

MERCS



OPERATION

PARADIGM SHIFT

PRESENTED BY



Date: Feb 23, 2184

Deep cover FCC assets have been activated. These long dormant terrorist cells have infiltrated all levels of every MegaCon. No one appears to be safe. A second Dissolution Day has dawned. Only those MegaCons that can identify the threats, eliminate the terrorists, and continue to control their own resources can hope to survive.

GAMEPLAY

This is a story event. It is fairly non-standard as far as implementation, and the results shape the MERCS world going forward. The results of this event **will** change the world, affect those MegaCons involved, and the ramifications of this event will be implemented into the framework of MERCS history.

Each Match requires three players, eventually. At the start, Matches only require the two MegaCon players. For Match 1, the opponents should be randomly selected. For Match 2, follow the table provided.

The third player represents FCC. If at all possible, Infiltrator players should have a vested interest in the FCC faction's outcome. He appears after the Infiltrators are revealed (see Infiltrators). In Match 1 the FCC player's troops are limited to only those MegaCon Infiltrators already present. In Match 2, the FCC player supplements his Infiltrator force with standard FCC troops.

By the end of the scenario every player will play at least three times (possibly more based off of FCC play). Once in Match 1, and twice in Match 2 (once as an attacker and once as a defender).

MATCH, ROUND, PHASE, AND TURNS

Time within a MERCS game is divided into several denominations that interact with each other in various ways.

A match is simply a game of MERCS played between two or more players. A match references the complete game from start to finish.

A match is made up of several rounds. A round begins when players take Initiative, and ends after both players have performed all their actions and the table is prepared for the next round.

Each round is separated into three phases: the Initiative Phase, the Action Phase, and the Refresh Phase.

A player's decisions within each phase is referred to as their turn. Often these turns are defined more by an archetype's action than the player's. Each player has many turns during any given phase.

TABLETOP DIPLOMACY

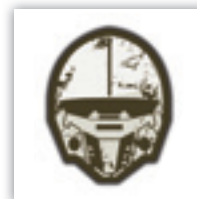
There are no restrictions to talking or teaming up in either of the matches. It should be noted, nothing forces anyone to keep their promises, and the nature of the overall scoring really requires players to go "all in" for the faction they are representing.

INFILTRATORS

Those members of the FCC on the MERCS squads in the field are referred to as Infiltrators. Infiltrators in both phases are randomly and secretly determined.

A set of Infiltrator counters are created per player. There are five counters. All backs should be the same. In each set of Infiltrator counters, there are three loyal MERCS (signified by the MERCS helmet) and two Infiltrators (signified by the Tabletop Nation Logo).

LOYAL MERCS



INFILTRATOR



The counters are shuffled face down and assigned randomly to each MERCS on the tabletop. The Infiltrator counters remain secret until the Refresh Phase of round three.



At the end of round three, all Infiltrator counters are revealed and a third player enters the match controlling the four Infiltrators.

This new player plays for the FCC in Match 1. If potential Infiltrator MERCS die before being revealed they are dead, and do not return as Infiltrators.

Infiltrators carry the same equipment and stats as the former MERCS. In effect, the third player need only utilize the MERCS cards.

MATCH 1

Match 1 begins as a standard 1v1 Control game. After Round three, when the Infiltrators are revealed and the third player joins, the game still follows basic Control game-type rules. However, while victory conditions remain consistent for both MegaCon players and the FCC player, victory rewards are different.

SQUAD SELECTION

Squad selections between matches can be redundant for the most part. Regardless of who turn Infiltrator in the Match 1 and who is sent back as reinforcements.

For the first time ever, player can have two members of an archetype available in Match 2 depending upon how the Infiltrator counters fall.

The exception is each MegaCon's Specialist. MegaCons are only ever able to field one Specialist. If a Specialist turns Infiltrator in Match 1, they are ineligible to be selected in Match 2.

If a player selects a Specialist in Match 1, and he or she remains loyal, they are ineligible to be selected in Match 2. They can be sent back as reinforcements, however.

| MEGACON | SPECIALIST |
|-------------|------------------|
| CCC | Incinerator |
| KemVar | Assassin |
| USCR | Behemoth |
| sefadu | Berserker |
| Keizai Waza | Forward Observer |
| Texico | Marshal |
| ISS Calypso | Calypso |

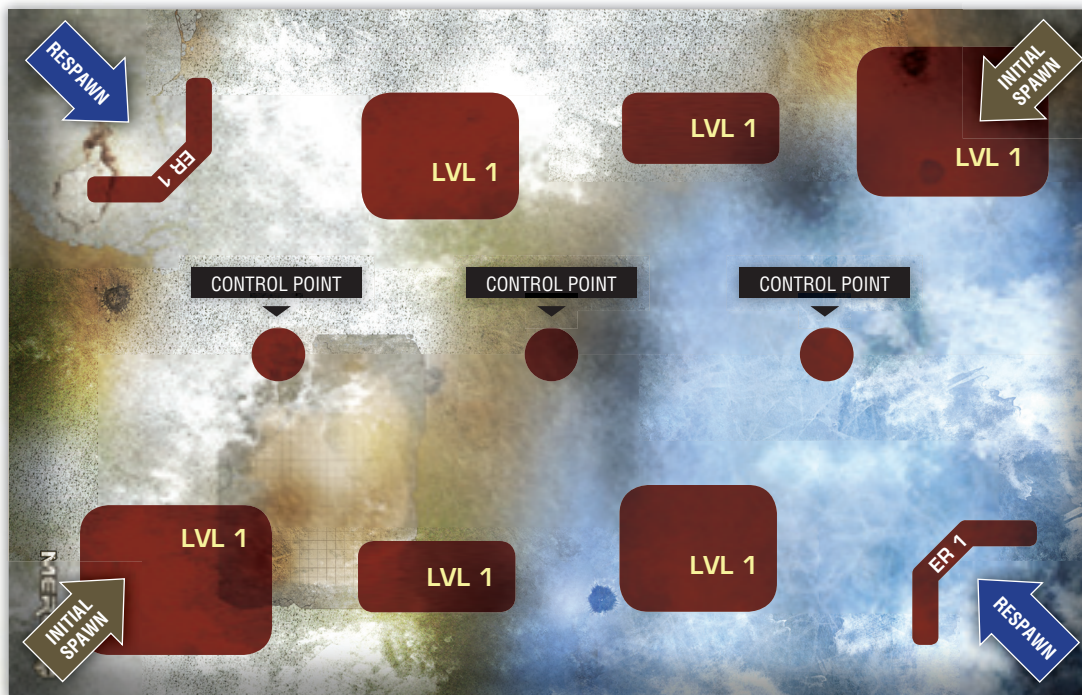
MEGACON PLAYERS:

GAMETYPE: CONTROL

In this match, players are engaged in various neutral locations around the globe. Opponents are chosen at random. The goal is to earn the most VPs by controlling locations. Controlling multiple locations provide greater VP rewards. This match lasts eight rounds or ten VPs awarded (whichever comes first).

All players are attempting to control the same locations. This game is played on a 2 x 3 foot MERCS battlefield. Standard terrain set up. Bounding is the only active ACM (no Suppression, no Overwatch).

There are three locations. Controlling one location will net a player 1 VP per Refresh Phase. Controlling two locations will net a player 3 VPs. Controlling all three locations nets the player 6 VPs. VPs earned during the game are only awarded to the players who are present at the end of the game.



It is suggested that the control areas have some kind of half-cover and be about the size of a MERCS card.

Miniatures must be within melee range of the marker to be considered for control. If both players have miniatures in the same control area, the VP is awarded to the player who has the most. If both players are tied, then no VPs are awarded for that location.

Players' killed miniatures respawn in the Refresh Phase the round they are killed in the respawn area. They are placed back on the battlefield during the Refresh Phase and roll Initiative in the next round. This area should be in a corner of the player's starting territory.



RETREAT AND REINFORCEMENTS

During the Refresh Phase of round four and any subsequent rounds thereafter (after the Infiltrators are revealed), the MegaCon players can, if they choose, retreat any living MERCS.

Retreated MERCS in Match 1 emerge as reinforcements in Match 2. When they appear as reinforcements is directly related to when they retreat. Use the R&R table below to determine when reinforcements show up.

| RETREAT IN MATCH 1 | REINFORCE IN MATCH 2 |
|--------------------|----------------------|
| Round 4 | Round 5 |
| Round 5 | Round 6 |
| Round 6 | Round 7 |
| Round 7 | Round 8 |

However, if a player retreats in Match 1 they cannot earn any VPs they may have accumulated, nor are they eligible for victory. Furthermore, if both MegaCon players retreat the FCC player, and thus the FCC faction is awarded the victory.

VICTORY

Beyond the potential Victory Points, MegaCon players that finish the game are allowed to reveal one Infiltrator counter in Match 2 for every five VPs they have accumulated.

If a MegaCon player finishes the game with 10 VPs, then he would be able to flip two Infiltrator counters face-up before Match 2 begins.

He is in complete control of his MERCS up until the Infiltrators are revealed at the end of round three, so this reward allows him to make some educated tactical decisions, including sending a potential Infiltrator into a no-win situation.



FCC PLAYERS

GAMETYPE: CONTROL

As discuss above, the FCC player for Match 1 controls any living Infiltrator when they are revealed.

Infiltrators, after revealing themselves, continue to possess all Personal Abilities and Corporate Abilities inherent in the MERCS they inhabit. All stats and weapons remain the same.

VICTORY

FCC can score victory in Match 1 two ways: either by scoring more VPs then the other two MegaCons or by MegaCon resignation. If both MegaCons retreat, then the FCC player is awarded the victory and an automatic 10 VPs.

Furthermore, the FCC player, much like the MegaCons, is allowed to bring an additional FCC MERCS into Match 2 for every five VPs scored.

MATCH 2

DEFENDING PLAYERS

In this match, players defend their home resources from an invading MegaCon, FCC Infiltrators, and additional FCC MERCS.

| DEFENDER (HOME) | ATTACKER (AWAY) | ALT ATTACKER (AWAY) |
|-----------------|-----------------|---------------------|
| Texico | KemVar | CCC |
| KemVar | ISS | Texico |
| CCC | Texico | USCR |
| ISS | sefadu | KemVar |
| USCR | CCC | Keizai Waza |
| sefadu | Keizai Waza | ISS |
| Keizai Waza | USCR | sefadu |

MAKING TEAMS WORK

The match-up table provided is merely a suggestion. If your group doesn't have anyone playing the suggested attackers, then simply balance out the defenders and attackers in such a way that everyone will get to play the role of attacker and defender, and get to play at least three times.

GAMETYPE: DEFEND

The MegaCon portion of Match 2 provides VPs. The match is played over eight rounds. The defending MERCS team is held up in a building or similarly defensible structure. This game is played on a standard 2 x 3 foot MERCS battlefield. All ACMs are active.

MERCS killed in action remain dead.

The defending player earns 10 VPs for surviving, 5 VPs for each of the control locations still under in his possession, and a bonus of 2VPs for each living MERCS at the end of the match.

RETREAT AND REINFORCEMENTS

If the player chose to retreat any forces from Match 1, reinforcements can arrive during the Refresh Phase of rounds five through eight.

Reinforcements arrive in the deployment zone of the defending player.

ATTACKING PLAYERS

GAMETYPE: CONTROL

Attacking players in Match 2 are attempting to control two locations. Controlling locations insures the defending MegaCons VPs are reduced at the end of the match.



It is suggested that the control areas have some kind of half-cover and be about the size of a MERCS card.

Miniatures must be within melee range of the marker to be considered for control. If multiple players have miniatures in the same control area, control is awarded to the player who has the most. If players are tied, then no control is awarded for that location.

Attacking MegaCons earn 2 VPs bonus per kill. Attacking FCC earn 3VPs bonus per kill. These are the only VPs earned by attacking players that counts towards their accumulated total during Match 2.

SCENARIO VICTORY POINTS

Victory points are awarded for both matches. After all games are concluded, players should total the VPs from each match so that a player has a total VPs for the scenario. Additionally, those VPs should be added, and an average taken, with any other players playing the same MegaCon in a given location. While, each club can reward individuals as they wish, the importance of the score resides in the accumulated totals for the MegaCon in the locale and across the globe.

| | | |
|--------------------------|---------------|-----------------------------|
| VPS AVAILABLE IN MATCH 1 | MegaCon - 10 | FCC - 10. |
| VPS AVAILABLE IN MATCH 2 | Defender - 32 | Attackers - 2 or 3 VPs/kill |

Moreover, it is important to the overall average to keep track and tally those players who score zero VPs in either match.

FCC

The FCC must score as many points in Match1 as possible. While it is true the total score for a MegaCon can get up to around 40, the average MegaCon score will hover around 25 and fluctuates greatly. The defender role in Match 2 is very volatile and can easily send the average score down. In effect, MegaCons have much to lose.

Conversely, the FCC should easily average around 20 around the globe. They don't have much to lose and won't see score dip too low. They need only concentrate on scoring as many points as possible in Match 1 so they can carry extra troops into Match 2 and kill indiscriminately.

RESULTS AND RAMIFICATIONS

Any MegaCon that has an average score less than 15 will be in jeopardy of dissolution. The MegaCon with the lowest score will be dissolved. Their demise will be written into the history.

Players need not fear their purchase will become obsolete. In effect, the once proud MegaCon will become a rogue squad, up for sale to the highest bidder, FCC or MegaCon.

INFILTRATOR COUNTERS

Print, cut, fold in half, and glue them together to create your counters

