

Mercenary Company: The Vespidae

Origin Backstory:

In the chaos and devastation of the Succession Wars, a group of female MechWarriors, some dispossessed, or with damaged mechs but all left to the mercy of a war-torn Inner Sphere, found themselves bound by a shared determination to reclaim their lives and destinies. Each woman had faced hardships, loss, and adversity, but from the ashes of their pasts, they forged a new sisterhood, united by their love for the 'Mechs that had become their salvation.

Led by the enigmatic Captain Elena "Hornet" Vasquez, a MechWarrior who had lost everything in a particularly brutal conflict, the women formed the mercenary company known as the Vespidae or Wasps as was their common name. Their name was a nod to the hornets, creatures known for their precision and lethal strikes. It reflected not only their combat philosophy but also their shared experience of emerging from chaos as a force to be reckoned with.

Among their ranks was Rosa "Stinger" Marquez, a former Davion pilot who had narrowly escaped an assassination attempt by her own unit after uncovering corruption. Her intimate knowledge of 'Mech systems and her uncanny ability to exploit weaknesses made her a valuable asset to the W. Rosa's determination to fight with honor and integrity aligned perfectly with the company's values.

Another key member was Anya "Hive" Ivanova, a skilled technician who had been cast out by her former unit for insisting on thorough repairs rather than quick fixes. Her dedication to ensuring that every 'Mech in their care was in peak condition earned her the respect of her fellow Wasps. Under her watchful eye, the company's machines became not only weapons of war but also extensions of the warriors' souls.

The emblem they adopted was a stylized hornet, wings outstretched in flight, symbolizing their unity, precision, and the deadly sting they delivered to their enemies. They became known for their surgical strikes, prioritizing precise targeting for swift kills, a strategy that not only minimized collateral damage but also maximized salvage opportunities.

Contracts were chosen with care, favoring those that promised the potential for substantial growth and resource acquisition. The Wasps knew that their future depended on their ability to adapt, rebuild, and ultimately thrive. The spoils of their victories were meticulously distributed among the company, reinforcing their sense of unity and shared purpose.

Word of the Wasps success spread rapidly. They earned a reputation for their precision strikes and their unwavering commitment to each other. The bond between the women was unbreakable, forged in the crucible of battle and reinforced by their shared determination to carve out a better future.

As the years passed, the Wasps grew both in numbers and in reputation. More skilled and determined women flocked to their ranks, eager to be a part of this sisterhood of warriors who

refused to be defined by their pasts. With Elena at the helm, they honed their tactics, becoming a force to be reckoned with on any battlefield.

Today, the Wasps stand as a testament to the strength and resilience of those who refuse to be defeated. They are a beacon of hope for the marginalized and a force to be reckoned with for their enemies. Their legacy is one of unity, precision, and the unwavering belief that, together, they can overcome any obstacle in their path. The Wasps are a living testament to the power of women in the Inner Sphere, proving that when united, they can change the course of history.

The Vespidae current contract.

Location- *****CLASSIFIED*****

Alongside the planetary militia and the Governor's ceremonial guard provide planetary protection against all Raiders. The use of signal jamming technology is to be enforced planet wide with defense assets only able to use shielded encrypted communication units. Under no repeat no circumstances are Raiding assets permitted to leave system with any data on the planets Technology, Agriculture, or potential Garrison strength.

Location – *****MILITARY ASSETS*****

Motorised Armoured Company of J Edgar hover tanks,

3 x Lances 12 vehicles in total (276 points) led by their leader Captain Obidiah Macpherson.

The Company is on a backwater planet and due to the poor supply chain each vehicle has seen better days requiring basic repairs and upgrade to represent this the vehicles start the game with one less armour point with no ability to repair in the field.

1 x lance of 4 x Urban Mech R68. (52 points)Originally planet side to control and maintain the population, these mechs are particularly suited for urban pacification their pilots skilled but veteran in years. This Lance operates independently of either the Militia or City Guard chain of command. The lance is on a backwater planet and due to the poor supply chain each vehicle has seen better days requiring basic repairs and upgrade to represent this the vehicles start the game with one less Armour point with no ability to repair in the field.

1 x Company of ballistic rifle infantry (Planetary Militia 189 points)12 x bases of infantry armed with Ballistic Rifles with 3 x designated Maxim Heavy Hover Transports.

1 x Company Ceremonial Guard for the Planetary Governor. (273 points)12 x bases of infantry armed with infantry weapons with 3 x designated Maxim Heavy Hover Transports. These are the cream of the crop, the best of what this planet has to offer in terms of its most basic of military assets namely the trained soldier. Most are veterans of years of minor conflict and Pirate Raids so well versed in ground operations. Their standard uniform is a bright red jacket and white Helmet styled on primitive Terran uniforms of the years past.

Vespidae Deployed company organisation .

Company command trait -Esprit de corp

Heavy Command Lance

Captain Elena "Hornet" Vasquez – Galahad glass spider 4 – **Lucky 1, Tactical Genius,**

lieutenant Rosa "Stinger" Marquez – **Awesome 8Q**

Lieutenant Hannah "Thunder" Brooks – **Battlemaster**

lieutenant Jessica "Maverick" Thompson – Dragon

Light Scout lance.

Major Natasha "Raven" Blake – **Hermit crab – lucky 1, Speed demon**

Captain Eliza "Viper" Kane – **Crab 27SL**

Lieutenant Commander Rachel "Phoenix" Morgan – **crab 27SL**

Sergeant Cassandra "Wildcat" Torres – **Locust**

Medium Lance

Lieutenant Emily "Blaze" Chen – **Phoenix Hawk C2**

Corporal Vanessa "Shadow" Grey – **Phoenix Hawk 4L–**

Captain Fiona "Hawkeye" O'Reilly – **Bushwacker – Lucky 1, Demoraliser**

Sergeant Olivia "Tempest" Ward – **Shadow Hawk**

Assault Lance

Lieutenant Commander Isabella "Valkyrie" Cruz – **Thug**

Captain Morgan "Frost" Hayes – **King Crab – Lucky 1 – Natural Grace**

Sergeant Alexis "Starlight" Reed – **Awesome**

Corporal Kayla "Inferno" Novak – **Sagittaire**