CCC

Location: North America

Founded: 2153

Headquarters: Chicago

MERCS: Yellow Jackets

CORPORATE ABILITY

Nanite Armor: +1 ◆ to defense roll

Every CCC MERC adds an additional defense d8 to his or her soak roll. Simply put, the CCC take less damage.

LEADER

KIT

Semi-Auto Assault Rifle: This is a standard ranged weapon. No special rules apply.

Scanner: The scanner is a tool used to reveal hidden objectives. The objective must be within 1 orthogonal area of the MERC using the scanner. The scanner does not work diagonally, but does work through walls.

PERSONAL ABILITY

Lucky: +1 ◆ to soak roll

Lucky allows the MERC to add an additional defense dice to the soak roll. In game, it means that the MERC with Lucky will take less damage than his counterparts.

BREACH AND CLEAR

The CCC Leader's optional B&C ability allows him to convert 1 ◆ to 1 damage. This damage is automatic and cannot be prevented. If through location enhancement or special bonuses, the Leader has more than the standard number of ◆, then he may convert the extra ◆ to damage multiple times.

DEMO

KIT

Carbine Compact Assault Rifle: This is a standard ranged weapon. No special rules apply.

Fragmentation Grenade: This is a damaging grenade. The demo has two frag grenades. This grenade uses the Throw action. The throw action follows all standard rules: if there is no success rolled, then the frag grenade is overthrown. It also follows standard area-of-effect rules, damaging all miniatures in an area. If used in the same area as the Demo, then the Demo must deal with the damage.

PERSONAL ABILITY

Heroic: +1 ◆ for attacks when the only CCC in the area.

If this MERC is the only MERC in an area, the attacker with the Heroic PA gains an additional ◆. This die has not been added to the primary weapon's dice pool, because the bonus is situational.

BREACH AND CLEAR

The Demo's optional B&C ability allows him to convert a ◆ to a ◆ if he also converts a ◆ into a ◆. This conversion can happen as many times as the Demo chooses until he is out of ◆.

BREACHER

KIT

Carbine Compact Assault Rifle: This is a standard ranged weapon. No special rules apply.

Breaching Gel: Breaching gel allows B&C actions to happen easier. They reduce the number of member requirements AND the total cost. The gel is a limited resource. The Breacher only has two uses. To activate the breaching gel, the Breacher MUST be a part of the B&C action and spend 1 CP to activate the Use Kit action. The CP spent on Use Kit does NOT count towards the CP needed to B&C.

PERSONAL ABILITY

Doorman: At the beginning of a B&C gain 1 free additional attack with 2 ◆.

After the B&C event is set up, but BEFORE any activations have taken place, the Doorman PA allows the MERC to get a "free" attack with 2 ◆. This does not count as the MERC's activation, and he can only use the dice provided by the Doorman PA.

BREACH AND CLEAR

The Breacher's optional B&C ability allows him to convert a ◆ to two ◆. This conversion can happen as many times as the Breacher chooses until he is out of ◆.

INCINERATOR

KIT

Flamethrower: This is a special weapon. The flamethrower is limited to a single type of attack—a sweeping attack. However, that attack is an area-of-effect attack. This means that it damages all miniatures in the area. It may be used in the same area as the Incinerator, but doing so damages her.

The dice pool contains two auto collateral damage in addition to the ◆. This means that the weapon automatically does 2 damage in addition to whatever is rolled. This damage is "soakable", but means that with every use the flamethrower damages the building.

Finally, and perhaps most importantly, the flamethrower causes the Burning status effect. Regardless of damage to targets or building, the burning token is placed in the area where the attack happened. This fire causes damage to the area and has a chance to spread in the Refresh phase. Follow the standard rules for the Burning status effect.

Quick Load: This is a supplemental part of the primary kit. It does nothing by itself. It changes the Reload command point cost and alters the attack rules. With quick load, the Incinerator reloads for 1 CP instead of the normal 3 CP, and can attack after reloading.

Quick load is classified as ammo and is a limited resource. If the Incinerator is out of quick loads and at 0 attacks, she can no longer attack.

PERSONAL ABILITY

Tough As They Come: Reduced CP penalties when wounded.

The MERC with this PA does not suffer the same CP penalties associated with taking damage as other MERCS. Where standard MERCS suffer a -1 CP and a -2 CP when damaged, Tough As They Come MERCS ignore the first penalty and the second is reduced. These changes are reflected in the MERC's player board already.

BREACH AND CLEAR

The Incinerator's optional B&C ability allows her to reduce the amount of ◆ in her attack roll by 2 to remove a ◆ from the next OpFor attack roll. This conversion can happen as many times as the Incinerator chooses until she is out of ◆.

GUNNER

KIT

Shotgun: This a standard ranged weapon. However, the shotgun does have a special Unload attack. It can cause a massive amount of collateral damage, but each Unload attack costs 3 CP and uses 3 attack slots.

Quick Load: This is a supplemental part of the primary kit. It does nothing by itself. It changes the Reload command point cost and alters the attack rules. With quick load, the Gunner reloads for 1 CP instead of the normal 3 CP, can attack after reloading, and has an additional attack slot.

Quick load is classified as ammo and is a limited resource. If the Gunner is out of quick loads and at 0 attacks, he can no longer attack.

PERSONAL ABILITY

Breach: When this MERC participates in a B&C, that B&C cost is reduced by 1 CP.

If this MERC is a member of the B&C, which means part of the group spending CP to pay for the B&C, then that entire cost of the combined action is reduced by 1.

BREACH AND CLEAR

The Gunner's optional B&C ability allows her to use the Unload attack in a B&C event. This has the potential to destroy the objective by causing too much collateral damage, so it should be used with caution.