MERC

SUPPLEMENT 1

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MERC

RULEBOOK 3

In Country

Fantasy Games Unlimited

CONTENTS

INTRODUCTION

The purpose of Supplement 1 is to add Specialties and Skills, and to clearify existing material. In no way is this Supplement meant to change the present game system.

When you are both a Role Player and a Game Designer, you tend to automatically put things in your 'Test Games' that somehow never make it to paper. No matter how many times you read your proof, there are always things that get by you. For this reason, we would like to take this time to appoligize for the items that were inadvertently left out of MERC: the Twilight Soldier. The fault lies with us, the Game Designers, solely.

In Book 3 — In Country, besides new specialties & skills, there are restrictions on existing material. In Book 4 — Motor Pool, the vehicle procedure has been intensified. All and any of these changes should be applied to existing characters and campaigns. Since the basic MERC system remains the same, these changes are only to add authenticity, realism, and action to your game.

We would also like to thank all those MERC players who have written to us with questions and opinions. It was through these letters that our mistakes could be rectified.

So, here is Supplement 1. We believe that it completes the MERC system . . . but you never know. Keep the letters coming, and we'll be more than happy to answer your questions and help with your campaign. Happy Hunting!

THANKS . . .

. With special thanks again to our wives (Maryann Baader and Georgia Mark) for their help with coordinating and typing. Without their understanding, our labors would have been futile. Also, we'd like to thank Dean Munley for continually coming up with problems during our play testing phase. It was through his help that made this supplement necessary. In all honesty, Dean receives our thanks for taking the time to proof read everything so that you, the gamer, would be able to understand what we were trying to convey.

DEDICATION

MERC: Supplement 1 is dedicated to 'Mad' Mike Hoare (Mercenary Extrodinaire) and to the memory of Mike Enchanis. It is through the exploits of these two Legends that gave rise to the Mercenary Ideals of the Twentieth Century.

MERC: GAME AIDS

1) Stan Johansen Miniatures of 56 Snow Crystal Road in Naugatuck, Ct. 06770 has released several sets of miniatures for play with MERC. Each pack is $3.00 and Stan has put extra emphasis into the weapons, poses and facial expressions of each casting. These figures are 20mm and fit nicely with 1/72 or 1/76 armor. You can order Stan's photo catalog for $2.00. Additional figure packs are planned.

2) Airfix has had out for some time now a Janpanese Jungle Outpost which is ideal for use with MERC. The hootch and supplies can be painted up nicely and give a great visual effect to scenarios. Check your local hobby shop.

3) A great aid to the Corporation are the CIA Maps offered by a company called MESA, Box 9045 Steamboat Springs, Colorado 80477. For their $2.00 (refundable with an order) catalog, you get a listing of over 5,000 maps of just about anyplace you wish. For the MERC Player MESA's services are invaluable.

4) Books and research material are the backbone of any well run game, but sometimes appropriate reading material is difficult to find. We have found a perfect source for all kinds of books on mercenaries and modern conflicts. One dollar will get you a fully illustrated catalogue from: K & S Books Co., 1222 North Pennsylvania Ave., Oklahoma City, OK 73107.

5) For helicopter operations, check your local hobby shop for Monogram's 'Snap-Tite' Heavy Chopper. This is a perfect scale for Stan Johansen's MERC line of miniatures and since it is a snap together kit, it is rugged.

MERC: THE PURPOSE

There is one important factor which we feel we must make before we go any further. MERC is a role playing/skirmish game of hired soldiers that are heavily armed and are operating under simulated combat conditions. In short, your character is a military soldier . . . and it is your responsibility to run your character as one. MERC is not a game of Spies and secret agents. If Spies are your bag, well, there are other games on the market, which suit that type of scenario much better. If Military Operations (whether Overt or Covert) are your cup of tea, then MERC should fill the bill.

MERC: IN COUNTRY: INTRODUCTION

In Country indicates the theatre or operations that a Player Character is involved with. In MERC, this is wherever you are hired to fight.

As stated in the beginning of this Supplement . . . 'In Country is not meant to change the system of MERC . . . nor is it meant to make the game 'more complex'. Rather, the purpose is to expand and clarify the existing game'. To make MERC more complex would be to destroy the high velocity flavor of the game by adding more die rolls. Instead, In Country enlarges the Specialties and Skills while still keeping the game fluid. A brief scan of this supplement may look confusing, but all new systems still work with a minimum of die rolls and split second timing is still prevalent. Looking at the Airborne Table in this book (or the Vehicle Ram table in the Motor Pool) keep in mind that:

1). these operations operate at the Corporation's discretion, and . . .

2). the die rolls should be handled quickly (how, why, where, and how bad). Once you have the initial feeling, as conveyed, in the basic game, these new skills and problems will not hinder the game process, only make it more realistic and deadly.

We, the Game Designers, would like to make one statement for the record: MERC is not a political game! The only politics involved are those of having fun. Remember, MERC was designed to be fast, deadly, and above all fun!

MERC: RESTRICTIONS ON EXISTING SPECIALTIES

In the initial MERC game system, players were given fifteen (15) character specialties that, depending on their Mental/Physical Attributes, they were able to choose from. This was a free-wheeling system without any concern to the training that the generated character might have had. Now, in In Country we are going to place certain restrictions on those specialties. This should in no way change existing characters or campaigns.

Specialty E — Heavy Weapons Expert

In Book I, MERC: The Twilight Soldier, we explained the purpose and specifications of this specialty. It was our original design that only a Heavy Weapons Expert could operate a weapon of this classification. Since then, players with this specialty have been operating every weapon of this class with expertise. So, the following addenda and restrictions to Heavy Weapons Expert are to be adhered to strictly:

A) Heavy Weapons (Primary) are to apply a plus two (+2) to their hit probability to their Small Arms To Hit Table if Operating a Machine Gun. The same modifier is to be applied to the Mortar To Hit Table for Heavy Weapons Expert (Primary).

B) Heavy Weapons (Secondary) are to apply a plus one (+1) to their hit probability to their Small Arms To Hit Table if Operating a Machine Gun. The same modifier is to be applied to the Mortar to Hit Table for Heavy Weapons Expert (Secondary).

C) Heavy Weapons are classified as:

1) Heavy & Light Machine Guns. 2) Heavy & Light Mortars. 3) Flame Throwers. 4) Infantry carried Rocket Projectiles.

D) Heavy Weapons Experts must declare the weapons(s) with which they are qualified at the time of their Character Generation.

E) Heavy Weapons Expert (Secondary) may only qualify with one (1) weapon (not Class).

F) Heavy Weapons Expert (Primary) with Knowledge of 54 and Strength of 54 may qualify with any two (2) weapons (same class or separate).

G) Heavy Weapons Expert (Primary) with Knowledge of 63 and Strength of 63 may qualify with any three (3) weapons (same class or mixed from different classes).

H) Any Heavy Weapons Expert (Primary or Secondary) who effectively uses a weapon that he has not previously qualified with (declared) may, at the end of the mission and with the Corporation's approval, add it to his list of qualified weapons.

I) Any Heavy Weapons Expert (Primary or Secondary) who operates a weapon that he has not previously qualified with does not get his plus modifiers on the appropriate To Hit Tables.

Example: A Heavy Weapons Expert (Primary) with a Knowledge of 61 and Strength of 54 declares his qualification with two (2) weapons:

1) M60 Machine Gun and 2) Soviet RPG—7 Rocket Launcher. During the mission, he is forced to utilize a U.S. 30 cal. light machine gun. At this time, he does not receive a plus two (+2) modifier to the Small Arms To Hit Table. After the mission, depending on his expertise with the 30 cal., he may add it to his Qualified Weapons List (Corporation's Discretion).

Specialty H — Interpreter/Interrogator

In the past, there have been no restrictions to this Specialty, so player characters have been able to utilize any language they chose at any given time. For this reason, the following restrictions must be adhered to:

A) It is assumed that every character speaks and understands the language of his origin and the languages of his command (if any). Example: An American in the French Foreign Legion would be fluent in both English and French.

B) Any Player Character who qualifies as an Interpreter/Interrogator must declare the languages he is fluent with before the campaign/game. The Corporation may wish to tell all Player Mercenaries before character generation where the campaign is to be played, or where scenarios are to be run.

C) Interpreter/Interrogator (Secondary) may only qualify with one (1) foreign language or dialect.

D) Interpreter/Interrogator (Primary) with Intelligence of 56, Intuition of 46 and Knowledge of 61 may be Fluent in two (2) foreign languages or dialects.

E) Interpreter/Interrogator (Primary) with Intelligence of 61, Intuition of 54 and Knowledge of 63 may be fluent in three (3) foreign languages or dialects.

F) Interpreter/Interrogator (Primary) with Intelligence of 63, Intuition of 61 and Knowledge of 66 may be fluent in four (4) foreign languages or dialects.

G) The languages that a player chooses for his character will be the languages the character knows, for the life of that character. This will encourage players to stay within a certain locale.

Example: Our Above American in the Legion has Intelligence of 62, Intuition of 56 and Knowledge of 63, so he may pick three (3) foreign languages or dialects to be fluent with. Of course, he already speaks English and French.

Specialty M — Grenadier

Originally, the Grenadier was designed as the only specialist to carry the M—79 Grenade launcher, and every character would toss a grenade about the same. Since then we have revised our thinking because of both the Grenadiers training, and that it is doubtfull that a team would leave an M—79 behind if the Grenadier was Zapped. For these reasons, add:

A) Grenadier (Primary) apply a Plus two (+2) modifier to the Grenade To Hit Table, either thrown or launched.

B) Grenadier (Secondary) apply a Plus one (+1) modifier to the Grenade To Hit Table, either thrown or launched.

Specialty N — Sniper

Basically, the Player Character Sniper was to carry the sniper scope and that was his only concern. Still, a trained sniper should be better than the basic grunt whether he uses a scope or not. Apply the following addenda/restrictions to the Sniper Expert:

A) Sniper (Primary) is to apply a Plus two (+2) modifier to Small Arms to Hit Table.

B) Sniper (Secondary) is to apply a Plus one (+1) modifier to Small Arms to Hit Table.

C) The above is to hold true only if:

1) Sniper is firing at a single target or individual.

2) Sniper is firing aimed fire (from shoulder).

3) Sniper is not firing Full Automatic.

4) Sniper is firing a maximum of two (2) shots.

Specialty O — Forward Observation Observer

This Player character aids the Heavy Weapons Expert in the placement of Mortar Fire. He is to be out front observing the effect of the Heavy Weapons fire.

A) The Forward Observer (Primary or Secondary) does not roll for hits. It is through his expertise that the Heavy Weapons Expert gets a plus modifier to his Mortar To Hit Table.

B) On the first round of shelling, the Forward Observer (primary) adds a plus two (+2) to the Mortar Table. A Forward Observer (secondary) adds a plus one (+1) during this turn.

C) On the second round of shelling, a Forward Observer (primary) adds a plus three (+3), and a Forward Observer (secondary) adds a plus two (+2) to the Mortar To Hit Table.

D) As in B & C, each turn of fire is to receive a plus one (+1) until the Target is registered. At this time, the Forward Observer gives the order, 'On Target, Fire for effect'. All rounds are considered on target unless the target moves or another target presents itself.

Specialty A — Driver/Pilot

While anyone can drive a jeep, it takes specially trained individuals to be expert with other vehicles. Driver/Pilot means the Driver of a land **OR** water vehicle **OR** the Pilot of an air vehicle. The following restrictions must be adhered to strictly:

A: At the Character Generation Phase, the Player choosing this specialty must declare whether he is a Driver or a Pilot. If he is a Driver, He must declare land or water vehicle.

B: Driver/Pilot (Secondary) can just handle vehicles of Class I (see below chart).

C: Driver/Pilot (Primary) can handle all vehicles in Class I and depending on the levels of his attributes, other vehicles of higher classes.

D: Driver/Pilot (Primary) may be secondary in another class. (i.e., He may be able to handle Class II land vehicles and Class I water vehicles).

Vehicle Class I: All Driver/Pilots depending on area of specialty (Air, Land or Water).
Land: Jeeps, Land Rovers, Motorcycles.
Water: Swamp Boats, 3-Man Patrol Boats & Rubber/wooden boats.
Air: Fixed Wing, single engine jobs (Piper Cubs & Cessnas).
Vehicle Class II: Must be Driver/Pilot (Primary) and depending on area of specialty (Air, Land or Water).
Land: Heavy Trucks: 1½ to 2½ ton and Semi Tracked Vehicles.
Water: 5 man Patrol Boats.
Air: Large Multi-Engine Craft (i.e, DC —3).
Vehicle Class III: Must Be Driver/Pilot (Primary) with a minimum Knowledge of 65 and Agility of 61 and depending on area of specialty (Air, Land, Water).
Land: Tracked Vehicles (APC, Tanks).
Water: Coastal Patrol Boats as 35' cutters.
Air: Helicopter or Jet propelled aircraft.

Specialty B — Demolitions Expert

Starting on page 26 of **MERC**, Book 2; The Corporation, booby traps were explained with general qualifications for setting them up. With this in mind, let us just clarify.
A) Demolitions (Secondary) can:
1) set personal & antitank mines.
2) set minor traps with grenades/mines.
3) set pressure mines (standard type).
4) set trip wires.
5) set tension release (cut wire) traps.
6) set pressure release traps.
7) set timer run-down traps.
8) set electrically activated traps.
B) Demolitions Primary) with knowledge of 56 can:
1) all of the above.
2) Complicated network of mines including the basic minefield with the addition of cluster bombs.
C) Demolitions (Primary) with Knowledge of 61 can:
1) all of the above.
2) detonation by vibration sensor, magnetic influence, radio frequency and audio frequency.

On this last batch of detonation devices, we would like to thoroughly explain each, but that would be a complete book in itself. If you plan to use any of these devices, we suggest you obtain a U.S. Army training manual from the government.

Important: before the use of these more intricate types of traps can be used, be sure both the Demolitions Expert and the Corporation are completely versed in both the set-up and activation. Remember, it is up to the Corporation whether you can obtain the items necessary for such an operation.

MERC — ADDITIONAL SPECIALTIES

In **MERC**: Book 1 — The Twilight Soldier you were given fifteen (15) Specialties to choose from, from A. Driver/Pilot to O. Forward Observer. As the game grows, so do the characters grow. It becomes apparent that there should be additional specialties to handle the more 'exotic' situations that can occur. For this reason, we are including an additional seven (7) Specialties which are to be added to existing characters.

P. Technician/Mechanic

While it takes a Driver/Pilot to operate a vehicle above the norm, or a Communications Specialist to receive and send messages, what happens if there is a malfunction? This Specialist can ensure the repair of Vehicles and Electronic Equipment! Check skill tests: Vehicle Breakdown Repair, Hot Wire Vehicle, Radio Repair.

For Primary:
Intelligence of 61
Knowledge of 56

For Secondary:
Intelligence of 56
Knowledge of 52

Restriction: Any player who chooses this Specialty must declare during the Character Generaation Phase whether he is an Electrical Technician or a Vehicle Mechanic.

Q. Underwater (Frogman)

This specialty is just what it indicates . . . the ability to perform tasks while underwater.

For Primary:
Prior Service of 61
Agility of. 51
Intuition of 56

For Secondary:
Prior Service of 54
Agility of. 44
Intuition of 51

Restrictions: A. If an Underwater Specialist also qualifies as a Demolitions expert he becomes a UDT Man (Underwater Demolitions).
For UDT: One or the other Specialty must be Primary, both can not be Secondary.
B. Underwater Specialists do not have their own Skill Tests. Instead, they get a Plus Modifier (+) on existing tests:

1) Underwater (Primary): Hand to Hand in Water . . . . +3*
2) Underwater (Secondary): Hand to Hand in Water. . . . . +2*
3) Underwater (Both Primary & Secondary): firing
Speargun under water . . . .+2**
4) UDT: Setting Explosive charge underwater. . . . . +4

* All characters that are not Underwater Specialists receive a minus three (—3) if engaged in Hand-to-Hand combat under Water.
** All characters that are not Underwater Specialists receive a minus two (—2) to their Small Arms to Hit Table if firing a speargun while underwater.

R. Airborne

This specialty is the ability to use parachute/sky diving techniques. Most characters who participate in Airborne Operations are considered to have the rudimentary parachute basics, but will not receive the Airborne Specialty modifiers. This means that you do not have to use the 'Unskilled Skill Table'. Check Airborne Skill Table and Airborne Procedure section:

For Primary:

For Secondary:

S. Survivalist

A survivalist is the one character who can fend for himself when the going gets tough. He can set snares to catch game, field dress and clean game, knows edible plants, and can locate fresh water sources. This is a very handy man to have along.

For Primary:

For Secondary:

T. Archer

The silent killer. This character specialty has a myriad of possibilities and responsibilities. On a covert mission where silence is of the essence, the responsibility of survival is on his shoulders. He can eliminate sentries, and kill game which may be essential to the teams' existence. Anyone can pick up a bow, but to be good, there has to be a certain aptitude. The Archer does not have his own Skill Table, instead he gets a plus modifier (+) to existing skills. Check restrictions below.

For Primary:

For Secondary:

Restrictions: A. Archer (Primary) adds a plus two (+2) to Small Arms table if using a bow or crossbow.

B. Archer (Secondary) adds a plus one (+1) to Small Arms Table if using a bow or crossbow.

C. Archer (either Primary or Secondary) gets the above plus modifiers to the Sniper Table if using a crossbow with scope.

D. If character is both Archer and Sniper specialty, he applies modifiers of both to Sniper Table.

E. If character is both Archer and Sniper Specialty, he applies one or the other plus modifiers to the Small Arms Table depending on weapon used.

U. Equestrian

This is the horsemanship ability. A horse is a large animal that tends to have a mind of its own and in a situation where horses are to be employed, this specialty is of added importance. Check Equestrian Skill Table and Equestrian procedure section.

For Primary:

For Secondary:

V. Escape Artist

This is one of the deadliest skills to have. This is the ability to get in and get out without being detected. Beware choosing this specialty, it can be hazardous to your health.

For Primary:

For Secondary:

MERC: ADDITIONAL SKILL TESTS

In **MERC**: Book I — The Twilight Soldier, we illustrated three (3) major tests (which will not change) and nine (9) Skill Tests. Since we have now added new specialties, it is only justified that we add new Skill Tests.

J. Parachuting

Using the basic system as described in The Twilight Soldier (add or subtract modifiers to a base six (6) and roll under the modified number on two (2) **MERC** Dice) we are able to see if a character is successful in landing in the Target Zone. Remember, in this Skill, there are two (2) zones to be considered.

1) Target Zone: This is the exact location that troops aim for. It is always considered to be the exact center of the Drop Zone. A Target Zone measures 10 meters in diameter.

2) Drop Zone: This is the total area of a field or clear terrain that the paratroopers can land in safely. The exact dimensions are to be determined by the Corporation.

Plus Modifiers:
Airborne (Primary) . . . . +4
Airborne (Secondary) . . . . +2
Clear Day . . . . +3
Full Moon . . . . +2
No Wind . . . . +3

Minus Modifiers:
Firing a Weapon. . . . . —4*
Under Fire. . . . . —4**
Overcast Day . . . . —2
At Night . . . . —4***
Windy . . . . —3

* Firing while Airborne is the same modifier as if the firer was running.

** Anyone firing on Airborne troops applies a plus one (+1) to their Small Arms to Hit Table. Also check The Firing at Airborne Troops section in the Airborne Procedure Section.

*** Ignore this modifier if the Drop Zone is marked by flares.

K. Rappelling

This skill is the ability to descend from a high wall or cliff rapidly with the use of a harness and rope. Under ideal circumstances, the use of a waist and crotch harness is employed. Most **MERC** situations will not be under ideal conditions.

Rapelling is basically a 'bounce and slide' operation. By this we mean that a man pushes off from a surface and, as he is away from the surface, he lets the rope slide through his hands until he swings back

and his feet come into contact with the surface again. This procedure is repeated until the man reaches the ground. There are three (3) surfaces a character may rappel from:

A) An irregular surface (i.e., cliff). This is the most difficult surface to rappel from without injury.

B) Smooth Surface (i.e., wall or side of a building). This is relatively easy but, of course, you can always misjudge distance and go crashing through a window, or get caught on a projecting obstacle.

C) Straight Rappel (i.e., out of a helicopter). This is by far the easiest operation, you just slide down. This is used if a chopper cannot land due to trees, enemy fire, or broken terrain.

There are two (2) ways to rappel: Regular and Australian:

A) Regular is as described above as a character faces the wall or surface.

B) Australian is the same method, but the character faces out! Even a well trained character should not try this!

To judge the success of a Rappel attempt, we use the same method as in all other Skill Tests (2D6, apply modifiers to base six (6)).

Plus Modifiers:

Airborne (Primary)	+3
Airborne (Secondary)	+2
Escape Artist (Primary)	+3
Escape Artist (Secondary)	+2
Recon (Primary)	+2
Recon (Secondary)	+1
70—lb. or less equipment	+2
Smooth Surface	+2
From Chopper	+3
Using Harness	+2

Minus Modifiers:

Australian Rappel	—3
Irregular Surface	—2
Over 100—lb. equipment	—2
Firing while Rappelling	—1*
Under Fire while Rappelling	—3**
Agility of Clumsy	—4
Light arm wound	—2
Serious arm wound	—4

* Any character that is firing while rappelling must apply a minus four (—4) to his Small Arms to Hit Table.

** Any character that is firing on a target that is rappelling must apply a minus two (—2) to his Small Arms to Hit Table.

For further Rappel information, see Rappel Procedure Table.

L. Vehicle Malfunction Repair

At any given time during a mission, it is possible for a vehicle to break down due to terrain or hard use. Outside of a flat tire on a land vehicle, or a small leak in a water vehicle (both of which anyone can repair in 1 to 6 turns) such repairs require a Technician/Mechanic to fix. Always assume that the malfunction can be fixed. It is mainly a question of time. Check the table below:

A) No Mechanic with team — problem cannot be fixed: abandon vehicle.

B) Mechanic (Secondary): Roll one (1) **MERC** die (1 to 6 hours to fix).

C) Mechanic (Primary): Roll one (1) **MERC** die x½ (½ to 3 hours to fix).

D) 2 Mechanics (both Secondary): Same as one (1) Mechanic (Primary).

E) 2 Mechanics (1 Primary and 1 Secondary): Roll one (1) **MERC** die x1/3 (20 min. to 2 hours to fix).

F) 2 Mechanics (Both Primary): Roll one (1) **MERC** die x¼ (15 min. to 1½ hours to fix).

For further information, check Vehicle Malfunction Procedure.

M. Control of Vehicle

In the Vehicle Malfunction section, we cover the event of a vehicle going out of control. There is only one character who's forte is in this field, Driver/Pilot. Use the same basic system as in Book I: 'The Twilight Soldier': Apply modifiers to base six (6) and roll under on two (2) MERC dice.

Plus Modifiers:

Driver/Pilot (Primary) . . . . +2
Driver/Pilot (Secondary) . . . . +1
Dry Surface . . . . +3
Driving under 25 MPH . . . . +4

Minus Modifiers:

Light rain . . . . −1
Medium rain . . . . −2
Heavy rain . . . . −3
On ice or snow . . . . −5
Driving over 50 MPH . . . . −4

N. Repair of Radio or Electrical Device

Should something happen to a radio during a mission (such as losing the Communications Expert) and you need the radio for EVAC, it becomes a must that the radio get repaired. First, the Corporation decides the severity of the damage by rolling one **MERC** die: Roll of :

1: Minor damage: takes 5 minutes for a Technician (Secondary to fix (½ for Primary).

2: Moderate damage.

3: Moderate damage.

4: Severe damage: can send but not receive, even after it is 'fixed'.

6: Totally destroyed — unfixable.

To fix a moderately or severely damaged radio, you must have a Technician around. Anyone can't start fiddling around with wires, tubes, etc. Use the same skill procedure as always. Apply modifiers to base six (6) and roll under with two (2) MERC dice.

Plus Modifiers:

Mechanic/Technician (Primary) . . . . +2
Mechanic/Technician (Secondary) . . . . +1
Radio was with team on mission . . . . +2
Moderate damage . . . . +1

Minus Modifiers:

Severely damaged . . . . −2
Under fire from enemy . . . . −4
Foreign design . . . . −2

O. Interrogation

This skill test is the ability to extract information from a source and to tell how reliable it is. (This is not a torture table, and there will not be a torture table). If a character wishes to use forceable means, all he has to do is tell the Corporation what he wants to do without going into gory details. The skill procedure remains the same.

Plus Modifiers:

Interrogator/Interpreter (Primary) . . . . +4
Interrogator/Interpreter (Secondary) . . . . +2
Questioning a Non-military Peasant . . . . +2
Friendly Territory . . . . +1
Threatening or Forceable . . . . +1

Minus Modifiers:

Questioning an Enemy Soldier/Terrorist . . . . −2
Questioning an Enemy Political Officer . . . . −3
Hostile Territory . . . . −1

This method will tell you if you receive any information. The validity procedure is the same used in **MERC**: in Town.

P. Equestrian (the Merc and his Mount)

Modern cavalry from World War I to the present no longer charges into combat brandishing sabes, for obvious reasons. Still, as recently as Rhodesia with the use of the Mounted Greys, mounted troops still play an important factor in todays small unit warfare. Horses are used as transportation to a mission site when a wheeled or tracked vehicle is impractical. Also, if the enemy is on foot, it may be more prudent for the tracker to be mounted on a horse rather than in a vehicle.

The efficiency of a Mercenary on horseback relies on two factors: A) the skill of the rider and B) the schooling of the horse. An Equestrian Specialist who is mounted on a schooled horse should operate with the maximum amount of efficiency. Yet, an Equestrian primary would have problems with a plowhorse. So, when the horse enters into play, the following procedure is to be used. Roll Two (2) Merc dice and total. Add applicable modifiers to base 6. Die roll must be under for success. This Skill Test is to be made when the rider first gets on the horse and only when the mounted rider enters a stress situation.

Plus Modifiers:

Equestrian (Primary) . . . . +3
Equestrian (Secondary) . . . . +1
Schooled Horse . . . . +2

Minus Modifiers:

Unskilled rider . . . . −1
Unskilled horse . . . . −2
Rocky Terrain . . . . −1
Under Fire . . . . −2
Horse Hit by Fire . . . . −4*

* When a mounted target is hit, Corporation rolls one die where a 1-4 indicates the horse it hit and a 5-6 indicates a hit on the rider. Check the hit location chart for location and severity.

Q. Unskilled Skill Test

At any given time during a Mission, a certain character may be called upon to perform a function that he has absolutely no prior knowledge of. This may come from the killing or wounding of the Specialist or because the character lied on his dossier. For whatever the reason, going about a complex operation (skill) blindly is a severe disadvantage. Getting the 50cents lecture (this would basically be from a Secondary Specialist) may help some people, but may also drastically hinder those of low intelligence. For this reason, we have included what we like to call the 'Know Nothing' Table. The procedure is the same as with all skills.

Plus Modifiers:

Aiding A Primary Specialist . . . . +2*
Aiding A Secondary Specialist . . . . +1*

Minus Modifiers:

Intelligence of Dense . . . . −4
Going about it blindly . . . . −5
Working in the dark . . . . −2
Working under fire . . . . −2

(you will note that there are times when someone who has absolutely no knowledge of a skill and is operating under a stress situation, will not be able to successfully complete the skill).

* — indicates that the Specialist has been seriously incapacitated, but is able to verbally aid the character in attempting to complete the task.

When a failure of most skills are recorded, there severity of the failure is already noted in the appropriate section (i.e.: Rappelling — Fall Sequence). But, with Demolitions, it is a little different. Remember, you are working with someone who thinks that 'plastique' is another way of spelling 'plastic'. If the character fails on the above skill test, the Corporation rolls one (1) Die and consults the listing below:

Roll:

1 or 2 — Trap or mine is set incorrectly and will not go off.

3 — Trap will go of prematurely (Corporation's discretion).

4 — Trap will go off late (Corporation's discretion).

5 — Trap goes off in the characters hands (roll for severity on hand and lower arm location).

6 — Trap goes off killing character and wounding anyone within 5 meters.

Imagine the frustration when an enemy patrol walks into a Trap/Ambush and the Bouncing Betty you set pops up after the patrol passes by. It can and did happen! So, unskilled characters should be used only as a last resort.

R. Hot Wire Vehicles

There may come a time when a Merc team decides that wheeled or air transportation may help them with their mission. At this time they may be forced to appropriate a vehicle without the permission of the owner. This will require the Hot Wire skill.

Plus Modifiers:

Driver/Pilot (Primary) . . . . +2
Driver/Pilot (Secondary) . . . . +1
Mechanic/Technician (Primary) . . . . +3
Mechanic/Technician (Secondary) . . . . +2
Daylight or working with light . . . . +2

Minus Modifiers:

At night . . . . −2
Under Fire (Stress Condition) . . . . −3
Foreign/Unfamiliar Vehicle . . . . −2
Natives Present . . . . −1*
Enemy Soldiers Present . . . . −2*

*Refer to the Reaction table in **Book 2: Merc — The Corporation.** It is assumed that the character hot wiring a vehicle is unseen by the troops/natives that are nearby. If a 'Hostile' roll is made, assume that the enemy is on constant alert and may be watching for your team. If this roll is recorded, add an additional −1 to the Hot Wire Skill Table.

For further information concerning hot wiring vehicles, locate the Hot Wire Procedure section in the Motor Pool (within this supplement).

MERC: POISON, THE QUICK AND THE SILENT

While it should be a rare event, poison does have it's place in **MERC.** Through encounter rolls player characters may meet poisonous snakes, be ambushed by Javaro Headhunters using blowguns with poison tipped darts, or may wish to utilize a crossbow with cyanide tipped quarrels. When poison comes into play, the same method of hit and location is used as described in the basic rules. Since poison is to be deadly, severity is measured differently, but quickly.

Poison Procedure

A) For hit and location, used already existing method as in the original set of rules.

B) For severity, all Body Points are doubled!

C) On the second Combat Turn, the points are again doubled and added to double the Continuing points.

D) Every turn thereafter, the total points are doubled and added to doubled continuing points.

Example: While out on point, a mercenary has an encounter with a 'Hostile' poisonous viper. Corporation rolls a 21 for Encounter, an 18 for snake, and a 5 for hostile. The mercenary fails to see the snake (failed detection roll) so the snake strikes and hits*. The mercenary rolls and makes his Stress Test and decides to leap back and open fire as the serpent re-coils to strike again. Since he is dodging and the small target is moving, he misses. On turn three (3) he is at long range for the snake to hit. The serpent strikes as he fires. The mercenary hits the serpent misses. He kills the snake.

Turn 1: Snake hits for a location of 61 — left thigh for severity of 65 which is 24 points (orig. 12).

Turn 2: Figure fires while serpent re-coils. Continuing damage is double the total plus double the continuing points or 24+24+20 (orig. 10) for a total of 68 points.

Turn 3: Mercenary fires and hits as serpent strikes and misses. Damage is again, double the total plus double the continuing or 68+68+20 for 156 points.

*All wild animals and snakes are to be considered to be both Nimble and to have Primordial Instincts. These modifiers should be applied to their Hand-to-Hand To Hit Table.

After 150 points have been registered against a character, he must turn to the damage results table to see if the poison has killed him, or he passes out. When medical attention arrives, the points cease to accumulate. If character passes out after 150 points, he will be unconscious for 2 to 12 hours with over 209 points he will be in a coma for 4 to 24 hours. Remember: If a character passes out and is hidden from the other team members, they must make their Detection Test Roll to find him. Each turn that he is not found, his damage points accumulate as illustrated above.

MEDICAL ATTENTION TO POISON

All Medics carry poison antidotes in their Medkits. Don't be too concerned whether or not the Medic has the correct serum, assume he does. For poison, the Medics skills are higher to correspond with the additional severity of this type of wound.

Medic (Primary): can heal up to 30 points initially and the body will heal 5 points per hour as it reacts with the antidote.

Medic (Secondary): can heal up to 20 points initially and the body will heal 5 points per hour as it reacts with the antidote.

One further note to the Corporation: Poison is very deadly, so the time element is of the utmost importance. If poison is used (and it should be used on a very limited scale), the Corporation must watch the timing exactly, one (1) turn either way will make the difference between the life and death of a character.

MERC: AIRBORNE OPERATIONS — PARACHUTE PROCEDURE

During the course on a campaign, it may be necessary to get deep behind enemy lines for the purpose of a covert operation. In the event of such a situation, the players may decide that an airborne operation would be best.

Before we start to detail the Parachute Procedure, let us first say that, while looking at the charts, it may look complex. In reality, it is a very simple operation with minimal die rolls. In keeping with the existing 'flavor' of **MERC,** do not spend the entire mission on an Air Drop. The system is meant to be rapid. Where you land, any damage, and how bad are the only real points of interest. With this in mind, let us go directly to the Parachute Procedure.

To judge the success or failure of a character's airborne attempt, use the Airborne Skill table (mentioned in the New Skills in this book). If the die roll is successful, it indicates that the character lands in the Target Zone within the Drop Zone. If the die roll equals or exceeds the modified number, it indicates that the character missed the Target Zone, but he may still be in the Drop Zone (or out of it). For how far out of the Target Zone and where, we use the Mortar Scatter Table. This will give us the direction from the Target Zone. For distance: roll three dice, total and multiply by ten (10) (3D6 x 10). This will give a distance in meters of 30 to 180 meters. Since the diameter of the Target Zone is 10 meters, and the distance is measured from the exact center of the Target Zone, the first 5 meters are within the Target Zone.

After the character locates the direction and the distance, it is the Corporation's job to tell him in what type of terrain he lands. The Corporation checks his map and measures the location of the individual's landing. There are three types of terrain to contend with:

1) Clear Terrain: Open fields, deserts, and fields with crops. Weather plays no part. If a field is covered with snow, it is still clear terrain.

2) Rocky Terrain: This is broken countryside with boulders and tree stumps predominantly covering the ground.

3) Trees: This is a wooded area. The density is of no concern. If a character hits a tree, he hits a tree.

Depending upon the terrain, one can still take damage at the point of impact. (on Clear Terrain, Airborne Specialists (Primary & Secondary) need not roll).
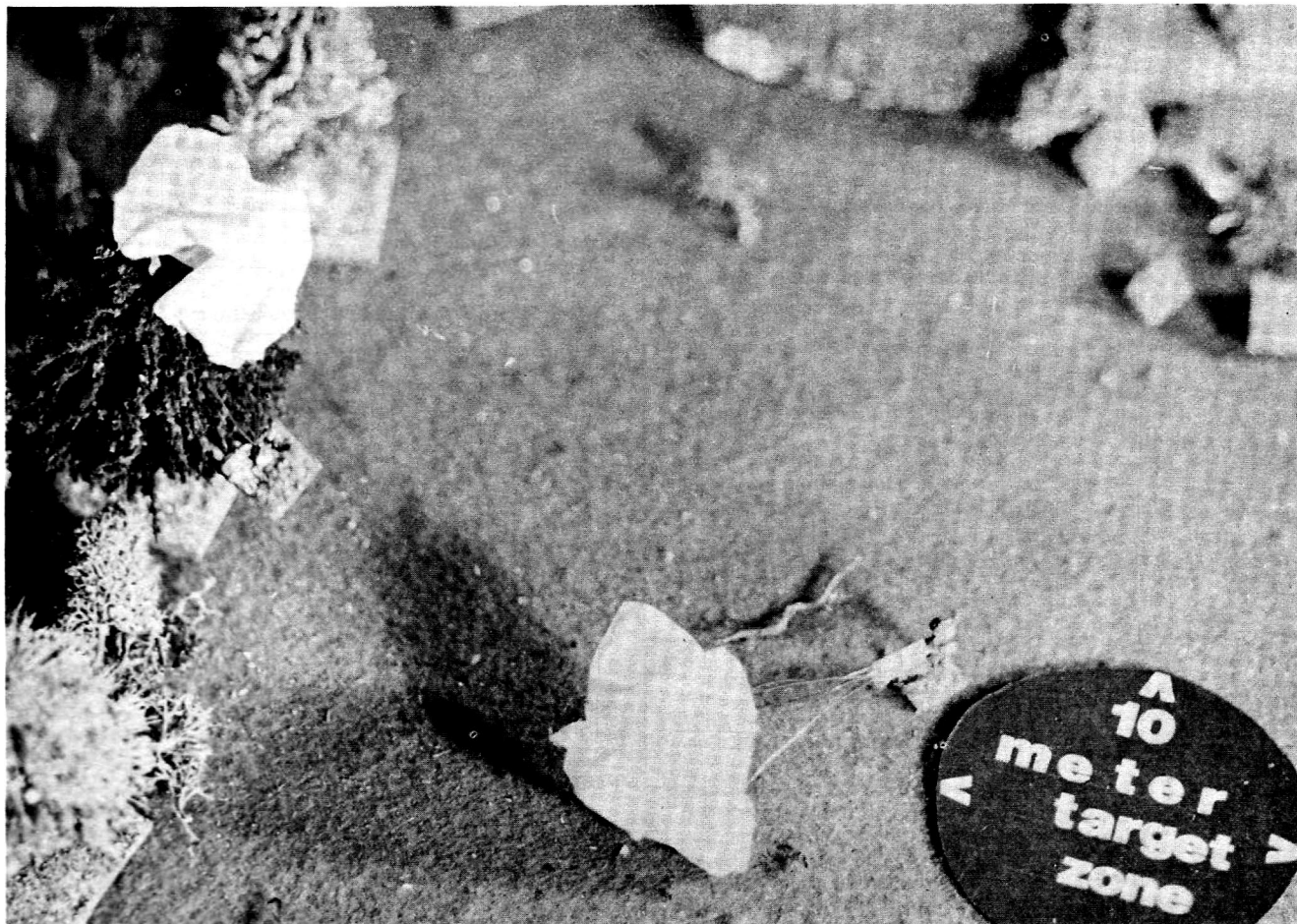
When a character reaches the point of impact, there is a chance that he will be pulled by his chute. This is called drag. For all intents and purposes, drag should be disregarded in **MERC**, unless the character is within five (5) meters of an obstacle or cliff. At this point, the character may be injured by being pulled into or over an obstacle. If a character is pulled into an obstacle, make a roll on the Body Damage Location chart to see where he is injured and another roll for severity. Remember, there is no drag in wooded areas.

Should a character be pulled over a cliff, the Corporation is to judge the distance of the fall.

Short Fall (up to 5 meters): Roll on foot location for severity or injury.

Medium Fall (6 to 10 meters): Roll first for severity on foot location and then on Hip/Thigh Location.

Long Fall (11 to 15 meters): Roll as above (Medium Fall) and make a third roll to see where else he may be injured and how badly.

Extreme Fall (over 16 meters): Character dead!

Before we get into small arms during an airborne phase, we should mention the Airborne Time/Turn Sequence. This is the relation to the time in the air that the paratrooper are floating down to the time they regroup and start their mission.

AIRBORNE TIME/TURN SEQUENCE

Turn one: Troops disembark from Transport.

Turn two: Troops in jump sequence (in the air).

Turn six: Point of impact.

Turn seven: Disengage from harnesses.

Turn eight: Bury chutes.

Turn nine through thirteen: Regroup team, search for lost members, open cannisters and hand out gear, any radio communication, tending wounds.

Turn fourteen: Troops leave drop zone and embark on mission.

AIRBORNE: SMALL ARMS PROCEDURE

As mentioned in the Paratrooper skill table, there are modifiers which apply to small arms during an airborne operation. Besides these modifiers, there is a slight deviation to the basic operation as described in the basic rules. The difference is with the amount of fire issued and not with the handling of the procedure.

Firing at Airborne Troops

As already mentioned, individuals firing at paratroopers apply a plus one (+1) modifier to their Small Arms To Hit probability. For the amount of fire they may issue:

On A Clear Day: Airborne Troops may receive ground fire for three (3) turns. The first round at long range (−3 to Small Arms), second at medium range (−2 to Small Arms), and lastly at short range (+2).

On a Moonlit Night: Airborne Troops may receive ground fire for two (2) turns. First at medium range, and second at short range. Both with the modifiers mentioned above.

On a Moonless Night or Overcast Day or Heavy Precipitation: Airborne Troops may receive ground fire for only one (1) turn and that is at Short range with appropriate modifiers.

With the above ranges in mind, paratroopers may receive ground fire from turn two in their Airborne Time/Turn Sequence. On turn six paratroopers land (point of impact). Anyone firing on paratroopers on turn six must apply a minus four (−4) to their Small Arms To Hit Table to reflect the drag of the chute (Target Dodging). On turn seven any targets are considered to be walking as they disengage from their harnesses. This is a minus one (−1) to the firer's Small Arms To Hit Table.

Return Fire From Airborne Troops

If you are receiving ground fire, it only makes sense to return fire, even if the chance to hit is small. If you can't hit, at least you can pin down the firer.

The range is the same as above, except that paratroopers may not issue fire against ground forces until they are fired upon (unless the enemy is easily recognizable and in the open). Paratroopers who are airborne apply the following modifiers (plus ranges as mentioned above) to their Small Arms To Hit Table:

−1   Firer Walking (reflects sway of chute).

−3   Blind or Sweeping Fire into an area. (Airborne Paratroopers may not pick specific targets. At night they fire at muzzle flashes).

For Clear Terrain:

Roll two (2) dice for 11 to 66:

11 to 56	No injury. Character carries on as instructed.
61 to 66	Injured! Roll for extent of damage on Foot Location on Body Point Chart. Note: 'Blown Off' indicates a severe break at the ankle.

For Rocky Terrain:

Use the above system, but add plus twenty (+20) to the die roll. Airborne Specialists also roll.

For Trees: If a character lands in the Trees, there is an excellent chance for injury. Again, roll two (2) dice for an 11 to 66 probability and check the chart below:

11 to 24	Nothing happens. Character cuts himself free and joins rest of team. No time lost.
25 to 45	Tangled! It takes five (5) turns to cut himself free. If he has help from another team member, it takes two (2) turns.
46 to 52	Sprained ankle. Minor wound for 6 points of initial damage with no further continuing points. A Medic cannot help, but the character can 'walk it off' in 12 hours. A sprain impedes movement by ¼.
53 to 56	Broken Leg. Leg is incapacitated. 24 points of initial damage with 10 points each turn thereafter until medical help arrives. It impedes movement by ¾.
66	Breaks both legs. Each leg takes 24 points of initial damage with 10 points each turn thereafter. Must be abandoned or carried on a litter. This will impede the two (2) litter carriers movement by ¼.
62 & 63	Breaks Ribs. 10 points of initial damage with 6 points each turn thereafter until medical help arrives. Character can not run.
64 & 65	Injury to head. Unconscious! Roll three (3) dice and total for the number of turns that the character is out. The team has five (5) turns to locate any missing team members. First, each searching member rolls on the Mortar Scatter table to see where he will search. Then each team member rolls detection to see if he locates anything. If any missing character is not found in five (5) turns, he must be abandoned and assumed dead. The Corporation will run him separately.
66	Dead! Killed in fall (impaled, broken neck, etc.).

On turn six paratroopers reach the Point of Impact and may not issue fire. On turn seven, as they disengage from their harnesses, they may issue fire, but with a minus five (—5) modifier to their Small Arms To Hit Table.

Airborne Rationale

As both the player and the Corporation will find, this is a very easy procedure to follow. From the moment that the Corporation announces 'Green Light' and the paratroopers jump, to the time they regroup should take only a couple of minutes playing time. The only thing that may take additional time as if they are to receive ground fire. For this there must be an 'Enemy Encounter' and it must be Hostile. If Friendly or Disinterested, it means that either the enemy is asleep or he runs away to get reinforcements. In short, keep it simple. The players have a mission to complete and this is only the disembarkation phase in the **MERC** system.

As far as chutes not opening, forget it! In **MERC** it is assumed that the main chute is attached to the transport by a static line and all troops carry an auxiliary/emergency chute. Airborne can be dangerous enough without adding this problem.

MERC: RAPPELLING PROCEDURE

As stated in the Rappelling Skill Table, rappelling is the ability to descend from an elevation rapidly with the use of a harness or jury rig. Any character that makes his skill test successfully reaches the ground safely. Any failed skill test indicates that the rope slipped, he let go, or whatever. Anyway, he fails so he falls! It is the distance factor that is of the utmost importance in this operation. First, the Corporation must decide the distance depending on the obstacle the character was repelling from. There are two classes to concern oneself with.

Class I: Building of no more than two stories, a helicopter, or a high wall.

Class II: A tall cliff or a tall building of three stories or higher.

For Class I obstacles, the Corporation must roll one (1) die and check below:

Die roll of 6: Indicates a long fall. Roll for injury to feet and then for injury to Hips/Thighs.

Roll of 2 thru 5: Roll for severity of foot injury.

Die roll of 1: Stun! Roll one (1) die and halve. Round fractions down, this will give the number of turns that a character is dazed. A roll of one indicates that he carries on as normal.

For Class II obstacles, turn to the Airborne Procedure and locate the drag section. Use the same procedure as if a character was pulled over a cliff by his chute.

Rappel Time/Turn Sequence:

To Rappel a short distance takes one (1) movement phase.
To Rappel a medium distance takes two (2) movement phases.
To Rappel a long distance takes three (3) movement phases.

Firing at/or while Rappelling:

Check the Rappelling Skill Table. The above distances tell how many turns of fire may be issued at/or from rappelling characters.

MERC: VEHICLE MALFUNCTION PROCEDURE

Besides the constant hazard of being shot at, there is always the possibility of a tempermental vehicle. Depending upon the terrain, there is any number of things that can go wrong from a simple flat tire to the drive shaft falling out. During most operations vehicles are driven hard and under less than ideal circumstances. It can be very frustrating to have your PBR 'give up the ghost' and start to drift while your team is in the middle of enemy controlled territory.

There are five (5) types of terrain that **MERC** will concern itself with when dealing with land vehicles. For water vehicles there are three (3) types of waterways. For air transport only one, the wild blue yonder.

For a land vehicle:
1) Deserts and sandy terrain.
2) Rocky and broken terrain.
3) Open highways and black top surfaces.
4) Jungle paths and dirt roads.
5) Slick or icy terrain.

For water vehicles:
1) Open water ways.
2) Streams with snags and/or shallow draft.
3) Icy conditions.

REMEMBER: The below chart(s) are meant to keep it simple! Overheat can mean anything from a dry radiator to the thermostat closing up.

PROCEDURE

A vehicle can malfunction after it has taken any damage from small arms fire or if the team is driving the vehicle hard, such as in a chase (stress situation). First, when a team within a vehicle enters a stress situation (as mentioned above) the Corporation checks for Vehicle Malfunction by rolling two (2) dice (11-66):

11 to 16	Vehicle malfunctions
21 to 66	Vehicle carries on as normal

Once a malfunction occurs, the Corporation checks the chart below by making another 11-66 die roll and cross griding to type of terrain.

After the type of 'Breakdown' is located, the Vehicle Repair Skill Table is to be referred to to tell how long and if the malfunction can be repaired:
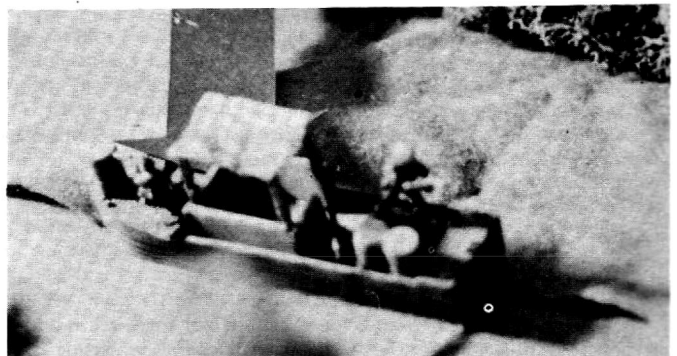
A. Land Vehicles (wheeled and tracked)

Dice Roll	Desert	Open	Rocky	Jungle	Slick
11 to 36	Over Heat	Stall	Flat Tire	Stall	Slide out of Control*
41 to 46	Stall	Out of Control*	Break Axle	Over Heat	Stuck+
51 to 54	Slide out of Control*	Over Heat	Stall	Flat	Stall
55 to 61	Stuck†	Flat	Over Heat	Slide out of Control*	Flat
62 to 66	Flat	Stall	Slide out of Control*	Break Axle	Fuel Line Freezes

B. Water Vehicles: Motor Driven (Oar operated can only spring a leak)

Dice Roll	Open	Stream	Icy
11 to 36	Stall	Stall	Out of Control*
41 to 46	Spring a Leak	Over Heat	Stall
51 to 54	Over Heat	Spring a Leak	Iced In (Stuck)†
55 to 61	Break Propeller rod	Out of Control*	Spring a Leak
62 to 66	Out of Control*	Stuck in Shallows	Fuel Line Freezes

C. Aircraft (Prop, Jet Plane, or Chopper)

11 to 36	Engine Stalls+
41 to 55	Gas line leaks**
56 to 66	Out of Control*

* Indicates Driver/Pilot must make his Vehicle Control Skill Test.

† Indicates Driver/Pilot must refer to Freeing Stuck Vehicle procedure within this section.

+ Indicates with a prop or jet fixed wing aircraft, the Pilot must make his Vehicle Control Skill Test to 'Glide' the aircraft to a safe landing. If this happens in a chopper, it drops like a stone and all occupants are considered killed. Characters may attempt to jump (see Leaping from Moving Vehicle Procedure in this section).

** Indicates that the Driver/Pilot must land immediately, regardless of the terrain.

MERC: VEHICLE STUCK PROCEDURE

This is probably the simplest of all procedure to cope with. All the **MERC** team has to do is to procure the minimum requirements listed below to pull their vehicle free. The key word is 'procure'. As example would be that the mission for a five (5) man **MERC** team is to deliver a 2½ ton truck through enemy territory to a group of government guerrillas. The truck is loaded with an extensive supply of food, weapons, and medical supplies. While crossing a stream (counts as jungle) the vehicle becomes stuck. Now, the team has to get it out, so they have a second mission, find a vehicle that can extract them from the stream. Remember, they are only five men so they can't lug the supplies on their back and it might take too long for them to transfer the supplies from one vehicle to another.

Minimum Requirements

Class I Stuck (Jeeps & Landrovers)	6 men pushing or another Class One Vehicle.
Class II Stuck (1½ & 2½ Ton Trucks)	8 men pushing or another Class II Vehicle. If loaded with supplies, a Class III or higher weight is required.
Class III Stuck (Armored Vehicles)	Another Class III to pull it out.

MERC: VEHICLE 'OUT OF CONTROL' PROCEDURE

When the Vehicle Malfunction Table calls for 'Out of Control' the Driver/Pilot uses his skill. If the Driver/Pilot makes his Vehicle Control Skill Test it is assumed that he is able to hold the vehicle on course before any damage can occur. If the Driver/Pilot fails his skill test, we must determine if and which way the vehicle spins and if there is any drift. Again, this procedure is kept as simple as possible with a minimum of die rolling. The procedure is as follows:

A) Roll one (1) die to see the direction of the spin:

|	
Even Roll (2,4,6)	Spins Right
Odd Roll (1,3,5)	Spins Left

B) Refer to the Mortar Scatter Table in the basic rules for the severity of the spin.

A roll of 12 indicates that the vehicle wavers but does not spin. 12 is the direction that the vehicle was traveling.

A roll of 3 or 9 indicates a 90° or 270° spin depending on the direction of the spin.

A roll of 6 indicates a 180° spin.

Note: If the spin is left and the severity is 11, consider it a 360° spin. The same is true for a 1 with a right spin.
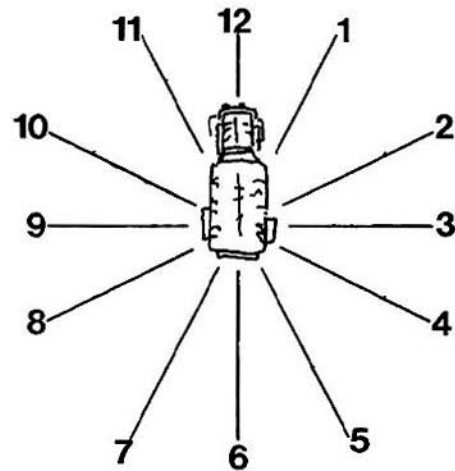
Now that we can tell the severity of the spin, it is important to note the direction the vehicle heads in. This is called drift. Roll two (2) dice and total (2 to 12 variable). A 12 indicates that the drift is straight in the way the vehicle was originally traveling.
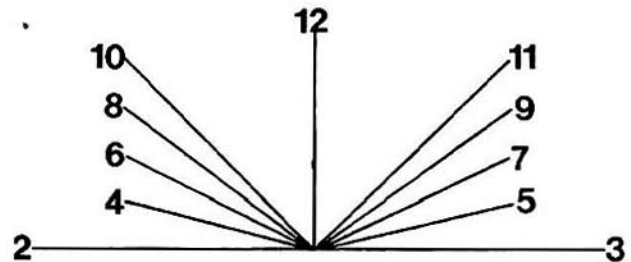
Once a vehicle slides out of control and spins, it should be noted whether it strikes any obstacles. When a vehicle enters this stress situation, the Driver/Pilot states the speed at which he is traveling and the Corporation states what obstacles are around. When/or if a vehicle strikes another object it takes damage depending on the mass of the object. Check page 16 of **MERC** or the Motor Pool section of this book for vehicle points. To determine the damage a vehicle sustains, use the following procedure:
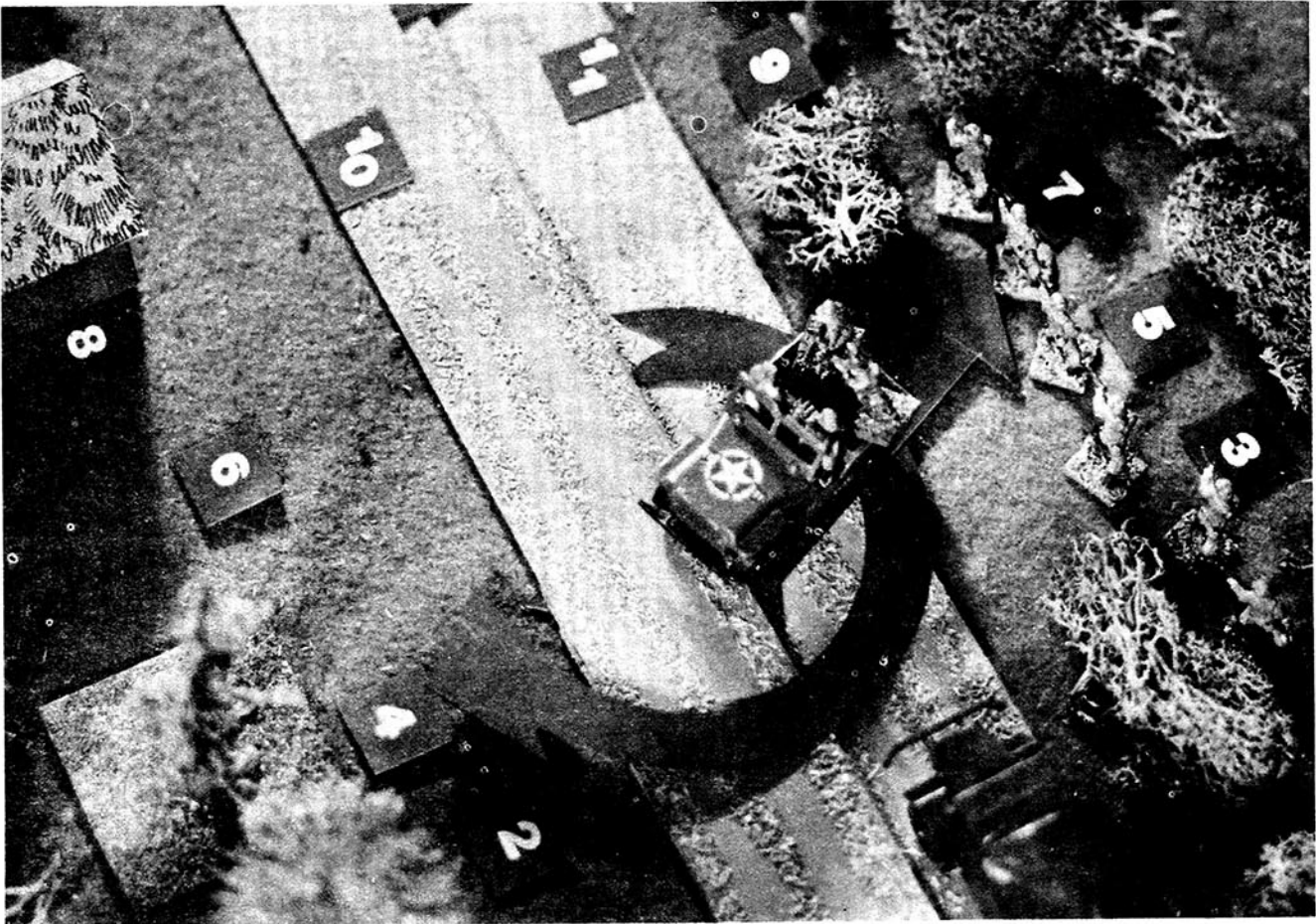
For 'Soft' Objects

(Hedge rows, glass windows, fences and road barriers). The speed of the vehicle (in MPH) is the total damage points the vehicle takes.

For 'Medium' Objects

(People, mud buildings, etc). Multiply the speed of the vehicle (in MPH) by 2 for damage points the vehicle takes.

For 'Hard' Objects

(Trees, telephone poles, large animals, wood structures). Multiply the speed of the vehicle (in MPH) by 5 for total damage points the vehicle takes.

For 'Extreme' Objects

(Tanks, stone/brick walls, stone/brick buildings). Multiply the speed of the vehicle (in MPH) by 10 for total damage points a vehicle takes.

For any Repair

Each Mechanic/Technician (Primary) can repair up to 50 points and each Mechanic/Technician (Secondary) can repair up to 25 points.

Note: No vehicle may be repaired to more points than it started with (see Vehicle Allocation Point Chart on pg. 16 Book I). As long as a vehicle has one (1) point remaining it may be repaired. Once the allocation reaches zero (0) the vehicle is totalled and no longer reparable.

The above procedure(s) may look confusing and rather long and drawn out, but to see how quick and easy it really is, let us look at an example.

A Jeep with four men is traveling in a convoy at 15 MPH. The Corporation rolls a 15 (Malfunction) and then a 46 (Out of Control). The Driver rolls a 12 on his skill test (he fails). To see if and how bad he spins, the Driver first rolls a 4 for a spin to the right then (using the Mortar Scatter Table) he rolls a 6 on the control die so he adds the number on the second die which is a 3 for a total of 9. So we see that the vehicle spins to the right for 270°. If the control die had been a 1, 2, or 3, the degree of the spin would have been just the second die (the 3) which would have been a spin of 90°.

Before we check the drift, let us see the stress situation the Driver is in.

He is in convoy and let us say he is leading it. 12 is straight down

the road. 10 and 11 are considered to be still part of the highway. At point 9 there is a telephone pole. At 7, 5, 3 there is a line of six (6) government troops walking along the side of the highway. At point 8 there is a mud shack. At 2 and 4 are trees and at 6 is clear terrain.

Using the drift diagram the Driver rolls a 2 and a 5 for a total of 7.

The vehicle goes out of control and does a 270° spin into the line of soldiers. At this time the Corporation makes an Evasion Test for each soldier in line to see if he can evade the Jeep spinning into them. For each man that fails the Dexterity Test, the vehicle takes 15 x 2 (MPH x object mass) points of damage.

Each man that is struck must check for location and severity of wound.

LEAPING FROM VEHICLES

When a vehicle goes out of control, characters may decide to evacuate by leaping to safety. This procedure is again kept easy.

To leap from an open vehicle (includes troops by the tail gate of a covered truck), they must roll under their Dexterity minus 10. From an enclosed vehicle it is the same, only minus 20.

Troops that are in open vehicles that fail the Dexterity Test are considered to get out of the vehicle, but end up flat on their faces. Troops that are in an enclosed vehicle and fail, do not get out of the vehicle. This test can be made only once.

When a vehicle goes over a steep incline (30° or more) there is a 4 in 6 chance that troops in an open vehicle will be thrown out. Roll for location and severity of wounds.

If the vehicle goes into rocky terrain, there is a 3 in 6 chance that the fuel line will explode. If this happens, all troops in the vehicle (open or closed) are dead.

If, when leaping, a character leaps into the path of another vehicle, the Driver of the second vehicle must make an Evasion Test. If he is successful, he misses the character on the ground (if he wishes to). For example let us say that the above jeep goes out of control and two troopers in the rear attempt to leap to safety. Trooper A makes his Dexterity Test (minus 10) so he lands on his feet. Now he must make his Evasion Test to see if he can get out of the way of the 2½ ton truck following the Jeep. Trooper B fails his Dexterity Test, so he ends flat on his face. The Driver of the truck must make his Evasion Test to avoid hitting the man on the ground. Don't concern yourself with

Trooper A if he makes his Evasion Test. If he fails, the Driver of the truck must make a second Evasion Test.

This concludes the vehicle malfunction section. Remember, don't spend a lot of time with broken down or spinning vehicles. This section is to be used only at the discretion of the Corporation, or bad weather, or a vehicle stress situation such as small arms fire.

MERC — IN TOWN

Generally, the main aspect of **MERC** is that of skirmishes with enemy troops and/or guerrillas while attempting to proceed and accomplish their respective mission. While this is the main objective of **MERC**, it is not always so simple. There are other encounters and individuals which play a minor part in any game of this genre.

If you are familiar with role playing, you will agree that an important part of any adventure or scenario is in dealing with the unknown element of the reaction of the locals. In **MERC**, this comes into play when a patrol enters a village or a player character approaches an informer in an unsavory place. In Town encompasses meetings or encounters of this nature. They can occur in a town market place, a bar, or a rice paddy, but generally in a native village. In most role playing games information is gathered with the exchange of clinking gold pieces. We are dealing with heavily armed individuals who are in the bush. For a mercenary on patrol, survival is of the utmost importance, the mission secondary, and winning hearts and minds is last in importance.

Contacts will be village headmen, missionaries, or (rarely) bartenders. The locale of the encounter will be in friendly or in hostile territory. This will dictate the general attitude of the natives and the atmosphere of the situation. If a **MERC** team enters a village in hostile territory, the locals may fear repercussions from the terrorists if they aide the team. If the team tries strong arm methods, these can produce results whose validity will be questionable.

Try to envision the blonde, blue eyed mercenary who was mentioned in the Character Generation section of the basic rules. He is separated from his unit, is heavily armed. It is the Congo in 1964 and he is in the center of Simba held territory. Imagine him entering a native kraal. At this point, four things come into play:

1) Does he speak the language?
2) How many villagers are around?
3) How will the villagers react to his invasion?
4) Is the village sympathetic to the Simba movement?

Point 1 is decided by the character's specialties during the character generation phase. Points 2 and 4 are decided by the Corporation and are unknown to the player. For the answer to Point 3, we refer to the tables listed below.

At this point, we think that it is important to mention that what a player says, does, or how he acts is exactly how his character acts. Since this is a possible stress situation, the Corporation must watch and listen to the player and decide which modifiers will apply to the Crowd Reaction and Information Phase.

A) Crowd Reaction

There are seven considerations which will govern a Crowd Reaction:

1) Is the character's physical make-up drastically different?
2) Is the character loud and/or demanding?
3) Did the character ask a question he shouldn't have?
4) Is the character heavily armed and threatening?
5) Is the character nervous and unsure of himself?
6) Is the locale friendly or hostile?
7) Is the character too willing to hand over money or trinkets for information and/or help?

For Crowd Reaction there are two initial die rolls to be made and, depending upon the success or failure of these, others can follow. Although this is not a skill test, it is handled in the same way (apply modifiers to a base six (6) and roll under the modified number on two (2) dice).

If the die roll is successful (under the modified number), proceed directly to section B (Information Gathering). If the dice roll fails (the modified number or over), go to the Encounter Reaction Table which is on page 24 of the basic rules. Also, there is a 1 in 6 chance that 1 to 3 locals may sneak out to notify the enemy of a player's presence (roll one die x ½: round fraction up).

Plus Modifiers:

Martial Law Area/Common Military Presence . . . . +1
Large Crowd present . . . . +1
Interpreter/Interrogator (Primary) . . . . +2
Interpreter/Interrogator (Secondary) . . . . +1

Minus Modifiers:

Substantial Physical Difference from Native norm . . . . −2
Heavily Armed (threatening presence) . . . . −2
Bullying Attitude . . . . −2
Hostile Territory . . . . −3
Few inhabitants . . . . −1

B) Gathering Information or Aid

This is done by talking to the village headman, missionary or bartender. Use the same method as illustrated above.

Plus Modifiers:
Same as in Section A.

Minus Modifiers:
All those in Section A, plus.
Bad Crowd Reaction . . . . −3
Character offers money or gifts . . . . −1*
Mentions something he shouldn't . . . . −2*
Mercenary is loud and boisterous . . . . −1**
Mercenary appears nervous . . . . −2**

If the character fails to gain any information, he may go through the entire process again. Add the following modifiers:

Plus Modifiers:
Offers Bribe for the First Time . . . . +1*

Minus Modifiers:
Offers Bride a second time . . . . −1*
Character becomes threatening . . . . −2**
Character becomes persistant 3rd try . . . . −2
Character becomes persistant 4th try . . . . −3

* Indicated that this action will cause a Crowd Reaction (Section A)
** Indicated player's actions or words.

C) Validity of Information

If/or when a character is able to get some form of response to his questions it is up to the Corporation to decide the validity of the information. The Corporation is to roll one die and check the results. The player is not to know the results.

Die Roll Of:	Result
1 to 3	Information is true to the best knowledge of the informant.
4 to 6	Information is false.

For every turn after the first that a character attempts to gain information, the Corporation is to add one point (+1) to the above die roll. Check the Interrogation Skill Table to see if the player can determine the validity of the information.

After judging the validity of the information, the Corporation rolls one (1) die to see what (if any) information is given:

Die Roll Of:	Result
1	The contact knows nothing.
2	The contact knows something but wants further renumeration.
3	The contact has only heard vague rumors.
4	The contact has heard something but is very sketchy.
5	The contact knows facts, but not figures.
6	The contact has extensive information.

This information is up to the Corporation to decide and declare. It may be about enemy troops operating in the area, a hidden cache of arms, enemy installations, friendly troop movements, or hidden trails that the villagers use.

MERC: NOTES AND RESTRICTIONS ON SMALL ARMS FIRE

When characters are engaged in a free wheeling fire fight, weapons tend to expend a vast amount of ammunition. No weapon can fire indefinitely without reloading or replenishing the ammunition supply. We have noted that players generally blast away virtually forever without reloading. To make things easy, we have broken down the weapons into five classes, each with its own rate of fire, reload sequence, and restric-

tions. This will not hinder the system at all, only make it a little more realistic.

CLASS I

Weapons firing full automatic. This class includes submachine guns and assault rifles (such as AKMs, Uzi, Mat 49, etc.). It also includes weapons with selector switches such as M-14, AK 47 that are being fired full auto.

Rate of Fire: Three (3) turns full auto before reloading.

Reload Sequence: One (1) combat turn to change clips.

Restrictions: Should a weapon of CLASS I jam, it takes three (3) combat turns to clear the weapon.

CLASS II

Heavy Weapons that are firing full automatic such as heavy and light machine guns (M-60, .30 cal., etc.). Class II weapons may only fire full auto and are clip, belt, or magazine fed.

Rate of fire: Clip fed may fire for three (3) combat turns.

Belt fed may fire for six (6) combat turns.

Magazine or drum fed may fire for four (4) combat turns.

Reload Sequence: Clip, drum, or magazine weapons take one (1) combat turn to reload.

Belt fed weapons take two (2) combat turns to reload.

Restrictions: As with Class I, it takes three (3) combat turns to clear a jam.

CLASS III

Weapons firing semi-automatic. This Class includes pistols, semi-auto rifles, and weapons with selector switches that are not firing full automatic.

Rate of Fire: As few as one (1) round per turn, or as many as three (3) rounds per turn until clip is emptied.

Example: M-14 with a twenty round clip can fire for twenty rounds, or may fire three (3) rounds for six (6) combat turns and on the 7th round fire the last two rounds.

Reload Sequence: Clip fed weapons take one combat turn as Class I does.

Cylinder pistols may load three rounds per combat turn.

Restrictions: Clip fed weapons that jam are treated as Class I and II. Weapons like a Colt Single Action also take only (1) one turn to clear.

CLASS IV

Pump action shot guns like a Remington 870 and lever action rifles like a Winchester.

Rate of Fire: Class IV weapons may fire a minimum of one round and a maximum of two rounds per combat turn for as long as the rounds in the chamber last.

Reload Sequence: Class IV weapons take two combat turns to reload.

Restrictions: In case of a jam, it takes two combat turns to clear.

CLASS V

Bolt action rifles that are basically used for sniping (such as a Shasta). Certain of these weapons have either a clip or a magazine. Some are single shot weapons.

Rate of Fire: Class V weapons may only fire one round per combat turn.

Reload Sequence: Single shot and clip/magazine weapons all take one combat turn to reload.

Restrictions: To clear a jam from a Class V weapon takes one (1) combat turn.

Note: Any character who fires into a group of enemy and is issuing semi-automatic fire does not get the one (1) die roll to see how many figures are hit. This procedure applies only to full automatic fire when a hit is scored. Also remember that when firing more than one round per turn there are minuses to be applied to the Small Arms to Hit Table as already outlined in the basic rules.

AMMUNITION CLIP WEIGHTS

In the basic rules, carrying weights of the different classes of weapons were given. These weights are added to the rest of the equipment that a mercenary might carry. Since the amount of dead weight that can be carried by any one character (i.e., weapons, supplies, grenades, etc.) has a direct effect on the rate at which that character can become fatigued, the weights listed are important to the running and flavor of the game. What must also be included in this list of weights are the poundages of the various types of ammunition used by the different classes of weapons in **MERC.**

While the weight of a single clip of ammunition is insignificant to the character, no person would go into the bush with only one clip of ammunition. Depending on the type of mission, he might carry anywhere from five to ten clips of ammunition per weapon. Of course the amount of ammunition a player/character wishes to carry is up to him so long as the total weight that he has does not exceed his carrying capacity. For example, a player at the start of a mission wishes to carry eight clips of ammunition with him. If each clip weighs 1.25 lbs., then 8 clips would weigh 10 lbs. This weight would be added to the rest of his equipment that he is carrying. While ten lbs. is in itself unimportant to the character, when it is added to the weight that a player is already carrying in order to survive, it can be an important contributing factor to the exhaustion and subsequent effectiveness of the character.

Not only do clip weights vary from ammunition type to type, but also the size of the clip will greatly vary. This means that if a character is carrying a M-14 and runs out of ammunition, he cannot pick up a M-16 clip and expect it to load into his weapon.

The following list is but a partial rendering of the weights for the different types of ammunition and clip sizes found in **MERC.**

AMMUNITION WEIGHT TABLE

Class	Type	Weight
PISTOLS		
Semi-automatic	.45 cal. & 9mm clip	.25 lbs.
Revolvers	All types of 6 rounds	.25 lbs.
RIFLE/SHOT GUNS		
Semi-automatic	4 round clip	.50 lbs.
or bolt action	8 round clip	1.0 lbs.
	10 round clip	1.25 lbs.
Shot gun	7 rounds-full chamber	.50 lbs.
ASSAULT RIFLES		
Semi or automatic	20 round clip	.50 lbs.
	30 round clip	.75 lbs.
SUB—MACHINE GUNS		
Semi or automatic	20 round clip	.75 lbs.
	32 round clip	1.0 lbs.
	40 round clip	1.25 lbs.

MACHINE GUNS

Automatic	BELT		
		100 rounds	6.25 lbs.
		250 rounds	15.0 lbs.
	CLIPS		
		20 rounds	1.25 lbs.
		30 rounds	2.00 lbs.
	DRUM		
		47 rounds	3.25 lbs.
		100 rounds	6.25 lbs.

MERC: EXTRA EQUIPMENT

By now, you've armed your character with choice of weapon and extra clips of ammo, decided about the flack jackets and helmet, strapped on your web belt and combat harness with side arm and water, and pulled on your 20 pound back pack. Your character is ready for a mission. Well, you are basically correct, but on your web kit there is a little 3-oz. pouch you should know more about. This little pouch contains your personal medkit.

Medkit

It contains a sulpher packet which is used to dust a wound to stop infection, a small tin of pills which are antibiotics, and one pressure bandage to stop or slow serious bleeding. This is a standard piece of equipment. Unlike the 10 to 15 pound pack carried by the Medic Specialist, the medkit cannot heal a serious wound. The purpose is to stop the wound from getting worse until a Medic is able to treat the character.

For game purposes, what this indicated is that if a trooper takes a hit, he takes the damage that turn, and all extra damage points on the turns thereafter until he treats himself. At this point, the accumulation of body points ceases. An example would be when a mercenary gets hit in location 21 (Shoulder) for severity 56. This means that he takes 10 points initially with 6 points every turn after until he medkits himself or a Medic treats him. Let us say that it takes him 3 turns to crawl behind a log and apply the sulpher packet and the pressure bandage. So, he took 10 points and then another 18 points for a total of 28 points of damage. Let's say that it is another 5 turns for the Medic to reach him. Since he used his medkit, he took 28 points. If he had not, he would have taken another 30 points for a total of 58 points. If the Medic is a primary, the character continues the mission with 20 points of damage on him by using his medkit and having a Medic further treat his wound. This is a lot better than 58 points of damage. Remember, a medkit can only be used once. Also, medkits cannot heal limbs that are blown off, nor can it heal or stop the internal bleeding. This is where the Medic fits in, he carries the tool of his trade.

Walkie Talkie

This is a piece of optional equipment that a team may request. This is not meant to replace the Communications Expert with his 15 pound radio. The walkie-talkie is meant for inter-team communication over short distances. Generally, a team will only carry two of these devices. The purpose of carrying a walkie-talkie is so the team leader may retain command control to direct his forces. When Mercs are out of visual or vocal range they are not subject to command control and may react to any situation. If they have a walkie-talkie with them, the team leader may instruct them to ignore a situation and continue with their initial orders. Whether they do so or not depends upon the team commander making his Command Control Test roll.

If a character is talking into a walkie-talkie and is hit in that hand by small arms fire, it is assumed that the walkie-talkie also takes damage. Turn to the radio repair skill table to see if the device may be repaired.

MERC: THE MOTOR POOL

Now that you have been in the bush and have had a taste of the life of a mercenary, we will discuss and describe a mercenary's means of transportation other than his legs. While it will be up to the Corporation to supply transportation to and from the target area, it will be of great importance to know what types of vehicles may be encountered and how to use them. Or the Corporation, because of the type of mission that it sends the Merc team on, may decide that the team must procure its own means of transportation. For example, due to the sensitive nature of the mission, the Corporation may choose to drop the Merc team at some distance from the target area or from a direction that would not implicate the Corporation in any way. If the team should come upon a vehicle in the bush, regardless of the type, the Merc team specialists should be able to make use of the vehicle to the team's greatest advantage; even if it only means that they (the team) can ride to their objective instead of walking to it.

In the original **MERC**, we, the authors, gave general categories for vehicles to be used in the calculation of damage points to any vehicle and how to hit any vehicle. Enclosed within this supplement, one will find not only general categories of vehicles that were covered in the original rules, but the different types of transportation that one is likely to find in the bush. Each vehicle category will be broken down into types, target areas, point values, types of damage, and etc.

Rest assure that the basic information in the original game will not be changed. However, we will expand and describe in depth the workings of vehicles, hit procedures, and the like in this volume.

Several important aspects that were not covered in the original game will be described in this supplement. Such areas as hitting a moving target, ramming procedures, and carrying capacities of vehicles shall be covered. Also covered in this supplement will be minimum driver speciality ratings. As in the original book, any driver/pilot specialist was assumed to be able to operate any given vehicle. In this supplement, that section will be divided into three basic areas that will encompass land, water, and air vehicles.

Further sections will cover vehicle operating radius and charts on vehicle damage areas and point allocation. The next section will deal with the procedure of hitting a stationary target vehicle. Using the original procedure but with expanded and better defined modifiers, procedures, and target areas. Also included is a wholly new hit system devised for hitting moving vehicles. The associated charts and modifiers will be used in conjunction with the original set of rules so as to cause as little confusion as possible when using one procedure or the other. Also included for the first time will be the effects of weapons fire and other methods of destruction on the vehicles that are used in **MERC**. Since it is important to get out of the target area as safely and as quietly, (i.e. without anyone knowing you've been there), as you can, the battle effects on your exit transportation will become critical. It must be stressed that it will be as always, up to the Corporation to determine if this procedure will be deemed necessary. As always, we wish our fellow mercs good luck and good hunting.

VEHICLE TYPES

In **MERC**, one of the most important aspects of the game will be the vehicles that the mercenaries will be using. Throughout the game mercenaries will probably have to use vehicles to enter and exit the bush and will encounter vehicles used by both enemy and friendly forces while on any given mission. Thus, we shall endeavor to discuss and describe as many vehicles as possible without bogging down the reader with non-essential information about any given means of transportation.

We have categorized the vehicles into three main divisions. These divisions are land, sea, and air vehicles. Since most **MERC** missions will occur on land, we shall start with the description and explanations of land vehicles.

The land vehicles section will encompass all vehicles that operate strictly in areas that can support land vehicles. This restriction means that unless rivers, streams, and/or swamps are fordable, as determined by the Corporation, land vehicles whether wheeled or tracked cannot operate in these environments. Land vehicles can be divided into two main sections. These sections are as follows:

1. Wheeled vehicles
2. Tracked vehicles

Wheeled vehicles are defined in **MERC** as those vehicles that use only wheels as a means of locomotion. Therefore, this definition will include vehicles as small as motorcycles up to eighteen wheeled trucks. Since these vehicles are wheeled, it places certain restrictions upon their movement. All wheeled vehicles are restricted to road movement only unless those vehicles have special mechanisms that will allow off road travel. Special mechanisms may be items such as four wheeled drive for jeeps and land rovers. The Corporation at its own discretion may specify other devices for vehicles that may improve the operating radius for transportation vehicles.

Wheeled vehicles will be categorized into three sections. These sections being light, medium, and heavy wheeled vehicles. Light vehicles will be defined as those vehicles that have a carrying capacity of less than one ton. Medium size vehicles are defined as having a carrying capacity of greater than one ton but less than three tons. Heavy size vehicles are defined as having a carrying capacity of three tons or greater. The following charts give a breakdown of the different vehicles that can be encountered in **MERC**. These vehicles are listed as either, light, medium, or heavy wheeled vehicles. Each category gives the name and the characteristics of the vehicles under consideration. Please note that the Corporation is not at all restricted to the vehicles listed. The Corporation, at its own discretion, may use any vehicles he/she desires so

long as the characteristics of the vehicles are known before hand to all players.

LIGHT VEHICLES
Less than one ton

Type	Description	Armaments (optional)	Operational Radius	Carrying Capacity
Steyr-Puch 700 AP Haflinger	Used as light cargo carrying vehicle	90 mm Recoilless Rifle	400 Km	Driver & 3 passengers with gun 1 driver and one gunner or 400 Kg of cargo.
M 201 (4x4) Utility Vehicle	Standard transportation and communication vehicle.	20 mm M 621 cannon	362 Km	Driver & 3 passengers or 400 Kg cargo.
Land Rover (4x4) ½ ton	Air portable transportation vehicle	120 mm Recoilless Rifle, assorted MGs	560 Km	Driver & 2 passengers or 500 Kg cargo.
GAZ—69	Soviet standard light vehicle	4 Snapper Anti-tank guided weapon	430 Km	Driver & 4 passengers or 400 Kg cargo.
M—51 (4x4) ¼ ton	Standard U.S. military light transport	Various light weapon systems	482 Km	Driver & 3 passengers or 500 Kg cargo.
Fiat 1107 AD	Road vehicle	None	400 Km	Driver & 6 passengers or 610 Kg cargo.
VW Iltis (4x4) 700 Kg light vehicle	Fully amphibious	Milan Anti-tank guide weapons system.	450 Km	500 Kg cargo or 4 crew members.

VEHICLE POINT ALLOCATION CHART — LAND VEHICLES

Type	Areas of Employment	Point Value (General)	Point Value (Specific Areas)
STEYR-PUCH 700 AP HAFLINGER	Indonesia, Nigeria, South Africa	100	Wheels — 5 points ea. Engine & radiator — 50 points Body — 30 points
M201 UTILITY VEHICLE	Various African countries	100	Wheels — 5 points Eng. & rad. — 50 pts. Body — 30 pts.
LAND ROVER ½ TON	Guyana, Brunei, Southeast Asia, South Africa	125	Wheels — 5 pts. ea. Eng. & rad. 40 pts. Body — 45 pts.
GAZ — 69	Egypt, Iran, Syria	125	Wheels — 5 pts. ea. Eng. & rad. 40 pts. Body — 45 pts.
M — 51 ¼ TON	Israel, Viet Nam	100	same as M201
FIAT 1107 AD	In production	100	same as M201
VW II tis	Indonesia	125	same as Land Rover

MEDIUM VEHICLES
1 ton — 3 tons

Type	Description	Armaments (optional)	Operational Radius	Carrying Capacity
International (4x4) 2½ ton truck	Standard cargo carrying vehicle	None	400 Km	1 driver & 1 passenger 2500 Kg cargo.
Steyr-Puch 710 Pinzgauer 1 ton truck	Used as personnel carrier with Syrian Armies	None	500 Km	1 driver & 1 passenger in cab cargo = 1000 Kg or 18 soldiers.
Citroen FOM (4x4) 3/5 ton truck	Operates in severe weather conditions found in Africa	None	800 Km	1 driver & 1 passenger
Land Rover 1-ton truck		Egyptian variant carries 6 Swingfire anti-tank guided systems	560 Km	1 driver & 1 passenger in cab — 8 soldiers in rear or 1000 Kg cargo
M—705 1¼ ton truck	Basic vehicle for transport of troops and cargo	Can be used as communication vehicles	362 Km	1 driver & 1 passenger in cab eight soldiers in rear.
DAFYA 314 3 ton truck	Used as bomb carrier, fuel carrier, radar vehicle	None	630 Km	3000 Kg cargo 1 driver & 1 passenger in cab 20 soldiers in rear.

VEHICLE POINT ALLOCATION CHART — LAND VEHICLES

Type	Areas of Employment	Point Value (General)	Point Value (Specific Areas)
INTERNATIONAL 2½ TON Truck	Korea, Turkey, and various U. S. Allies	300	Wheels — 10 pts. ea. Eng. & rad. — 150 pts. Body — 60 pts. D.T. & axles — 50 pts.
STEYR—PUCH 710	Syrian Armies, Israel	225	Wheels — 10 pts. ea. Eng. & rad. — 100 pts. Body — 50 pts. D.T. & axles — 35 pts.
CITROEN FOM	Chad, Ivory Coast, Mauritemia Senegal	250	Wheels — 10 pts. ea. Eng. & rad. — 100 pts. Body — 50 pts. D.T. & axles — 60 pts.
LAND ROVER 1—TON	Egypt, British Allies	200	Wheels — 10 pts. ea. Eng. & rad. — 75 pts. Body — 60 pts. D.T. & axles — 25 pts.
M705	U. S. Allies	150	Wheels — 10 pts. ea. Eng. & rad. — 80 pts. Body — 30 pts.
DAFYA 314	Netherlands and various countries	325	Wheels — 10 pts. ea. Eng. & rad. — 150 pts. Body — 35 pts. Fuel tanks & D.T. — 100 pts.

HEAVY VEHICLES
3 tons or greater

Type	Description	Armaments (optional)	Operational Radius	Carrying Capacity
Praga V3S 3 ton truck	Used as fuel and dump truck also used as troop truck	None	500 Km	3000 Kg cargo or 25 troops
Berliet GBC 8 KT 4 ton truck	Used to tow large guns and as tank truck designed for desert usage.	None	800 Km	5000 Kg cargo
GAZ—53A 4 ton truck	Used as cargo carrier	None	375 Km	2500 Kg cargo
M—125 10 ton truck	Heavy cargo carrier	None	531 Km	15,876 Kg cargo
Bedford TM 4-4 8 ton truck	Cargo & tanker truck	None	400 Km	8000 Kg cargo

VEHICLE POINT ALLOCATION CHART — LAND VEHICLES

Type	Areas of Employment	Point Value (General)	Point Value (Specific Areas)
PRAGA V3S	China, Egypt, Bulgaria	375	Wheels — 10 pts. ea. Eng. & rad. — 175 pts. Body — 100 pts. Drive train and Axles — 40 pts.
BERLIET GBC	Algeria, China, Iraq, Morocco	375	same as above
GAZ—53A	Warsaw Pact Forces	350	Wheels — 10 pts. ea. Eng. & rad. — 150 pts. Body — 100 pts. D.T. & axle — 60 pts.
M—125	U. S. Allies	400	Wheels — 15 pts. ea. Eng. & rad. — 200 pts. Body — 50 pts. D.T. & axle — 60 pts.
BEDFORD TM 4-4	British Allies	350	Wheels — 10 pts. ea. Eng. & rad. — 150 pts. Body — 70 pts. D.T. & axle — 90 pts.

Tracked vehicles as defined in **MERC**, will be those vehicles that use strictly tracks as a means of locomotion. Since tracked vehicles imply that they are quite heavy in weight, categories for tracked vehicles will be listed as small, medium and large vehicle frames. Tracked vehicles are restricted from swamps, rivers, and streams unless they are amphibious. They are also restricted from mountainous areas unless a road exists that can handle their size. If a tracked vehicle is used in hilly environment, that vehicle is restricted to one contour movement per combat turn unless a road exists along the hilly region. For example, if a team is sitting on top of a hill waiting for an EVAC and the hill is three contours high, then if they are attacked by a tracked vehicle, the team would have three combat turns in which to knock out the vehicle before it reached their position. If however there is a road up to the team's position, then the amount of combat turns would be determined by the distance the vehicle must travel in order to reach the team's position. Another area where tracked vehicles will be at a disadvantage is in forests and jungles. While tracked vehicles can operate in these areas, they can only travel or fight in these areas if a road or path capable of handling tracked vehicles exists. Otherwise these vehicles will be restricted to either the forest or jungle fringes or into light forest or jungle areas.

SMALL FRAME TRACKED VEHICLES

Type	Description	Armaments (optional)	Operational Radius	Carrying Capacity
Csepel K—800 light tracked tractor	Artillery & personnel tractor	None	300 Km	2 drivers in cab 14 troops
AT—L light tracked tractor	Artillery & personnel tractor	None	350 Km	2 drivers in cab 9 troops
GT—T tracked cargo carrier	Amphibious	Light mg mounted on cab	500 Km	3 crew members 10 troops or 2000 Kg cargo
GT—SM tracked cargo carrier	Amphibious	None	300 Km	2 crew members 10 troops or 1000 Kg cargo

MEDIUM FRAME TRACKED VEHICLES

Type	Description	Armaments (optional)	Operational Radius	Carrying Capacity
Mazur 350	Medium tracked artillery tractor	None	390 Km	5000 Kg cargo 2 crew members 7 soldiers
M—548A1	Tracked cargo carrier	Ring mount 7.62 mm Mg over cab	482 Km	1 driver, 3 passengers or 5500 Kg cargo
M551	Armored Recon/Assault vehicle	152 mm cannon 2 MGs, 8 grenade projectors	450 Km	4 crew members
M114A1	Recon/Command Carrier	2 machine guns heavy	400 Km	4 crew members

LARGE FRAME TRACKED VEHICLES

Type	Description	Armaments (optional)	Operational Radius	Carrying Capacity
Type 73 tracked tractor	Artillery tractor	12.7 mm MG on cab roof	300 Km	1 driver & 2 crew members
AT—T heavy tracked tractor	Artillery or personnel carrier	None	700 Km	4 crew members 14 troops
M113A1	Personnel carrier amphibious	One heavy .50 cal. machine guns	400 Km	1 crew member 12 troops
M60A1	Tank	105 mm gun 2 MGs	400 Km	4 crew members
M60A1E2	Tank	152 mm cannon 2 MGs, 8 grenade launchers	400 Km	4 crew members

VEHICLE POINT ALLOCATION CHART — TRACKED VEHICLES

Type	Areas of Employment	Point Value (General)	Point Value (Specific Areas)
CSEPEL K800	China, Hungary, Yugoslavia	300	Tracks&bogies—100 pt. Cab or turret — 25 pt. Engine — 50 pt. Body — 25 pt.
AT–L	Warsaw Pact Forces	300	Tracks&bogies—100 pt. Cab or turret — 25 pt. Engine — 50 pt. Body — 25 pt.
GT–T	USSR	400	Tracks&bogies—150 pt. Cab or turret — 25 pt. Engine — 50 pt. Body — 25 pt.
GT–SM	USSR	400	same as above
MAZUR 350	Warsaw pact forces	500	Tracks&bogies—125 pt. Cab or turret — 75 pt. Engine — 50 pt. Body — 100 pt.
M–548A1	Israel, U.S. Allies	500	Tracks&bogies—100 pt. Cab or turret — 100 pt. Engine — 100 pt. Body — 100 pt.
M551	U.S. Allies	600	Tracks&bogies—150 pt. Cab or turret — 100 pt. Engine — 75 pt. Body — 125 pt.
M114A1	U.S. Allies	500	Tracks&bogies—125 pt. Cab or turret — 0 pt. Engine — 75 pt. Body — 200 pt.
TYPE 73	Japan Defense Forces	800	Tracks&bogies—200 pt. Cab or turret — 100 pt. Engine — 150 pt. Body — 150 pt.
AT–T	United Arab Republic	700	Tracks&bogies—200 pt. Cab or turret — 100 pt. Engine — 100 pt. Body — 100 pt.
M113A1	U.S. Allies	400	Tracks&bogies—100 pt. Cab or turret — 0 pt. Engine — 75 pt. Body — 125 pt.
M60A1	U.S. Allies	1000	Tracks&bogies—200 pt. Cab or turret — 200 pt. Engine — 100 pt. Body — 300 pt.
M60A1E2	U.S. Allies	900	Tracks&bogies—200 pt. Cab or turret — 200 pt. Engine — 100 pt. Body — 200 pt.

COASTAL VEHICLES & RIVER VEHICLES

Since **MERC** is a role playing/skirmish game, we shall concern ourselves with only coastal and river patrol naval vessels. Generally, mercenary forces would not be involved in large scale naval operations.

In **MERC**, water vehicles will be categorized into two main areas. These areas are coastal patrol vehicles and river patrol vehicles. Regardless of the size of the country, all countries that possess a shore line and have port areas will have some kind of coastal patrol and defense vehicles. The size and type being dictated by that country's economics and political environment. These vehicles are used to patrol the country's coast line, bays, harbors, and as far out as the country's territorial waters will allow. Although lightly armed, these vessels rely on their speed and maneuverability to avoid hostile gun fire. Coastal patrol boats are good means of transportation up and down a country's coast line. Since these vessels can venture out to sea for short distances, their movements and objectives are hidden by distance.

If a country has rivers, lakes, and large streams throughout the countryside, the presence of river patrol boats becomes essential to the security of that country, particularly if the river or other body of water is a natural border between two countries. Current river patrol boats are well suited for their line of work. Being of shallow draft, these small size craft are fast and maneuverable and can navigate well into the interior of a country by way of a river or tributary. While they provide an excellent means of transportation within the interior of a country, their movements are difficult to conceal from prying eyes particulary during long river runs.

COASTAL VEHICLES

Coast vehicles will be defined as those vessels that measure between 20 to 40 meters in length, 5 to 6 meters in width and 2 to 3 meters in height. Coastal patrol boats are restricted to the coastal areas, ports, and bays of the operating country. However, large coastal patrol boats may venture out to sea in calm weather to a distance claimed by their respective countries. For example, during a covert mission, the Corporation may wish to transfer the merc team from a sub that is lying outside a country's territorial waters to a coastal patrol boat whose crew is working for the Corporation in order to keep secret the arrival of a mercenary team to the target country's shores.

Depending on a country's political environment, coastal patrol boats can be heavily armed. Some heavy coastal vessels are armed with heavy rapid firing guns as well as rockets and mortars. Coastal vessels such as the Soviet SHMEL class patrol craft are armed with a 76 mm gun mounted on the forward section of the vessel as well as an assortment of light and medium machine guns throughout the ship. At the other side of the spectrum, some coastal vessels are very lightly armed, such as a Japan's Murakumo class coastal patrol craft which carries a single 13 mm gun attached to its forward section. The following table is only a partial list of the different types of coastal vessels that may be encountered in **MERC**. While it is not in the scope of this supplement to list all the possible coastal craft that are used today in the world, we have endeavored to list those craft that would most likely be encountered during **MERC** missions, particularly in and around present

day 'hot spots'. In addition, each class of coastal patrol craft is cross referenced to the country that employs such vessels in order to help the Corporation better plan more factual and accurate scenarios. The Corporation, at any time, may add other vessels in this class so long as the players are aware of any additional information necessary for the mission.

COASTAL PATROL CRAFT

Type	Description	Armaments	Operating Radius	Complement
Shan Dong class	Fast attack hydrofoil-gun	4-37 mm (twins) 1-Recoilless gun	300 Km	Unknown
P 4 class	Fast attack craft-torpedo	2-14.5 mm guns 2-Torpedo tubes	400 Km	12
Niederosterreich class	Heavy armed patrol craft	1-20 mm Oerlikon gun 1-12.7 mm MG 1-MK 42 MG 2-8.4 cm PAR 66 AT rifles	350 Km	9
Poluchat class	Soviet patrol vessel	2-14.5 mm guns	500 Km	20
Jupiter class	Portuguese patrol craft	1-20 mm Oerlikon gun	400 Km	8
Cape class	ex-USCG patrol craft	1-20 mm gun	600 Km	15
Attack class	Australian patrol craft	1-40 mm 2-medium MGs	1000 Km	19
Carpentaria class	Small coastal patrol craft	2-MGs Assorted anti-sub weapons systems	1000 Km	10
Crestitalia class	Fast coastal patrol craft	1-30 mm gun 1-20 mm gun	600 Km	10
Bertram class	Small coastal & small arms support craft	3-12.7 mm MGs 4-Rocket launchers	100 Km	4
Swift class	Medium size coastal patrol vessel	2-81 mm mortars 2-.50 cal. MGs	?	5

VEHICLE POINT ALLOCATION CHART — COASTAL VEHICLES

Type	Areas of Employment	Point Value (General)	Point Value (Specific Areas)
Shan Dong Class	Chine & Chinese Allies	1000	Hull — 500 pt. SS — 250 pt. Armament — 250 pt ea.
P 4	China & Chinese Allies	700	Hull — 400 pt. SS — 150 pt. Armament — 75 pt. ea.
Niederosterreich	European & NATO Forces	700	Hull — 400 pt. SS — 200 pt. Armament — 20 pt. ea.
Polochat Class	Angola, African Nations	600	Hull — 300 pt. SS — 150 pt. Armament — 75 pt. ea.
Jupiter Class	Angola, African Nations	500	Hull — 300 pt. SS — 150 pt. Armament — 50 pt. ea.
Cape Class	Thailand and U.S. Allies	800	Hull — 400 pt. SS — 300 pt. Armament — 100 pt.
Attack Class	Indonesia & Australian Forces	800	Hull — 400 pt. SS — 310 pt. Armament — 30 pt. ea.
Carpentaria Class	Indonesia & Australian Forces	600	Hull — 300 pt. SS — 200 pt. Armament — 50 pt. ea.
Crestitalia Class	Egypt and Mideast countries	500	Hull — 250 pt. SS — 200 pt. Armament — 25 pt. ea.
Bertram Class	Egypt	300	Hull — 200 pt. SS — 50 pt. Armament — 50 pt.
Swift Class	Thailand & U.S. Allies	450	Hull — 200 pt. SS — 150 pt. Armament — 100 pt.

SS — Superstructure or cabin.

RIVER VEHICLES

River patrol craft will be shallow draft vehicles that are designed and used by different countries to patrol their inland waterways and lakes. The main function of these vessels is to patrol and transport personnel, whether military or otherwise, anywhere along the country's rivers and tributaries. Depending upon the political situation, river patrol craft can be lightly armed such as in the case of Austria's Oberst Brecht class patrol boat which has only one 12.7 mm MG, to a heavily armed and armored vessels as the U.S. modified LCMs used in VietNam.

River patrol craft are restricted from river banks unless a dock exists for their use. However, the Corporation may allow the players to beach their vehicles on the river banks but must determine if damage is done to the craft's bottom. Two other areas of restriction are rapids and fordable streams. Even though these vessels are shallow draft and due to the crafts hull inflexibility, traveling through rapids would only destroy the vehicle and hinder the team's performance. Of course, if an EVAC chopper is available, then the river vehicle can be airlifted to another point of the river or an entirely different body of water. Also river craft will not generally venture out to the coastal areas unless they are going to a supply base or are on a special mission.

The following section gives a partial list of the possible river boats that might be encountered in **MERC**. It is by no means complete, but those vessels that are listed represent vehicles in countries that are in economic or political upheaval. Thus, this section will help the Corporation in planning realistic and accurate scenarios.

RIVER PATROL CRAFT

Type	Description	Armament	Speed	Complement
PBR MKII	Standard river patrol craft	3-12.7 mm MGs 1-60 mm Mortar 1-40 mm Grenade launcher	25 Knots	4
SHMEL	Heavy river patrol craft	1 - 76 mm gun 2 - 25 mm guns 2 - Multi-barrelled rocket launchers	22 Knots	12
Modified LCM	Provides gunfire support to troops	1 - 76 mm gun in terret 2 - Heavy MGs Assorted grenade & mortar launchers	9 Knots	Variable
ATC	Armored troops carrier	Assorted MGs	28 Knots	2 15 to 20 troops
Oberst Brecht class	River patrol craft	1 - 12.7 mm MG	10 Knots	5
Yulin	Chinese river patrol craft	2 - 14.5 mm MGs 2 - 12.7 mm MGs	24 Knots	10

VEHICLE POINT ALLOCATION CHART — RIVER PATROL CRAFT

Type	Areas of Employment	Point Value (General)	Point Value (Specific Areas)
PBR MKII	U.S. ALLIES, Southeast Asia	200	Hull — 100 pt. SS — 30 pt. Armament — 70 pt.
SHMEL	Soviet Allies	350	Hull — 150 pt. SS — 50 pt. Armament — 100 pt.
Modified LCM	U.S. Allies & Southeast Asia	600	Hull — 400 pt. SS — 150 pt. Armament — 50 pt.
ATC	U.S. Allies, Southeast Asia	600	Hull — 400 pt. SS — 200 pt.
Oberstbrecht	European countries & allies	100	Hull — 50 pt. SS — 50 pt.
Yulin	Southeast Asia, China, & allies	250	Hull — 150 pt. SS — 50 pt. Armament — 50 pt.

SS — Superstructure or cabin.

AIRCRAFT

While a merc team is in the bush it may be necessary for the team to capture an airfield in order to expedite their departure from the target area. Moreover, due to a change in mission plans, the team may encounter either fixed wing aircraft or helicopters during their trek through the countryside. It is therefore necessary to expound upon the different types of aircraft that may be encountered in **MERC**. These aircraft may be used for the support of the merc team such as in the role of fire support or transportation during search and destroy missions. Moreover these planes and helicopters may, at the Corporation's discretion, be used against the team. Fixed wing aircraft and helicopters are an important means of transportation to and from a target area. These aircraft provide the needed support the team would not be able to call upon when they are deep into the countryside. Also, these planes and helicopters can be used to resupply either a merc team, drop additional personnel, or MEDEVAC out casualties.

Many countries cannot afford or do not need the highly sophisticated airplanes that are on the market today. Such planes as the F-4 and F-16 are not well suited for jungle areas such as Southeast Asia and Central & South America. These areas are better served with planes such as the Neiva N-622 (YT-25B) as used by the Brazilian Air Force or the T-28 as used by some Southeast Asian countries. These planes have a long duration over target area and can carry a large assortment of weapons. The following list of planes is by no means complete but will give the player an idea of the types of aircraft that could be encountered in **MERC**.

The two main categories that we shall deal with are fixed wing aircraft and helicopters. Fixed wing aircraft will be specified as either being military or civilian types. Military planes and helicopters will specify the types of armament that they can carry. Fixed wing aircraft can only land and take off from either airfields, emergency landing fields, or level grasslands. For example, the Corporation may not land planes to EVAC the team out of the target area unless there is sufficient room to land the plane.

FIXED WING AIRCRAFT

Type	Description	Armament	Range	Crew
Aerospatiale Rallye 235G	2 Seat low wing world's most warlike single engine plane	4—Rocket launchers or 2—Machine gun pods	720 Km	2 crew members
Atlas C4M Kudu	General purpose transport - parachute jumping/non-military	None	740 Km	2 crew members 6 troops
T—34C	2—Seat primary trainer	Blu—10B incendiary bombs Suu-11 mini-gun pod rockets (4)	1205 Km	2 crew members
Brittan-Norman Islander/Defender	General purpose light transport	7.62 mm MGs in pods 250 lbs. or 500 lbs. bombs missiles	672 Km	2 crew members 10 troops
Cessna 310/320	5/6 Seat cabin monoplane non-military	None	1246 Km	5-6 passengers & crew member
Cessna 500 Citation	7/8 Seat light communication jet plane non-military	None	1400 Miles	7-8 passengers & crew member
Lear jet 25B	10 Seat light communications and special duties non-military	None	3080 Km	10 passengers & crew member
Neiva T—25	2 Seat basic trainer	7.62 mm gun pod rockets, light bombs	1000 Km	2 crew members
North America T—28	2 Seat primary trainer	Missiles, MG pods, bombs, napalm	3050 Km	2 crew members

VEHICLE POINT ALLOCATION CHART — FIXED WING AIRCRAFT

Type	Areas of Employment	Point Value (General)	Point Value (Specific Areas)	Endurance
Aerospatiale	France, Libya, Dominican Republic	300	Body — 100 pt. Wing — 75 pt. Engine — 125	5 hrs
Atlas C4M Kudu	South Africa	250	Body — 75 pt. Wing — 75 pt. Engine — 100 pt.	3 hrs
T—34C	Argentina, Indonesia, South America	250	Body — 75 pt. Wing — 75 pt. Engine — 100 pt.	3 hrs
Brittan-Norman Islander/Defender	Israel, Oman, Philippines Rhodesia, Egypt, Africa	400	Body — 125 pt. Wing — 75 pt. Engine — 100 pt. ea.	2.5 hrs
Cessna 310/320	U.S. Allies	300	Body — 75 pt. Wing — 75 pt. Engine — 75 pt.	3.5 hrs
Cessna 500 Citation	Argentina, U.S. Allies	400	Body — 200 pt. Wing — 100 pt. Engine — 50 pt. ea.	5 hrs
Lear Jet 25B	All Countries	400	Body — 200 pt. Wing — 100 pt. Engine — 50 pt. ea.	4 hrs
Neiva T—25	Brazil	225	Body — 100 pt. Wing — 50 pt. Engine — 75 pt.	5 hrs
NA T—28	Argentina, Loas, Thailand, Zaire	250	Body — 125 pt. Wing — 50 pt. Engine — 75 pt.	6 hrs

HELICOPTERS

Helicopters will provide perhaps the quickest means of transportation and resupply during short treks into the bush. Helicopters have the advantage of being able to stay inside the target zone for long periods of time. As long as ordinance and gas lasts, the chopper can perform many duties. Some of these duties are transport of troops, fire support, EVAC & MEDEVAC duties, and resupply. Helicopters have no restrictions other than weather. They can land anywhere where there is room to fit the helicopter. Even in mountainous areas or in jungles the helicopter can land, provided the team can set up a landing site. (i.e. clean jungle growth or build a landing platform).

A partial list is provided for the player in order to acquaint him with the different types of helicopters that are available and the kinds of ordinance they can carry. Please note that helicopters are multi-purpose craft and can fill a number of duties besides those that are assigned to it. Therefore do not be mislead that a helicopter gun ship can only provide fire support, it can also in an emergency be used as a EVAC or MEDEVAC.

HELICOPTERS

Type	Description	Armament	Range	Crew
Aerospatiale SA 321 K	Heavy duty helicopter	None	820 Km	3 crew members 27 troops
Westland SA 341	5 Seat utility helicopter	2 Forward firing MG, missiles (2 pods)	360 Km	1 crew member
Agusta A 109	Light general purpose helicopter	2—Flexible MGs 2—Rocket launchers (14 rockets)	565 Km	3/4 crew members
Bell UH—1 Iroquois	General utility helicopter	2—MGs, missiles, rocket packs	615 Km	2 crew members
Bell UH—1H Iroquois	General purpose troop carrier	None	512 Km	2 crew members 14 troops
Hughes OH—6A Cayuse	Light observation helicopter	One 7.62 mm MG or M75 grenade launcher	655 Km	2 crew members

VEHICLE POINT ALLOCATION CHART — HELICOPTERS

Type	Areas of Employment	Point Value (General)	Point Value (Specific Areas)	Endurance
Aerospatiale SA321K	China, Iran, Israel, Libya, South Africa	400	Body — 200 pt. Engine — 200 pt.	4 hrs.
Westland SA341	Egypt, Iraq, Kuwait Libya, Syria	250	Body — 125 Engine — 125	2.5 hrs
Agusta A109	Argentina, Philippines U.S. and Allies	300	Body — 150 pt. Engine — 150 pt.	2 hrs
Bell UH—1	Iran, Kuwait, Oman, Zambia, U.S. Allies	300	Body — 150 pt. Engine — 150 pt.	2.5 hrs
Bell UH—1H	Iran, Kuwait, Saudi Arabia, Taiwan, U.S.	350	Body — 175 pt. Engine — 175 pt.	2.5 hrs
Huges OH—6A	U.S. Allies	200	Body — 100 pt. Engine — 100 pt.	3 hrs

MISCELLANEOUS VEHICLES — ALL TYPES

Occasionally, mercs will encounter modes of transportation that would not normally be used except in cases of extreme emergencies or where the terrain may inhibit the use of normal modes of transportation. Usage of such means of transportation would in all probability be used to exit a target zone after the number of merc team members has been much reduced. Of course, if the team is small enough to begin with, these modes of transportation could be used to enter the target zone as well. Because of the simplicity and size of these vehicles, it will be considered that any team member may use these vehicles without a need of a speciality in the driver field. These vehicles will only cover land and water areas. No air vehicles are included because no matter how simple the aircraft is, it takes a trained person to utilize it.

A partial list is given that covers some of the simple vehicles that might be encountered in **MERC**. As always, the Corporation may add to this list so long as the vehicle is of a simple nature and can be used by anyone.

VEHICLE POINT ALLOCATION CHART — MISCELLANEOUS VEHICLES

Type	Description	Point Value	Armament	Range	Carrying Capacity
Motorcycle/side car	Two wheeled vehicle can have side car	40 — M(25) S(15)	Light MG mounted on side car	250 Km	2 on motorcycle 2 in side car
Horse		use severity table	none	unlimited	1 rider & 1 passenger
Canoe	Shallow draft river vehicle	30	none	unlimited	4 passengers
Swamp Buggy	Small aircraft engine mounted on rear of flat bottom boat-very high speed craft	50	light MGs in bow	60 Km	1 driver 3 passengers
Dune Buggy	Small, high speed desert transport	75	light MGs on passenger side	200 Km	1 driver 2 passengers
Rubber Raft (dingy)	Inflatable, light weight craft	10	none	unlimited	1 driver 8 passengers

RAMMING PROCEDURE

Using a vehicle to ram another vehicle that is either stationary or moving or trying to strike a building such as a hut or gun emplacement is a difficult and dangerous procedure. The only times where ramming will be allowed in **MERC** is when the team is in a fire fight and is pinned down by enemy fire or in support of troops that are fighting with mercenaries. Otherwise, any attempt to ram anything would only give the team away and quite easily destroy the team's only means of transportation out of the bush. The ramming procedure is divided into two sections. These sections are ramming a stationary vehicle or fixed target and, ramming a moving vehicle.

RAMMING A STATIONARY VEHICLE

During heavy fighting, enemy forces may bring either heavily armed or armored vehicles into the fighting. Since merc forces may not have enough fire power to knock out these vehicles or they may not be able to get close enough to destroy these vehicles, the only alternatives may be to either ram the enemy vehicle or break off from the fighting. Should enemy forces bring in heavy weapons on vehicles such as jeeps and trucks and place them in a position where they do not move, then these vehicles are considered to be stationary vehicles and the following ramming procedure will be used.

1. Corporation must declare if any vehicles are present to use for ramming and what types.

2. Only a player character may ram the target vehicle with his own vehicle.

3. If the player character is a driver primary for vehicles (wheeled or tracked) he can automatically operate the vehicles. Otherwise, the character must roll to see if he can operate the vehicle.

4. If the player character is not a driver primary, but is a driver secondary, roll two die. Using eight as the base roll, add + 1 to the character's roll. The character must roll a nine or under in order to start the vehicle for that combat turn. If he misses the roll, he must wait for the next combat turn to try again. Before he can try again, he must take a stress test. If he fails the test, he tries again, otherwise, the character must abandon the vehicle for another vehicle or return to his original position before he tried to start the vehicle. If the character fails two stress tests in a row, that player may not try to use any vehicle to ram for that particular part of the encounter. If the player wishes to use ramming procedures again during the same mission, he does so with a —1 modifier to his roll to see if he can start a vehicle. Should the character again fail to start a vehicle during another part of the mission, that character, should he survive the mission, will lose five points from his knowledge rating and five points from his agility rating if he is a driver secondary.

5. If the player character is neither a driver primary or secondary, then apply a —2 to his roll. Using two dice, the player must roll under a six in order to start the vehicle. If he fails to start the vehicle, he must wait one combat turn before trying again and make his stress test. If however, he should fail two stress tests in a row, that character will not be allowed to try to start any vehicle for that mission.

6. Assuming that the player has been able to start the vehicle, the Corporation must determine the distance between the vehicles. This distance will not only determine the number of combat turns necessary to reach the target, but also the number of stress tests that the driver must make. Refer to the ramming distance chart for stationary vehicles to determine the number of stress tests to be taken before contact is made. For example, if the ramming vehicle is making a frontal assault, and the distance is 100 meters, the driver must make one stress test every 50 meters before contact. If the driver is being fired upon, he must take a stress test every 25 meters.

Should the player abandon the vehicle (see leaping from vehicles, page 12) before it comes into contact with the target, roll one die to determine where the remaining vehicle goes.

Roll	Effect
1 — 2	Staright towards the target.
3 — 4	Moves to the left of the target.
5 — 6	Moves to the right of the target.

7. Be aware that while the player is driving the ramming vehicle, he is under constant stress and perhaps weapons fire as well. If the driver is hit by small arms fire, check the appropriate charts for the effects (i.e. head, arms, and chest areas) for wounds to the player. If a hit is registered and the location is other than the upper torso, the hit is null and the vehicle will absorb the damage. If the player becomes incapacitated in any way that would effect his handling of the vehicle, then again roll one die and refer to the above table for the effects. If the character is hit but not blacked out, he must, for the sake of simplicity, abandon the vehicle. To see if the player can abandon the vehicle roll one die and refer to the Abandoning Table for the results.

ABANDONING TABLE

Roll	Effect
1 — 4	Cannot abandon vehicle due to wounds, must either stop the vehicle or continue on to the target (player's choice).
5 — 6	Player abandons vehicle, check for additional wounds.

If the player chooses to continue to the target and depending upon the distance the vehicle must still travel to the target (number of combat turns), the enemy may continue to pour weapons fire into the vehicle until the vehicle is either destroyed or the driver killed. Again, return to the beginning of this phase for each addditional combat turn until the target is reached.

Of course, if the driver does not abandon the vehicle before it makes contact with the target or if the vehicle is struck by either rockets, grenades, heavy weapons (i.e. recoilless rifles), or mortars, the player character is assumed to be killed. If the vehicle is struck by weapons fire such as rockets or mortars before it reaches the target, it is assumed to be destroyed and the driver killed.

8. Of course the Corporation can, during this encounter, decide (by a roll of the dice) that the target vehicle driver sees the ramming vehicle and decides to move the target. Refer to the ramming reactions table for the effects.

Ramming Reactions Table

Roll	Effect
1 — 2	Disinterested
3 — 4	Freezes
5 — 6	Moves vehicle

Should the enemy see the ramming maneuver and moves the target then refer to the moving target ramming procedure.

9. Assuming that the driver can abandon the vehicle and is successfully strikes the target or vehicle, then the amount of damage to both vehicles will be calculated by the following equation.

Distance to target X 5 = no. of damage points to both vehicles.

As in the previous example, if the ramming vehicle must travel 100 meters and then strikes its target, both vehicles will receive 500 damage points. (100 meters X 5 = 500 points of damage).

Refer to the vehicle point allocation table.

10. If the ramming vehicle should swerve right or left and misses the target the ramming-vehicle is considered to be destroyed and the driver killed unless he has been able to abandon the vehicle. See abandoning table.

RAMMING DISTANCE CHART

(Stationary vehicles & targets) 100 Meters maximum distance.

Distance	Number of Stress Tests
01-10 meters	1
11-25 meters	1
26-50 meters	1
51-75 meters	2
76-00 meters	2

If the driver is being fired upon multiply the number of stress tests by a factor of 2 to determine the amount of stress tests the driver must make before ramming the target.

RAMMING MOVING TARGET PROCEDURE

Perhaps the most dangerous and difficult action to attempt in **MERC** is ramming a moving vehicle. This procedure borders on the aspect of being suicidal. Because this procedure is so dangerous, it is recommended that the player character be at least a Driver (secondary). The danger in this procedure is in the fact that the driver must stay with the ramming vehicle almost until impact and, in some cases, must remain with the vehicle. Since the target vehicle is moving and under the control of an enemy driver, it is necessary for the player to maintain the ramming vehicle's speed and position as long as possible. Moreover, since the **MERC** driver must remain within the ramming vehicle, even if he can abandon the vehicle just before impact, there is a good chance that he will be killed when the two vehicles collide. This chance of being killed is even greater should the target vehicle be carrying gas, ammunition or if its fuel lines should break. Because of the great danger of the character being killed, this procedure should only be used under the most critical circumstances and only when there is no alternative means of stopping the target vehicle. Moreover, there will be several restrictions to the activation of this procedure. The following restrictions will apply only when using the ramming moving vehicles procedure.

1. The size of the ramming vehicle must be at least equal to the size and weight of the target vehicle.

2. Impact between the two vehicles must take place within two combat turns.

3. Top speed of the ramming vehicle must be greater than the target vehicle.

4. Ramming may only take place between land and water vehicles (i.e. truck vs truck or PBR vs SHEMEL) and parked aircraft.

5. Ramming is not allowed between aircraft of any type that are airborne or airborne aircraft against land or water vehicles. (To do so would be suicidal with no chance of survival).

6. Ramming the rear of a target vehicle will only occur during the following conditions.

    a. The ramming vehicle must be able to make contact within two combat turns.

    b. The target vehicle driver has not detected the ramming vehicle.

    c. Ramming vehicle must be faster than target vehicle.

    d. Ramming vehicle driver must remain with his vehicle to the point of contact.

RAMMING MOVING VEHICLES PROCEDURE

1. Player declares target vehicle that he wishes to ram.

2. Corporation determines if the ramming vehicles can make contact within two combat turns.

3. Using the mortar scatter table with the target pointing at twelve, the player declares at what angle the ramming vehicle will strike the target vehicle.

See the chart below.
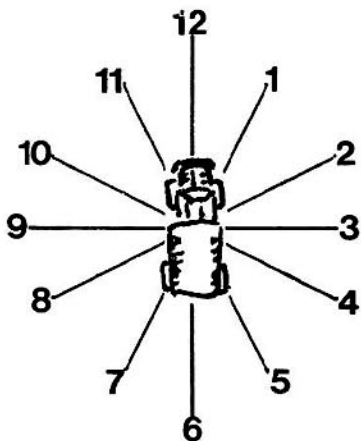
4. The player character must make a stress test before he can proceed with the ramming.

5. The Corporation must then make a detection roll for the target vehicle driver. If the target driver fails the detection test, the player character then has one (1) extra combat turn in which to make contact. Should the target driver make his detection test, the target vehicle will veer away from its intended target in order to escape the ramming vehicle. However, at the Corporation's discretion, the non-player driver of the target vehicle may continue to its target provided the Corporation makes a stress test for the target driver's vehicle. For example, the Corporation's vehicle is within two combat turns of colliding with its target. The non-player character has made his detection roll. The enemy driver spots the merc ramming vehicle coming toward him. The Corporation determines that the driver will try to continue. The Corporation rolls for a stress test on the non-player character. The non-player makes his stress test and continues on to his target. The merc driver now must stop the enemy vehicle before it reaches its target. Should the enemy driver miss his stress test, it is assumed that he veers away from his target, thus causing the merc driver to abandon his pursuit. The merc driver may choose to abandon his vehicle or he may continue to move to another target.

6. Assuming that contact has been made, then the following results will be used.

    a. Should the ramming vehicle make contact during a frontal assault on the target vehicle, then in order to maintain control over the ramming vehicle during the assault the driver must remain in the vehicle almost to impact (within 10 meters). Should the merc driver abandon his vehicle too soon, the enemy driver can swerve to avoid the ramming vehicle and may try to run over the merc driver. If a frontal assault is used, the following procedures will be used.

1. Both drivers must make a stress test every 20 meters.

2. If the enemy driver fails his test he will swerve away from the merc vehicle.

3. If the merc driver fails his test, he will try to abandon his vehicle.

4. If the merc driver abandons the vehicle, the enemy driver will try to run over the merc driver.

5. The merc driver must pass a dexterity test to avoid the enemy driver.

    b. Should the ramming vehicle make contact perpendicular to the target vehicle (i.e. numbers 3 or 9 on the spin procedure chart), then the target vehicle may flip over. See flip table for results.

Flip Table

Roll two dice to determine the effects of the collision on the target.

Roll	Effects
2 – 4	Vehicle flips on its side.
5 – 8	Vehicle spins-see Spin Proc.
9 – 10	Vehicle stops.
11 – 12	Vehicle stops but explodes.

    c. If the ramming vehicle strikes at an oblique angle, the target vehicle will spin into the ramming vehicle. The target vehicle will spin clockwise if struck at positions, 4, 5, 10, and 11 and will spin counter clockwise at positions 1, 2, 7, and 8 on the spin diagram.

    d. Generally speaking, if the vehicles involved are land vehicles, then the position of the driver will be important to the player involved. That is to say, if the vehicle is American made, the driver's position would be on the left side of the cab. If it is European made, the driver is on the right side of the cab. These two factors are important when the driver tries to abandon the vehicle when it strikes the target vehicle. If the driver is on the wrong side of the ramming vehicle when it strikes at an oblique angle, the chances of being killed are greater when trying to abandon the vehicle due to the spin factor involved when striking at an angle. Thus the following table has been devised for such an eventuality.

Spinning Vehicle Abandoning Chart **

Vehicle Make	Spin Position	Direction of Spin	Results
Am/E	1	CCW	K/A
Am/E	2	CCW	K/A
Am/E	4	CW	A/K
Am/E	5	CW	A/K
Am/E	7	CCW	K/A
Am/E	8	CCW	K/A
Am/E	10	CW	A/K
Am/E	11	CW	A/K

EXAMPLE: IF the driver of a Dodge 4 x 4 (US) spins clockwise (as position 5 in the diagram at right) he can successfully abandon the vehicle. If the vehicle were European made, the driver would have been on the opposite side of the vehicle to control the steering wheel, and he would have been killed.

AM	American made vehicle.
E	European made vehicle.
K	Driver killed.
A	Driver abandoned successfully.
CW	Clockwise.
CCW	Counter clockwise.

** Note: Table to be used only on land wheeled vehicles.

    e. In the event of a rear end collision the Corporation must roll to see if the target vehicle driver maintains control over the vehicle. In this case, the target vehicle driver must past his stress test in order to maintain control over his vehicle. Should the target vehicle driver fail his stress test, refer to the flip table for the possible results.

Should the enemy driver make his stress test, i.e. maintains control over his vehicle, he will continue to make for his target and the merc driver may try again to stop him or abandon the attempt.

7. If the ramming procedure is successful, refer to the ramming damage effects for moving targets for the amount of damage to each vehicle.

Ramming Damage Effects For Moving Targets

Frontal Assault: (Distance X 5)/2 = Amount of Damage to both vehicles.

Perpendicular Assault: (Distance X 3)/2 = Amount of Damage to both vehicles.

Oblique Assault: (Distance X 2) = Amount of Damage to both vehicles.

Rear End Assault: (Distance /2) = Amount of Damage to both vehicles.

Frontal Assault: All damage is allocated to the front of both vehicles.

Perpendicular Assault: Damage done to the target vehicle will be allocated to either left or right side depending on impact area. Damage to the ramming vehicle will be entirely allocated to front of the vehicle.

Oblique Assault: Damage done to the target vehicle is allocated to the area struck. Damage to the ramming vehicle is allocated to either the right or left front end, depending on the side that hits.

Rear End Assault: Damage done to the target vehicle is entirely allocated to the rear of the vehicle. Damage done to the ramming vehicle is allocated to the front of the vehicle.

8. As a special note, if vehicles are under fire either by enemy or friendly fire, both drivers must make a stress test every 25 meters distance remaining between the vehicles.

HOT WIRE PROCEDURE

Whenever a merc team is in the field, it may be necessary for the team members to acquire transportation. The best laid plans for escape or movement may come to nothing due to circumstances beyond the team's control. Therefore, it may well be necessary for the team to accommodate itself with whatever means of transportation is available at the time. Since enemy forces may not be so accommodating as to leave the ignition key in the vehicle, the merc team members may have to hot wire such vehicles in order to utilize them. Hot wiring a vehicle simply means that a person can start a vehicle without the benefit of an ignition key. While anyone can hot wire a vehicle, the driver and mechanic (primary and secondary) specialist will be the ones that the team members will look to in order to gain the use of vehicles. Therefore, a simple hot wire procedure has been developed to be used whenever the team members need to utilize a vehicle other than those that were provided for them by the Corporation.

This procedure will only be used by team members since it will be assumed that enemy forces will have the ignition keys to the vehicles outlined in the Motor Pool Section and wherever the team is located.

1. Team member will roll for stress test.

2. If the team member passes the stress test, he checks the Hot Wire Table for modifiers and rolls two dice using a base 6 and applies any modifier.

3. If the team member fails his stress test, he can try another vehicle if one is present, or another team member can try the procedure.

4. Should the team member pass his first stress test but fail to hot wire the vehicle, he must pass another stress test before he can try again.

5. Should the same team member fail to start the vehicle after two tries, that team member will not be allowed to try any procedure that has to use vehicles for that part of the mission. However, he can try again during a different part of the same mission should he desire to do so.

If however, the team member should be a vehicle specialist and fails twice during the same mission with any vehicle procedure, the specialist will drop one rating at the end of the scenario should he survive. Thus if he is a driver primary at the beginning of the mission and fails at two vehicle procedure such as hot wiring or ramming, and should he survive the mission his rating is lowered to that of driver secondary and noted on his character card.

VEHICLE HIT PROCEDURE

Whether the team members are involved in a small skirmish or a major offensive action, they will undoubtedly come into contact with enemy vehicles. In the basic rules, a simple hit procedure was devised to enable the player who encountered enemy vehicles the necessary modifiers needed to score hits on those vehicles. This section will greatly expand upon those original rules and give the player a greater feeling of involvement with the stalking and attacking of enemy vehicles.

The original Vehicle Hit Procedure only dealt with stationary target vehicles and general damage done to vehicles. Be aware that these new rules for hitting either moving or stationary vehicles do not replace the original set of instructions, but rather expand their original scope and concepts. In this supplement the hit procedure has been divided into either stationary or moving target vehicles. Within each section vehicles will be again divided into general and specific target areas. It is far easier for the average mercenary to hit a general area of a vehicle, whether moving or stationary, than any specific areas unless he has a sharpshooter rating. For the ease of playability and to keep from referring from book to book, when using these procedures, the modifier charts

will be repeated in this section. Also, another modifier chart has been included to account for moving vehicles.

STATIONARY AND MOVING VEHICLE HIT PROCEDURE

1. If the player wishes to open fire upon a vehicle, whether stationary or moving, he must declare if his target is a stationary or a moving vehicle and at what range he will open fire. He must declare if he is aiming for a specific or general target area on that vehicle.

2. Should the target vehicle be firing on his position, the player must pass a stress test to determine one of the following results.

A. Fails test — abandons position.

B. Passes test — holds position and fires when he wishes.

3. Should the player be in command of several personnel at his position and is fired upon, he must not only pass a stress test but a command control test as well. Results are as follows:

A. Fails stress test but passes command control rest: Abandons position; can rally his command at another position.

B. Fails command control test but passes stress test: Stays at position but individual character or non/player characters may abandon position.

C. Fails both stress and command control tests: Command player routs into countryside, individual players must pass a stress test with a — 10 modifier applied to their stress rolls if they choose to stay and fight.

D. Passes both command and stress tests: Can choose when to open fire and at what range.

4. If a non/player character is to fire, roll one die to determine at what range he will begin to fire. Check the Open Fire Chart.

Open Fire Chart

Roll	Effects
1 — 2	Opens fire at short range (0 — 50 meters).
3 — 4	Opens fire at medium range (51 — 100 meters).
5 — 6	Opens fire at long range (101 meters — max. range).

5. Having thus determined the range at which the player will open fire, check the appropriate charts for modifiers. If the target vehicle is stationary use either charts 1, 2, or 3 depending upon the range. If the target vehicle is moving, refer to either weapons and distance charts 1, 2, or 3 and add the appropriate modifiers from chart 4.

As a special note, when attacking moving vehicles, please be aware that the modifiers and roll of the dice are only for one combat turn. As the target either moves towards you or away from you, the modifiers may change due to a change in firing range.

6. The next phase of this procedure is the target area. The following conditions are noted.

A. Stationary vehicle: General target areas.

B. Stationary vehicle: Specific target areas.

C. Moving vehicle: General target areas.

D. Moving vehicle: Specific target areas.

A. Stationary Vehicle: General target area

Should the player elect this procedure the following steps are to be used.

.1. Depending upon the range at which the player opens fire, use either weapons and distance charts 1, 2, or 3 to obtain the correct modifiers.

2. Add or subtract this number from eight (8). This new number is the base number you must roll equal to or less than in order to register a hit.

3. Next, determine the type of vehicle you are shooting at. Refer to the Vehicle Point Allocation Charts for point values of either general categories of vehicles or specific vehicles listed.

4. Roll two dice and note the results. If the results are less than the new base number, a hit is scored.

5. If the target is missed (i.e. the result of the roll was greater than the base number), one of the following reactions will occur.

a. Target vehicle has no driver — vehicle does not move but firing may alert enemy forces if not already aware of your presence.

b. Target vehicle has driver present — target vehicle may move, depending upon reactions of the driver as determined by player/character or Corporation. Should the driver move the vehicle, switch to the moving target procedure with either general or specific target areas.

6. Assuming that a hit has been registered, then roll two (2) dice again to determine what part of the vehicle was struck. Check the General Target Area Charts for effects of the roll.

GENERAL TARGET AREA CHART 1 — SIDE VIEW

Roll	Area
1—3	Upper rear of vehicle
4—6	Lower rear of vehicle
7—9	Upper front of vehicle
10—12	Lower rear of vehicle

GENERAL TARGET AREA CHART 2 — FRONT OR REAR VIEW

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

7. Now that a hit has been registered, and the area of the hit is known, refer to the Vehicle Point Allocation Charts for the type of vehicle that was hit and refer to the point value (general) column. There you will find the amount of points the vehicle can sustain before being totally destroyed. Depending upon the weapon used to hit the vehicle, subtract the number of damage points from the amount of points the vehicle as specified in the point value column. For example, if a truck is attacked with an automatic rifle, and is hit, subtract 50 points of damage from the point value of the truck (in this case 300) leaving the truck with 250 damage points it can sustain. This completes one combat turn of **MERC**. Refer to the Damage Results Table for the outcome of the attack.

B. Stationary Target: Specific Target Area

1. As specified in **MERC**, should the player elect to try to hit a specific area of the vehicle (such as gas tanks, tires, engine, or etc.), he must refer to the Sniper Procedure in order to register a hit.

2. Before rolling the dice to determine a hit the proper modifiers must be obtained from either weapons and distances charts 1, 2, or 3, depending upon the distance to the target. Take the results and multiply by 2 in order to get the proper modifier number and apply this to the Sniper Procedure.

Example: The player is using an automatic rifle to attack the fuel tank of a supply truck. The range is 75 meters and he is in a jungle environment. Therefore, referring to the Weapons, Distance, and Terrain Chart 2, the modifier he would use is a —1, but since he is aiming for a specific target, i.e. the fuel tank, multiply by 2 equalling a new modifier of —2.

This new modifier is used to determine if a hit is registered on the vehicle.

3. Should the attempt fail, then roll one (1) die to determine if a hit is registered on another area of the vehicle or a clean miss.

Target Missed Chart

Roll	Results
1—3	Clean miss—Corporation determines any reactions.
4—6	Hit other than area aimed at. Refer to the General Target Area Charts.

4. Assuming that the attempt was successful, subtract the damage points that the weapons can inflict from the specific area.

5. Should the attempt fail to hit the specific area but still strike the vehicle, use the Stationary Vehicle-general area procedure (section 6 and 7). At the end of this procedure refer to the Damage Results Table for the outcome of this combat turn.

C. Moving Target Vehicle: General Target Areas

When attempting this procedure, the following steps are used to determine hits on moving vehicles with a declaration of a general target area.

1. Determine the range that you will open fire. Determine the speed of the vehicle. Refer to the Weapons, Distance and Terrain Charts and the Speed Modifier Chart in order to calculate the proper modifiers.

2. Using 12 as a base number, add or subtract the modifiers to obtain a new base number.

3. Roll three (3) dice and declare the results. In order to achieve a strike, the result of the roll must be less than the new base number.

Example: The target is 60 meters away. You are going to fire with a rifle in hilly country. The vehicle is moving at medium speed. Therefore, the numbers obtained from the appropriate tables are −2 from the Distance Table and −1 from the Speed Modifier Chart giving a result of −3. Add this to the base number of 12, giving a result of 9. The player must now roll a 8 or less to achieve a hit on the target.

4. Assuming a hit has occurred, refer to the General Target area charts to determine where the strike occurred.

5. Subtract the damage points that the weapon can cause from the vehicle point allocation chart and refer to the Damage Results Table for the outcome of the encounter.

6. If the attempt fails, it will be considered to be a clean miss. Any reactions are to be determined by the Corporation.

D. Moving Vehicle: Specific Target Area

When attempting to hit a specific area of a moving vehicle, follow these instructions to obtain the desired results.

1. Determine the range, environment, weapons, and speed of the vehicle.

2. After obtaining the proper modifiers, multiply that number by 3. This result is the new modifier factor that will apply to the dice roll.

3. Using 12 as a base number, add or subtract the new modifier factor. The result is the new base number.

4. Roll three (3) dice and apply the result to the new base number. If the roll is less than the new base number, a hit has occurred at the specific target that was aimed at. If however, a miss is registered, then refer to the Target Missed Chart for the appropriate actions.

5. Should the attempt fail but a hit registers as a general area hit, follow the same procedures as specified in the Stationary Target — Specific Target Area, section 5.

6. If the attempt is successful, subtract the damage the weapon can inflict from the specified area and refer to the Damage Results Table for the outcome.

Example: A supply truck is moving down a straight road at high speed. The player estimates the distance to be 30 meters. He will fire a rifle at the truck and aim for the tires. Taking the numbers from the Weapons, Distance, and Terrain Chart 3 and the Speed Modifier Chart, the modifiers are +2 and −2 which will equal a zero (0). Using the base number of 12, adding the appropriate modifiers, (in this case zero), the player must roll on three (3) dice an 11 or below in order to achieve a strike. Assuming he makes his roll, the amount of damage the rifle can cause is subtracted from the point value of the tires. The results of this action are seen in the Damage Results Table.

7. Should the damage done by any weapon exceed the amount of damage that the area of the target can sustain, then that area is considered to be completely destroyed and can not be repaired, only replaced.

Stationary Vehicle (Specific target area)	1. If engine area is hit, vehicle is inoperative. 2. If wheel area is hit, vehicle cannot move unless repaired. 3. All other points are subtracted from the body.

Moving Vehicle (General target area)

1. Engine area hit-roll one (1) MERC die.

Roll	Effect
1—2	vehicle explodes.
3—6	vehicle halts.

If the vehicle is an aircraft or helo, it will crash.

2. Wheel area hit-refer to the spin and flip procedures.

3. All other damage is allocated to the body.

Moving Vehicle (Specific target area)

1. Same as above.

2. Same as above.

3. Fuel tanks- roll one (1) MERC die.

Roll	Effect
1—2	fuel explodes.
3—6	tank does not explode but leaks fuel.

4. All other damage is allocated to the body of the vehicle.

WEAPONS, DISTANCE, TERRAIN, AND SPEED MODIFIER CHARTS

T =	Terrain	W =	Weapons
G =	Grassland	P =	Pistol
F =	Forrest	R =	Rifle
S =	Swamps	A =	Automatic rifle
D =	Desert	M =	Machine gun
J =	Jungles	G =	Grenade
H =	Hills	Mo =	Mortar
M =	Mountains	Ro =	Rocket
R =	Rivers/Roads		

CHART 1 Distance: 101 meters to max effective range of weapon

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

CHART 2 Distance: 51 meters to 100 meters

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

CHART 3 Distance: 1 meter to 50 meters

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

*only if grenade launcher used. Use in conjunction with Grenade Table.
+Use in conjunction with Mortar Table.

DAMAGE RESULTS TABLE

Procedure Used	Results
Stationary Vehicle (General target area)	1. Subtract the damage that the weapon inflicted upon the vehicle. 2. 1%—25% damage-vehicle operates at ½ speed and capacity. 3. 26%—50% damage-vehicle must be repaired before use. 4. 51%—100% damage-vehicle damage is unrepairable, must be abandoned or destroyed.

SPEED MODIFIER CHART

Speed	Rate	Modifier
1km/hr—30km/hr	Slow	−1
31km/hr—80km/hr	Medium	−2
81km/hr—max.	Fast	−3