

A MODERN ROLE PLAYING GAME OF COUNTER INSURGENCY

MERC

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FGU-8301

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RULEBOOK 1

The Twilight Soldier

Fantasy Games Unlimited

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WANTED: Persons interested in an exciting venture to foreign lands. Must have weapons or combat expertise. Pay - poor, Hours - long, Adventure - Guarenteed.

Write to:

The CORPORATION

P.O. Box 1981

The City, N.Y.

DEDICATION

We'd like to dedicate **MERC** to our wives and family who put up with our late hours and our 'Temper Tantrums.' We wrote the rules, but it was their dedication that kept our notes and rewrites in order.

We'd also like to take this time to thank our Gamestesters who gave us a little insight into the 'Player's' mind: Joseph Honza, David Teeds, Lou Cardinelli, Joseph Portella.

INTRODUCTION:

THE MERCS ARE COMING

As long as there have been wars, there have been mercenaries. In ancient times the Persians and Romans used mercenaries as auxiliaries. Later, Napoleon had regiments of mercenaries and George Washington used Soldiers of Fortune to train his 'Rag-Tail' army. Mercenaries rode and fought with J.E.B. Stuart and Morgan during the American Civil War and Hitler's War Machine had divisions of foreign troops spread throughout his Wehrmacht and Waffen S.S.

Elite units were often composed entirely of mercenaries, such as the Wild Geese, the French Foreign Legion, the Lafayette Esquadriille in World War I, the Lincoln Brigade in the Spanish Civil War, the S.S. Division 'Prinz Eugen' and the Americans in the Flying Tigers. In more modern times, we have seen Col. Hoare's 5 Commando in the Congo in 1964.

Whether for 'money,' 'patriotism,' or just the 'Love of Adventure,' they came; the Lafayettes and Von Steubens, the Mickey Marcuses and Mike Hoares. All rallying to foreign flags to lead, fight, and die. These are the Twilight Soldiers!

Now, you can enter the World of **MERC** with this role playing/skirmish game. You have everything at your fingertips to enter 'the Bush.' All you need add is imagination.

Think of the possibilities: go back to 1954 and go on patrols with the Legion in Indo-China, or search the countryside of Ireland for I.R.A. terrorists, join 5 Commando in 1964, or even lead a patrol of Soviet 103 Guard Army Airborne into the Afghan hill country. With these rules and your imagination you can visit Rhodesia, Chad, Angola, El Salvador, Panama, or even Cuba. Of course, your accommodations won't be first class and you'll have people shooting at you, but we guarantee lots of excitement.

PROLOGUE

So, you answered the ad! What did you expect? They told you 'up front' it wouldn't be easy. Oh, you didn't know about the bugs, snakes or fickle weather. Yeah, I know. . . they're worse than the Terrorists and Guerrillas shooting at you all the time. Well, cut the griping and grab your gear. It's time for a mission, and the Corporation isn't paying us to sit on our butts griping and moaning.

TERMS USED IN MERC

MERC: Mercenary, as Soldier of Fortune. Player Character and Non-Player Characters.

CORPORATION: This is the Games Master.

HIT: Assassination Mission.

DEMO: Explosives.

HEAVY WEAPONS: Heavy Machine Guns, Mortars, etc.

PRIMARY SPECIALTY: Character's main field of training.

SECONDARY SPECIALTY: Character's other fields of training.

LAY CHILLY: Unmovable Positions (such as prone) used to avoid detection.

BOOBY TRAPS: Any form of hidden detonation used to harm a character such as mines, punji stakes, etc.

EVAC: Transportation out of an area.

MED. EVAC: Transportation of wounded personnel out of an area.

APC: Armored Personnel Carrier.

CHOPPER: Hueys and Cobra helicopters.

KZ: Kill Zone.

BPs: Body Points - the amount of damage certain areas of the body can sustain.

FIRE TEAM: Squad of men (from 5 to 10).

ACTUARY: Leader of a Squad.

COVERT: Undercover or 'Unauthorized' activity (note quotes).

OVERT: Open activity sanctioned by the Corporation.

ZAP: To hit.

CZ: Casualty Zone.

MERC - the Character

As stated in the introduction, players take on the personality and responsibilities of a hired mercenary soldier in the field. To accomplish this there are three (3) important factors to consider:

1. **Physical Appearance:** This encompasses height, weight, color of eyes, hair, and complexion.
2. **Physical and Mental Attributes:** This section contains such things as knowledge, intuition, agility, etc. The attributes will tell how and why a character can do different tasks better than others.
3. **Character Specialties:** With certain given attributes, characters are suited for certain jobs (specialties).

In short . . . **MERC** - the Character breaks down to what a character looks like, what he is hired for, and how well he does it.

PHYSICAL APPEARANCES

The physical appearance of any individual in **MERC** is of the utmost importance in that it can easily determine the Life and Death quotient in a stress situation. Remember, a character is a 'Hired Gun' in a foreign land. Imagine a situation where a Mercenary is separated from his unit and has to fend for himself. Let's, for the sake of argument, place him in the Congo in 1964. We'll say he is over six (6) feet tall, blonde, blue eyed, with a fair complexion. Since it is doubtful that this character will blend into the local scenery, and given the political climate of the Congo in '64, it might be time to roll up another character.

- Age:** Roll 3 six (6) sided **MERC** dice and total. Add to a base twenty (20) and you have the age of your character (23 to 38).
- Nationality:** It is up to you to choose. Remember that some weapons may be more familiar to you than others. (A German can use a Schmiesser, but may not use a Mat SMG).
- Name:** Choose any name that suits your fancy.
- Height:** Height can be important, especially where your specialty is concerned. It's doubtful you'll see a man above 5' 8" in Recon.

Die Roll	Result
3 to 6Short (5' to 5' 7")
7 to 14Average (5' 7½" to 5' 10")
15 to 16Tall (5' 10½" to 6' 2")
17 to 18Very Tall (6' 2½" to 6' 8")

- Weight:** This will be discussed later in the rules under Strength Capabilities, Frame and Build.

F. Hair Color:

Die Roll	Result
3 to 6Red*
7 to 10Brown
11 to 14Black
15 to 18Blonde*

*Asiatic and Negroid characters disregard these results.

G. Eye Color:

Die Roll	Result
3 to 6Grey
7 to 10Hazel
11 to 14Blue
15 to 18Brown

Note that eye color rolls should be skipped for Asian or Negroid characters who will have brown eyes.

- Complexion:** This is the shading of the skin in respect to all races. It is also the factor for sunburns, etc.

Die Roll	Result
3 to 6Fair or Light Skinned
7 to 14Average
15 to 18Ruddy or Dark Skinned

- Voice:** This will be used to modify Command Control.

Die Roll	Result
3 to 5Squeaky (-5 off Command Control)
6 to 14Average (no effect on Command Control)
15 to 18Commanding (+5 to Command Control)

J. Preference - Right or Left Handed:

Roll 1 **MERC** Die

Die Roll	Result
1 to 3Right Handed
4 to 5Left Handed
6Ambidextrous

PHYSICAL/MENTAL ATTRIBUTES:

Now that the character's looks have been determined, it's time to find his Attributes. In **MERC** the following procedure is used. There are six (6) Attributes, so roll two (2) **MERC** dice (black for 10's and the green for 1's). This will give you an 11 to 66 result. Roll six (6) times, but DO NOT place the percentages with any Attribute yet, only make a note of your rolls. Next turn to the Specialty Tables.

You will note that on the Specialty Tables there are **numbers** listed after each Attribute for Primary or Secondary Skills. These are the minimum scores needed for that particular skill.

Example: Let us say that the die rolls were 13, 54, 42, 15, 46, 62. Checking the Specialty Tables, the Player decides he wants to be a Heavy Weapons Expert. For Primary he needs a Knowledge of 54 minimum and a Strength of 54 minimum. He applies the 62 die roll to his Strength and the 54 to Knowledge. As a Secondary Skill, he wants to be an Interpreter/Interrogator. He already applied his 54 to Knowledge so he has that. For Intelligence he'll need a minimum of 46 for which he has a die roll, so he'll apply it there. The 42 he'll

have to apply to Intuition, since he needs a minimum of 34. The 14 he'll place with Prior Military service to give himself a one year hitch and the 13 goes with Agility. What we now have is a Clumsy Heavy Weapons Man who has decent knowledge of weapons and languages which he probably picked up in the service. His intuition tells us that he can probably tell when he is being lied to by a prisoner, but he will not always be sure.

A. Strength: This is the ability applied to Hand-to-Hand Combat and manual labor.

Roll: 11 to 21 Scrawny	- Below Average in Strength -5 Test Modifier
22 to 53 Average	- Normal, run of the mill grunt 0 Test Modifier
54 to 62 Strong	- Here's your Heavy Weapons Man. He'll carry more than his share. +5 Test Modifier
63 to 66 Very Strong	- This is a Bull of a man (irregardless of height). +10 Test Modifier

B. Agility: This is the ability to run, dodge and the like.

Roll: 11 to 15 Clumsy	- This is definitely not your Demo Expert. Probably has two left feet. -10 Test Modifier
16 to 51 Average	- Not particularly agile or clumsy. 0 Test Modifier
52 to 62 Agile	- Assassin type . . . stealthy, quick and quiet. +10 Test Modifier
63 to 66 Nimble	(Can use either hand.) Not as agile as above Trait. +5 Test Modifier

C. Intelligence: This is basic 'smarts.' It does not apply to training or 'book learning.' The basic ability to make on the spot decisions (and tell the right move from the wrong).

Roll: 11 to 16 Dense	- Definite Point Man. A real follower. Beware, this man must be under command control at all times. -5 Test Modifier
21 to 45 Average	- Normal grunt, but don't push, he can think for himself. +5 Test Modifier
46 to 61 Smart	- Enables a character to size up a situation quickly. +10 Test Modifier
62 to 66 Sly	- Whatever is best for him. Knows survival. +15 Test Modifier

D. Knowledge: This is trained 'smarts.' Knows languages and weapons through study and/or trial and error.

Roll: 11 to 22 Man in the Street	- This is not a stupid character. It is just that the character had not had any formal training in any specialized fields. Basic grunt. 0 Test Modifier
23 to 53 General Knowledge	- Basic rudimentary knowledge of survival. +5 Test Modifier
54 to 63 Knowledgeable	- Capable of two specialized skills (Primary). +10 Test Modifier
64 to 66 Advanced	- Capable of three specialized skills (Primary). +15 Test Modifier

E. Intuition: This encompasses luck and gut feelings. It is one of the prime prerequisites for survival.

Roll: 11 to 31 None	- As it says . . . no survival instincts. This type of character goes head first into combat. A potential beserker. -5 Test Modifier
32 to 56 Average	- Gets a promotion or feeling, just can't pin it down. 0 Test Modifier
61 to 64 Primordial	- Life a cat! He can almost sense danger. +5 Test Modifier
65 to 66 Killer Instincts	- Almost psychic. Outguesses the enemy, spots traps. +10 Test Modifier

F. Prior Military Service: Why the character is in the mercenary business.

Roll: 11 to 13 None	- In it for adventure or money. Possibly belonged to a martial arts school or gun club. 0 Modifier
14 to 22 One Hitch	- After service found civilian life a drag. +5 Modifier
23 to 55 Extended Service	- Served at least two hitches. Has seen action. Most mercenaries will fit in here. +10 Test Modifier
56 to 66 Special Services	- Green Berets, SAS, French Foreign Legion, Paras, Navy Seals, Israeli Commandos, etc., +20 Test Modifier



MERC - The Specialist

In the world of mercenaries each man's value is not only that of a warm body. The reason he would be hired over others would relate to his Specialties. These will determine his pay rate, rank and the mission he will be assigned. In **MERC** every character (player and non-player) will have to do certain jobs that will entitle them to a Specialty.

After your basic Abilities are rolled up, check the following list and (depending on your abilities) pick the Specialties you would like for your character.

A. Driver/Pilot: This Specialty enables a character to handle a vehicle above the norm of a basic grunt. He may be used to EVAC or transport troops to any location. He is also able to commandeer a vehicle for escape purposes. This Specialty gives pluses (+) to your chance to evade.

- For PRIMARY: Knowledge of 61
Agility of 52
- For SECONDARY: Knowledge of 44
Agility of 36
- B. Demolitions Expert:** It is difficult to imagine a search and destroy mission without someone with this capability. This capability is the knowledge of explosives.
- For PRIMARY: Agility of 61
Knowledge of 56
- For SECONDARY: Agility of 52
Knowledge of 51
- C. Camouflage Expert:** Hiding and blending into the scenery is this man's concern. It is this capability that enables a man to either get close to his target unseen or to hide in the bush without being detected. This Specialty gives the character a better chance to hide or detect a hidden enemy.
- For PRIMARY: Prior Service of 51
Intuition of 46
- For SECONDARY: Prior Service of 36
Intuition of 34
- D. Map Expert:** This capability enables a team to move without the fear of becoming totally lost in a foreign area. Map experts are able to follow the magnetic North and understand azimuths. This Specialty ensures characters against becoming lost - See Pathfinder Table.
- For PRIMARY: Prior Service of 51
Knowledge of 51
- For SECONDARY: Prior Service of 36
Knowledge of 43
- E. Heavy Weapons Expert:** Machine guns and mortars are his Specialty. He is able to field strip any heavy weapon blindfolded to clear jams and/or fix parts. This gives pluses to Hit with Heavy Weapons.
- For PRIMARY: Knowledge of 54
Strength of 54
- For SECONDARY: Knowledge of 46
Strength of 54
- F. Martial Arts Expert:** This is an advantage in hand-to-hand combat. It depends upon great agility rather than strength. Check Hand-to-Hand Chart for additional modifiers.
- For PRIMARY: Agility of 62
Intuition of 64
Knowledge of 61
- For SECONDARY: Agility of 51
Intuition of 61
Knowledge of 51
- G. Medic:** Every team should include such a character. At times he is the most valuable asset a team can have. Not only can a Medic mean the difference between life and death, but he can heal a man sufficiently to complete his job and the mission.
- | | | Heals Lt.
Wounds | Heals Serious
Wounds |
|----------------|-----------------|---------------------|-------------------------|
| For PRIMARY: | Knowledge of 56 | 6 | 8 |
| For SECONDARY: | Knowledge of 44 | 4 | 6 |
- H. Interpreter/Interrogator:** In the bush one has to speak the language. Also, one has to be able to determine from the inference or tone of voice the truth or falsehood of a story. This also enables a character to read captured documents. Check the Decipher Table.
- For PRIMARY: Intuition of 46
Intelligence of 56
Knowledge of 61
- For SECONDARY: Intuition of 34
Intelligence of 46
Knowledge of 54
- I. Sapper Engineer:** The ability to build, destroy or break in. It is this person who determines the weak stress points of a structure and where to place any charges. Modifiers will apply to construction and destruction of nonexplosive devices.*
- For PRIMARY: Intuition of 46
Knowledge of 56
- For SECONDARY: Intuition of 32
Knowledge of 51
- *For nonexplosive types.
- J. Recon Expert:** The most dangerous of all Specialties. This is the man-up-front, the point man, the stalker. This is the ability to detect ambushes, booby traps and snipers. His position puts him in first contact with the unknown. This Specialty gives the character an added advantage for evasion and detection.
- For PRIMARY: **Agility of 61**
Intuition of 63
- For SECONDARY: **Agility of 52**
Intuition of 56
- K. Hand-to-Hand Combat Expert:** Must have primordial instinct. Likes to fight close in. This Specialty receives pluses (+) on stealth and hand-to-hand combat.
- For PRIMARY: Agility of 56
Strength of 56
Intuition of 64
- For SECONDARY: Agility of 52
Strength of 51
Intuition of 61
- L. Communications Expert:** The radio man. He calls in strikes, monitors enemy activity, and is primary in EVAC. This man must be around to send/intercept messages and gains additions on those tables.
- For PRIMARY: Intelligence of 46
Knowledge of 46
- For SECONDARY: Intelligence of 41
Knowledge of 36
- M. Grenadier:** This is the most basic of all abilities. He knows all forms and logistics of Grenade combat and can assist in setting grenade traps. Check modifiers on Grenade Table.
- For PRIMARY: Strength of 51
Prior Service of 36
- For SECONDARY: Strength of 41
Prior Service of 21
- N. Sniper/Sharpshooter:** On an assassination mission this character is vital. Check special 'Sniper Table.
- For PRIMARY: Agility 52
Intelligence 56
- For SECONDARY: Agility 46
Intelligence 46

O. **Forward Observation:** This Specialty is used for the placement of artillery and mortar fire.

For Primary: Prior Service 46
Intelligence 46

For SECONDARY: Prior Service 36
Intelligence 36



A Primary Specialty means that a character has had training in a certain category. A Secondary Specialty means that he has an above average knowledge in a certain field. The Secondary Specialist either helps the expert or is capable of taking over should anything happen to the Primary Specialist. If a mission is to blow a bridge, it is not unreasonable to have a Primary Specialist and any number of Secondary Specialists in demolitions.

By being involved in certain missions, a Secondary Specialist can elevate himself to Primary through the use of experience points, awarded after the completion of a mission.

MERC - STRENGTH CAPABILITIES

A. Packing Gear in the Bush:

Those of us who helped design this game have had some experience in 'humping' it with 50 lb. packs.

Believe it when we say that it can affect stress and combat, not to mention survival. Traveling lightly in the bush for 5 days means a 50 lb. pack. This contains just the essentials to exist, food, water, extra clothing and boots. Besides the pack, there are a weapon, ammunition and any implements of destruction for the character's specialty. All these things add up in weight.

B. How Much Can a Character Carry?:

In **MERC**, strength, in accordance with frame, dictates physical build. If a character is of average strength and has a medium frame, he can (more or less) hold his own during any set mission. Characters with mediocre strength and small frame should pick specialties in accordance as it will be only the barest essentials they can carry. Remember, a **MERC** team moves only as fast as its slowest member.

C. Finding Your Capabilities:

1. Strength: Refer to Character Generation Sheet.
2. Frame: What nationality is the character? Pick one and match it under the continental system, then roll 2 **MERC** dice (11 to 66 variable) and cross index on the following chart.
3. Carrying Ability: After you have your strength and frame, cross index on Carrying Ability Chart.

FRAME

Nationality	Small	Medium	Large
North American	11-23	24-42	43-66
European*	11-15	16-46	51-66
Asian	11-44	45-54	55-66
Latin American	11-32	33-53	54-66
African	11-23	24-52	53-66

*Including Australia and South Africa.

CARRYING ABILITY

Strength Capabilities:	Scrawny	Average	Strong	Very Strong
Frame:				
Small	Mediocre	Average	Above Average	Massive
Medium	Mediocre	Average	Above Average	Massive
Large	Average	Above Average	Massive	Powerful

BUILD

In **MERC** we will be working with an average weight of 110 lbs. This 110 lbs. can consist of a 50 lb. pack, 6 to 12 lb. weapon (not a heavy weapon), 20 lbs. of ammo, 6 grenades at 1 lb. each, a 5 lb. helmet, a 20 lb. flak-jacket, a sidearm and a knife.

A pack would contain food (important), water (very important), possible sleeping bag, change of clothes, and the basic odds and ends. You may wonder how this can weigh up to 50 lbs. Well, five days of food at two meals a day are ten meals. K and C rations are in cans, and metal is heavy in numbers like that. Extra boots and canvas or cotton fatigues do add weight. And water is the big one. The body, on the average, needs a quart of water a day. Firstly, on a mission a character will require more than a quart of water a day. Secondly, if dehydrated food is used, it requires another two quarts of water a day. Thirdly, if there is no place on the way with fresh water, brother are you in trouble. Remember, water weighs 8 lbs. to the gallon.

Take the character's strength and frame, cross match them to determine build. In **MERC** we have decided on five basic **Builds** with body weights.

1. **Mediocre:** This build should not carry more than 70 lbs. of equipment. He should carry something like a weapon, ammo, food, clean socks and THAT'S IT! He should only be relied on to carry his own gear, but would make for a small fast target.
2. **Average:** This man can carry around 100 lbs. He would make a fine medic. He could carry the extra weight and still be quick.
3. **Above Average:** This allows for the carrying of around 125 lbs. He would make a good heavy weapons backup.
4. **Massive:** This can be a heavy weapons man and still carry personal gear. He can carry 150 to 175 lbs. As an example, he could carry his gear, some gear for someone else and an M60 tripod. But if he is seriously wounded, who is going to carry him, let alone all that equipment?
5. **Powerful:** OK muscles, you can carry the rest of the fire team if you like. 200 to 225 lbs. should make you happy. But if this one is badly wounded, not only will he be left behind, but so will the .30 caliber and all those claymores. And remember, all that weight makes for a big, not too fast target.

WEIGHT TABLE

Height/Build	Mediocre	Average	Above		
			Average	Massive	Powerful
Small	100 lbs.	135 lbs.	165 lbs.	185 lbs.	210 lbs.
Average	115 lbs.	145 lbs.	170 lbs.	195 lbs.	225 lbs.
Tall/Very Tall	130 lbs.	160 lbs.	180 lbs.	205 lbs.	250 lbs.

MERC - The Test

MAJOR TESTS

All right, now we know what the characters look like, what their attributes are, and what their specialized fields are. Now it's time to see how well they do 'their thing.'

These first three tests are the most important and are related to every character, no matter what his specialty.

- A. **Stress Test:** This is a type of morale check that indicates how well a man will hold up in a tight situation, such as under sniper fire and ambush, or finding oneself in a mine field. There are two times a character will have to check 'Stress.' The first is if he is out of Command Control, and he finds himself in a bad situation. The second is if the team commander fails his Command Control Test, then every team member checks Stress.
- To find your Stress Test Number: take your Intelligence and Knowledge Test Modifiers and apply them to a base 36 which will give you your test number. When a Stress Test is called, you have to roll 2 MERC dice (high/low) and roll under the final number.
 - If you fail your Stress Test, roll 1 MERC die for your reaction.
 - 1 or 2 Freeze - No movement for 2 turns.
 - 3 or 4 Bolt for cover or run away.
 - 5 or 6 Open fire (blind fire).
- B. **Dexterity Test:** This is not stealth! Rather, it is the ability to avoid obstacles, dodge traps, climb walls, etc.
- To find your Dexterity Test Number, apply your Strength and Agility Test Modifiers to a base 36. You will have to roll under the final number with 2 MERC dice (11 - 66).
 - It is conceivable that you can fail your Stress Test but make your Dexterity Test. For example: you will find yourself entangled in a booby trap. You roll Stress and fail. For reaction you roll a 4 and bolt. Then you roll on Dexterity, and it is possible that you either jump over the trip wire, or are able to get away before the detonation takes place.
- C. **Command Control:** This is to see how well troops listen to and follow commands.
- To find your Command Control Number, apply your Intuition and Prior Military Service Test Modifiers to base 36. On 2 MERC dice (11 - 66), you must roll under the final number to continue to hold control.
 - Generally, the person with the highest dice roll on Prior Military Service is the one who commands the team and is concerned with Command Control. The exception to this rule is when a specialty is required (i.e. blowing up a bridge, assassination by snipers). At this time the team leader turns the Command Control over to the Specialist who takes over temporary command.

SKILL TESTS

The following Skill Tests are applied mainly to specialties. While any character may attempt to do a specialized job, it is the Specialist who receives the bonus.

Procedure: For each Skill Test, the application is the same. Add or subtract modifiers to a base 6 and roll **under** the final modified number on 2 MERC dice (2 to 12 variable).

- A. **Detection:** This is the 'inborn' sixth sense which enables a character to sense impending danger. These abilities apply themselves to your Camouflage and Recon Experts.

Plus Modifiers

- +3 Recon (Primary)
- +2 Recon (Secondary)
- +2 Camouflage (Primary)
- +1 Camouflage (Secondary)
- +4 Scanning
- +4 Any movement in position
- +3 Use of Binoculars (Infrared at night)

Minus Modifiers

- 3 Camouflage position
- 2 Camouflage (Primary) set position
- 1 Camouflage (Secondary) set position
- 4 Heavy Undergrowth
- 4 At night
- 2 During rain

- B. **Evasion:** This is the ability to run/hide successfully from a pursuing enemy. This is the ability of a Recon Expert on foot or a Driver/Pilot when in a vehicle.

Plus Modifiers

- +2 Driver (Primary) (with vehicle)
- +1 Driver (Secondary) (with vehicle)
- +2 Recon (Primary)
- +1 Recon (Secondary)
- +4 At night

Minus Modifiers

- 2 if Recon (Primary) following
- 1 if Recon (Secondary) following
- 2 if Driver (Primary) following
- 1 if Driver (Secondary) following
- 2 Going thru dense growth

- C. **Pathfinder:** Once you're in the bush on a mission, you should know where you're going and how to get there. . . and even more important, how to get to the EVAC point after you've completed your mission. Pathfinder is also the ability to give coordinates for artillery fire and calling in for MEDEVAC. This is where you need your Map Expert. You can't call in fire or MEDEVAC unless you have a Map Expert (Secondary Minimum).

Plus Modifiers

- +4 Map Expert (Primary)
- +2 Map Expert (Secondary)
- +4 On Path

Minus Modifiers

- 2 Unable to see sun or stars
- 4 Heavy Undergrowth

- D. **Stealth:** If you're going to approach a sentry quietly, or try to overhear a conversation, or try to get behind the enemy without detection, you will require stealth.*

Plus Modifiers

- +2 Hand-to-hand (Primary)
- +1 Hand-to-hand (Secondary)
- +3 Night
- +3 Fog
- +2 Jump down a target
- +3 Martial Arts (Primary)
- +2 Martial Arts (Secondary)

Minus Modifiers

- 4 Heavy Undergrowth
- 3 Gravel Underfoot
- 3 Daylight
- 1 Climbing up to target

*If you make your Stealth Test, you close and automatically kill your opponent.

- E. **Intercept Messages:** Once you are in the bush, it's always helpful to know if the enemy knows your location or to know of enemy movement. To intercept messages, your Communication Expert has to know how to tap into communication lines and/or use enemy equipment.

Plus Modifiers

- +2 Communication (Primary)
- +1 Communication (Secondary)

Minus Modifiers

- 4 Foreign Equipment (unfamiliar)

- F. **Decipher:** Once you've intercepted a message, it helps to know what it says, so you call in your interpreter. This table is also to be used in interrogation.

Plus Modifiers

- +4 Interpreter (Primary)
- +2 Interpreter (Secondary)

Minus Modifiers

- 3 Enemy message in simple code*
- 6 Enemy message in complex code*

*Whether a code is complex or simple is up to the Corporation.

- G. **Concealment:** Here is where your Camouflage Expert comes in. This is a test to see how well you can ambush, or if a trap you set is concealed from sight.

Plus Modifiers

- +2 Camouflage (Primary)
- +1 Camouflage (Secondary)
- +1 Light Cover
- +3 Dense Cover
- +3 Under water

Minus Modifiers

- 3 Quick set up
- 2 Out in open

- H. **Set/Disarm Explosive Devices or Traps:** Explosive traps are those set with grenades, anti-personnel or vehicle mines, claymore, or TNT. They may be static (in set position) or activate (in motion - i.e. Bouncing Betty) modifiers to set or disarm.

Plus Modifiers

- +2 Demolitions (Primary)
- +1 Demolitions (Secondary)
- +2 Disarm Static Device
- +2 Set Static Device
- +1 Set Active Device

Minus Modifiers

- 3 Disarm Active Device
- 1 For each device set beyond 1st
- 2 Under water or heavy underbrush

- I. **Set/Disarm Nonexplosive Devices or Traps:** While anyone can dig a ditch and place punji stakes, a Sapper will construct it for the utmost damage. Such devices are spiked balls, punji stakes, crossbows, etc.

Plus Modifiers

- +2 Sapper (Primary)
- +1 Sapper (Secondary)
- +2 Set Static Device
- +1 Set Active Device

Minus Modifiers

- 2 Disarm Active Trap
- 1 Disarm Static Trap

MERC - Sample Character Generation

After all these tables and tests, some of you may be a bit confused. To show how simple it really is, we're going to roll up a sample character step-by-step.

1. Name - We'll call him Ian McCarthy.
 2. Nationality - English.
 3. Age - Roll 3 **MERC** dice and total ($2 + 2 + 1 = 5$) and add to 20. His age is 25.
 4. Height - Roll 3 **MERC** dice and total ($4 + 4 + 3 = 11$). Average height - between 5' 7½" to 5' 10" - Say 5' 9".
 5. Weight - Leave blank, we'll go back to this later.
 6. Hair Color - ($1 + 2 + 6 = 9$) Brown.
 7. Eye Color - ($5 + 3 + 2 = 10$) Hazel.
 8. Complexion - ($4 + 4 + 5 = 13$) Average.
 9. Voice - ($1 + 3 + 5 = 9$) Average - no plus/minus to command.
 10. Preference - 1 **MERC** Die (roll of 2) Right handed.
 11. Frame - Turn to Strength Capability Section and locate the frame grid. Roll 2 **MERC** dice (high/low) - roll is 43. Ian is a European so cross index - medium frame.
 12. For Attributes - Roll 2 **MERC** dice (high/low) 6 times and note rolls. **Do not** place with attributes yet. Rolls are: 21, 61, 53, 16, 22, and 52.
 13. Turn to Specialty Tables - Ian wants to be
 - a. Sniper Primary - 52 goes with Agility
61 goes with Intelligence
 - b. Grenadier Secondary - 53 goes with Strength
21 goes with Prior Military Service
- We place the 22 with Intuition and the 16 with Knowledge. So, Ian has normal strength (53), is agile (52), is smart (61), knowledge of a man in the street (16), no intuition (22), and prior military service of one hitch (21).
14. Go back for Weight now. Turn to Strength Capability Section and find Carrying Ability Chart. Cross index his frame (med.) with his Strength (avg.). This gives us an average build which has a carrying ability of 100 lbs. Lastly, cross index Build (avg.) with the Height (avg.) and we find a Weight of 145 lbs.
 15. Stress Test - Take Ian's Intelligence Modifiers (+10) and your Knowledge Modifiers (0) and apply it to $36 = 46$.
 16. Dexterity Test - Apply Ian's Strength Modifiers (0) and Agility Modifiers (+10) to base $36 = 46$.
 17. Command Control - Take Ian's Prior Military Service Modifiers (+5) and his Intuition Modifiers (-5) and Voice Modifiers (0) and apply it to base $36 = 36$.
 18. Lastly, you pick Ian's equipment making sure it is under 100 lbs.

MERC

Name IAN MCARTHY Nationality ENGLISH Age 25

Experience Points 100 Rank GRUNT Cash on Hand _____

Physical Appearance

Hair Color BROWN Eye Color HAZEL Height 5'9"

Weight 145 LBS. Frame MEDIUM Complexion AVERAGE

Voice AVERAGE Carrying Capabilities 100LBS. Preference RIGHT HANDED

Attributes

Strength (53) AVERAGE Agility (52) AGILE Intelligence (61) SMART

Knowledge (16) ^{MAN IN} THE STREET Intuition (22) NONE Past Military Experience (21) 1 HITCH

Modified Test Rolls

Stress Test: 46

Dexterity Test: 46

Command Control: 36

Specialties

Primary	adds to	Secondary	adds to
<u>SNIPER</u>	<u>+2 TO HIT</u>	<u>GRENADIER</u>	<u>+1 TO HIT W/GRENADE</u>
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Weapons

Item	Weight
<u>4 FRAG. GRENADES</u>	<u>4 LBS.</u>
<u>SHASTA RIFLE</u>	<u>6 LBS.</u>
<u>STEN GUN</u>	<u>10 LBS.</u>
<u>WEBLEY PISTOL</u>	<u>2 LBS.</u>
<u>GERBER MKII KNIFE</u>	<u>1 LB.</u>
<u>GERBER MKI KNIFE</u>	<u>1.5 LBS.</u>
_____	<u>24.5 LBS</u>

Equipment

Item	Weight
<u>PACK</u>	<u>50 LBS.</u>
<u>STEN AMMO (8 CLIPS)</u>	<u>10 LBS.</u>
<u>WEBLEY AMMO (20 RND)</u>	<u>24 OZS.</u>
<u>SHASTA AMMO (6 CLIPS)</u>	<u>8 OZ.</u>
<u>WATER + MED. KIT</u>	<u>3 LBS.</u>
_____	<u>65 LBS.</u>

IN THE BUSH

In this section are explanations of the workings of scales, time frames, movement, etc. as they are used in **MERC**. The metric system will be used when referring to all measurements. There are two major reasons for this. First, most of the world uses metric measurements and second, because each scale that will be used in determining distances can easily be multiplied/divided by a factor of ten.

Also included in this section are three movement grids. The first grid will determine the time factors needed to cross a specified metric range on foot. The second grid will specify the number of time factors to move a set distance in any given vehicle or on foot. The third grid specifies the time factors for long range distances using vehicles.

Also encompassed within this book are the types of movement, terrain, and vehicles. In order to aid the player-character, a section is devoted to vehicular ambushes and the setting of booby traps, as well as sniper and hand-to-hand combat tables. At the end of this section is a sample mission played and discussed to show how the rules are interrelated.

Good luck and good hunting!

SCALES

There are currently on the market five major scales used in gaming. These are 15 mm, 20 mm, 25 mm, 1/35 and 54 mm. These five scales have been divided into two groups, i.e. 15, 20, 25 mm in one group, 1/35 and 54 mm in another group. Since the bulk of gaming done today is with 15, 20 and 25 mm scales, the movement and time frame scales are adjusted to this first group of miniatures. Within this first group, 20 mm scale was chosen as the main scale that will be used because it is the mean between 15 and 25 mm and because the difference between 15 and 20 mm and the difference between 20 and 25 mm will be insignificant during movement. For all other scales greater than 25 mm just double the movement factors for 1/35 and 54 mm. Additionally, 20 mm scale allows for the use of HO scale 'railroad' vehicles and terrain with the miniatures.

Movement Factors:

If miniatures are used, the following movement factors will be in use: (15 mm, 20 mm, 25 mm)

One centimeter real distance = 10 meters

(5 figures of 20 mm scales laid out end to end will equal 10 meters).

Therefore, when a figure moves one centimeter real distance, he has moved a game distance of 10 meters. It is, therefore, suggested that the player use a ruler marked out in centimeters.

Time Frames:

Since time remains constant, regardless of which scale miniatures are used, a time frame of 30 seconds will specify one movement factor or combat turn. It would take a 20 mm miniature one time frame to run 100 meters on level ground.

TYPES OF MOVEMENT

The following is a list and description of the movements that will be found in **MERC**.

1. **Crawling:** Max. distance will be 100 meters, figure in prone position. Slowest means of movement.
2. **Walking (crouch):** Max. distance 100 meters. Figure moving bent over, ready to assume prone position if fired upon.
3. **Walking (normal):** No limit to distance. However, distance should be limited by the amount of time necessary to complete mission.

4. **Trot:** Max. distance 1000 meters. Figure moves at half-run with weapon either slung or carried across chest.
5. **Running (dodging):** Max. distance 1000 meters. Figure moves at full run but with a zig/zag pattern.
6. **Running (straight):** Max. distance 1000 meters. Figure moves at full run.
7. **Riding in Vehicle:** No max. distance except those parameters set up by mission. Min. distance: 1 km.
8. **Riding (air lift):** No max. distance except those parameters set up by mission. Min. distance: 1 km.

TYPES OF TERRAIN

The following is a list of the types of terrain that will be found during a **MERC** mission:

1. **Grasslands/Savannahs:** Relatively flat. Land vegetation can be anything from short grass and bushes to tall grass and short trees. Accessible by all means.
2. **Forest:** Density of forest is determined by scenario. Distance that can be seen into a forest will range from two or three meters to up to forest line (for very dense forests). Accessible by foot and land vehicles.
3. **Swamps:** Generally muck and mire. Can conceal traps and pitfalls, either man-made or natural. Accessible by foot and air (clearing).
4. **Jungles:** Generally swamps but denser, with greater overhangs of vegetation. Accessible by foot and air (clearing).
5. **Deserts:** Depending on the mission, deserts can be relatively flat and arid to deep rolling dunes of sands. Accessible by all means.
6. **Rivers:** Generally unfordable, but up to Games Master. Accessible by boat only.
7. **Hills:** Generally gentle slopes and not very high. Hills tend to be covered by high grass, bushes and small trees. Accessible either by foot or vehicles (land or air).
8. **Mountains:** Very rough terrain. Personnel may have great difficulty in climbing unless a road or path exists. Accessible by foot (or land vehicles if road exists).

TYPES OF VEHICLES

Vehicles for carrying personnel or material can be broken into four groups.

Group 1 - Land Vehicles

Types:

1. **Jeep:** 400 km operating distance without refuel. Operable in grassland, hills, desert, mountains (and forest if road exists).
2. **Land Rover:** Good basic transportation. Operating distance on one tank of gas is about 300 km.
3. **2½ Ton Truck:** Main carrying vehicle.
4. **1½ Ton Truck:** Secondary carrying vehicle. Can be armed with a single MG.
5. **APC:** Main protective vehicle. Can be armed with anything from .30 caliber MG to 105 mm Howitzer.

TROOPS

Group 2 - River, Swamp, Coastal Vehicles

A. Rivers:

1. 5-man Patrol Boats: Main operation river patrol vehicle. Armed with 2 heavy MG and 2 light MG.
2. 3-man Patrol: Light and maneuverable craft. Max. speed is 25 knots. Shallow draft is good for deep river penetration. Armed with 2 light MG.

B. Swamps:

1. Swamp Boats: One-man patrol. Very high speed.
2. Rubber or Wooden Boats: 2-man outboard motor patrol boats. Good for tributary river patrols.

C. Coastal:

1. 35 foot Cutters: Operable in deep channel ports or inlets. Radar equipped and heavily armed, (1 - 37 mm rapid fire cannon, 4 heavy MG).
2. 5-man Patrol Boats: (See Rivers).

Group 3 - Aircraft

1. Helicopters: Good for all types of terrain, except mountains, unless a landing site is present. Effective range is 200 km.
2. Piper Cubs: Can be used in STOL situations. Can land only on flat, solid land. Good for supply drops.
3. DC-3: Can be used only on prepared runways. Good for bringing in and taking out a strike force.

Group 4 - Miscellaneous

1. Tanks: Medium to light tanks. Generally used as airfield protection.
2. Limousines: Used by high ranking individuals. Can be armor plated.
3. Private Jets: A range for Lear Jets to 727's, depending on wealth of government.

During any given mission, the strike force may encounter individuals or groups of people. The types of encounters are shown in the section devoted to the determination of encounters. This section deals with the types of individuals and/or people that one may encounter. While it is conceded that no two individuals or groups of people will react in exactly the same way in any given situation, it is for the sake of simplicity of rules and modifiers that these individuals and/or peoples are categorized in four groups. The following is a breakdown of these four groups:

1. Government Troops:

A. Standard Government Troops: Comprise 99% of a country's army. Recruited from that country's population. They have basically good training, but not as good as the elite forces of that country.

B. Elite Troops: Comprise 1% of army personnel. Very good training, high moral, but not as good as a Merc force. However, they can be good backup force for mercenaries.

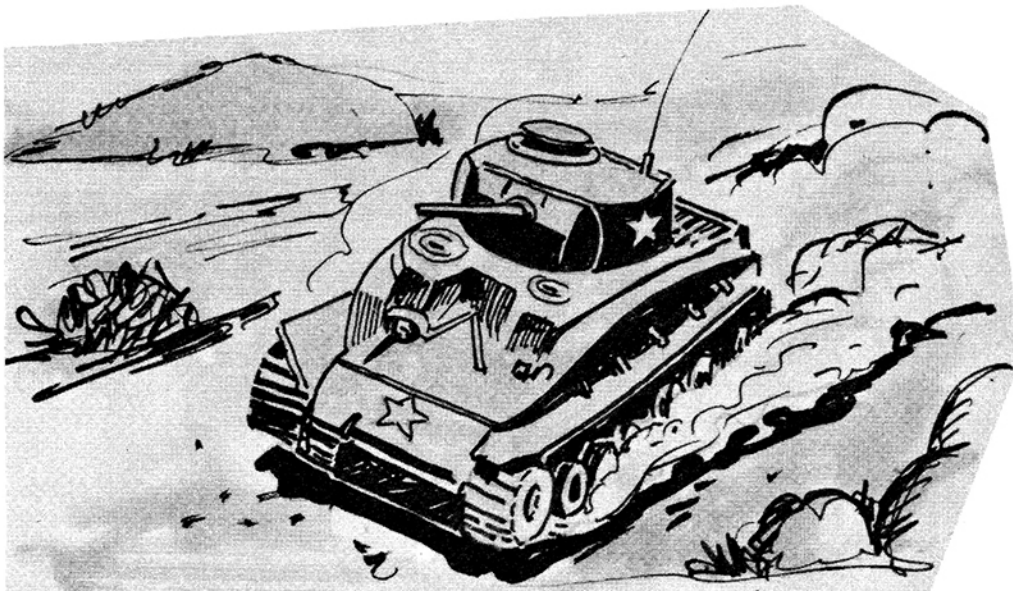
2. Terrorists: Small bands of people involved in random destruction of property and people for political ends. Hard-core terrorists will stop at nothing to achieve their ends.

3. Guerrillas: Small bands of people involved in destruction of military and military related targets. Guerrillas generally fight hit and run battles. Tend to be small forces.

4. Natives: General population of a country. They tend to be peace-loving and will not generally cause trouble. However, natives will fight under proper circumstances as determined by the Corporation (Game Master).

TO HIT (troops) MODIFIERS

Type	Stress	To Hit	To Evade
Government troops	0	-1	-1
Elite government troops	+1	+1	+1
Terrorists	+1	-2	+1
Guerrillas	+1	+1	+2
Natives	-1	-3	0



DISTANCE GRID 1: TIME FRAMES REQUIRED TO PERFORM ACTIONS

(Time Frame: 30 Seconds)

1 - 10 Meters/11 - 100 Meters

Terrain Type	Crawling	Walking (Crouch)	Walking (Normal)	Trot	Running (Dodging)	Running (Straight)	Riding Vehicle	Riding in Chopper
Grasslands/Savannah	.5/18	.75/9	.75/6	.50/3	.25/2	5 Sec./1	NA/.5	NA
Forest	.75/45	1.0/18	.75/9	.75/6	.50/3	NA	NA/1.0**	NA
Swamps	1.5/45	1.0/18	1.0/9	1.5/6	NA	NA	NA	NA
Deserts	.50/21	1.0/15	1.0/9	1.0/6	1.0/6	5 Sec./2	NA/.5	NA
Jungles	1.5/45	1.0/18	1.0/9	1.0/6	1.5/6	NA/NA	NA/1.0**	NA
Rivers	NA	NA	NA	NA	NA	NA	NA/3	NA
Hills	1.0/18	.75/15	1.0/9	1.0/6	1.0/3	5 Sec.*/2	NA/.5	NA
Mountains	1.0/21	.75*/18	1.0*/9	1.0*/6	1.0*/3	5 Sec.*/2	NA/.5	NA

* Note: Allowed time rate only on mountain roads.

**Note: Allowed time rate only on roads through vegetation.

DISTANCE GRID 2

(Time Frame: 1 Minute)

101 - 1000 Meters

Terrain Type	Walking	Trot	Running (Dodging)	Running (Straight)	Riding in Vehicle
Grasslands/Savannah	15	10	8	5	3
Forest	20	15	12	10	5*
Swamps	25	20	15	12	8
Deserts	25	20	20	15	6*
Jungles	20	18	15	10	6
Rivers**	NA	NA	NA	NA	7
Hills	20	12	10	7	3*
Mountains	25	14	12	10	5*

* Note: Allowable only if road exists.

**Note: Allowable only if river boat available.

DISTANCE GRID 3:

TIME FRAMES REQUIRED TO TRAVEL OVER DISTANCE

(Time Frame: 10 Minutes)

1 km - 10 km

Movement/Terrain	Walking	Trot	Running (Dodging)	Running (Straight)	Riding in Vehicle	Riding in Chopper
Grasslands/Savannahs	6	4	NA	3	1	.20
Forest	9	6	NA	6	1.5*	.20
Swamps	12	NA	NA	NA	2.0*	.20
Deserts	12	NA	NA	NA	2.0	.20
Jungles	15	NA	NA	NA	1.5*	.20
Rivers**	NA	NA	NA	NA	7	.20
Hills	15	NA	NA	NA	1.5*	.20
Mountains	20	NA	NA	NA	2.0*	.20

* Note: Allowable only if road exists.

**Note: Allowable only if river transportation available.

HAND-TO-HAND COMBAT

Procedure: Roll 2 dice (2 to 12 variable) for a base 6 to hit. Check Primary/Secondary Specialties for additional modifiers to this base 6. The character with the highest agility gets the first strike.

Modifiers	
Attacker	Defender
Hand-to-Hand Primary +2	Large Frame +2
Hand-to-Hand Secondary . . . +1	Hand-to-Hand Primary -2
Martial Arts Primary +4	Hand-to-Hand Secondary . . . -1
Martial Arts Secondary . . . +2	Martial Arts Primary -4
Agile +1	Martial Arts Secondary . . . -2
Nimble +2	Longer Weapon -1
Primordial Instinct +1	Fatigued. +3
Killer Instinct +3	
Slash +1	
Clumsy -3	
Longer Weapon +1	
Fatigued -3	

1. Roll of 12: Attacker stumbles and his opponent gets a free shot.
2. All wounds are taken immediately. If fighter A gets the first strike with a machete and kills fighter B, fighter B **does not** get a return strike.
3. Martial Arts Experts will cancel out each other's defense. A martial Arts Primary will have a +2 over a Martial Arts Secondary.
4. Multiple Combats: Go by agility. Two characters (A and B) attack one (C).

A - Agility 23
 B - Agility 43 Combat is: B strikes first, C strikes, then A strikes.
 C - Agility 35

THROWN WEAPONS HIT TABLE

(Spears, Knives, Rocks, etc.)

For thrown weapons, the Grenade Table is used for range, to hit and where it falls. It is feasible that a thrown weapon will miss its target and hit elsewhere.

Procedure: 'Draw' a line between the attacker and his target. If this line misses the target, determine where it goes (off course - if it falls in the 4 thru 8 area (on 2d6), it falls short). On a roll of 11 or 12, it goes over the target; 2 or 3 to the right; 9 or 10 to the left. Roll for distance missed by with two dice for range in meters. Any other character/figure beside the target will be hit. Check location and severity.

SMALL ARMS 'TO HIT' TABLE

Procedure: Roll 3 dice and total (3 to 18 variable). There is a base 12 to hit.

Modifiers

Target is:

Standing/sitting/kneeling. +3
Walking. -1
Running -2
Dodging (running at crouch). -3
Crawling/Prone -1
In Soft Cover (high grass) -1
In Hard Cover (building) -3
In Medium Cover (sandbags). -2
Camouflage Position -2 (to reflect positive identification)

Firer is:

Auto fire at target. +3
Firing from moving vehicle -2
Walking. -1
Running/dodging -2
Wrong hand firing. -4 (ignore if ambidextrous)
Firing from rest/support +2
Firing under stress/reaction -3 (firer receiving fire)
Prolong fire into an area* +2
Blind, auto or sweep fire into area . . . -3 (only semi/auto weapons)
Shotgun short range +3

Range is:

Long -2
Medium 0
Short +2

*Prolonged fire into an area is considered auto fire for 2 or more turns.

- A. Any roll of 16 or 17 (unmodified) means the weapon jams! It takes two turns to clear the weapon. Any roll of 18 permanently disables the weapon (explodes).
- B. If in a turn you are going to fire more than 1 shot (3 max.), your base to hit drops 1 for each shot after the first.
- C. When auto firing into a press of 6 or more targets and a hit is scored, the Corporation rolls 1 die for the number of men hit. Then check for location and severity for each man hit.
- D. When firing automatic fire at a target (MAN), a natural roll of 3 indicates 3 hits scored. Roll for location and damage of each.
- E. Natural roll of 4 or 5 indicates 2 hits scored. Roll for location and damage of both.

SNIPER TABLE

The below table and the larger clear plastic grid are to be used for only sharpshooting and sniping operations. The grid is to be used to represent the scope mounted on a rifle.

Procedure: Select your target. Place scope grid over the body silhouette (on card stock) and match the center cross hairs over the EXACT location aimed for. Roll 2 dice. Find the number rolled on the grid. It is important that all modifiers be applied to this die roll to determine hit location on the grid and silhouette.

Modifiers

Sniper Specialty Secondary . . . -2	Firing from Moving Vehicle . . +3
Sniper Specialty Primary . . . -4	Fog or Overcast +2
No Sniper Specialty. 0	Night Shooting*. +6
Short Range -2	Firing under stress +4
Long Range +2	

*If firer is using Starlight Scope, this does not apply.

Special Note: If modifiers reach below 0 that is considered a 0 . . . on target!!!

GRENADES AND GRENADE LAUNCHERS

To Hit: With a grenade, one attempts to throw it into an area. A casualty grenade has a burst radius and anything within the area will be wounded. Roll 2 dice (2 - 12) (base 8) and adjust with the following modifiers:

- Short range+2
- Long range-2
- Throwing in overgrown area (i.e. heavy woods)-2
- Wrong arm-1
- Kneeling-1
- Prone (target a thrower)-2
- If target is single man-2
- Target moving-3
- Shooting at large objects (house)+3

Note: If miss is scored, check Mortar Table for scatter effects. (Letter C).

Type	Effective Casualty Radius	Average Throwing Distance	Use	Wt.
FRAG	15 meters	40 meters	Casualty	1 lb.
HC	15 meters	25 meters	Smoke	2 lbs.
WP	25 meters	35 meters	Casualty, Incen.	1.5 lbs.
TH	Immediate area	25 meters	Incendiary	2 lbs.
CN	Immediate area	35 meters	Tear Gas	1 lb.
DM	Immediate area	35 meters	Poison Gas	1 lb.
M-79 Grenade Launcher - Area Range			350 meters	
Point of Target			150 meters	

Casualties: Once it is determined where a grenade lands, check the troops in the area and determine whether they are in a KZ or CZ (Kill Zone or Casualty Zone). Apply all modifiers to a base 12 and roll under the modified number with 3 dice (3 - 18).

Modifiers

- In KZ (Kill Zone)+3
- In CZ (Casualty Zone)+2
- Figure Erect (standing)+4
- In Enclosed Area (house or fox hole)+3
- Target Moving-1
- Target Prone-3
- Target Kneeling-2

Each figure in a KZ or CZ must be checked for casualty, then check for wounds. For multiple wounds, use the same method as is outlined in the Small Arms To Hit Table.*

*Duds - Check Small Arms To Hit Table for misfires and weapon jamming.

MORTAR FIRE

A. To hit, roll 2 dice (2 - 12), use a base 7 to hit and modify.

Modifiers

Mortar is:

- Handheld-1
- Set up and fired in same turn-1
- Repeat firing+1

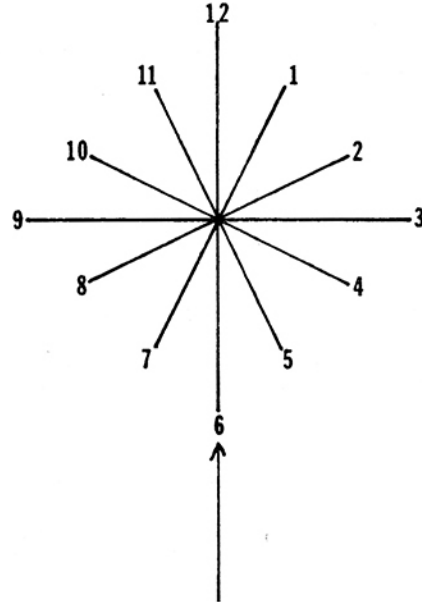
Target is:

	Short	Med.	Long	Ext.
Still	+1	+0	-1	-2
Moving	-1	-2	-3	-5
Large (i.e. house)	+4	+3	+2	+0
Smaller than 10 meters sq.	+0	-1	-2	-4

B. Burst Radius is:

- Kill Zone20 meters
- Wound Zone25 meters

C. On a miss, check scatter direction. Scatter direction is designated like a clock, there are twelve directions for the burst to be directed. Roll 2 dice, using one as a control die and the other to generate a number from one to six. When the control die reads three or less, read the other die as the die roll result. When the control die reads four or more, add six to the other die to get a die result of 1-12. Roll two dice (2-12) for the range in meters from the central point of burst for grenades or three times that die roll for mortar fire. This is measured along the line determined by the die roll for scatter direction.



D. Casualties are assessed by the same method as on the Grenade Table.

VEHICLE DAMAGE POINTS

Vehicle damage will be determined by the weapon that is used against the specific vehicle that is being fired upon. The following is a breakdown of vehicles used in MERC and the amount of damage that these vehicles can sustain before being put out of action. Also included are the number of damage points that each weapon can inflict in one combat turn.

Vehicles	Number of Damage Points
Jeep	100
Land Rover	150
1½ Ton Truck	200
2½ Ton Truck	300
APC	400
Tank	500
Helicopter	400

Weapons	Number of Damage Points Inflicted Per Combat Turn
Pistol*	10
Rifle*	20
Automatic Rifle*	50
Machine Gun*	100
Grenade+	200
Mortar	350
Rocket	400

*Ineffective against armored vehicle, however, will cause crews to take a Stress Test.

+Must hit tracks or wheels of armored vehicle.

VEHICLE HIT PROCEDURE

In order to hit any particular vehicle, the following procedure will be used to determine if the vehicle was hit and where.

If a character aims for a specific area of the vehicle, i.e. driver, tires, refer to the Sniper Table to determine any hits. Use the larger clear plastic grid and the appropriate vehicle diagram. Also, if attacking any armored vehicles, all weapons fire will be ineffective except in the following conditions.

1. Armored vehicle attacked by rocket fire.
2. Armored vehicle attacked with mortars. However, should the attack miss, refer to the Mortar Table to determine if damage is done to tracks or wheels by scatter effects.
3. Armored vehicle attacked with grenades. Can only be effective if placed into the vehicle or aimed and thrown at vehicle wheels or tracks.

First roll 2 dice (2 - 12) to determine if the vehicle is hit by weapons fire. Using the number 8 as your base number, add or subtract all appropriate modifiers to determine if you hit your target.

Refer to Weapons Modifier Tables to determine the appropriate modifiers that you will use relative to distance and terrain. If a hit is registered, roll 2 dice (2 - 12) to determine what part of the vehicle was struck. The following is a list of the necessary rolls and the areas involved.

Right or Left Side of Vehicle

Roll	Area
1 - 3	upper rear of vehicle
4 - 6	lower rear of vehicle
7 - 9	upper front of vehicle
10 - 12	lower front of vehicle

Front or Rear of Vehicle

Roll	Area
1 - 3	upper left side of vehicle
4 - 6	upper right side of vehicle
7 - 9	lower left side of vehicle
10 - 12	lower right side of vehicle

Note that these die rolls are not used when employing the larger 'Sniper Scope' for vehicle hits.

If the vehicle is a truck and the hit was determined to be at the carrying section, the Corporation must declare if either troops or supplies occupied that space at the time of the attack. If the truck is carrying troops, roll 2 dice (2 - 12) to determine number of troop casualties. If carrying supplies, the Corporation must declare whether the supplies are explosive or not. If they are explosive, roll 2 dice (2 - 12) with modifiers (see Weapons Modifier Tables) to determine if they explode using a base 8. Player must roll below 8 with modifiers to determine if the vehicle explodes due to cargo. If empty, the weapon's fire is ineffective, unless fired by mortars.

Once a hit has been registered and the area of the vehicle that has been hit is determined, refer to the Weapons Damage Point Table to see how many points of damage were inflicted on the vehicle. Please note that the number of damage points inflicted is for one combat turn.

All troops other than Mercs must roll 1 die to see at which range they open fire.

Roll	Distance
1 - 2	short range
3 - 4	medium range
5 - 6	long range

WEAPONS MODIFIER TABLES FOR VEHICLES

T=Terrain
G=Grassland
F=Forest
S=Swamps
D=Desert
J=Jungles
H=Hills
M=Mountains
R=Rivers

W=Weapons
P=Pistol
R=Rifle
A=Automatic Rifle
M=Machine Gun
G=Grenade
MO=Mortar
RO=Rocket

Long Range Max. Distance 100 m

W/T	G	F	S	D	J	R	H	M
P	-2	-3	-3	-2	-3	-4	-4	-5
R	-1	-2	-2	-1	-2	-3	-3	-4
A	-1	-2	-2	-1	-2	-3	-3	-4
M	0	NA	NA	0	NA	-2	-2	-2
G*	0	NA	NA	0	NA	NA	-1	-2
MO+	-1	-3	-2	0	-2	-1	-1	-1
RO	-1	-3	-2	0	-2	-1	-1	-1

Medium Range Distance 50 - 100 m

W/T	G	F	S	D	J	R	H	M
P	0	-2	-2	0	-3	-2	-3	-4
R	0	-1	-1	0	-2	-1	-2	-3
A	0	-1	-1	0	-1	0	-1	-2
M	0	0	0	0	-1	0	0	-1
G*	0	-2	-1	0	-2	-1	-1	-2
MO+	0	-1	-1	0	-1	0	0	-1
RO	0	-2	-2	0	-2	0	0	-1

Short Range Distance 0 - 50 m

W/T	G	F	S	D	J	R	H	M
P	+1	+1	0	+1	0	+1	+1	+1
R	+2	+2	+1	+2	+1	+2	+2	+2
A	+2	+2	+1	+2	+1	+2	+2	+2
M	+2	+2	+1	+2	+1	+2	+2	+2
G*	+3	0	+2	+3	+1	+2	+2	+1
MO+	+3	+2	+2	+3	+1	+3	+2	+1
RO	+2	0	+1	+2	0	+1	+1	+1

+: Use in conjunction with Mortar Table.

*: Only if grenade launched used. Use in conjunction with Grenade Table.



SURFACE TO SURFACE ANTI-TANK AND PERSONNEL WEAPONS

	Weight	Range*	Wt. Per Round	Other Information
Soviet RPG-7	15.5 lbs.	500m	5 lbs.	
66mm M72 LAW	5 lbs.	200-1000m	N/A	a) single shot, disposable b) issued as ammo
3.5 in. rocket (bazooka)	8.5 lbs.	400-1000m	4 lbs.	
M79/M203	6 lbs./3 lbs.	150-400m	1 lb.	a) M203/M16 combination weighs 12 lbs.
M47 Dragon (GMS)	30.5 lbs.	1000-2070m	25 lbs.	a) single shot, disposable b) tracking system weighs 6.5 lbs. - is reuseable
SAM (GMS)	20 lbs.	4000m	20 lbs.	a) max. height - 2250m b) tracking sys. - infrared

MORTARS

60mm	46 lbs.	500-2000m	3 lbs.	
60mm (U.S.) hand-held	25 lbs.	500-2000m	3 lbs.	
60mm (French) hand-held				
auto.	17 lbs.	1000m	3 lbs.	a) fixed firing pin
controlled	22 lbs.	1000m	3 lbs.	b) breech controlled

FLAME WEAPONS

XM191 Multishot				
Portable Flame Weapon	6 lbs.	200-700m	(clip)- 20 lbs.	a) fires 1-4 incendiary rockets per turn b) can be reloaded with 4 rocket clip
Flamethrower M2A1	70 lbs.	30m	N/A	a) fires 10 sec. or 5 bursts
Flamethrower M9E1	50 lbs.	30m	N/A	a) fires 8 sec. or 4 bursts

*When above weapons are given 2 ranges, the first is the effective range and the second is the absolute maximum range.

WEAPONS

It should be understood that now in the latter half of the 20th century, there are literally thousands of weapons from which a mercenary can choose. We here at the **MERC** drawing boards have attempted to give you a wide range of weapons to choose from. But any up-to-date weapon with the weight, range and firepower thoroughly researched can be employed in the game.

PISTOLS	Weight	Round Capacity	Range	Other Information
S&W Revolver	2 lbs.	6 chambers	short	2 turns to reload
.357 Magnum	2 "	6 "	"	
.45 Colt (U.S.)	3 "	7 rounds	"	
Browning High Power	2 "	13 "	"	
Czech M52	2.5"	8 "	"	
Walther P38	2 "	8 "	"	
Markarev	1.5"	8 "	"	
Tokarev	2 "	8 "	"	
RIFLES	Weight	Round Capacity	Range	Other Information
Shotgun	7 lbs.	7 shells	short	pump action
M1 Garand	11 "	8 rounds	long	
Mauser/Springfield	9 "	4 "	"	bolt action
Enfield .303	10 "	10 "	"	" "
M40 Tokarev	9.5"	10 "	"	" "
CHICOM Type 56 or				
M43 SKS (Soviet)	10 "	10 "	"	
ASSAULT RIFLES	Weight	Round Capacity	Range	Other Information
M-16	7.5 lbs.	20 rounds	long	
CAR-15	5.5 "	20 "	"	
M-14	11 "	20 "	"	
AK-47	10.5"	30 "	"	
M-2 Carbine	6.5 "	30 "	"	
AKM (Soviet)	8.5 "	30 "	"	
MP 44 (East German)	11 "	30 "	"	
SLR (British)	10 "	20 "	"	
FN (Belgian)	10 "	20 "	"	
Armalite AR-18	8 "	20 "	"	
Heckler and Koch 33	10 "	20-40"	"	
SNIPER RIFLES	Weight	Round Capacity	Range	Other Information
Shasta (Czech)	10 lbs.	5 rounds	long	
Dragunov (Soviet)	10 "	10 "	"	
Heckler and Koch 33	10 "	20-40"	"	
F1 (French)	13 "	10 "	"	
Parker-Hale (U.K.)	11 "	4 "	"	range up to 400m
SUB-MACHINE GUNS	Weight	Round Capacity	Range	Other Information
PPSH-41	8.5 lbs.	35 clip/71 drum	med.	
UZI	10 "	25,32,40 rounds	"	
Thompson	12 "	30 rounds	"	
Mat 49	10 "	32 "	"	
Mark V (Sten)	10 "	32 "	"	
K-50M (Chinese)	9 "	35 "	"	
M3 .45SMG (Greaser)	10 "	30 "	"	
MP 40 Schmeisser	10 "	32 "	"	
Beretta	8 "	40 "	"	
Heckler and Koch MP5	6.5 "	30 "	"	
Ingram (MAC 10)	7.5 "	32 "	"	
Scorpion (Czech)	4 "	20 "	"	
Swedish M45B	8 "	36 "	"	
PA3 (Argentina)	7.5 "	25 "	"	
OWEN (Australia)	10.5"	33 "	"	
MPI 69 (Austria)	7.5 "	25,32"	"	
.45 MB 50 (Brazil)	9.5 "	30 "	"	
MACHINE GUNS	Weight	Round Capacity	Range	Other Information
Lights:				
RP-46 (Soviet)	28.5 lbs.	belt/47 rd. pan	long	
M43 Degtyardev (Soviet)	15 "	belt fed	"	
Bren (U.K.)	25 "	30 clip/100 drum	"	
MG 34 (Germany)	24 "	belt fed	"	
M60 (U.S.)	23 "	belt fed	"	
BAR (U.S.)	20 "	20 rd. clip	"	
Heavies:				
DSh K .38 (Soviet)	80 "	belt fed	"	
MG 42 (Germany)	26 "	" "	"	
Browning .30 -(air cooled)	32 "	" "	"	
(water cooled)	60 "	" "	"	
Maxim (U.K.)	40 "	" "	"	

RANGE EQUIVALENTS

All weapons have two basic ranges; one being the effective range and the other being the maximum range. In **MERC** we have a new range system. The basis for ranges are known numerical distances converted into simple adjectives:

1. Up to 100 meters - short range
2. 101 to 400 meters - medium range
3. 401 meters and up - long range

REMEMBER that these are the **equivalent** to a weapon's **effective** range, **not** the actual shooting ranges. Each of these effective ranges is then broken down into (its own) three ranges.

EXAMPLE A: A shotgun has a range of **short**. After 100 meters it is virtually ineffective. So, 25 meters is close range, 50 meters is medium range, 75 meters is long range and beyond that is extreme range.

EXAMPLE B: An Uzi, as most other sub-machine guns, has a range of **medium**. Shooting past 200 meters with it is not very effective. 50 meters is short range, 100 meters is medium range, 175 meters is long and past that is extreme.

EXAMPLE C: An AK-47 has an effective range of **long**. Up to 150 meters is short range, 350 is medium range, 600 is long range and after that is extreme.

Finding the range of a player's weapon depends on two things:

- A. The type of weapon and its ranging ability.
- B. The distance to the target.



BOOBY TRAP CASUALTY TABLE

When a character reaches a booby trap, he first rolls Detection. If he fails to detect the trap, he is automatically a casualty. Roll for Locality (for each trap detonated).

If the character detects the booby trap, roll for Stress. If he fails, roll for Reaction. If he bolts, roll for Dexterity. If he fails, he has set off the booby trap and is a casualty.

If the character detects the trap and makes his Stress Test, he can back off. If he attempts to go through, roll for Dexterity. Certain traps are targeted for different parts of the body. The following applies:

- A. **Pungi Stakes:** Simple traps with stakes only at the bottom. The feet are the only location. Automatically roll Severity on a foot or feet.
- B. **Pungi Stakes:** Dense trap with stakes all around. Roll Severity first on feet, and roll again for Severity on calves.
- C. **Stake Ball:** (Swings across trail) - Chest automatically hit. Roll for Severity.
- D. **Bouncing Betty:** (Grenade pops out of ground and explodes groin high). Roll for Severity.

There are many other options for booby traps not listed here (see booby trap section). If one of these others are tripped . . . Corporation's option on body location.

THE AMBUSH. . .!

Ambushes are set up for many reasons besides merely killing the enemy. An ambush may be used to demoralize, slow or stop pursuit, to gain transportation and additional weapons, or as a diversion. These are just a few examples for ambush situations. At any time, a team may enter into an ambush situation, either as a target (Corporation's discretion) or as the ambusher.

Set-Up: The approximate locale of the enemy will determine the extremity of the ambush. There are 2 basic kinds, the Simple and (of course) the Complex.

Simple: This is basically a team split on the flanks to issue a devastating crossfire. It takes about 5 minutes to disperse and set-up such an ambush.

Complex: This is used to DESTROY the enemy. It usually consists of a machine gun emplacement up front with a limited arc of fire. Riflemen to both flanks, in the foliage, set up in a staggered position. To the rear (after the target passes) a sniper or two placed to discourage any escape. A really nasty addition

would be to place booby traps (i.e. punji stakes, trip wires, etc.) off the trail should the target rush to get under cover. This type of ambush takes 30 minutes to an hour or so (depending on the type of machine gun emplacement and booby traps employed) to set up. You need a Camouflage Expert (Secondary min.) and Recon (Prim.) to set up a Complex ambush.

Detection: It is always possible that the ambush will be spotted before it can be sprung. When there is an ambush situation, three factors come into play.

A. Detection: This is the ability to notice that there is some irregularity that could indicate a stress or ambush locale. Any RECON or CAMOUFLAGE Expert has the ability to 'scan' an area for booby traps or enemy activity before he enters the area.

B. Command Control: Will the ambushers hold still and hold fire long enough for the ambush to come off, or will someone fire prematurely?

C. Stress Factor: Waiting for an indeterminate time may cause a man to either start seeing things or 'scratching an itch.' Of course, once an ambush is sprung, anyone in it is in a stress situation.

Procedure: After an ambush has been set up, the target (if pursuing or looking) may get a chance to 'scan.' They roll on their Detection Table. If the ambush is 'spotted,' the target rolls on the Group Command Control and decides what to do (i.e. evade or set up a counter ambush and sit and wait). If they pass this roll, they do whatever they decide. Pursuers who fail will stop, mill around and go no further until reinforcements arrive. A team on a mission will evade, which will put them off their time schedule. While the target is determining if they notice an ambush, the ambusher is making his own Group Command Control roll. If he passes, all his men 'lay chilly' and wait. If he fails, he must make a Stress Test for each man in his ambush team to see who 'swatted a mosquito' or moved. Any movement on the part of the ambusher will, of course, be applied to the target's detection factor. This same system is used for the target if he enters into the ambush without detecting it. If he makes his Command Control roll, his men will fight as instructed. If he fails, the men must each make a Stress Test, and if they fail, each must see what he does (i.e. bolts into the brush, surrenders, lies down covering his head and refuses to return fire which is the same as freezing under fire).

Final Note: Ambushes are basically a 'hit and run' tactic. Snipers (in MERC) do not qualify as an ambush. All sniper fire is controlled on the 'Sniper Table.' Ambushes can be very nasty things, but you don't want to spend the whole game sitting in some brush waiting for the enemy.

FGU-8301

MERC

RULEBOOK 2

The Corporation

Fantasy Games Unlimited

MERC: THE MISSION

Missions in **MERC** are a 7 step process:

1. **Initial Briefing:** This is where a player character is told what his mission will be.
2. **Preparation:** At this point, the player(s) chooses his team members and equipment.
3. **Primary Briefing:** This is the most important part of the process. After all team members are assembled, the Corporation gives the player(s) the exact location of their mission, makes and time tables.
4. **Disembarkation:** The team sets out.
5. **Execution:** This is where the team readies its target area.
6. **EVAC:** Unlike most roll playing games, in **MERC** players have to get home.
7. **Debriefing:** Awarding of experience points and monetary rewards.

There are two types of missions teams will be sent on:

1. **Covert:** These are missions that are undercover, such as assassination or crossing boundaries on search and destroy assignments.
2. **Overt:** These are search and destroy on sweeps or recon missions.

Overt missions are those in the normal course of a mercenary's job. Also, missions of this sort generally contain local and/or government forces. The award system for overt missions is 1,000 points which is split between the mercenaries involved with the operation. Do not concern yourself with the local forces, their 'payment' comes directly from their government.

Covert missions are a completely different story. Since you're using a small, highly specialized strike force, and the dangers are greater, the rewards are higher. Remember, all award points are to be divided among the surviving members of the team. As the Corporation, you can award points to a team (player and non-player) as you see fit. The following will give you a basic guide:

- A. Assassination - 1,500 points
- B. Demolitions - 500 points
- C. Search and Destroy - 750 points

The above is a 'blanket' award system. For a more intricate system, give each team member 250 to 500 extra points for using his Specialty (i.e. a sniper would get, say 650 points for his participation with a 10 man team on an assassination mission).

If a **MERC** team, on a covert mission, leaves a trail of dead bodies behind them, the Corporation may decide to abort the mission and/or terminate the team's 'employment' rather than have an accusation pointed at itself. The way this works is very simple; you give a mission a point value as discussed above and you deduct points as the team goes through its paces.

Point Losses

- A. For each enemy soldier left dead in the open 15 points
- B. For each enemy soldier escaping alive from a fight . . 50 points
- C. For each mercenary body left dead where it can be found 25 points
- D. For every mercenary captured 100 points
- E. For town/village passed through (witnessed) 10 points

Once a mission loses 1/2 of its points the mission is no longer covert (i.e. 750 points of a 1,500 point mission). When a mission loses 2/3 of its points, it becomes an embarrassment (i.e. 1,000 of a 1,500 point mission).

EXPERIENCE POINT ALLOCATION

Each player and nonplayer character starts with 100 points. After a mission is completed, the surviving team members receive their rewards at the 'debriefing.' The total points each member receives are first divided in half. This separates money from the experience points. The money is noted on player character sheets (a sample character sheet is included with this game). The 'points' are again split into quarters. 3/4 is added to the experience points of each character. The other 1/4 is split evenly among the attributes (Strength, Agility, etc.) as additional attribute points.

Example: A character (Sniper Specialty) starts a mission with 220 experience points. He completes an Assassination Mission and there are four other team members who survive.

Procedure: 1,500 points are divided by the 5 team members - 300 points each. The character gets another 500 points since the mission was an assassination type (if he had used his 'skill' on a Demolitions Mission, he would receive only 250 points). The character now has 800 points. Split as described above he gets:

```

$400.00 - payment
  300   - experience points for this mission
  100   - points are split among his 6 specialties (16 points each)
-----
  800   - Total Points for Mission
    
```

After the points are added to his specialties, he can amend his Specialty Chart on his character sheet. He may add secondary skills and/or turn secondary into primary skills.

There is one restriction to the above statement. To turn a secondary into a primary skill, he must have aided with a primary or used his secondary skill while on that mission.

MERC EXPERIENCE LEVELS

Grunt	100 to 500 points
Non/Com	501 to 800 points
Mission Team Leader	801 to 1,200 points
Strike Team Leader	1,201 to 1,500 points
District Team Leader	1,501 to 1,700 points
Corporate Employee	1,701 points and up

After a **MERC** reaches 1,701 points, he is hired permanently as the Supreme Corporate Leader. In short, his character is 'retired.'

ENCOUNTER TABLES

In **MERC** most situations will be governed solely by the Corporation, but since some missions will be complex enough, we have entered the Encounter Tables below. The table is to be taken very 'lightly.' As 'the Corporation,' you may roll for encounters to help make up what the encounter is or completely disregard this section and make up your own 'surprises' whenever you feel it to be necessary. The only reason that we have included the Encounter Table is to help the Corporation and make things a little easier for him. With the use of the Encounter Table, it should leave you a little extra time to concentrate on the 'over-all' mission of the **MERC** team. Always remember that no table can know the mission or status of a team. Your own 'surprises' will generally better suit the mission than random encounters.

For Encounter: Roll 2 dice (one as 10's and the other as 1's).

Roll	Result
11 to 26	Encounter takes place
31 to 66	No encounter of consequence

If an encounter is rolled, roll 3 dice and total (3 to 18 variable).

In the Bush	Die Roll	In Populated Areas
Sniper	3 or 4	Terrorists/Guerrillas (1 - 6)
Ambush	5 or 6	Other Corp. Mercenaries (1 - 6)
Booby Traps	7,8,9,10	Peasants/Locals (2 - 12)
Presants/Locals (2 - 12)	11,12,13	Government Patrol (2 - 12)
Enemy Patrol (2 - 12)	14 or 15	Booby Traps
Wild Life (tigers, buffalo)	16 or 17	Informer*
Snake	18	Arms Salesman**

'In the Bush' is considered always to be in 'Enemy Territory.' 'Populated Areas' are towns, villages, or cities. Of course, you'll always run into locals in populated areas, so an encounter indicates contact of a verbal or physical nature.

Reaction: Whenever a MERC team encounters another 'life form,' there will be a 'reaction' from that life form. This reaction will take on one of three different forms: Disinterested (passive), Friendly, or Hostile (active). To see what the reaction is, roll 1 die.

Roll	Reaction	Description
1 or 2	Disinterested	If it is an enemy, you'll see him first and the initial reaction will be yours. If it is a sniper, he'll hold fire.
3 or 4	Friendly	If it is an enemy, he'll simply run away. Again, a sniper will hold fire.
5 or 6	Hostile	Enemy/Sniper will open fire or attack. Water buffalos will charge, and snakes will strike.

Example No. 1: Two mercenaries are on point, approximately 50 meters ahead of the main body. As they walk down the trail, the Corporation (Games Master) rolls a 23 - Encounter! The Corporation rolls 3 dice and rolls a 4 - Sniper! The point Mercs roll for Detection. If they see the sniper, they roll their Stress Test. If they fail to detect the sniper, they continue to advance down the trail. The Corporation then rolls for the reaction of the sniper; 1 thru 4 he holds fire, 5 or 6 he opens fire immediately.

Example No. 2: A 10-man Merc Fire Team turns a bend in the road, and the Corporation rolls a 15 - Encounter! The second roll is 15 again - Patrol! The Corporation then rolls 2 dice to see how many men are in the patrol. He rolls a 3 and a 5 for a total of 8. Next is the reaction roll. On a roll of 1 or 2, the Mercs see the enemy first and react first. On a roll of 3 or 4, the Patrol sees the Mercs and decides that they'd rather live to fight another day, so take off in the other direction. On 5 or 6, both the Mercs and the enemy see each other at the same time and a fire fight ensues.

***Informer** is a Corporation spy who is sent to you with extra information.

****Arms Salesman** - This type of encounter permits a character to 'upgrade' his personal arsenal. If any character is dissatisfied with Corporation supplied weapons, he has to meet with an Arms Salesman. With a Reaction roll of 'Disinterested,' the character will be supplied at the going rate. . . of 'Hostile,' the Arms Merchant will overcharge and will not dicker. . . of 'Friendly,' the character will get a good buy plus some extra clips (1 - 10) free.

Use this Table as a base:	
	Pistols - \$75 to \$300
	Rifles - \$100 to \$400
	Assault Rifles - \$500 - \$900
	Sniper Rifles - \$150 - \$450
	Sub-Machine Guns - \$650 - \$1500
	Machine Guns - \$1000 - \$3000

All heavier equipment must be supplied by the Corporation.

MERC FATIGUE TABLE

This is an optional section because it adds more paper work for the players and the Corporation.

For simplicity, a man under full pack, under arms (with weapon) will use up 100 Fatigue Points to go 1 mile (1.6 kilometers) and under total weight, a man can go 5 miles (8 kilometers) before he has to rest, which gives him 500 Fatigue Points.

So, using 500 Fatigue Points as a base, add or subtract the following modifiers to determine how far a character can go before 'collapsing.'

+100 points if Strength is over 63
 +50 points if Strength is over 54
 +50 points if carrying less than ½ Carrying Capacity
 -20 points first turn of Hand-to-Hand Combat
 -25 points each successive turn after first in Hand-to-Hand Combat.
 -5 points if flak jacket is worn
 Dense undergrowth cuts distances in half (i.e. 500 points used to go 2 1/2 miles).

Since characters can call a halt any time, they are not under fire. You can assume that they can regain Fatigue Points after resting for 15 to 20 minutes. Teams lacking adequate sleep should have their Fatigue Points reduced by the Corporation. Other reductions in Fatigue Points can be made as deemed proper. Fatigued characters move at half movement rate and suffer -3 in Hand-to-Hand to hit chances.

ROLL TO HIT (LOCATION & SEVERITY TABLE)

Roll High/Low (11-66) for Location

Roll High/Low (11-66) for Severity

Damage By Location Table
Body Points

Location/Die Roll	Initial	Continuing	Extra Damage
Upper Arm			
11 or 15 11-25	10	6	Incapacitated
26-66	10	6	None
Lower Arm			
12 or 16 11-66	10	6	None
Upper Head *			
13 11-24	18	15	Blackout for 1-6 turns
25-46	18	15	
51-66	Mortal Wound		Character dead
Lower Head			
14 11-56	20	18	None
61-66	Mortal Wound		Character dead
Shouldert			
21,22,25 11-35	10	6	Incapacitates shoulder
or 26 36-54	6	5	None
55-62	10	6	Broken rib: cannot run
63-64	18	15	None
65-66	36	30	Internal bleeding: need Medic
Chest†			
23 or 24 11-35	10	6	None
36-46	10	6	Broken rib: cannot run
51-56	24	20	None
61-63	42	35	Internal bleeding: need Medic
64-66	Mortal Wound		Character dead
Lower Torso†			
31,32,35 11-36	6	5	None
or 36 41-53	10	6	Broken rib: cannot run
54-62	24	20	Internal bleeding: need Medic
63-66	Mortal Wound		Character dead
Abdoment			
33 or 34 11-35	10	6	Broken rib: cannot run
36-54	25	24	Incapacitated
55-61	36	30	Internal bleeding: need Medic
62-66	Mortal Wound		Character dead
Sides			
41,42,45 11-36	10	6	None
or 46 41-55	24	20	None
56-66	10	6	Broken rib: cannot run
Lower Abdomen			
43 or 44 11-46	10	6	None
51-66	24	20	None
Hip & Thighs			
51,52,61 11-32	10	6	None
or 62 33-52	24	10	Incapacitated
53-66	12	10	Shattered hip: incapacitated
Knee			
53 or 63 11-66	12	10	Shattered knee: incapacitated
Calf			
54,55,64 11-66	10	6	None
or 65			
Foot			
56 or 66 11-56	6	5	None
61-66	15	5	Blown off

* If a helmet is worn, deduct 4 points from initial wounds.

† If a flak jacket is worn, deduct 3 points from initial wounds.

DAMAGE RESULTS TABLE

As wounds are accumulated during a mission, there is a chance of unconsciousness or death.

Total Damage	Chance of Unconsciousness	Chance of Death
0 to 149	None	None
150 to 169	1 in 6	None
170 to 189	2 in 6	None
190 to 209	3 in 6	None
210 to 229	4 in 6	1 in 6
230 to 249	5 in 6	2 in 6
250 to 269	Automatic	3 in 6
270 to 289	Automatic	4 in 6
290 to 309	Automatic	5 in 6
310 or More	-	Dead

WOUNDS

This is the most critical aspect of the game, and one which the Corporation has to watch carefully. On the Damage Chart you'll notice that upon being hit a figure loses a certain number of Body Points. Each successive combat turn thereafter more Body Points are lost until the character receives medical attention. After he receives medical attention, some points are gained back, but those not recovered will remain lost through the mission until the character is able to rest to totally regain his strength. Let's take, for example, a man who is fired upon by automatic fire. The firer rolls a 3 on 3 dice (three hits to body). The hit locations are (roll 2 dice - high/low [11-66]):

22 - Right shoulder
36 - Left lower stomach
56 - Right foot

as per the Hit Location Chart and Body Diagram.

Again 2 dice (high/low) are rolled for damage:

- A. The right shoulder gets a die roll of 15: 10 points of damage with 6 every turn thereafter. Also the shoulder is incapacitated.
- B. The left lower stomach gets a die roll of 54: 24 points of damage with 20 points every turn thereafter and internal bleeding.
- C. The foot gets a die roll of 22: 6 points of damage with 5 points every turn thereafter.

If these wounds are untreated for 3 turns, the character takes 31 points x 3 or 93 plus 40 initial points for a total of 133 BP's lost. Once a Medic (primary) comes up, he will heal 8 points to the shoulder, 8 points to the lower stomach and heal the foot completely for a total of 22 points. The character will continue the mission with 111 BP's lost. These points are only recovered by a rest and recuperation period after completion of the mission.

TYPES OF BOOBY TRAPS

Group I - Simple Traps

I. Requirements

- A. **Explosive Types:** Must have at least a secondary specialty in Demolitions.
- B. **Nonexplosive Types:** Must have at least average intelligence.

II. Types (Nonexplosive)

- A. **Punji Stakes:** Used originally to trap game, but can be used to harass and wound the enemy. The punji stake is a sharpened spike of either metal or wood. It can be planted in a pit that has been covered by small branches to conceal it, or they may be planted on the sides of roads for ambushes.



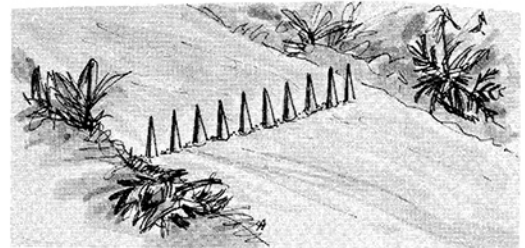
Group II - Medium Traps

I. Requirements

- A. **Nonexplosive Types:** Must have at least a secondary specialty of Sapper/Engineer.
- B. **Explosive Types:** Must have at least a secondary specialty of Demolitions Expert.

II. Types (Nonexplosive)

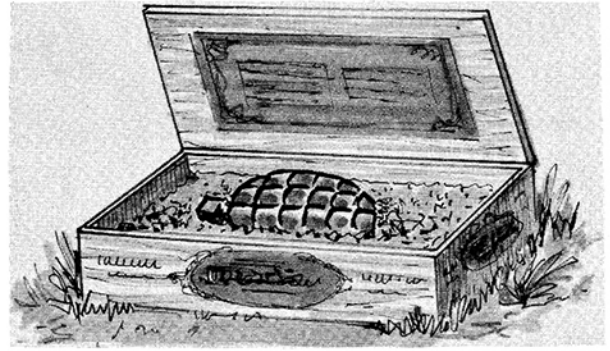
- A. **Deep Trench Trap:** Deep trenches dug to slow down enemy forces. These can be laced with punji stakes.



- B. **Whip Trap:** A variation of punji stakes. Any amount of spiked objects tied onto a low tree branch and triggered by a trip-wire.



- C. **Bow and Arrow:** This device was used by Viet Cong. It consists of a concealed pit containing a bow, with its ends embedded in the sides. An arrow was held under tension and released by a trip-wire.



- D. **Grenade Set in Cigar Box:** A grenade with the pin pulled is set in an empty cigar box; when the lid is opened, the grenade explodes.
- E. **Grenade Under Body:** A grenade with the pin pulled is placed under a dead body. When the body is moved, the grenade will explode.

III. Types (Explosive)

- A. **Mines:** Can be planted along roads and set off by either trip-wire or by a timer.



- B. **Grenades:** Grenades set into trees or bushes and set off by a trip-wire.



- C. **Grenade in Stream or Along Road:** Grenade is pegged firmly along the bank of a stream or the side of a road. It is triggered by trip-wire.

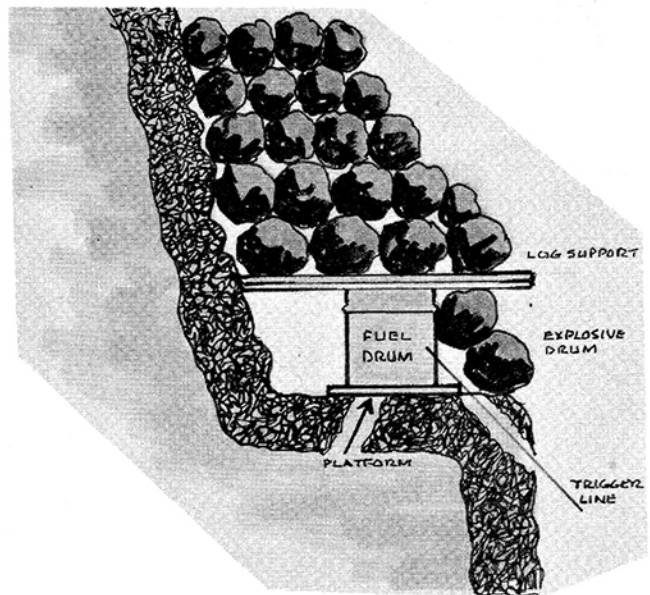
Group III - Complex Traps

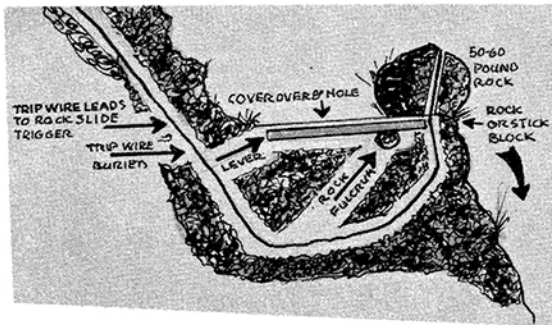
I. Requirements

Must be primary specialist in both Snapper and Demolitions Specialty.

II. Types

- A. **Avalanche with Exploding Fuel Drums:** Fuel drums are set in a slope with rocks. When the avalanche begins, the fuel drums will explode causing enemy troops to be caught between falling rocks and flaming fuel.





- B. **Avalanche Trap:** Logs or rocks are set along hills or mountain sides. When released, they will destroy enemy forces (patrols) or block roads. Such traps can be sprung either manually or timed.

CLOSING NOTE

As we have stated in the Introduction of Book I, the Twilight Soldier, **MERC** is a role playing/skirmish game. Of course, the game can be played in totally abstract form, but we recommend the use of miniature figurines. This is not only for visual enjoyment, it is for pure practicality. When characters enter an ambush, it is meaningless to say 'you're taking fire from both sides.' It gives the players a better assessment of the situation if the Corporation sets up some trees to indicate tree lines bordering the path and places the ambushers in their place. For **MERC** (at the time of the first printing) we found Stan Johansen's 20mm figures ideally suitable. The Green Berets can be used for the Mercenaries (just paint the berets different colors), the Montagnards as terrorists (painted with different flesh tones they can be used as Simbas, Javaros, etc), the W.W. II Italians as government troops, and the V.C. as V.C. Remember, with 'lead flying' it helps to see where it is coming from!

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1. **Soldier of Fortune**
2. **Combat Illustrated**
3. **Eagle**
4. **Gung Ho**

SAMPLE MISSION

Corporation: "You take a PBR one click up the Mekong to Point A to disembark." (Rolling dice). "No encounters along the way. At Point A you wade ashore. Approximately 50 meters from the water you see a village."

Player: "What's the layout?"

Corporation: "Two streets forming an 'X' both North and South, approximately 20 houches."

Player: "Activity?"

Corporation: "Normal. Men, women, children, dogs, chickens, etc."

Player: "My point man will scan." (Rolls a 6 for Detection).

Corporation: "Out of one of the houches, in the center, 3 men emerge."

Player: "Can I identify?"

Corporation: "Yes. You'll identify them as other Mercenaries employed by me. They've been in the bush for 2 months. The one that appears to be the leader is 6' 6". Instead of a beret, he wears a German forage cap like the Afrika Korps wore. Instead of an eagle, he has a death head. He's carrying a Heskler Koch assault rifle. You recognize him as a man called Boche, a pretty nasty individual. What are you going to do?"

Player: "I'm sending two men out to meet with him and forming my fire teams. One to the West with the M60 and the rest to the East in a skirmish line."

Corporation: "Your 2 men enter the village." (Rolls for Reaction of Boche to the Team's two men). "Boche seems to be smiling and your men signal you to come in." (Roll was - favorable).

Player: "I'll leave my machine gun team set up and advance toward the village in skirmish order."

Corporation: "Are you going to approach Boche?"

Player: "Ah... yeah... I guess so."

Corporation: "Boche says to you, 'Good, you're right on time.'"

Player: "I say, 'You knew I was coming?'"

Corporation: "Boche replies, 'Naturlike! Your mission is slightly changed and the Corporation radioed me to meet you here.'"

Player: "What change?"

Corporation: "Instead of terminating just Lo Chi, a Mr. Han will also be at the meeting. You are to terminate him also." (At this time the Corporation hands the player another Character Sheet). "You'll need another Sniper. By the way, after your mission is complete, head back here. This village will be vacant, but there will be a cache of food and ammo under the third hut south - over there."

Player: "I'll call in my machine gun team and will rest for an hour and get organized."

Corporation: "O.K. After an hour you'll leave the village and head North up the trail. The trail is three meters wide. Off the trail on both sides is one meter of tall grass to the trees. What is your order of march?"

Player: "I'll send out my Recon Primary and my Camo man, approximately 25 meters ahead. I'll stagger the other eight on both sides of the road."

Corporation: "Where are you?"

Player: "I'm second man back on the right. Right behind me is the Communications man."

Corporation: "O.K." (Corporation rolls some dice). "First day nothing."

Player: "We're on time schedule, right?"

Corporation: Checking grids says, "Yeah, you've gone approximately 8 kilometers from the village."

Player: "We'll rest for the night - two sentries out - two hour shifts. No fires!"

Corporation: "Night passes quietly." (Rolls for encounters).

Player: "Resume our march - same formation."

Corporation: "Roll Detection for your two point men."

Player: "Recon 63 - No! Camo 36 - Yes."

Corporation: "Roll Stress!"

Player: "Recon 56 - No! . . . Damn! Camo - Yes."

Corporation: "It doesn't matter since your Recon didn't see it, and you're not taking fire. Approximately 1 click out. Your Camo says, 'Hold up a sec. and let me adjust my packs. Come here and help.' When you're Recon man comes over, the Camo Expert whispers, '25 meters to the left in the tall palm tree, snipers. He doesn't seem to be interested in us.'" (Reaction roll - disinterested). "He must know about the column. What are you going to do?"

Player: "The two point men will show their advance until we start to come into view. When we do, they go to the ground and lay covering fire."

Corporation: "O.K.! Your point men advance about five meters when the rest of you come into view."

Player: "My point men go prone and open fire."

Corporation: "Fire is simultaneous. Your men will need 11's." (Base 12 - 2 [target in camo position] = 10 - 2 [firer dodging] = 8 + 3 [auto fire in at target]).

Player: "Recon rolls 15 - miss! Camo rolls 8 - hit! Location 23 - chest - damage 62." (24 points of damage with twenty more every turn thereafter).

Corporation: "Sniper fires at the same time at the head of your lead man." (Places scope over body silhouette). (Cross index). "Rolls 1 horizontal and 2 vertical - hit! Damage 51 - kill! Now your first man in the column goes down - make your Command Control."

Player: "I rolled 23, we make it - my men hit the ground and lay chilly."

Corporation: "Sniper fails his Stress Test," (Rolls 42) "and freezes." (Rolled 2).

Player: "We're firing again."

Corporation: "You needed an 11 before, so you'll need a 13." (Prolonged fire for second term = +2).

Player: "Recon - 7. Camo 13 - 2 hits! The 7 hits and then rolls a 41 for 12." (Side for 10 points). "The 13 hits and then rolls a 33 for 55." (Abdomen for 36 points).

Corporation: "Let's see, the sniper took:

+24 points in chest initially
+20 points for second round
+10 points for side
+36 points for abdomen

90 points total

Stress Test - 55 - still fails and rolls 3 or 4 (bolts). You see him hit the ground and crawl away."

Player: "We're gonna . . ."

Corporation: "Wait! Before you do anything, you see charging down the trail, 25 meters away from your point men, six terrorists armed with PPSH's and machetes!"

Player: "My point are still prone?"

Corporation: "That's right!"

Player: "My Recon opens fire and my Camo throws a grenade right in the middle."

Corporation: "Toss your grenade - you need a 6."

Player: "8 - missed!"

Corporation: "Check for scatter!"

Player: "First roll - 3, second roll - 5."

Corporation: "5 meters to your right - two men are in a CZ. You need 14's for both to be casualties."

Player: "6 and 10 - got them."

Corporation: "Roll for Location and Damage."

Player: "The first is a 13 for 66." (Head - mortal). "The second is 24 for 34." (Chest for 10 points - broken rib, can't move).

Corporation: "Command Control for terrorists - 11. O.K., they want you bad."

Player: "My Recon rolls a 3 - hit!"

Corporation: "Roll 1 die."

Player: "2."

Corporation: "2 men hit."

Player: "First, 16 for 34." (Lower arm for 10 points). "Second, 44 for 52." (Stomach for 24 points).

Corporation: "They're firing as they come!" (11's are needed). "Four men fire - 16 - weapon jams, 8 - hit, 4 - hit, 13 - miss. Camo man is odd - Recon is even. The 8 hits the Camo man and the 4 hits the Camo man also. Your Camo man takes 3 hits. The 3 hits on your Camo man are:

24 - Chest (available hit as he tosses grenade) for roll of 12 - (10 points initial plus 6 every turn after).

13 - Upper head for roll of 33 - (18 points and 15 after).
53 - Knee - nullified hit since he's prone.

Player: "My column is charging into the fray."

Corporation: "All of them?"

Player: "No! Just three. Myself and three others are going after the sniper and circle around."

Corporation: "As your men jump up, the 'terrs' close with your point men!" (Corporation rolls a 45 for Command Control so they're still coming).

Player: "Can my point men rise to meet them?"

Corporation: "Recon - Yes. . . Camo - No!"

Player: "My Recon drops his SLR and pulls a 45 and CABAR knife. My Camo fires and gets a . . . 16 - Jam!"

Corporation: "What's your Recon's Agility?"

Player: "61 - Agile! He's slashing."

Corporation: "Two are rushing him. You get first strike. You need an 8."

Player: "6 - bang, got him! A 33 (stomach) for 55."

Corporation: "He's down with 36 points. The other guy slashes and gets a 12 - Stumbles!"

Player: "3 shots with the 45 as he falls past."

Corporation: "You need an 11, 10, 9 ." (Base 12 - 3 [for dodging since he's stumbling by] +2 short range).

Player: "9, 8, 10! Two hits."

13 Upper head for 55 - kill
25 Shoulder for a 22 light wound

Corporation: "You got lucky! The 'terrs' hitting your Camo man get first strike since he's hurt. (They'll need a 7 [base 6 + 1 slash]). First rolls a 5 - hit. . . for 24 - (chest for a 66)- kill! No need to roll for the other hit!"

Player: "Do my men reach there?"

Corporation: "Definitely, and the 'terrs'." (Rolls a 43 [fail Command] and rolls a 25 [fail Stress] and rolls 6 -). "They break!"

At this time, we're not going into how the team dispatches the terrorists on the road. Instead, let's follow the Player and his three men.

Corporation: "Roll Detection for each man, plus yourself."

Player: "My Communications 22 - Yes
My Medic 56 - No
My Demo 52 - Yes
Me 45 - Yes"

Corporation: "You find the sniper, and let's say 3 combat turns have gone by, so he's taken 168 additional points of damage, which means he has a total of 258. He's unconscious." (No die roll needed for consciousness). Rolled a 6 on 1 die, so the sniper is unconscious but not dead.

Player: "Slit his throat and continue a stealthy sweep for 25 meters."

Corporation: "As you head out, you go ten meters and through the trees you see a truck. Roll Stealth, you'll need a 2 since you're in heavy undergrowth."

Player: "Rolls are 5, 8, 4, 10."

Corporation: "Quiet, aren't we? The driver sees you and (roll of 2) starts the motor."

Player: "We fire!"

Corporation: "I'm giving him a cover benefit - you'll need a 9. (Base 8 - 3 [heavy cover for trees] standing still +3, +3 [auto fire], -2 [firer running])."

Player: "6 hit, 7 hit, 10 miss, 3 hit."

Corporation: "What did you hit? 6 rolls a 2, upper rear of truck
7 rolls a 9, upper front of truck
3 rolls a 12, lower front of truck

One shot comes close to the driver. See if you hit him. You'll need head, shoulders, chest or arms . . . all others are nullified hits."

Player: "13, head for a 66."

Corporation: "All firing stops and you see a couple of your men heading down the path to you."

Player: "We'll regroup, mend and see if we can use the truck."

Corporation: "It takes 200 points and you hit it twice for a total of 40 points of damage. It's serviceable."

Player: "After we've rested, we'll head out."

Corporation: "O.K. On with the mission. . .!"

Players should note that each member of the Team might be a player character or that many might be NPC's who are run by the Team Leader.

HISTORICAL BACKGROUND ON RHODESIA

Following the Second World War, European colonial interests started to decline. In Africa, self-rule started to again arise. By 1975, only two nations in Africa could still boast of a White Power Control. . .and both were under attack. These were South Africa and Rhodesia.

Completely outnumbered by the black population, the white minority fought to hold on to control while it was condemned by the United States, Britain and other nations. Rhodesia was in political turmoil and under embargo. This situation was opportune to Communist interests. Soon terrorists appeared . . . and armed with Soviet weapons.

To attempt to stabilize the situation, the White government decided to hire white mercenaries to train and lead loyal troops (both white and black). Hundreds of white soldiers of fortune answered the call.

The year is late 1975, and it looks like an African version of Viet Nam; a 'no win' guerrilla war.

NOTES FOR THE CORPORATION ONLY !!

Mission Value: 250 Points; Overt Mission

From Point A to Point B is approximately 75 kilometers of rolling grassland. From Point B to the target area is all uphill, broken rocky terrain. Check Map B for target area. Map B is only for the Corporation's use. If miniatures are used, it can be set up on a board, or if the game is played 'abstract,' the situation should be explained to the Team.

- A. Surrounding the outside wall of the kraal is fifty meters of killing zone.
- B. The two ravines West of the kraal cannot be recognized by the **Merc** Team. The area is all overgrown with elephant grass.
- C. The terrorists can have three explosive booby traps set up anywhere on Map B, except in the killing zone, or on the path.
- D. The terrorists can have up to eight nonexplosive booby traps set up anywhere, except as above.
- E. There are twenty noncombatants in the village.

There are eighteen terrorists in the village. They are armed as follows:

2 men manning a Soviet RP machine gun with two belts of 250 rounds per belt.
1 man operating a Soviet RPG-7 rocket launcher with two rockets.
15 terrorists armed with AK-47 assault rifles.

Stats for Terrorists

Strength (46) average	Agility (51) average
Intelligence (36) average	Knowledge (46) general
Intuition (36) average	Prior Mil. Exp. (16) 1 hitch for training

Dexterity Test No. 41
Stress Test No. 36
Command Control No. 26

PRIMARY BRIEFING

Over the most recent months, terrorists have been sneaking over the Zambian border and disrupting military rail traffic on the Rhodesian/Zambian Railroad. Because of this, border patrols have been stepped up and security is at the highest possible level. To counter this, the terrorists have relocated their staging area right here in Rhodesia. Although the raids are more of an irritation than anything else, the government feels that terrorists operating in Rhodesia are an unacceptable problem.

TEAM ORDERS

Two nights ago a unit of our Mounted Greys* skirmished with a raiding party of terrorists who were returning from a routine destruction mission. After a short fight, the terrorists fled into the bush and the Greys were only able to continue a pursuit so far. Since terrain is a factor, it is decided that a small team of men can penetrate the hills and undergrowth and destroy the terrorist base. From the direction of the pursuit, there is only one native kraal (village) that the terrorists can be using as a base and supply area.

Your team is to take the rail line North to Point A where you will be met by a land rover to transport your team to jump-off Point B. As an extra aid, along with the land rover will be a man who is knowledgeable of the terrain and the local dialect. From Point B you will continue overland on foot to the target area. It is believed that there are fifteen to twenty terrorists in the kraal at present. Orders are to terminate the entire terrorist band, and village if necessary.

*Mounted Greys are **Merc** trained 'cavalry' who have proven horses to be efficient for patrols in the Rhodesian setting. They use the horses for mobility and go into combat as infantry.

MERC TEAM

A. Vladamir Hutov

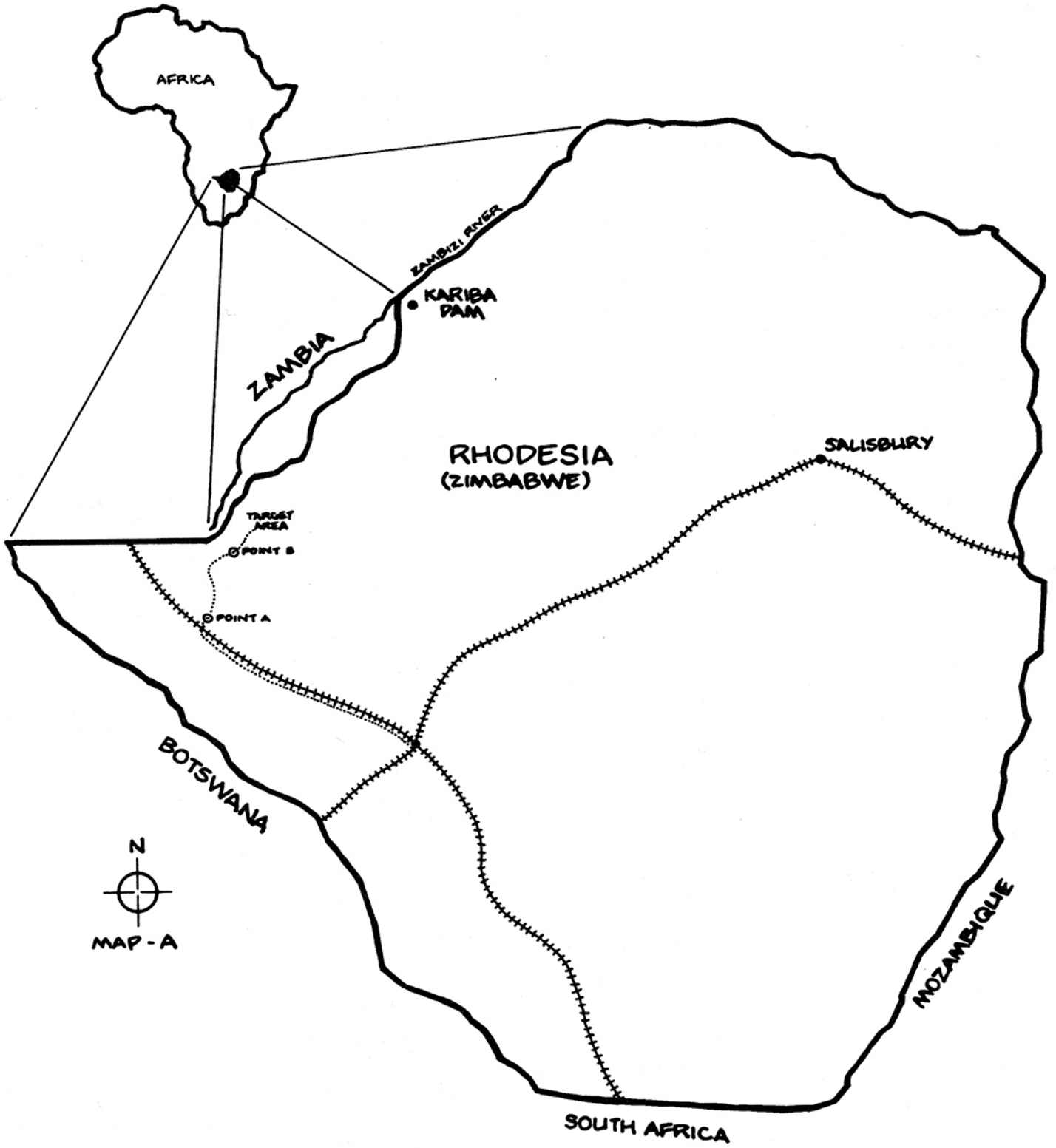
Heavy Weapons Primary
Camouflage Secondary

Age 27, brown hair, hazel eyes, 6', large frame, right handed.

Vladamir is a professional mercenary from Hungary. Wherever there is a Communist uprising, he'll be on the opposing side. During the Hungarian revolt of the '50s, his father was executed by the Soviets.

Strength (54) Strong	Agility (41) Average
Intelligence (62) Sly	Knowledge (54) Knowledgeable
Intuition (34) Average	Prior Mil. Exp. (36) Extended

Dexterity Test No. 41
Stress Test No. 56
Command Control No. 46
Total Carrying Capacity 150 lbs.



Armed with:

Soviet RP-46 machine gun
AK-47 assault rifle with 7 clips of ammo.
Gerber MKIII boot knife.

B. Tom Sedgwick

Map Primary
Heavy Weapons Secondary

Age 26, blonde hair, hazel eyes, 5' 10", medium frame, right handed.

Tom is an American who saw action in Viet Nam with an airborne division. Unable to cope with civilian life, Tom hunts for trouble.

Strength (54) Strong	Agility (46) Average
Intelligence (44) Average	Knowledge (51) General
Intuition (22) None	Prior Mil. Exp. (51) Extended

Dexterity Test No. 41
Stress Test No. 46
Command Control No. 41
Total Carrying Capacity 125 lbs.

Armed with:

4 belts of 250 rounds each ammo. for the RP-46 machine gun
M-3 grease gun with 6 clips of ammo.
45 automatic pistol with 3 clips of ammo.
CABAR combat knife.

C. Chuck Grover

Recon Primary
Hand-to-Hand Secondary

Age 27, blonde hair, blue eyes, 5' 10½", medium frame, ambidextrous.

Chuck is an ex-Marine Force Recon man from Pennsylvania. Like Tom, the phantoms of Viet Nam make civilian life unbearable.

Strength (51) Average	Agility (63) Ambidextrous
Intelligence (36) Average	Knowledge (13) Man in the Streets
Intuition (63) Primordial	Prior Mil. Exp. (24) Extended

Dexterity Test No. 41
Stress Test No. 41
Command Control 51
Total Carrying Capacity 100 lbs.

Armed with:

Remington 870 shotgun with 16 rounds
Star automatic pistol with 3 clips
2 frag grenades
Gerber MK III boot knife
CABAR combat knife.

D. Rudi Berger

Medic Primary
Communications Secondary

Age 35, brown hair, hazel eyes, 6', large frame, left handed.

From Germany, Rudi decided he needed a taste of adventure after a boring hitch with the German Army on the Austrian border. His medical background (father is a doctor in Berlin) is helpful.

Strength (66) Very Strong	Agility (12) Clumsy
Intelligence (41) Average	Knowledge (56) Knowledgeable
Intuition (23) None	Prior Mil. Exp. (22) 1 Hitch

Dexterity Test No. 36
Stress Test No. 51
Command Control No. 36
Total Carrying Capacity 200 lbs.

Armed with:

M-16 with 8 clips of ammo.
Belgium radio (on his back)
Medical kit
Walther 9mm pistol with 3 clips
Gerber MK III boot knife.

E. Dubra Chatowski

Grenadier Primary
Demolitions Secondary

Age 27, blond hair, green eyes, 5'8", medium frame, right handed.

Dubra is a Polish freedom fighter who had to leave Poland for his health; with Soviet hounds at his heels. Although he has no formal military experience, he has an extensive background in making things hot for Soviet forces in Poland. (Designer's note: At this time things are getting 'touchy' in Poland. It will be a few more years before the 'pot comes to a boil' and the world gets an impression of the trouble there).

Strength (51) Average	Agility (52) Agile
Intelligence (45) Average	Knowledge (51) General
Intuition (15) None	Prior Mil. Exp. (36) Extended as a guerrilla fighter)

Dexterity Test No. 46
Stress Test No. 46
Command Control No. 41
Total Carrying Capacity 100 lbs.

Armed with:

MIAI (M-16 with attached grenade launcher) with 8 clips of ammo. for the rifle, and 10 rounds of grenades (5 frag, 3 smoke, 2 incendiary)
CABAR combat knife.

MERCENARIES AT POINT A WITH LAND ROVER**A. Charles Toby**

Interpreter Primary
Recon Secondary

Age 30, black hair, brown eyes, 5' 5½", medium frame, right handed.

Of English descent, Toby is of the white Rhodesian minority who is fighting for his home.

Strength (62) Strong	Agility (52) Agile
Intelligence (56) Smart	Knowledge (61) Knowledgeable
Intuition (56) Average	Prior Mil. Exp. (21) 1 Hitch

Dexterity Test No. 51
Stress Test No. 56
Command Control No. 41
Total Carrying Capacity 125 lbs.

Armed with:

Soviet AK-47 with 8 clips of ammo.
Tokarov automatic pistol with 3 clips of ammo
British commando knife.

B. TOKO

Driver Primary

Age 28, black hair, black eyes, 5'8", small frame, right handed.

TOKO is a loyal black Rhodesian who prides himself on his vehicular aptitude. His orders are to get the Team to Point B and to get them back. He will not go to the target area.

Strength (22) Average	Agility (52) Agile
Intelligence (31) Average	Knowledge (61) Knowledgeable
Intuition (26) None	Prior Mil. Exp. (21) 1 Hitch

Dexterity Test No. 46
Stress Test No. 51
Command Control No. 36
Total Carrying Capacity 100 lbs.

Armed with:

M-1 Carbine with 7 clips of ammo.

Note: The Land Rover has a .30 calibre machine gun mounted on it. This extra weapon **cannot** be taken off it. Also, TOKO is totally loyal to Charles Toby. Toby is the only person he'll listen to.

DISTANCE GRID 1: TIME FRAMES REQUIRED TO PERFORM ACTIONS

(Time Frame: 30 Seconds)

1 - 10 Meters/11 - 100 Meters

Terrain Type	Crawling	Walking (Crouch)	Walking (Normal)	Trot	Running (Dodging)	Running (Straight)	Riding Vehicle	Riding in Chopper
Grasslands/Savannah	.5/18	.75/9	.75/6	.50/3	.25/2	5 Sec./1	NA/5	NA
Forest	.75/45	1.0/18	.75/9	.75/6	.50/3	NA	NA/1.0**	NA
Swamps	1.5/45	1.0/18	1.0/9	1.5/6	NA	NA	NA	NA
Deserts	.50/21	1.0/15	1.0/9	1.0/6	1.0/6	5 Sec./2	NA/5	NA
Jungles	1.5/45	1.0/18	1.0/9	1.0/6	1.5/6	NA/NA	NA/1.0**	NA
Rivers	NA	NA	NA	NA	NA	NA	NA/3	NA
Hills	1.0/18	.75/15	1.0/9	1.0/6	1.0/3	5 Sec.*2	NA/5	NA
Mountains	1.0/21	.75*/18	1.0*/9	1.0*/6	1.0*/3	5 Sec.*2	NA/5	NA

* Note: Allowed time rate only on mountain roads.

**Note: Allowed time rate only on roads through vegetation.

DISTANCE GRID 2

(Time Frame: 1 Minute)

101 - 1000 Meters

Terrain Type	Walking	Trot	Running (Dodging)	Running (Straight)	Riding in Vehicle
Grasslands/Savannah	15	10	8	5	3
Forest	20	15	12	10	5*
Swamps	25	20	15	12	8
Deserts	25	20	20	15	6*
Jungles	20	18	15	10	6
Rivers**	NA	NA	NA	NA	7
Hills	20	12	10	7	3*
Mountains	25	14	12	10	5*

* Note: Allowable only if road exists.

**Note: Allowable only if river boat available.

DISTANCE GRID 3:

TIME FRAMES REQUIRED TO TRAVEL OVER DISTANCE

(Time Frame: 10 Minutes)

1 km - 10 km

Movement/Terrain	Walking	Trot	Running (Dodging)	Running (Straight)	Riding in Vehicle	Riding in Chopper
Grasslands/Savannahs	6	4	NA	3	1	.20
Forest	9	6	NA	6	1.5*	.20
Swamps	12	NA	NA	NA	2.0*	.20
Deserts	12	NA	NA	NA	2.0	.20
Jungles	15	NA	NA	NA	1.5*	.20
Rivers**	NA	NA	NA	NA	7	.20
Hills	15	NA	NA	NA	1.5*	.20
Mountains	20	NA	NA	NA	2.0*	.20

* Note: Allowable only if road exists.

**Note: Allowable only if river transportation available.

TO HIT (troops) MODIFIERS

Type	Stress	To Hit	To Evade
Government troops	0	-1	-1
Elite government troops	+1	+1	+1
Terrorists	+1	-2	+1
Guerrillas	+1	+1	+2
Natives	-1	-3	0

Modifiers

Sniper Specialty Secondary . . .-2	Firing from Moving Vehicle . .+3
Sniper Specialty Primary . . .-4	Fog or Overcast+2
No Sniper Specialty.0	Night Shooting*+6
Short Range-2	Firing under stress+4
Long Range+2	

*If firer is using Starlight Scope, this does not apply.
Special Note: If modifiers reach below 0 that is considered a 0 ... on target!!!

HAND-TO-HAND COMBAT

Procedure: Roll 2 dice (2 to 12 variable) for a base 6 to hit. Check Primary/Secondary Specialties for additional modifiers to this base 6. The character with the highest agility gets the first strike.

Modifiers	
Attacker	Defender
Hand-to-Hand Primary+2	Large Frame+2
Hand-to-Hand Secondary . . .+1	Hand-to-Hand Primary-2
Martial Arts Primary+4	Hand-to-Hand Secondary . . .-1
Martial Arts Secondary . . .+2	Martial Arts Primary-4
Agile+1	Martial Arts Secondary . . .-2
Nimble+2	Longer Weapon-1
Primordial Instinct+1	Fatigued.+3
Killer Instinct+3	
Slash+1	
Clumsy-3	
Longer Weapon+1	
Fatigued-3	

SMALL ARMS 'TO HIT' TABLE

Procedure: Roll 3 dice and total (3 to 18 variable). There is a base 12 to hit.

Modifiers

Target is:

Standing/sitting/kneeling.+3
Walking.-1
Running-2
Dodging (running at crouch). . . .-3
Crawling/Prone-1
In Soft Cover (high grass)-1
In Hard Cover (building).-3
In Medium Cover (sandbags). . . .-2
Camouflage Position-2 (to reflect positive identification)

Firer is:

Auto fire at target.+3
Firing from moving vehicle-2
Walking.-1
Running/dodging-2
Wrong hand firing.-4 (ignore if ambidextrous)
Firing from rest/support+2
Firing under stress/reaction-3 (firer receiving fire)
Prolong fire into an area*+2
Blind, auto or sweep fire into area . .-3 (only semi/auto weapons)
Shotgun short range+3

Range is:

Long-2
Medium0
Short+2

*Prolonged fire into an area is considered auto fire for 2 or more turns.

- Any roll of 16 or 17 (unmodified) means the weapon jams! It takes two turns to clear the weapon. Any roll of 18 permanently disables the weapon (explodes).
- If in a turn you are going to fire more than 1 shot (3 max.), your base to hit drops 1 for each shot after the first.
- When auto firing into a press of 6 or more targets and a hit is scored, the Corporation rolls 1 die for the number of men hit. Then check for location and severity for each man hit.
- When firing automatic fire at a target (MAN), a natural roll of 3 indicates 3 hits scored. Roll for location and damage of each.
- Natural roll of 4 or 5 indicates 2 hits scored. Roll for location and damage of both.

Total Damage	Chance of Unconsciousness	Chance of Death
0 to 149	None	None
150 to 169	1 in 6	None
170 to 189	2 in 6	None
190 to 209	3 in 6	None
210 to 229	4 in 6	1 in 6
230 to 249	5 in 6	2 in 6
250 to 269	Automatic	3 in 6
270 to 289	Automatic	4 in 6
290 to 309	Automatic	5 in 6
310 or More		Dead

ROLL TO HIT (LOCATION & SEVERITY TABLE)

Roll High/Low (11-66) for Location

Roll High/Low (11-66) for Severity

Damage By Location Table
Body Points

Location/Die Roll	Initial	Continuing	Extra Damage
Upper Arm			
11 or 15 11-25	10	6	Incapacitated
26-66	10	6	None
Lower Arm			
12 or 16 11-66	10	6	None
Upper Head *			
13 11-24	18	15	Blackout for 1-6 turns
25-46	18	15	
51-66	Mortal Wound		Character dead
Lower Head			
14 11-56	20	18	None
61-66	Mortal Wound		Character dead
Shoulder†			
21,22,25 11-35	10	6	Incapacitates shoulder
or 26 36-54	6	5	None
55-62	10	6	Broken rib: cannot run
63-64	18	15	None
65-66	36	30	Internal bleeding: need Medic
Chest†			
23 or 24 11-35	10	6	None
36-46	10	6	Broken rib: cannot run
51-56	24	20	None
61-63	42	35	Internal bleeding: need Medic
64-66	Mortal Wound		Character dead
Lower Torso†			
31,32,35 11-36	6	5	None
or 36 41-53	10	6	Broken rib: cannot run
54-62	24	20	Internal bleeding: need Medic
63-66	Mortal Wound		Character dead
Abdomen†			
33 or 34 11-35	10	6	Broken rib: cannot run
36-54	25	24	Incapacitated
55-61	36	30	Internal bleeding: need Medic
62-66	Mortal Wound		Character dead
Sides			
41,42,45 11-36	10	6	None
or 46 41-55	24	20	None
56-66	10	6	Broken rib: cannot run
Lower Abdomen			
43 or 44 11-46	10	6	None
51-66	24	20	None
Hip & Thighs			
51,52,61 11-32	10	6	None
or 62 33-52	24	10	Incapacitated
53-66	12	10	Shattered hip: incapacitated
Knee			
53 or 63 11-66	12	10	Shattered knee: incapacitated
Calf			
54,55,64 11-66	10	6	None
or 65			
Foot			
56 or 66 11-56	6	5	None
61-66	15	5	Blown off

* If a helmet is worn, deduct 4 points from initial wounds.

† If a flak jacket is worn, deduct 3 points from initial wounds.

PISTOLS	Weight	Round Capacity	Range	Other Information
S&W Revolver	2 lbs.	6 chambers	short	2 turns to reload
.357 Magnum	2 "	6 "	"	
.45 Colt (U.S.)	3 "	7 rounds	"	
Browning High Power	2 "	13 "	"	
Czech M52	2.5"	8 "	"	
Walther P38	2 "	8 "	"	
Markarev	1.5"	8 "	"	
Tokarev	2 "	8 "	"	

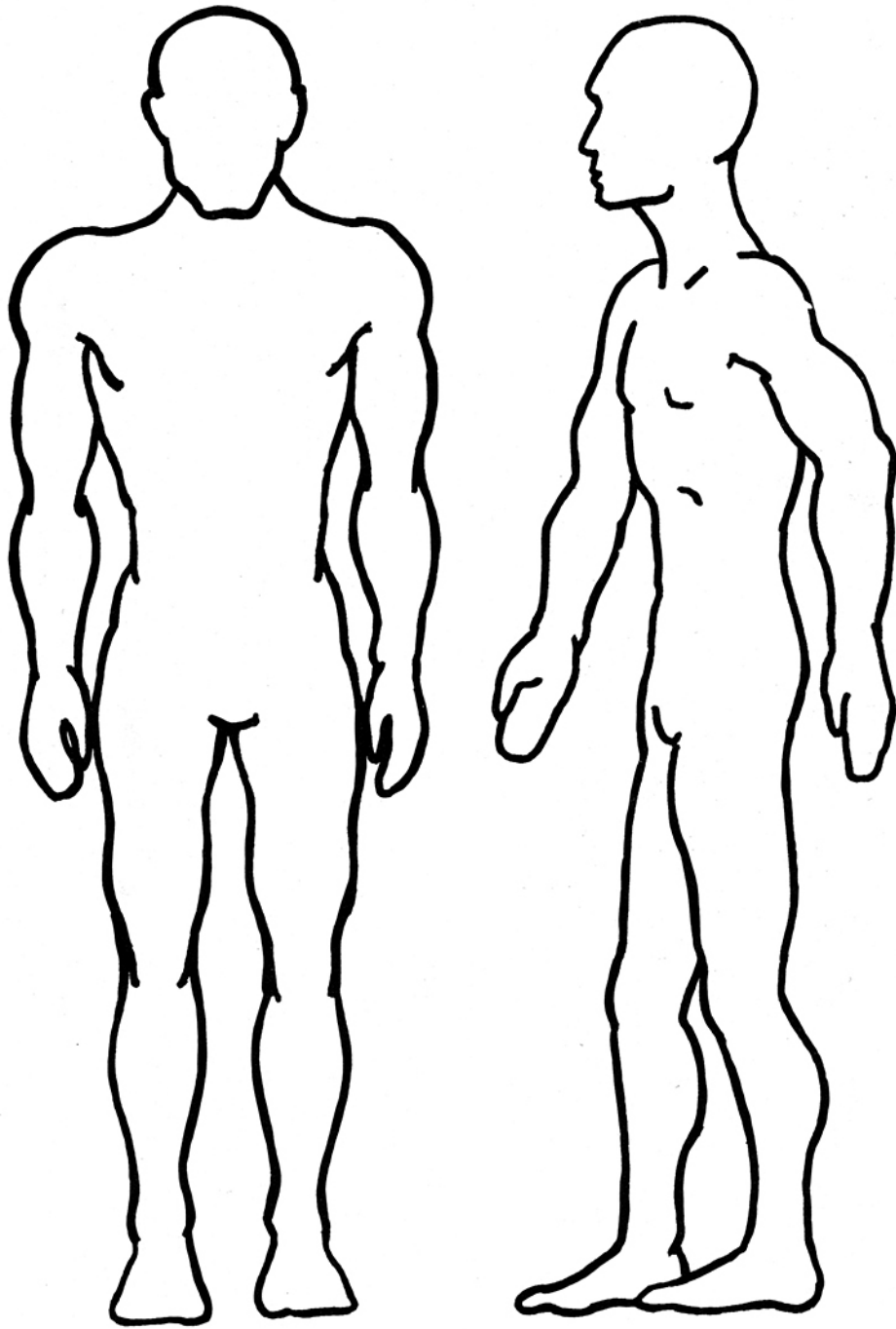
RIFLES	Weight	Round Capacity	Range	Other Information
Shotgun	7 lbs.	7 shells	short	pump action
M1 Garand	11 "	8 rounds	long	
Mauser/Springfield	9 "	4 "	"	bolt action
Enfield .303	10 "	10 "	"	" "
M40 Tokarev	9.5"	10 "	"	" "
CHICOM Type 56 or M43 SKS (Soviet)	10 "	10 "	"	

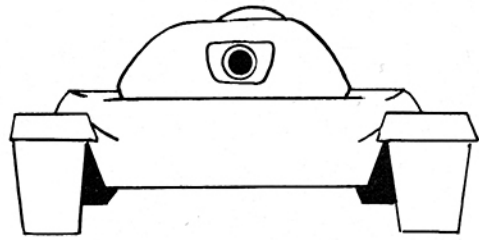
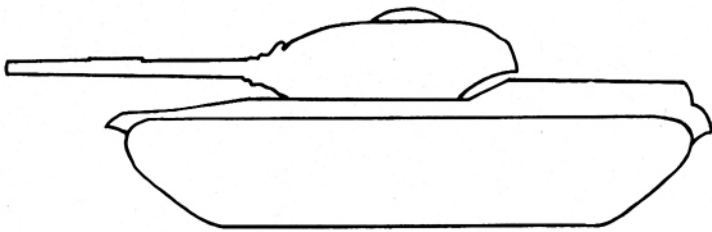
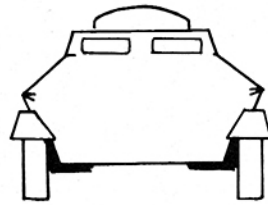
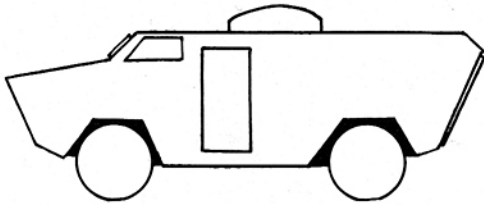
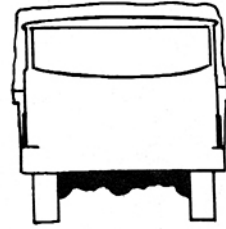
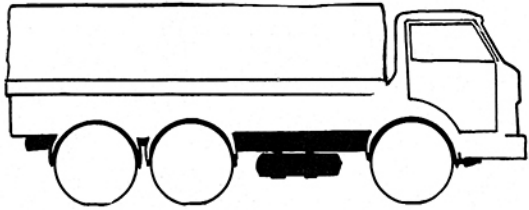
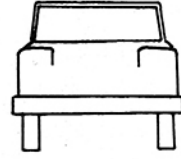
ASSAULT RIFLES	Weight	Round Capacity	Range	Other Information
M-16	7.5 lbs.	20 rounds	long	
CAR-15	5.5 "	20 "	"	
M-14	11 "	20 "	"	
AK-47	10.5"	30 "	"	
M-2 Carbine	6.5 "	30 "	"	
AKM (Soviet)	8.5 "	30 "	"	
MP 44 (East German)	11 "	30 "	"	
SLR (British)	10 "	20 "	"	
FN (Belgian)	10 "	20 "	"	
Armalite AR-18	8 "	20 "	"	
Heckler and Koch 33	10 "	20-40"	"	

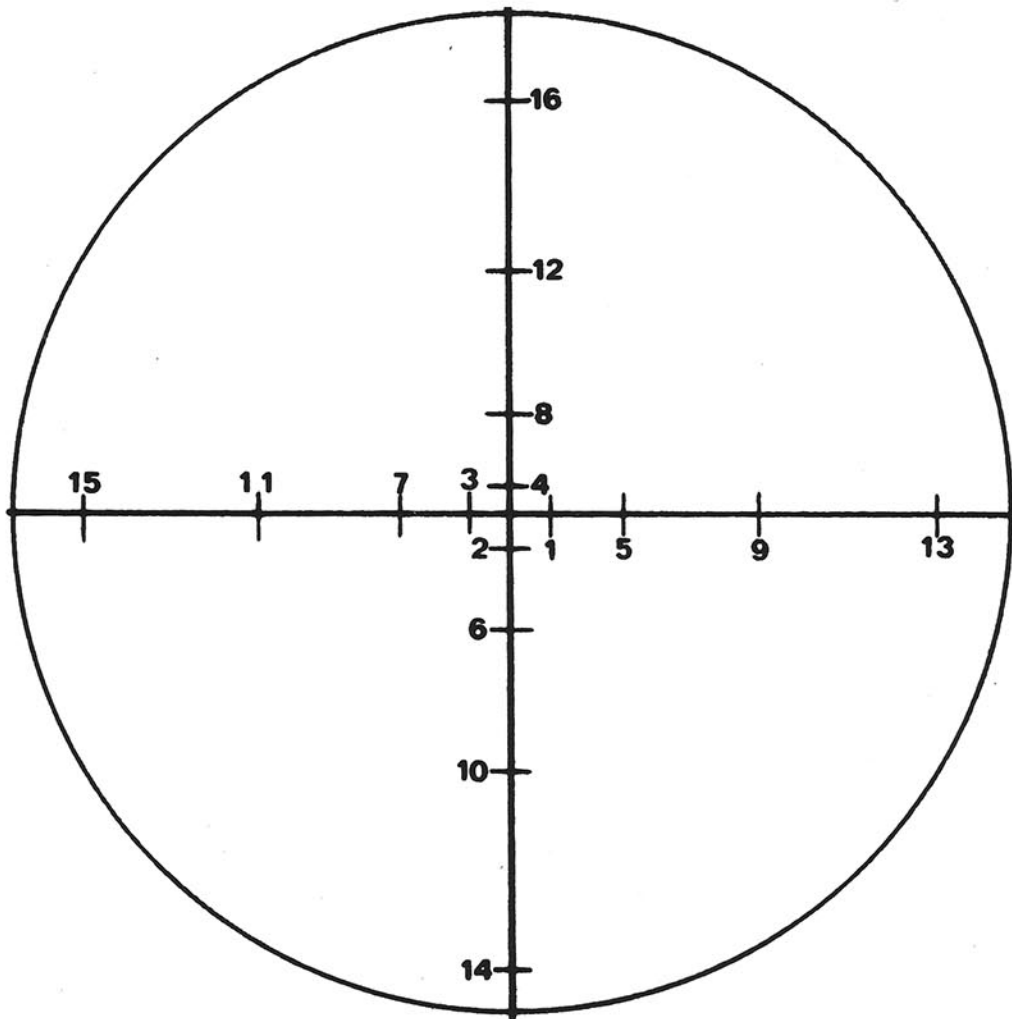
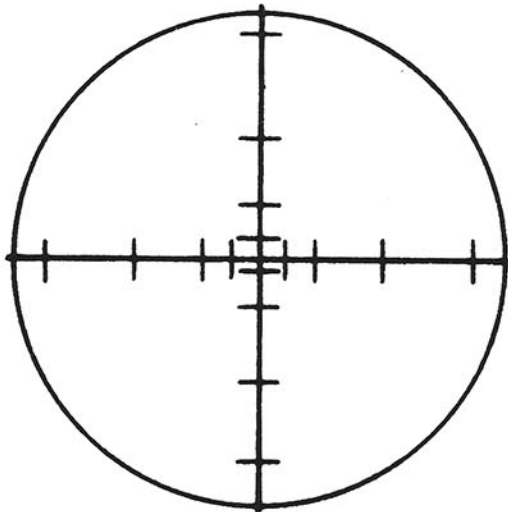
SNIPER RIFLES	Weight	Round Capacity	Range	Other Information
Shasta (Czech)	10 lbs.	5 rounds	long	
Dragunov (Soviet)	10 "	10 "	"	
Heckler and Koch 33	10 "	20-40"	"	
F1 (French)	13 "	10 "	"	
Parker-Hale (U.K.)	11 "	4 "	"	range up to 400m

SUB-MACHINE GUNS	Weight	Round Capacity	Range	Other Information
PPSH-41	8.5 lbs.	35 clip/71 drum	med.	
UZI	10 "	25,32,40 rounds	"	
Thompson	12 "	30 rounds	"	
Mat 49	10 "	32 "	"	
Mark V (Sten)	10 "	32 "	"	
K-50M (Chinese)	9 "	35 "	"	
M3 .45SMG (Greaser)	10 "	30 "	"	
MP 40 Schmeisser	10 "	32 "	"	
Beretta	8 "	40 "	"	
Heckler and Koch MP5	6.5 "	30 "	"	
Ingram (MAC 10)	7.5 "	32 "	"	
Scorpion (Czech)	4 "	20 "	"	
Swedish M45B	8 "	36 "	"	
PA3 (Argentina)	7.5 "	25 "	"	
OWEN (Australia)	10.5"	33 "	"	
MPI 69 (Austria)	7.5 "	25,32"	"	
.45 MB 50 (Brazil)	9.5 "	30 "	"	

MACHINE GUNS	Weight	Round Capacity	Range	Other Information
Lights:				
RP-46 (Soviet)	28.5 lbs.	belt/47 rd. pan	long	
M43 Degtyardev (Soviet)	15 "	belt fed	"	
Bren (U.K.)	25 "	30 clip/100 drum	"	
MG 34 (Germany)	24 "	belt fed	"	
M60 (U.S.)	23 "	belt fed	"	
BAR (U.S.)	20 "	20 rd. clip	"	
Heavies:				
DSh K .38 (Soviet)	80 "	belt fed	"	
MG 42 (Germany)	26 "	" "	"	
Browning .30 -(air cooled)	32 "	" "	"	
(water cooled)	60 "	" "	"	
Maxim (U.K.)	40 "	" "	"	







MERC

CHARACTER SHEET

Name _____ Nationality _____ Age _____

Experience Points _____ Rank _____ Cash on Hand _____

Physical Appearance

Hair Color _____ Eye Color _____ Height _____

Weight _____ Frame _____ Complexion _____

Voice _____ Carrying Capabilities _____ Preference _____

Attributes

Strength _____ Agility _____ Intelligence _____

Knowledge _____ Intuition _____ Past Military Experience _____

Modified Test Rolls

Stress Test: _____

Dexterity Test: _____

Command Control: _____

Specialties

Primary	adds to	Secondary	adds to
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Weapons	
Item	Weight
_____	_____
_____	_____
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_____	_____
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