FCC HOUSE 9



Location: Middle East

Founded: 2161

Headquarters: Ostrov

MERCS: House 9

CORPORATE ABILITY

Debris Crawl: Areas with CDD still hold maximum people

Usually collateral damage discs limit the amount of MERCS and OpFor allowed in an area. Debris Crawl keeps the original area limit for any given area, regardless of any CDD limitations.

HOUSEMASTER

KIT

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

Caltrop Trap: The caltop trap is a separate miniature. It functions as a "pet" for the Housemaster. It must be deployed by the Housemaster for three command points.

Once deployed, it does not move. It takes a Spray & Pray reserve action. It waits until an OpFor moves into the same area as the trap, then attacks with one heavy damage die and four collateral damage dice.

PERSONAL ABILITY

Sweep: Sweeping attack and Spray & Pray attacks add +2

The MERC with the Sweep personal ability is better as causing damage with sweeping attacks. The MERC receives two bonus collateral damage dice to sweeping attacks and spray & pray reserve actions. These dice have already been added into the player board.

BREACH AND CLEAR

The Housemaster's optional B&C ability allows her to convert 1 to 1 Blood, if she also converts a into a . This conversion can happen as many times as the Housemaster chooses until she is out of or . This damage is automatic and cannot be prevented.

JUICER

KIT

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

Adrenaline Performance Enhancing Drug: The PED restores 2 CP instantly. The target USCR changes his or her command points immediately. To activate the adrenaline, the Booster MUST be in the same area with the USCR he intends to use the PED on and spend 1 CP to activate the Use Kit action. The Booster may use the PED on himself.

PERSONAL ABILITY

Boosted: Restores 5 CP minus penalties in the Refresh phase.

MERCS who are boosted receive five command points instead of four in the resupply step of the Refresh phase.

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 .

ENGINEER

KIT

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

Door Hook: The door hook allows B&C actions to happen easier. It reduces the total cost of the B&C by 3. To use the door hammer, the Engineer 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

She'll Hold Together: May reroll defense failures.

After making a defensive soak roll, the MERC with She'll Hold Together can reroll any defense dice that are not successful. This reroll only happens one time.

BREACH AND CLEAR

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

BEDOUIN

KIT

Machete: This a melee weapon. It follows standard melee combat rules.

Flashbang Grenade: This is a non-damaging grenade. The Sgt has two flashbangs. This grenade uses the Throw action. However, the flashbang cannot be overthrown. It has no dice pool, so succeeds automatically. It follows standard area-of-effect rules, effecting all miniatures in an area. It adds the Blinded status effect to the target area.

PERSONAL ABILITY

Resourceful: -1 CP when using the Interact action.

If a MERC with the Resourceful PA uses the Interact action, then the total cost is reduced by one.

BREACH AND CLEAR

The Bedouin's optional breach & clear ability is situational. If the collateral damage track counter is at five or higher, than the Bedouin may add +2 ◈.

BOOMER

KIT

Launcher: This a unique ranged weapon. The Launcher has a windowed range. It functions more like the Throw action. It cannot be fired less than two areas and has a "targetable" maximum of three areas. It can be overshot, which is the same as overthrown.

The Launcher may fire fragmentation grenades or smoke grenades:

Fragmentation Grenade: This is a damaging grenade. There is no limit to the amount of grenades the Boomer can fire. It also follows standard area-of-effect rules, damaging all miniatures in an area.

Smoke Grenade: This is a non-damaging grenade. There is no limit to the amount of grenades the Boomer can fire. The smoke grenade cannot be overshot. It has no dice pool, so succeeds automatically. It follows standard area-of-effect rules, effecting all miniatures in an area. It adds the Smoke status effect to the target area.

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 Boomer 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 Boomer is out of quick loads and at 0 attacks, he can no longer attack.

PERSONAL ABILITY

Lucky: +1 ◈ to defense 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 Boomer's optional B&C ability allows him convert three [CDd8] to two auto collateral damage, bringing his total breach & clear attack pool to 5 auto collateral damage. If the Boomer chooses to use his B&C ability, then the OpFor damage counter is also increased by two.