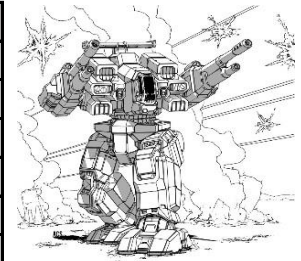


2D6	Mission	\$	Employer	Target	Expected Force
2	Base Defense	1.5	Comstar	Comstar	Light - 50%
3	Building Assault	1	MRBC	House Liao	Light - 50%
4	Target (Command)	1.25	Local Government	House Kurita	Recon - 75%
5	Target (Mech)	1	House Liao	House Davion	Recon - 75%
6	Force Elimination	1.5	House Kurita	Rim Worlds	Engagement - 100%
7	Escort	1.25	House Davion	Pirates	Standard - 100%
8	Bait	1	House Marik	Local Government	Engagement - 100%
9	Ambush	.75/1.25	House Steiner	House Marik	Heavy - 125%
10	Recon	0.75	Outworlds Alliance	House Steiner	Heavy - 125%
11	Diversion	1	Rim Worlds	Outworlds Alliance	Overwhelming - 150%
12	Hold The Line	1.5	Mercenary	Mercenary	Overwhelming - 150%

Force Size	
Light	All light Mechs
Recon	2 Light Mechs, then Roll. 1-3: Light, 4-6 Medium
Standard	1 Light, 2 Medium, 1 Heavy
Engagement	Roll. 1: Light, 2-4 Medium, 5-6: Heavy
Heavy	Roll. 1-2: Medium, 3-5: Heavy, 6: Assault
Overwhelming	Roll. 1-3: Heavy, 4-6 Assault



Major Players		Minor Players	
House Liao	Individual Rep Gain	Outworlds Alliance	Individual Rep Gain
House Kurita	0.5	Rim Worlds	0.75
House Davion	Overall Rep Gain	Mercenary	Overall Rep Gain
House Marik	0.5	Local Government	0.25
House Steiner			
Comstar			
MRBC			

Maintenance per month	
10K	Base
10K	Light Mech
12K	Medium Mech
15K	Large Mech
18K	Assault Mech
10K	Standard Crew
15K	Exceptional Crew

Actions	
Negotiate with Faction	Look for work
Hire new Personnel	Bring on new staff
Buy / Sell	Commerce
Offer Protection	0.25 Rep gain. Must accept mission offer vs Pirates.
Transport to new sector	Chose new location fro home base. Free for Spacers.

(1 Salvage = 25K of Payment)

Reputation Bonus	Mission
-5 Hated Enemy. Will Never sell anything or help with a situation.	1 is always offered by MRBC
-1 All mission rewards are reduced by 10%. Sell prices increased by 10%	1 / per level of Reputation
0 Neutral standing.	1 / per level of Reputation w/ Faction Negotiated with
1 Positive standing. Will offer missions.	1/level of Reputation w/ each Faction
2 Will sell parts. Will accept salvage rights negotiation.	
3 Good standing. All contracts have +25K.	
4 Will sell Mechs.	
5 Close Ally. Offers special missions. All Contracts have +50K.	