



## Determine Strategic Objective

Prior to setup, each player selects their Faction and then rolls a D10 on the following table to determine their Strategic Objective for the scenario they are about to play.

D10	Strategy
1-2	Elimination
3-4	Secure Target
5-6	Deliver the Package
7-8	Facility Defence
9-0	Recon

**Elimination:** Corporate has dictated that elimination of enemy MERC team is of the highest priority. Score 1 VP for every enemy team member removed from play by the end of the game.

**Secure Target:** You have been ordered to secure a target area for a team of Corporate Non-Coms to enter and retrieve a high-priority asset. Score 1 VP for every model in your team within 1 Card of the central scenery piece on the table. Reduce this total by 1 VP for every enemy team member within 1 Card of that terrain piece.

**Deliver the Package :** Your team is carrying vital intelligence to extraction and the enemy MERC force is between you and your pick-up zone. Roll D5 and count your team left to right after team selection is finished but before deployment. That model is carrying the package. Score 5 VPs if that model is in the enemy deployment zone at the end of the game. Reduce this total by 1 VP for every

enemy team member within 1 Card of the model with the package. If the Escorted model dies, place a token one Base in diameter where he died. This may be picked up by a friendly MERC who ends their movement in contact with it. MERCs may S2C on this token as if it was cover. The package may not be dropped other than the carrier being taken out of action.

**Facility Defences:** This raid on your corporate territory has caught a number of key personnel in the hot zone. Your team has been tasked with perimeter defence while these VIPs are being extracted. Score 5 VPs at the end of the game if there are no Enemy MERC models in your half of the table. Reduce this number by 1 for every enemy MERC in your table half at the end of the game.

**Recon:** Corporate has requested eyes on the ground in a key area on the battlefield. Your orders are to recon the site and then withdraw to deliver your findings. The target area is the central piece of scenery. The model observing must have its base completely inside the scenery piece. Any team member may take a Hold action to Recon the target site. Score 5 VPs if that model is in his own Deployment Zone and still alive at the end of the game. Reduce this by 1 VP for every Card Length or part there of the model is away from the Deployment Zone at game end.

## MERCS



### Select Corporate Plots

Each MegaCorp has three unique plots that a player may select from for the game. These represent the bias and scheming of the players corporation within the MERCS world and add a unique layer to each game where the player can fulfill minor objectives to tip the balance of victory in their favour.

After each player has determined what their Strategic Objective is, they must select 2 Corporate Plots as well.



VPs for Corporate Plots are scored in addition to any VPs scored from Strategic Objectives. Unlike Strategic Objectives, you do not have to reveal your Corporate Plots to your opponent (in fact it is advantageous for you not to!).

Corporate Plots and their details should be written down or otherwise recorded for accuracy during the post game VP Count.

### CCC Corporate Plots

**Lead from the Front** - MERC Human Resources Division has their eye on the teams leader for a promotion. If he can show his ability to the satellite feeds monitoring the engagement his promotion is much more likely. May only be chosen if the team contains an Assault Leader. Score 1 VP for each Team Member within 1 Card of the Assault Leader (Max 2) at the end of the game, provided his entire base is in the enemy half of the table at that time.

**Technological Superiority** - Corporate Leadership wants to showcase just how advanced the Yellowjacket Nanite armour is to the opposing MegaCorp. This will increase share prices and impact the foreign market. Score 2 VPs at the end of the game if there are at least 3 Team Members still on the board. Reduce this by 1 for each Team Member suffering armour failure when the game ends.

**Weapon Testing** - Research and Development division is having CCC Heavy Support MERCS test a new stabilization system for their assault weapons. Field testing volunteers need to provide impact data on enemy Corporate targets. Score 1 VP for the third and fourth Blood caused by a Set and Rip weapon on the CCC team. Any additional Blood caused will not earn VPs as the testing parameters have been satisfied.



## Kemvar Corporate Plots

**Protect the Eggs** - Unbeknownst to the intruders, they are mere yards away from a maturing Egg harvest. Your team has been instructed to protect this valuable crop at all costs, without notifying the opposing MegaCorp that Eggs are being farmed in this area. Nominate a building in the opposing team's table half. This building contains the egg harvest. Score 2 VP at the end of the game if no enemy MERC models are within 1 Card of that building. Score one less VP for every enemy MERC inside this distance.

**Assassinate** - Orders have come down to eliminate a high-priority target. May only be chosen if your team contains an Assassin. The Assassin must cause fatal Blood to the opposing team member with the Leadership ability. If no such model exists, the model with the highest combined Blood and Armour Attributes is the target. If there is a tie, the Assassin may choose his target but must mark it down before the game begins. Score 2 VPs if conditions have been met by the end of the game. Score 1 VP if the Assassin caused Blood on that model, but did not remove it from play.

**From the Shadows** - No unnecessary risk of personnel will be tolerated by Command during this mission. All efforts must be made to ensure the survival of key MERC personnel for later assignment in the ongoing action. If 4 or more team members are still in play at the end of the game score 2 VP. Score 1 VP if 3 or more Team members are still in play.

## USCR Corporate Plots

**Intimidation** - Command and Control wishes for you to show the enemies of the Great Bear their cowardice. Score 1 VP for your fourth and fifth successful Suppression of an enemy model during the game. Additional Suppression tests failed by the enemy will not score any additional VPs; their cowardice is already plain to see!

**Hero of the People** - Command and Control has seen fit to deploy the Behemoth to this engagement. The entire action is being broadcast as a propaganda film in the USCR; failure is not an option. Score 1 VP for each enemy MERC removed from play by the Behemoth, up to a maximum of 2. This is in addition to any VPs scored for Strategic Objectives. The USCR team must include a Behemoth in order to take this plot.

**Tech Grab** - The Researchburo has nominated your team to steal scans of enemy armour and weapons for them to backwards-engineer. Stationary models will be scanned by orbiting satellites provided they are fixed in position. Score 1 VP for every enemy model which spent at least 2 rounds under the influence of an Ice Grenade after the first at the end of the game, up to a maximum of 2. This Plot may only be selected if a Commissar is in your team.

# SCENARIOS

## MERCs



### FCC Corporate Plots

**The Enemy of my Enemy** - Your FCC Cell has been tasked to make use of a corporate asset for this engagement to minimize your own House exposure. Score 1 VP for every enemy team member taken out of action by friendly non-FCC Team Member in addition to any that would normally be scored.

**Independent Op** - Success and discretion are vital in this mission, as is protecting the FCC Operatives from capture and injury. Score 1 VP for each surviving Team Member above three, provided you did not take any non-FCC models in your team.

**Escort** - The FCC Leadership has seconded a Liaison to your team who has vital connections for upcoming House plans. He must be projected at all costs. Score 1 VP if the Liaison on your team survives the game. Score 2 VPs if the Liaison survives and has no Blood, and no enemy team members within 1 Card at the end of the game.

### Setup

All Scenarios are designed to be played on a 2x3' playing surface.

ER2 Scenery pieces must be set up at least 1 Card apart, with one piece placed mid table. It should block line of site between DZs (ER 2) and be able to be entered into by models.

5 - 6 pieces of ER2 Scenery is recommended, with an additional 5-6 ER1 pieces scattered about to provide cover.



### Deployment

All MERCs scenarios are played lengthwise. Deployment Zones (DZs) are one card from the short table edge. Players should each roll a D10. Low roll deploys all of their models first. Each player may re-deploy one model after their opponent has finished deployment.

### Game Length

Scenarios last six turns. If one team is wiped out before this, the opposing team may take his remaining turns in activations before the game ends.

### Victory Conditions

Highest VP Score determines the winner of the scenario. Any other result is a draw.