheads in the Design Bureau will talk about "Technological Readiness" if you let them.)

You benefit from this, with your minimum performance being at 90% of your best instead of 0% like most people. This isn't just just for your fitness tests - it also applies to your decision-making. And like your equipment, you have to completely lose body parts before your abilities drop below 90%.

This also applies to your weapons, vehicles, and any other equipment you use - they will also maintain that 90% minimum performance until whatever gives them a capability is completely destroyed, at which point they lose that capability. To stop a mech from walking, it would need to be missing its leg, or at least its foot. Sensors won't degrade below 90%

performance until they're all gone. Weapons will keep shooting, with 90% speed, until they're completely shot off your vehicles.

Drab But Durable (400 CP)

The heavier NEP vehicles can stroll through minefields and come out the other side in fighting shape.

You have a chance to shrug off any damage with no effect, with lighter attacks having a much greater chance to be ignored. If you're in a vehicle with hardshields up, expect to take no damage from a Black Hand. (Though be sure not to be in range once your shields are down.)

This is based on how tough you or the vehicle you're using is - if you're using a Sparrow, don't expect as much bouncing as on a Praetor. Still, even a Sparrow would ignore two out of three 20mm rounds from a Belter's burst.

Corvid

Rope Kid Survivor (100 CP)

Your awareness of the vehicle you pilot is as good, if not better, than your awareness of your normal body. Not only the status of things like the engine, armor, and suspension, but also spatial awareness. You won't clip buildings or get stuck in a gap, unless you're very distracted, it's invisible, or something like that.

In addition, this gives you more fluid, reliable, and fine-grained control over your vehicle.

Old Birds (200 CP)

You've been around for a while, with plenty of experience.

And with experience comes great skill. Like all the corvids that were with the movement from the beginning, your ability to read a battlefield is near mythical. Understanding how your enemy moves and how they will react to your approaches and attacks is child's play for you. Only the best tacticians can fool your analysis. In this particular form of urban mech warfare, you have the equivalent of a couple decades of experience.

Born Lucky (400 CP)

No one survives on the battlefield a while without luck. And yours is very good. When your enemies make tactical decisions without all the information, they often make the worst possible choice. Even if it wasn't the worst choice, it's very rarely a good choice and it's never the best choice.

Meanwhile, your gut choices are usually correct on the battlefield. You'll never make the worst decision when following your gut, and only rarely make bad choices when following your instincts.

Spacer

Ballistic Computers (100 CP)

Tanks used to have crews of three, four, or more. Driver and gunner are traditionally different people, as focusing on keeping the craft going and actually aiming are rather difficult to do at the same time.

Not you. For you, aiming and firing is as easy as looking around while walking. This allows you to maneuver and aim at the same time with no penalty to either.

And it's not like you're a bad shot, either. A target must be unpredictable if it wants to avoid you, as if you can guess what a target's path is, you can put a shot onto it. Even with indirect-fire weapons. Using a Metronome artillery piece to put 120mm of high explosive right next to an enemy's most fragile armor shouldn't be a problem.

Advanced Indirect Vision Sensors (200 CP)

While the suite of sensors equipped on Spacer vehicles is only slightly better than those on planetary vehicles, you seem to have a better sort of sensor. You can use any sensor (both equipment and natural) as what is effectively a top-down sensor, allowing you to see the battlefield around you even through obstructions. Smoke, walls, and other phenomena cannot block your sight.

The range of this is slightly less than the range at which the sensor can no longer pick out a human being. It provides this top-down capability in a circle around you, which also gives you excellent situational awareness.

Potemkin Hatches (400 CP)

The advantage of being part of the faction with the most advanced technology is that sometimes you get some really fun toys. Like remote telepresence piloting. And no one would have even suspected it if it wasn't for the Stillwell design team putting a fake hatch top of the powersuit-sized drone.

As it turns out, twice every ten years it will turn out that when you died, you actually did not, and it was a robotic telepresence unit.

During the gauntlet, this will work twice per mission instead. Just beware that you probably lose millions of dollars in military equipment when it kicks in.

Companions

Gauntlet Mode:

In gauntlet mode, you may import your Companions as Subcontractors, one after each mission, for $2,000,000 in funds. Subcontractors in gauntlet mode are also subject to the same power and item loss conditions as the Jumper. They may not import other Companions. Subcontractors are of the same origin as the Jumper.

Each Subcontractor receives +100 CP after each mission they complete, up to the CP amount the Jumper got. They may only make purchases in between each mission.

If the Jumper dies, Subcontractors will leave the gauntlet at the end of the current mission. Subcontractors keep all purchases made in gauntlet mode. They may spend any unearned CP earned through missions above. They keep their own merc pay and anything purchased with it.

If the Jumper gets access to the rewards section, so do all Subcontractors, with the same amount of CP.

From Beyond:

Inner Council (100 CP)

Import up to eight Companions. Each gets +600 CP from From Beyond, +200 CP from Restoration Mode (if it was taken,) and normal CP from all other Drawbacks. Each Companion chooses their own origin and purchases. Like the Jumper, they get access to the rewards section immediately.

Companions may not import other Companions.

Common Soldiers (100 CP)

Import as many Companions as you want. Each gets +300 CP from From Beyond, +100 CP from Restoration Mode (if it was taken,) and 50 CP for every 100 CP of any other Drawbacks the Jumper took (round up to the next 100 CP.) Each Companion chooses their own origin and purchases. Like the Jumper, they get access to the rewards section immediately.

Companions may not import other Companions.

Conclusion

If you took From Beyond, then in ten years we get to do this section. If you didn't, then the moment you succeed in your contract, or you die, we go here. Drawbacks are no longer in effect, and your powers and items are now available.

Continue

Choose another jump to go to.

Go Home

Return to your home

Stay Here

Requires From Beyond

You're staying here for good.

Gauntlet Reward Structure

If you died, you keep +100 CP of gauntlet items and perks (your price paid) per mission completed. You keep your mercenary pay or stuff you purchased with it.

If you succeeded in the main 18 missions of your contract but then later died, you get 300 CP to spend in the rewards section, and keep gauntlet purchases as described above.

If you made it to the end of your contract, take your total CP from Drawbacks for the rewards section, and you keep everything bought in the gauntlet section.

Oh, and if you didn't purchase continuous access to the Black Market, you can spend any remaining mercenary funds now.

Rewards Purchases

Discounted the same way as the perks section.

Design Team (Item) (300 CP)

Generals aren't expected to come up with weapons themselves. They delegate. And this is a team for you to delegate your engineering concerns to. While they answer to you, they will usually give you what you need instead of what you wanted or asked for. And the team is rather omnicompetent, sharing their expertise between them, though not their perspectives.

It would take them about two months to develop a new (vehicle-scale) weapon from scratch, assuming that the team is familiar with the technology. A vehicle chassis would take about six months to develop. The time would scale up for additional complexity.

Refits could take less time if you have design notes, but would probably take more if you didn't have the blueprints.

You can grow it by hiring additional people for the duration of a jump. They won't necessarily come with you, but you get a replacement if they don't. New hires add their expertise to the team, so it's a good way to get new technologies added.

War Nerd's Bible (Item) (100 CP)

This handbook, written in Martin Beck's distinct style, contains notes and commentary on the common military hardware in use in future jumps. While it mostly contains information from your own faction's perspective, it also contains information that wouldn't be available to your faction at all.

In addition, it covers most military, intelligence, and mercenary groups present in jumps as well, at least with a couple pages of overview each.

Brigador Retainer (Item) (100 CP)

This is a contract between you and some amoral, shady mercenaries. By invoking the correct clause in the contract, you may summon these mercenaries to perform armed services for you, described when invoking the clause. These services may only last for two weeks at maximum. Once invoked, that clause may not be invoked again for six months or the end of a Jump, whichever comes first.

Mercenaries can be either Jump-local forces or Brigadors, and will usually number about 20-40. The contract also provides both compensation and supplies to the mercenaries.

NEP

Design Bureau (Perk) (200 CP)

You know how to make things keep working. Whether from damage or ordinary usage, or even just the environment, you know to protect your designs from harm. This won't let you pull off miracles of engineering, but you can get a better result from your materials than anyone else.

In addition, bulky, beefy, or big things turn out notably better when you design, build, or order them built.

Great Leader (Perk) (400 CP)

Leadership is many things. Fortunately, you're at least competent at all of them. Managing subordinates (even the power-hungry ones,) knowing how to use your people effectively, giving speeches, and many, many more. You can do all of that, and any improvements to one of those skills copies a small fraction of that gain to all of the other skills.

In addition, you always get recognition for any improvements your leadership brings about, even if the improvement has its own problems.

War Factory (Item) (200 CP)

A large, self-sufficient factory capable of constructing any vehicle you know how to construct, or have the blueprints for. However, it can only construct one vehicle at a time, and the time it takes for a vehicle to be constructed depends on the size. It would take a month to construct an ultra-class vehicle (about a dozen meters in size)

Corvid

Drag Engineering (Perk) (200 CP)

Corvids like their equipment fast, and therefore light. You excel at this form of engineering, with designing anything lighter, faster, or otherwise reduced being far easier, as is modding something towards that direction. In addition, when you design or build anything that's "light" or "fast," the quality of the finished project is notably higher. That also applies if you have someone else make it for you.

Scavenger (Perk) (400 CP)

In combat, your enemies have many useful things that you want. When they die, you can absorb consumables that they carried. Things like shields, ammo, or fuel. In other settings mana, repair kits and medkits, and other such things can be absorbed.

More importantly, you can absorb them even if the defeated enemy already used them up. Burning through the shields of an enemy doesn't mean you can't collect that shield charge to recharge your own, and a used medkit can still be collected. The amount collected is based on the maximum pool of that consumable for the opponent, or if separate equipment (like a medkit) then on how many the enemy brought into battle.

The Grapevine (Item) (200 CP)

It's not what you know, it's who you know.

And you know some of the right people. This is access to a bunch of people who know other people, and will happily pass along intelligence gathered by their other contacts. It's not going to be the highest secrets in the universe, but it's usually good stuff anyways.

In addition, you also have contacts who can get you people for jobs you want. Not a huge amount (at least not unless you're willing to work for years recruiting those people) and only a random level of talent and skill, but people who are willing to work hard and keep quiet if you treat them right.

Spacer

Laser Addict (Perk) (200 CP)

You receive a broad base of knowledge about the directed-energy and electromagnetic weapons in use in this universe. From shotgun lasers to lorentz cannons to anything inbetween, you are very familiar with them.

In addition, DEW and electromagnetic weapons you use, design, build, or order built use about ten percent less energy per shot, with no effect on damage.

Spacer Metallurgy (Perk) (400 CP)

Spacers like their complex machines and components. And so should you. After all, for you, each additional layer of complexity improves the quality of the component. And not just for components, but also materials, including alloys and composites, are improved by being more complex.

This applies to everything you design, build, or order built.

Automated Factory (Item) (200 CP)

An automated, self-supplied factory with six production rooms. They are capable of producing any vehicle up to the size of a light mech (about five or six meters) and take six days to produce most vehicles of that size. Smaller vehicles take slightly less time to produce.

Notes

NEP starters:

Touro, a heavy mech. Equipped with an Abbot 105mm cannon, Mãe Dois 12.7mm machine gun, and a smoke grenade launcher.

Prowler, a heavy tank. Equipped with a Belter 20mm HE machine gun, Gutterball 160mm smoothbore artillery, and a smoke grenade launcher

Buckler, an agrav. Equipped with a Stutter 27mm AP machine gun, Broiler 12MW laser shotgun, and active camouflage.

Corvid starters:

Moray, a heavy mech. Equipped with an Archie 88mm airburst cannon, Mãe Dois 12.7mm machine gun, and a smoke grenade launcher.

Brokenheart, a heavy tank. Equipped with a König 30mm machine gun, Archie 88mm airburst cannon, and an EMP grenade launcher.

Canavan, an agrav. Equipped with a Belter 20mm HE machine gun, Preacher 76mm cannon, and an EMP grenade launcher.

Spacer starters:

Doric, a heavy mech. Equipped with a Jericho 60mm vortex cannon, Disco 7MW disruptor laser, and active camouflage.

Rounder, a heavy tank. Equipped with a Zeus 25mm heavy railgun, Crambo 20mm beehive machine gun, and active camouflage.

Bolero, an agrav. Equipped with a Broiler 12MW laser shotgun, Metronome 120mm artillery, and an EMP grenade launcher.

The Mae Dois is an M2 Browning, while the König is actually a GAU-8. The Abbot is the gun from the British FV433 “Abbot” self-propelled gun. (L13 is the model number for the gun itself.)

The base payment for a mission will usually be about $1.5 million, with 1-5 possible bonuses of $200,000-300,000 for the primary objective and any secondary objectives.