MERCS

RECON

In MERCS Recon, a five person MERCS team is tasked with infiltrating an office building, and succeeding at a two-tiered mission. Recon requires teamwork and strong tactical awareness in the tight corridors, conference rooms, and offices of the opposing MegaCon structure.

GAME COMPONENTS

- 20 plastic miniatures
  - 10 MERCS plastic miniatures
  - 10 OPFOR plastic miniatures

- 10 player boards

- 20 player counters

- 12 agent movement cards

- 12 event cards

- 12 mission cards

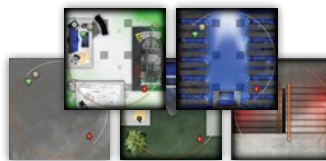- 8 Security Force reference cards

- 8 blue agents

- 8 green agents

- 8 purple agents

- 29 office tiles

- 1 Breach & Clear tile

- 8 frames
  - borders the office area

- 16 Collateral Damage Discs

- 11 Security Force I tokens

- 12 Employee tokens
  - Workers **FPO**
  - Engineer **FPO**
  - Technician **FPO**
  - Administrator **FPO**

- 14 office door tokens

- 1 security level token

- 1 security level counter

- 5 Collateral Damage d8 (black)
  - also function as Soak d8

- 6 Light Damage d8 (light)

- 4 Heavy Damage d8 (red)

EACH PLAYER RECEIVES:

- 1 MERCS plastic miniature
- 1 matching MegaCon player board
- 4 counters of one color

CCC
INCINERATOR 1 3

FLAMETHROWER
Range: 1 Area/Game
Damages all targets

PERSONAL ABILITY
Tough As They Come:
Reduced penalty at lower Blood levels

CORPORATE ABILITY
Nanite Armor: +1

Sweeping Attack: 3 **CP** 4 ◇ 2 ● Auto Collateral

Breach & Clear: May remove 2 ◇ from attack roll to remove 1 ● from OPFOR roll.

RESERVE ACTION
Spray & Pray
1 **CP** 4 ◇ 2 ● Auto Collateral

Employee KIA: +1 Priority

DOWN

COMMAND POINTS **CP** | Resupply: 4 **CP** minus Blood penalties back in the Refresh Phase
0 1 2 3 4 5 6

ATTACK | Excessive Force: +1 Priority
0 1 2 3

CAPACITY

ARMOR VALUE

DURABILITY

Image of correct/incorrect

Image of tile with faded circle

OFFICE SET-UP

The office consists of series of hallway and room tiles. There are numerous office configurations that can be constructed. However, each row (and column) of the office will be eight areas in length.
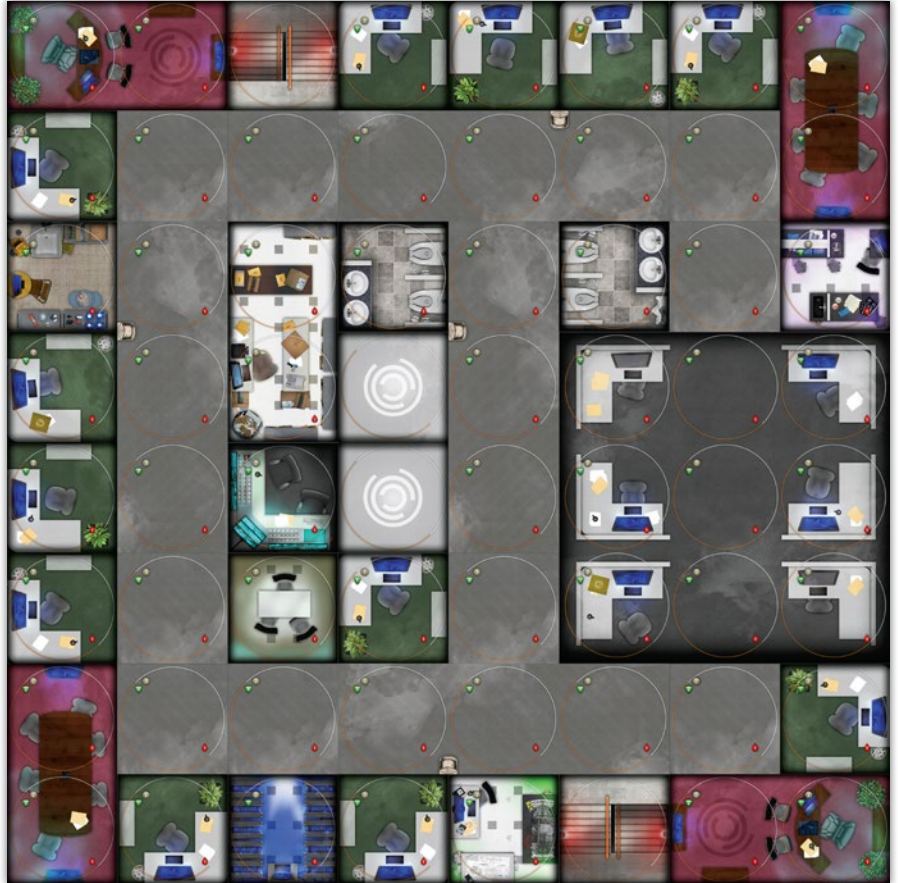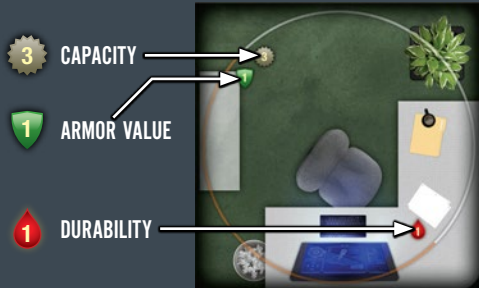
The office consists of # office tiles, and the # corners and # straight frames. Set-up example for 5 players

1. SETTING UP THE OFFICE

Place # office tiles in any of the suggested layouts on page ??, or in a custom layout. The orange and white area circles do NOT need to face a uniform direction. Only three rule needs to be followed during construction:

1. The corner tiles MUST be placed in the corners of the office.

2. All rooms must have an entry point and be within one area (diagonally or orthogonally) to a hallway.

3. Every office MUST have the elevator tile and both stair tiles.

Next, place the frame around the completed office, making sure that the burst images are on opposite sides of the frame. If the frame is constructed correctly, the Security Level track will be on the opposite side of the frame as the SF IV Reinforcement Track.

Place the Security Level counter on the "0" location on the Security Level track.

Place door tokens to allow access to offices and rooms. Many door tokens contain two doors and are meant to be placed to allow access to two different locations.

Place agents – Regardless of how the office is setup there are specific locations with faded circles. Place starting agent discs into these locations, making sure to match color.

Draw a Mission card. Read any text associated with the card, then *randomly* place secondary objective location face down in the specified areas. The players should not know which locations are in what areas.

2. SETTING UP THE PLAYER BOARD

Each player receives a MERCS miniature and a matching player board. The miniatures should match the image on the left side of the player board. Players also receive five counters of a particular color. The color selected is only meant to differentiate players.

Place a counter on the faded number six circle of the Command Point track.

Place a counter on the Blood track. Unless stated otherwise by the mission, the counter is placed on the farthest location to the right as possible. This represents the MERCS maximum health.

Next, each player also places a counter on the most right position of the attack track (three or four).

Additionally, each player places one of his colored counters on the priority track. The counter is placed on the number equal to their MERCS starting priority.

Image of player board priority number AND priority track

The last counter is used to keep track of reserve actions. This is placed near the player's board to be used when the players uses a reserve action.

3. SETTING UP THE OPFOR

The OPFOR stands for Oppositional Force. This is the element of the game that competes with the players. The OPFOR is made up of various miniatures, tokens, and decks.

Separate the cards into the agent movement deck and the Event deck. Each deck consists of 12 cards. Place these decks next to the office near their locations called out on the frame.

Off to the side of the table, place all the Oppositional Forces: Employee tokens, Security Force I tokens, and Security Force II and III miniatures. The opposing MERCS provided in this set double as Security Force IV miniatures. Layout the individual cards associated with each OPFOR. These cards are for reference and to track damage on those forces with more than one Blood.

To finish setup, place the various dice (d8) in groups based off of color.

> **Command Point (CP):** This resource unit is spent to activate abilities and actions for the character the player is controlling. Players can perform as many actions as their CP allow. Actions can be performed multiple times unless stated otherwise.

> **Blood:** In MERCS, for both the MERCS and the OPFOR, the vitality of an individual miniature or token is referred to as Blood.

PLAYING THE GAME

The game is played over an unlimited number of game rounds consisting of 4 phases. Some phases have various steps and sub-steps.

1 Agent Phase

    a. Draw agent move card

    b. Move agents

        i. After all agents have moved, if an agent ends in LOS of a MERCS, then draw an event card to reveal OPFOR.

2 OPFOR Phase

    a. OPFOR order:

        i. Security Force IV

        ii. Security Force III

        iii. Security Force II

        iv. Security Force I

        v. Employees

3 MERCS Phase

    a. Player Order

    b. Player Actions

        i. Draw event card if necessary.

        ii. Adjust Security Level track if necessary.

4 Refresh Phase

    a. Check for Mission Objective completion.

    b. Refresh MERCS Command Points

    c. Roll for increasing the Security Level based off contents of the Casualty Pool

    d. End of game round.

Here are the phases and actions explained in detail.

MOVEMENT

If there are Blue discs in the same area as Red discs. The Blue discs do not move.

Blue moves 2 areas on white.

Red moves 2 areas on orange.

If SL3+, Purple moves 3 areas closer to the MERCS.

SECURITY LEVEL PENALTY
If SL4, 1 Purple appears in 3 offices near building edge.

WHITE HALF

ORANGE HALF

❯ **Line-of-Sight (LoS):** The capacity for one individual to see another is called line-of-sight.

AGENT PHASE
1. DRAW AGENT MOVEMENT CARD

The first thing that happens in the agent phase is the players draw an agent movement card. Each card is unique in content, but is read and functions identically. An agent movement card begins with a conditional movement statement, proceeds to the movement directives, then finishes up with a conditional security level question that could add OPFOR reinforcements.

> All decks when exhausted are reshuffled and used again.

2. MOVE AGENTS

After the card is drawn, each agent is moved according to that cards directives. If an agent moves, the directive will explain how many areas to move an agent then provide a direction. The direction is usually white or orange. These colors refer to the outside ring of an area.

Agents do not leave an office (or closed room) into an area with MERCS. In situations such as this, the agent remains stationary.

In situations where an agent has two options when moving in a direction, roll a Light Damage d8 and refer to the frame. If the result is a burst, the agent moves on the correct color in the direction of the side with a burst. If the result is a blank, the agent moves on the correct color in the direction of the side that has no image.

WHAT IS AN AGENT?

An agent is an unknown entity. It is a heat signature communicated to the team from a distant, ever-watchful satellite. Agents can be simple Employees or Security Forces: the players won't know until the agent and the MERCS share line-of-sight. When an agent moves into LoS, it stops. Any further movement within a directive is ignored.

LOS

In MERCS Recon, LoS is explicitly determined by areas. For LoS to exist between two individuals, the two areas they are standing in must be *completely* visible to one another. The ability for two miniatures (or a miniature and a token) to "see" each other has no merit.

In addition, walls and doors block LoS and distance. When determining distance between two areas, the players can only count areas than can be moved through, except when using the scanner to reveal a location.

After all agents have moved, if one or more agents are in LoS of a MERCS, then an event card is drawn and used for all agents in LoS. Reference the event card and replace agents discs with the OPFOR called for on the card. All agents in LoS are replaced using on event card.
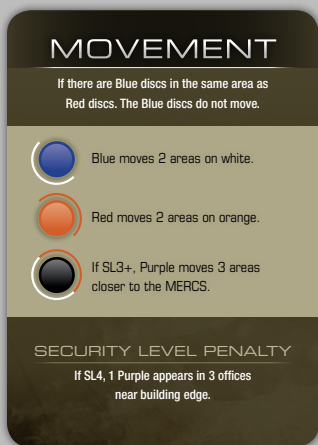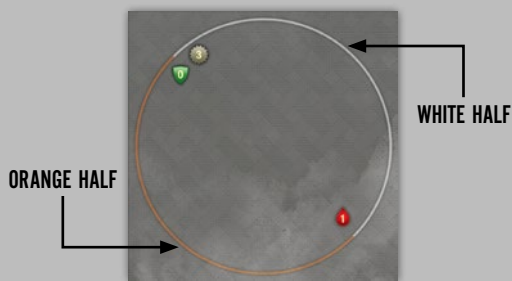
EVERYBODY'S WORKIN' FOR THE WEEKEND

Employees (both workers and specials) ARE considered OPFOR. They do not attack MERCS unless directed by a card, but they do count towards the miniature total count when referencing the security track.

Employees have some special rules that should be followed in the order provided:

1. Employees will COWER if there are more MERCS in LoS then the total number of Employees in LoS.

2. Employees will not move/pass within 1 area of a MERCS.

3. Employees attempt to move towards the stairs. The first rule in this list may force the Employee to flee elsewhere.

4. When an Employee is on the run, if an Employee can get out of LoS, they will (this includes entering any room).

5. Killing any kind of Employee earns the attacking MERCS an Employee KIA penalty token.

Combat for the OPFOR is handled the same as it is for the players, except for target selection. OPFOR select the target in range (weapon + movement) highest on the priority track. In cases, where there are multiple MERCS in an area, the OPFOR's target is determined by the potential target with the highest starting priority. The OPFOR attacks the highest priority target in range. If they need to move to get in range of a high priority target, they will.

The attacking dice pool is created the same way as it is for MERCS, and the MERCS get a chance to soak any successes. See combat on page ??.

> **Cower:** If an Employee is cowering, he will not move during the OPFOR phase. Cowering is checked at the beginning of the round. Employees do not Cower if during the OPFOR phase, through Employee movement, they become less than the number of MERCS (it is check at the beginning only).

> **Priority:** This term refers to two facets of a MERCS: how soon in a round a MERCS acts, and it determines who the OPFOR attacks when there are many choices.

Image of the OPFOR attacking a group of MERCS with one closer/with two in same area where Priority is selected

OPFOR PHASE

The OPFOR are anything in the office other than agents and MERCS. It could be an Employee or Security Force. There are multiple levels of Security Force and many types of Employees. OPFOR are not unique. There can be as many of each type in the office as called for. Each type has a reference card that details movement, any abilities, provide attack directives, or rewards for interrogation. Security Force cards also have Blood drops to track damage.

OPFOR move and attack in a specific order:

i. Security Force IV

ii. Security Force III

iii. Security Force II

iv. Security Force I

v. Employees

OPFOR are treated as individuals. They move and attack separately. If they can attack, the card also communicates what tactics they use and what dice are rolled. Often OPFOR act differently once they have taken damage. Refer to specific Security card for more details.

BLOOD — 2

ARMOR VALUE — 0

NAME — SECURITY FORCE I

PISTOL
Range: 2 Areas
Attacks: 1 target twice.   3 — ATTACK DICE
No Blood: Moves to range, and attacks.
Blooded: Retreats to office.

INTERROGATION THRESHOLD — 2 LAB — LOCATION INTEL

Image of Employee cards and SF cards **with callouts and explanation**

MERCS PHASE

MERCS are controlled by players and those players determine what their MERCS are going to do. However, MERCS Recon has a structured round. Players must take turns based off of player order on the priority track. This order changes during the game.

1. PLAYER ORDER

Each player is assigned a priority that is associated with their character. This numbers represents where the MERCS begin on the priority track. The priority track is located on the frame. Each player places one of their colored counters on the number that matches their priority.

Players activate during the MERCS phase in highest number to lowest number based on their location on the priority track. Within each priority group the players decide in what order they will act.

However, a MERCS priority fluctuates during the game in the refresh phase based on the amount of actions he is taking and innocent Employees killed. For more information on how the priority track changes refer to page ??.

If a MERCS kills at least one Employee, then he earns the Employee killed-in-action (KIA) token. This token increases his priority by one in the first step (reset priority) of the refresh phase. Only one Employee KIA token may be earned per round.

2. PLAYER ACTIONS

Players must spend CP to perform any action. Unless stated otherwise, any action can be selected as many times as the player is willing to pay CP for. Here is a table of actions and their CP cost:

Command Point Actions			
	CP	Name	Description
Normal			
	1	Initiative	Can only be selected if the MERCS did not attack or Hustle. Returns 2 CP in the Refresh Phase.
	1	Reload	Place the Attack counter at the MERCS maximum allowed Attack capacity. Attacks cannot be performed after a reload.
	3	Interact	Can use a location for its secondary purpose.
	1	Use Kit	Allows MERCS to use a piece of equipment in their possession.
	1	Capture	Non-violent removal of an Employee. Must have majority control of an area. Targets are NOT added to the casualty pool.
	3	Interrogate	Allows MERCS to reveal one of the Secondary Objective locations per the rules on the Employee card.
Movement			
	1/area	Move	MERCS move one area per CP spent.
	3	Hustle	MERCS move four areas, but cannot perform ANY other actions.
Ranged Combat			
	2	Focused	An attack at weapon range that converts all the CDd8 into LightDd8.
	1	Sweeping	An attack at weapon range that uses the weapon's standard dice pool.
	1	Throw	An attack that is thrown to an area. It may be overthrown.
Melee Combat			
	1	Focused	An attack in the same area that uses the weapon's standard dice pool.
	2	Sweeping	An attack in the same area that converts all the LightDd8 to CDd8.
Reserve Actions	1		Allows the MERCS to perform a reaction attack if miniatures appear in LoS (in the direction the MERCS was facing.)
	1	Spray & Pray	An attack that initiates upon the appearance of miniatures: Security Forces AND Employees
	2	Selective	An attack that initiates upon the appearance of miniatures: Security Forces ONLY
Combined Action			
	2 MERCS = 3	Attack & Move	Allows MERCS to act simultaneously. One member moves three areas. The other member gets to perform one Sweeping Attack.
	2 MERCS = 2	Duck & Cover	This is a purely defensive combined action. The "ducking" MERCS with the highest priority is reduced in priority by -3. The "covering" MERCS increases his counter on the priority track by +1. Additionally, the "ducking" MERCS receives one bonus soak d8.
	3 MERCS = 7	Breach & Clear	Initiates a Breach & Clear action. Relocate to the B&C tile. Each member receives one Focused attack at no CP cost. Additional actions may be taken in priority order after the initial breach.

Here is a list of actions explained briefly:

NORMAL ACTIONS

Initiative: Can only be selected if the MERCS did not attack or hustle. Returns 2 CP in the resupply step of the Refresh Phase.

> This action is taken if the MERCS needs a little bump in the resupply step. It basically allows the MERCS to get back two CP for the price of one, but only if the MERCS does not attack or use the hustle action.

Reload: Place the Attack counter at the MERCS maximum allowed Attack capacity

> If the MERCS is going to attack at all, he will need to reload his weapon. Reloading a weapon prevents the MERCS from attacking any more the round the weapon was reloaded, so it is best to reload a weapon at the end of a round as opposed to the beginning of the next.

NORMAL ACTIONS (CONTINUED)

Interact: Can use a location for its secondary purpose.

There are many locations that can assist the MERCS team, but only if a squad mate interacts with it. If a MERCS interacts with a location, refer to the effects on the back of the rulebook (quick reference).

Use Kit: Allows MERCS to use a piece of equipment in their possession.

Some things in a MERCS inventory (called kit) have to be used. In these cases, the MERCS must spend CP to use it.

Capture: Non-violent removal of an Employee. Must have majority control of an area. Targets are NOT added to the casualty pool.

If a MERCS spends the CP required to capture an Employee and meets all the criteria, then the Employee is removed from the office. If the Employee can be interrogated then the Employee is placed on the MERCS player board.

Interrogate: Allows MERCS to reveal one of the Secondary Objective locations per the rules on the Employee card.

A MERCS that has captured an Employee can interrogate him or her. The interrogation must take place before the MERCS does anything else. The MERCS rolls his interrogation dice and only has one chance to succeed. Employees that can be interrogated have an interrogation threshold. If the MERCS meets or exceeds the number of bursts on the interrogation roll than the target's threshold, then the Employee spills his secret (refer to the Employee's reference card for details). If the MERCS fail to meet the threshold, then the Employee doesn't reveal anything. In either case, the Employee is removed from the player's board.

MOVEMENT ACTIONS

Move: MERCS move one area per CP spent.

This is the MERCS standard movement.

Hustle: MERCS move four areas, but cannot perform any attack actions.

This has a slightly better cost per area ratio, but limits the MERCS actions.

ATTACK ACTIONS - RANGED (SEE PAGE ?? FOR DETAILS.)

Focused: An attack at weapon range that converts all the CDd8 into LightDd8.

This is an attack that has a specific target. The dice associated with each player's weapon are predetermined. This action can be taken multiple times in a round, as long as the MERCS has not exhausted his ammo/attack. Each attack lowers the ammo/attack counter one.

Sweeping: An attack at weapon range that uses the weapon's standard dice pool.

This is a cheaper, but less careful attack. The dice associated with each player's weapon are predetermined. This action can be taken multiple times in a round, as long as the MERCS has not exhausted his ammo/attack. Each attack lowers the ammo/attack counter one.

Throw: An attack that is thrown to an area.

A thrown object can be located to any area within the thrower's range. However, in some cases the object being thrown (grenades) can be overthrown. Roll the dice associated with the thrower's grenade. Any success/burst represents a thrown weapon that was on target. If no success/burst is present, the object goes one area further in the same direction as the throw, if possible. If the target area is enclosed by walls, the object cannot be overthrown.

ATTACK ACTIONS – MELEE (SEE PAGE ?? FOR DETAILS.)

Focused: An atack in the same area that uses the weapon's standard dice pool.

This is an attack that has a specific target. For the melee attacker this is the standard, cheaper attack. The dice associated with each player's weapon are predetermined. This action can be taken multiple times in a round. Melee attacks do not use an attack/ammo track. However, almost all melee attacks must come from the same area as the target.

Sweeping: An attack in the same area that converts all the LightDd8 to CDd8.

This attack is more expensive. This attack targets each OPFOR in the area. The dice associated with each player's weapon are predetermined. This action can be taken multiple times in a round. Melee attacks do not use an attack/ammo track. However, almost all melee attacks must come from the same area as the target.

Reserve Actions: Allows the MERCS to perform a reaction attack if miniatures appear, are revealed, or move into LoS and range.

When a player decides to take a reserve action, he must also pick a direction: orange or white. He can only take reaction attacks in the direction that he is facing. When a direction is selected, make sure the miniature in the office is facing the same direction to avoid confusion.

Spray & Pray: An attack that initiates upon the appearance of miniatures: Security Forces AND Employees.

This is the cheaper and less careful of the reserve actions. Reserve actions take place as many times as the OPFOR activate them. Each time the reserve action is activated move the attack/ammo counter one to the left. If the attacker runs out of ammo, then he can take no more reaction attacks.

> If a player kills an Employee with a reserve action, make sure to give that player an Employee KIA token. This token raises the player's priority by one in the refresh phase.

Selective: An attack that initiates upon the appearance of miniatures: Security Forces ONLY.

Using this reserve actions allows the player to choose who he attacks. The player can even choose not to attack an area that OPFOR has moved into if it contains both Employees and OPFOR. Reserve actions take place as many times as the OPFOR activate them. Each time the reserve action is activated move the attack/ammo counter one to the left. If the attacker runs out of ammo, then he can take no more reaction attacks.

COMBINED ACTIONS

Cover & Move: Allows MERCS to act simultaneously. One member moves three areas. The other member gets to perform one Sweeping Attack.

For more information on this action refer to page ??.

Duck & Cover: Allows the two MERCS involved in the action to manipulate their location on the priority track.

For more information on this action refer to page ??.

Breach & Clear: Initiates a Breach & Clear action. Relocate all MERCS involved to the B&C tile.

For more information on this action refer to page ??.

IMMEDIATE CONSEQUENCES

Draw event card (if necessary) - If a player moves into LOS of one or more agents, then that player's turn is interrupted immediately and an Event card is drawn to reveal what OPFOR appears.

Adjust Security Level track (if necessary) – If a player's action, the placement of a collateral damage disc, or OPFOR miniatures being placed in the office trips one of the automatic security level track triggers, then the track is changed immediately.

In MERCS Recon, a player completes his entire turn before the next person can act. Each player must complete a turn, although no action is required, except passing. When all MERCS have passed, the round proceeds to the next phase.

Quick example

Image of security level track

Example of meeting a condition

Example text showing an over roll of bursts being discarded.

Image of the counter being moved from the 10 spot on Security track over to the first spot of the reinforcement track

REFRESH PHASE

The refresh phase is where the game is cleaned up between rounds. During this phase, the players check for game end criteria, resupply the MERCS with CP, and roll to increase the Security Level track based off the casualty pool.

1. RESET PRIORITY

In the refresh phase, before the resupply step, the priority track is adjusted. A MERCS priority counter increases or decreases based off that MERCS' command point track counter's location. This numbers is located in the smaller bubble on the lower right quadrant of the command point circle. Additionally, if the MERCS have earned an Employee KIA token or an excessive force token, those penalties are also added at this time.

2. RESUPPLY CP

In this step of the refresh phase, all MERCS add CP back onto the track. Each MERCS receives four CP back minus any Blood penalty. In addition, the initiative action directly increases the standard resupply.

Resupply CP = 4 CP – Blood Penalty + Initiative action (if taken)

To mark a MERCS resupply, simply slide the CP counter right on the track as many spaces as added CP.

3. INCREASE THE SECURITY LEVEL

In every refresh phase, the security level has a chance of increasing. It increases based off a few immediate conditions, or from any attack bursts rolled via the casualty pool. Only one security level can be advanced per refresh phase. When a security level increases, the counter is placed on the lowest number in the new level.

Immediate Conditions: If any of these conditions are met, place the security level increase token in the casualty pool. The presence of one of these tokens negates the need to roll for the casualty pool, because these conditions automatically raise the security level.

- Completing the secondary objective

- Killing 3 Employees in a round

- More than 8 OPFOR miniatures in play

- Doubling the number of collateral damage discs

  ○ 0 ▶ 1

  ○ 1 ▶ 2

  ○ 2 ▶ 4

  ○ 4 ▶ 8

Casualty Pool: The casualty pool is made up of OPFOR placed in the casualty pool area near the frame AND any OPFOR killed in action and placed on the players boards.

Match up any miniature in the casualty pool with their respective d8 into a security level dice pool. Roll all the dice at the same time. Any attack bursts rolled increases the counter one step on the chart on a 1:1 basis. Extra bursts are discarded.

- Employee: CDd8

- Security Level I: LightDd8

- Security Level II/III: HeavyDd8

REINFORCEMENT TRACK

When the security level track counter hits ten, then that counter is moved to the other side of the frame and placed on the reinforcement track at the "0" location. For every Security Level IV miniature that appears increase the counter on this track on a 1:1 basis. When the reinforcement track hits "10", then the MERCS have taken too long and lose in step three of the refresh phase (if they haven't completed the mission that round).

Once the security level counter moves over to the reinforcement track, it cannot be returned. The MERCS no longer have the ability to lower the security level through interacting with locations.

END OF GAME

The game ends when the MERCS have completed the mission (based off the mission card's parameters) or the reinforcement track reaches 10. If the MERCS succeed at the objectives, they win. If the reinforcement track reaches its highest number, either objective is destroyed, or all the MERCS dead then the MERCS lose.

If both happen in the same game round, then the MERCS win.

COMBAT

Combat is a central theme in MERCS Recon. The ability to subdue the enemy and focus fire is paramount to establish control in the tight corridors.

ATTACK

Attackers can only shoot at those targets that are in LoS and in weapon range. Line-of-sight is established by the area circles. The complete area circle of the attacker MUST be able to see the complete area circle of the target or the attack cannot take place.

Once LoS has been established, combat consists of two rolls: the attacking roll and the soak roll.

> Most of the time combat takes place in hallwaysand rooms, making targeting easy. Targeting is orthogonal in almost all cases, however, that has more to do with circumstances and location. MERCS and OPFOR can shoot diagonally if the area allows it (cubicle pit, cafeteria, etc.).

The attack dice pool is created by selecting those d8 associated with MERCS weapon (Heavy: Red, Light: Yellow, Collateral: Black), then determining what attack is being made using CP. Certain attacks (and defenses) convert a specific-type of d8 within the attacking dice pool into another. Once all conversions have been made the attacker rolls.

> **Heavy Damage d8 (HDd8) –** These red damage dice have the most potential for success bursts. They have the same potential for success as the LDd8, but have two sides with two bursts.

> **Light Damage d8 (LDd8) –** These yellow damage dice have a 50% chance for success. They are the most common type of attack dice in the game.

> **Collateral Damage d8 (CDd8) –** These black damage dice have a lower chance of success then the other two type of d8s, but effect the entire area and anyone present (friend or foe). When rolling CDd8 for damage, players should only count the success bursts, not the shields.

> **Soak d8 –** These are the same dice as the collateral damage d8. When rolling CDd8 for soaking damage, players should only count the shields, not the bursts.

DEFENSE

Armor Value is the capacity for a target to resist damage. Armor is a measure of how much protection a target has available. This is measured in a roll called the Soak roll. This dice pool is created by counting the total amount of armor available to the target. Armor is provided by the target's Armor Value, any personal or corporate abilities that apply, Employees in LoS, and the area's Armor Value (which changes with collateral damage discs).

DEATH

When an OPFOR receives more damage than Blood, then the OPFOR is dead and is removed to casualty pool.

A MERCS, on the other hand, can take a large amount of damage before becoming incapacitated. Incapacitated MERCS priority is reduced to one. OPFOR do not target incapacitated MERCS regardless of priority. However, they can still receive collateral damage and be killed. Moreover, an incapacitated MERCS can still be saved.

A MERCS is not considered to be dead until he or she takes the last point of Blood on the Blood track. A dead MERC is removed from the office. A dead MERC cannot be revived.

EXCESSIVE FORCE

If a MERCS attacks more than one time in a round (reserve actions outside of a MERCS turn count towards this), then he gets an excessive force token. This token adds one to his priority in the refresh phase.

> **Attack roll:** This roll determines if the attacker hits and how much *potential* Blood is done.

> **Soak roll:** This roll determines how many of the attackers hits are mitigated, or soaked.

Combat Example

COLLATERAL DAMAGE DISCS

When damage is done to an area from collateral damage dice, then players should refer to the blood of the area that just received damage. In the early game when the office is pristine, it takes very little damage to harm an area.

If the collateral damage meets or exceeds the blood of an area (or collateral damage disc already present), then the area/disc is replaced. Collateral damage discs are ranked by level of damage. This is communicated in the art, but is also referenced by the number in the lower right quadrant, next to the blood icon.

An area with no disc is replaced with a disc with the number "1". The higher the number on the disc the later that disc is in the area damage progression.
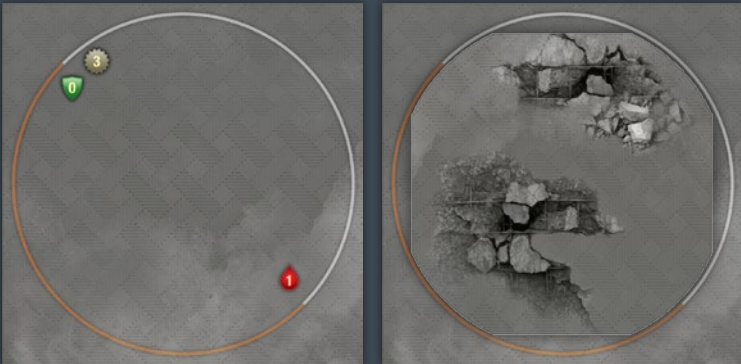
AREA-OF-EFFECT (AoE) WEAPONS

There are several weapons that effect areas and any individuals therein. Most of the time, these weapons do a predetermined amount of damage in addition to the damage dice rolled. Targets still have a chance to perform a soak roll to mitigate as much as they can, however, in almost all cases the area will be damaged.

STATUS CONDITIONS

Text – list and explanation

Cower: X

Suppressed: X

Blinded: X

Pinned: X

Burned: X

RESERVE ACTIONS

Reserve actions allow MERCS to escape the confines of their phase. Reserve actions are taken and paid for during the MERCS phase, but activate during the OPFOR phase. A MERCS who has taken a reserve action can attack the OPFOR that has appear or moved into range before the target gets to attack.

Reserve actions allow MERCS to attack once. Both reserve actions are pre-emptive attacks, however, one is more careful than the other.

The Spray & Pray reserve action is a *must* action. Regardless of who appears, Security Forces or Employees, the MERCS on this reserve action must attack.

The Selective reserve action is a *may* action. Regardless of who appears, the MERCS on this reserve action can choose if he attacks. He can choose to not attack the first potential target in order to attack a later target (if the situation develops). However, if he chooses to pass on a target, he cannot come back later (if say another target doesn't develop) and attack the target he passed on.

One image

Multiple images
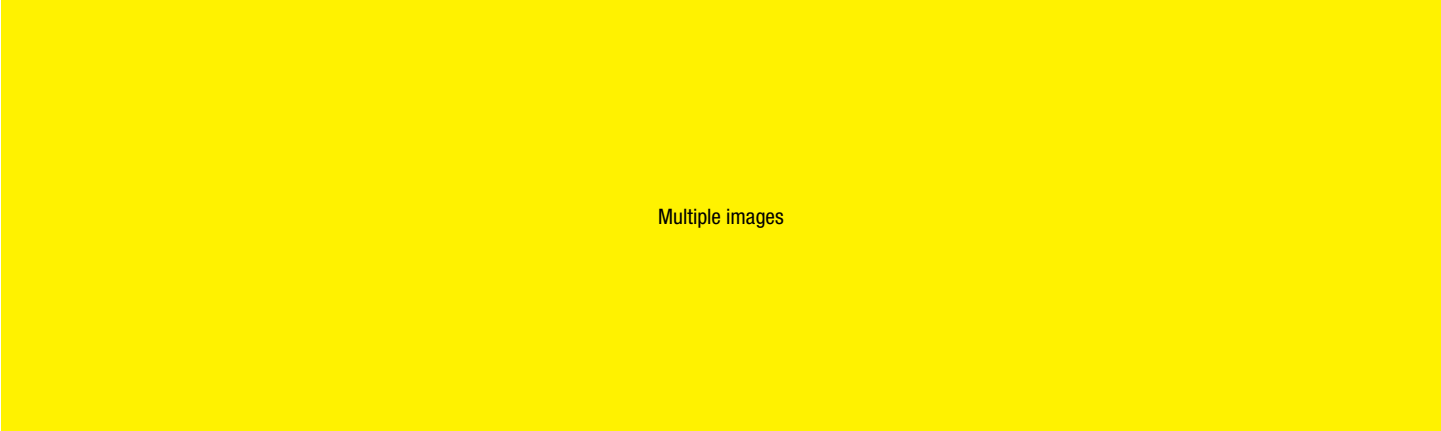
COMBINED ACTIONS

Typically, players cannot act together. One player must complete his turn and pass before the next player can act. However, there are a few actions that can be performed simultaneously. These "combined actions" have member requirements and higher CP costs (though those costs are shared by all team members).

ATTACK & MOVE

Two MERCS must spend a total of 3 CP (each member must spend at least 1 CP). The participating members must be within 3 areas of each other.

This combined action allows a MERCS with a lower priority to move at the same time another MERCS is attacking. The A&M combined action is not limited to a specific circumstance, order, or location. It can be used to move into a better position or to avoid friendly fire.

It allows a MERCS in the targeted area (or in-between the attacker and target) to move out of harm's way, before the attack takes place.

The order of the A&M action is not limited to a specific order. Members of the combined action can fire first, then move.

Two or three diagrams (allows a MERCS in a lower priority to move out of an area before the higher priority MERC attacks/prevents friendly fire)

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DUCK & COVER

Two MERCS must spend a total of 2 CP (each member must spend at least 1 CP). The participating members must be within 2 area or each other.

This is a purely defensive combined action. The D&C combined action temporarily lowers one MERCS priority while raising another's. If there are multiple MERCS in an area, then Security Forces target a single MERCS based off highest priority.

The "ducking" MERCS with the highest priority is reduced in priority by -3. The "covering" MERCS increases his counter on the priority track by +1. Additionally, the "ducking" MERCS receives one bonus soak d8.

BREACH & CLEAR

Three MERCS must spend a total of 7 CP (each member must spend at least 1CP). The participating members must be in the same area as the door or wall being breached. Any MERCS or OPFOR in adjacent areas to the breach are also pulled into the Breach & Clear tile.

This is the most important of the combined actions. It is also one that the MERCS cannot avoid if they are to succeed at their mission. The B&C combined action is required when the MERCS enter any closed office room with an agent or miniature AND when entering an area with an objective.

> **MERCS can B&C doors and walls.**

The B&C combined action is further emphasized as it takes place on a unique tile with special rules. In B&C situations, MERCS are limited to their cheapest CP attack and any B&C actions associated with their weapons.

A breach and clear encounter takes place over one round. Gameplay in the office is "paused" until the B&C is resolved. It is a winner take all situation. Place the B&C MERCS in the circles on the board labeled attackers. Place any defenders in the defending positions near the desk and chairs. OPFOR pulled into the B&C not associated with the mission card (this can be from agents or miniatures within the breached area or those pulled in from being adjacent) are placed in the highest open position. If there are no positions available, then the MERCS take 1 Blood per OPFOR unable to be placed. This damage cannot be Soaked. In situations where a mission has a specific arrangement for the defenders, follow the mission instructions.

> **Employees that find themselves in a B&C action, fill a spot that provides a HDd8. Any miniatures that would have been placed in the spot the Employees have taken fill an open spot of the same d8 or trickle down to the next highest level of damage dice. This continues until there are no spots left.**

If there are any OPFOR that have been displaced AND all the spots in the B&C tile have been filled, then they are removed from the tile. MERCS take damage on a 1:1 basis for each OPFOR removed in this way.

Each location represents a type of damage d8, and has a damage threshold. As long as an OPFOR miniature is present in a location, then the OPFOR receives that d8 in counter-attack. When the MERCS have done damage equal to or greater than the damage threshold for a location, the miniature is removed and the OPFOR no longer gets the d8 associated with the location for their attack.

Place the MERCS and OPFOR counters on the B&C damage track, and place the collateral damage counter on the collateral damage track. These track the MERCS success, the OPFOR success, and the collateral damage.

The "winner" of a B&C action is the team that has the most successes at the end of the round.

Success are tracked like damage in combat. Bursts are considered to be successes. MERCS damage is applied per MERCS. The order of attacks is based off the priority track. In-between each MERCS attack, the OPFOR roll their attack dice pool based off the locations still inhabited by OPFOR miniatures.

Additionally, MERCS collateral damage is added to both the damage and the collateral damage track. This special track deals with two things: adding a collateral damage disc to the office when the B&C action is finished, and determining if the objective is destroyed.

If the MERCS have the same or more successes at the end of the round (and they haven't destroyed the objective), then the MERCS win the encounter. Additionally, the final location of the OPFOR counter on the damage tracker communicates how much damage *each* MERCS present must soak or take as damage. This damage is resolved *after* the tile is finished. Any MERCS that die in a B&C action are dead unless resuscitated later by a Medic.

One diagram. (reduces priority/establishes a different priority among two MERCS)

Quick setup image and captions of a B& C setup.

Remove all miniatures from the B&C tile. If the office on the "big board" needs a collateral damage disc, then place one in the office and return the MERCS. MERCS who were members of the B&C action are placed in the office; MERCS that were "pulled" into the B&C action are place in the area outside the office it took place.

If the objective is destroyed or the OPFOR end the encounter with more successes than the MERCS, the mission has failed and the OPFOR has won.

Many diagrams. (most important Combine action/required for any office with agents or miniatures/required to complete secondary and primary objectives)

Example text of a B&C

QUICK REFERENCE
GAME ROUND

1 Agent Phase

    a. Draw agent move card

    b. Move agents

        i. After all agents have moved, if an agent ends in LOS of a MERCS, then draw an event card to reveal OPFOR.

2 OPFOR Phase

    a. OPFOR order:

        i. Security Force IV

        ii. Security Force III

        iii. Security Force II

        iv. Security Force I

        v. Employees

3 MERCS Phase

    a. Player Order

    b. Player Actions

        i. Draw event card if necessary.

        ii. Adjust Security Level track if necessary.

4 Refresh Phase

    a. Check for Mission Objective completion.

    b. Refresh MERCS Command Points

    c. Roll for increasing the Security Level based off contents of the Casualty Pool

    d. End of game round.

Command Point Actions

	CP	Name	Description
Normal			
	1	Initiative	Can only be selected if the MERCS did not attack or Hustle. Returns 2 CP in the Refresh Phase.
	1	Reload	Place the Attack counter at the MERCS maximum allowed Attack capacity. Attacks cannot be performed after a reload.
	3	Interact	Can use a location for its secondary purpose.
	1	Use Kit	Allows MERCS to use a piece of equipment in their possession.
	1	Capture	Non-violent removal of an Employee. Must have majority control of an area. Targets are NOT added to the casualty pool.
	3	Interrogate	Allows MERCS to reveal one of the Secondary Objective locations per the rules on the Employee card.
Movement			
	1/area	Move	MERCS move one area per CP spent.
	3	Hustle	MERCS move four areas, but cannot perform ANY other actions.
Ranged Combat			
	2	Focused	An attack at weapon range that converts all the CDd8 into LightDd8.
	1	Sweeping	An attack at weapon range that uses the weapon's standard dice pool.
	1	Throw	An attack that is thrown to an area. It may be overthrown.
Melee Combat			
	1	Focused	An attack in the same area that uses the weapon's standard dice pool.
	2	Sweeping	An attack in the same area that converts all the LightDd8 to CDd8.
Reserve Actions	1		Allows the MERCS to perform a reaction attack if miniatures appear in LoS (in the direction the MERCS was facing.)
	1	Spray & Pray	An attack that initiates upon the appearance of miniatures: Security Forces AND Employees
	2	Selective	An attack that initiates upon the appearance of miniatures: Security Forces ONLY
Combined Action			
	2 MERCS = 3	Attack & Move	Allows MERCS to act simultaneously. One member moves three areas. The other member gets to perform one Sweeping Attack.
	2 MERCS = 2	Duck & Cover	This is a purely defensive combined action. The "ducking" MERCS with the highest priority is reduced in priority by -3. The "covering" MERCS increases his counter on the priority track by +1. Additionally, the "ducking" MERCS receives one bonus soak d8.
	3 MERCS = 7	Breach & Clear	Initiates a Breach & Clear action. Relocate to the B&C tile. Each member receives one Focused attack at no CP cost. Additional actions may be taken in priority order after the initial breach.

List of Status on quick reference