MERCS

4

CHEAP

The year is 3028, humanity has colonised the solar system and is constantly expanding the borders of known space

Earth is a utopia run by the UN with crime being at a record low for generations whereas the planet factory of Mars and the rings of Saturn are governed through proxies and has allowed corruption to run rife with crime ranging from prostitution and drug trafficking to industrial espionage, contract killings and testing of banned biological weapons

Naked wires run the length of access tunnels and moisture trickles down the walls staining them green from the chemicals used to reconstitute it from the inhabitants urine.

Nothing goes to waste in the lower hab blocks from clothes and old paper to broken mining tools and rumor has it sally's meat stand used the flesh of the dead back when the babyalons started rationing meat after the last water riots.

The Creed

No bounty is worth
dying for

People don't have bounties,
only acquistions have
bounties

Capture by design,
kill by necessity

No merc shall slay
another merc

No merc shall interfere
with another's hunt

In the hunt one captures
or kills, never both

No merc shall refuse
aid to another merc

The
Game

Structure of play

In Mercs 4 Cheap a group of players control characters who have been hired to undertake a job presented by the DM. As the DM sets the scene and explains the Players reasons for being involved they also play any antagonists the players will meet throughout the job. The DM decides how the world reacts the ongoing job and how this might affect the outcome of the job.

Running a job follows this basic pattern

The DM describes the environment

Tells the players what their job is and describes what's around them as well as presenting a selection of basic options, their immediate surroundings, any npcs etc.

The players describe what
they want to do

Players explain what they would like to attempt to do using their various skills and with the DM's discretion may attempt to roll for these.

The DM narrates the results of
the adventurer's actions

After the players have rolled for their various actions, the DM will narrate the result either positive or negative depending on the result rolled. It is encouraged that the DM narrates the outcome as dramatically as possible and if the facilities are available to make use of a playlist to set the atmosphere.

Abilities & Stats

Each character is controlled by 4 characteristics.

Strength - measuring physical power
Dexterity - measuring agility
Intelligence - measuring reasoning and memory
Charisma - measuring force of personality

Each of these characteristics has an ability score, ranging from 1 to 20, and an ability modifier, ranging from -5 to +5.

These modifiers apply to attack roll, ability checks and saving throws

Score	Modifier	Score	Modifier
1	-5	12-13	+1
2-3	-4	14-15	+2
4-5	-3	16-17	+3
6-7	-2	18-19	+4
8-9	-1	20	+5
10-11	0		

To determine the outcome of an attack roll, ability check or saving throw, the player rolls a d20 and adds any bonuses or penalties.

This score is then compared to a target number, if the score equals or exceeds it, you succeed.

1. Roll the dice - roll a d20 and add the modifier for the ability
2. Apply bonuses and penalties - use of drugs, effects such as stunned or using body armour
3. Compare to target number - if the total equals or exceeds the target the roll is a suc cess, otherwise it's a failure.

Advantage/Disadvantage, Ability Checks, Difficulty Levels and Saving Throws

Sometimes a special ability or item will cause you to have either advantage or disadvantage.

If this happens you roll a second d20 and choose the higher number if it's for advantage or the lowest if its disadvantage.

An ability check tests a character's talents and training to overcome a challenge.

Th DM calls for an ability check when a character attempts an action, other than attacking, that has a chance to fail

E.g. a player wants to kick down a door to get into a house. They roll a d20 and get a 10, adding the +3 strength modifier resulting in a total of 13, more than enough to kick open the wooden door, however the same player has consumed alcohol recently and is at disadvantage.

Rerolling the dice, they get 7 resulting in a total of 10 with their strength modifier. Unfortunately, this is not enough to kick the door down.

If the total score equals or exceeds the difficulty level the ability check is a success, otherwise it is a fail.

A saving throw represents an attempt to resist or avoid a trap or similar threat.

You do not decide to make a saving throw, you are forced to do so as a result of the risk of harm befalling your character.

To make a saving throw, roll a d20 and add the appropriate modifier and if the total score is equal to or higher than the difficulty level you avoid the damage. If not, you take the resulting damage.

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Primum non nocere
- Tarturus General Hosiptal

Disclaimer
You will be operated on by interns if you dont have insura

Combat

Combat is broken down into Rounds and Turns.

Rounds which represent about 6 seconds in the game world. During a round, each participant in a battle takes a Turn.

Combat step by step

1. Determine surprise - DM determines if anyone in the encounter is surprised

2. Establish positions - DM decides where the players and enemies are located

3. Roll initiative - Everyone involved rolls to determine the order of combat turns

4. Take turns - Each participant in the fight takes a turn in initiative order

5. Begin the next round - Once everyone in the fight has had a turn go back to 4 and repeat until fight ends

Your Turn, reactions and movement

On your turn, you may move a total distance up to your character's movement speed and take one action.

You may move part of your speed, take your action and then use the rest of your speed.

During your turn, you might move from cover to a new piece of cover and help a teammate up who has been knocked unconscious or fire your weapon.

Some actions are known as quick actions, these are actions that can be used even after a player has used their action.

Quick actions might be unjamming a gun or pickpocketing a passing npc or getting up from being knocked down.

Quick actions are limited to one per turn.

Talking is considered a free action and can be done outside a character's turn.

Combat Actions

During your turn, you can take an action as well as moving.

Several common actions are listed below but players can attempt other actions they think of, provided the DM deems it acceptable.

Attack

Considered the most common action, this encompasses both attacking with a ranged weapon such as a pistol, throwing something such as a grenade or slashing with a knife.

Run

If a player chooses to run, they get an additional movement equal to their speed. If the player has had their speed increased or decreased the additional movement is equal to the new speed.

Dodge

Choosing to dodge allows the player to impose disadvantage on any attacks made against them until the next turn begins but only if they can see their assailant. You also have advantage on dexterity saving throws. Cannot be taken if player is knocked out or speed has been reduced to zero.

Combat Actions

Retreat

If a player attempts to run from a combat situation they allow the enemy they are fleeing from to take an attack against them. If a player instead chooses to retreat they can then use their movement to escape from the combat situation without being attacked.

Aid

If you choose to aid another player or npc they gain advantage on their next ability check made to perform the task you are helping with. If you choose to use aid when beside an enemy, if an ally makes and attack their first roll is made with advantage.

Ready

A player can ready an action such as waiting for an enemy to walk through a door they are in front of. This then allows the player to make an action before their next turn.
The player describes what they want to happen to trigger their action e.g. "if they move towards us I'm going to move further back".

Use item/object

Some objects require an action to use such as a medics medpack or hacker's tools

Making an attack

1. Choose a target - Pick a target within range, person, object or location

2. Determine modifiers - DM determines if target has cover, if you have advantage or disadvantage. Any effects from drugs, special items or special abilities

3. Resolve the attack - Make an attack roll. On a hit, roll for damage. Modifiers for the roll

When an attack is made, the roll can be modified in several ways such as the character having experience with a weapon or item, having cover or using items to improve your chances.

Ability Modifier - The ability modifier for a melee attack is Strength and for a ranged attack is Dexterity.

Skilled Bonus - If you are skilled with a weapon or item you can add a skilled bonus to the roll

Cover

Crates, walls and billboards can provide cover during combat making a target harder to hit.
Target only benefits from cover if the damage comes from the opposite side of the cover

Cover is broken into Half cover, Three Quarter cover and Total cover

Half cover - such as low walls or objects that block half the targets body. This gives the target +2 to their armour and Dexterity saving throws

Three Quarter cover - such as a medium wall or objects that block ¾ of the targets body. This gives the target +5 to their armour and Dexterity saving throws

Total cover - such as a closed door or objects that completely bocks the targets body. A target with full cover can't be targeted directly but can still be effected by area of effect attacks.

Damage and Healing

For soldiers of fortune and hired guns, injury and the risk of death is constant companion

Damage
Each weapon notes the damage it deals on a successful attack. You roll a damage dice, add any modifiers, and then apply the damage to the target.

Critical Damage
On the roll of a natural 20 the player manages to critically damage their target. The player then rolls two damage dice and add the scores together before adding modifiers.

Critical Fail
On the roll of a natural 1 a player has critically failed their attack, this is normally represented by the player's gun jamming or weapon slipping out of their hand etc. On the occurrence of critical fail the attack role is automatically ended.

Health and Armour

Health is measured in Hit Points of HP and represent your physical and mental durability as well as your will to live and an occasional favour from lady luck.

Most humanoids have a base health of 10hp and instead people reply on the use of body armour to preserve their lives.

Due to the continuous expansion of humanity throughout the solar system armour is in high demand from the highest planetborn politician looking for a discreetly armoured doublet to armoured environment suits for nomads and even the crudely bolted together armoured plating that many a hab ganger sports emblazoned with their gang's colours and motifs.

Industrial or military exo suits and their rarer powered armour brethren are also on occasion seen but are often the last thing a person see if they are on the receiving end of the ire of someone wielding such mighty armour.

0 hit points
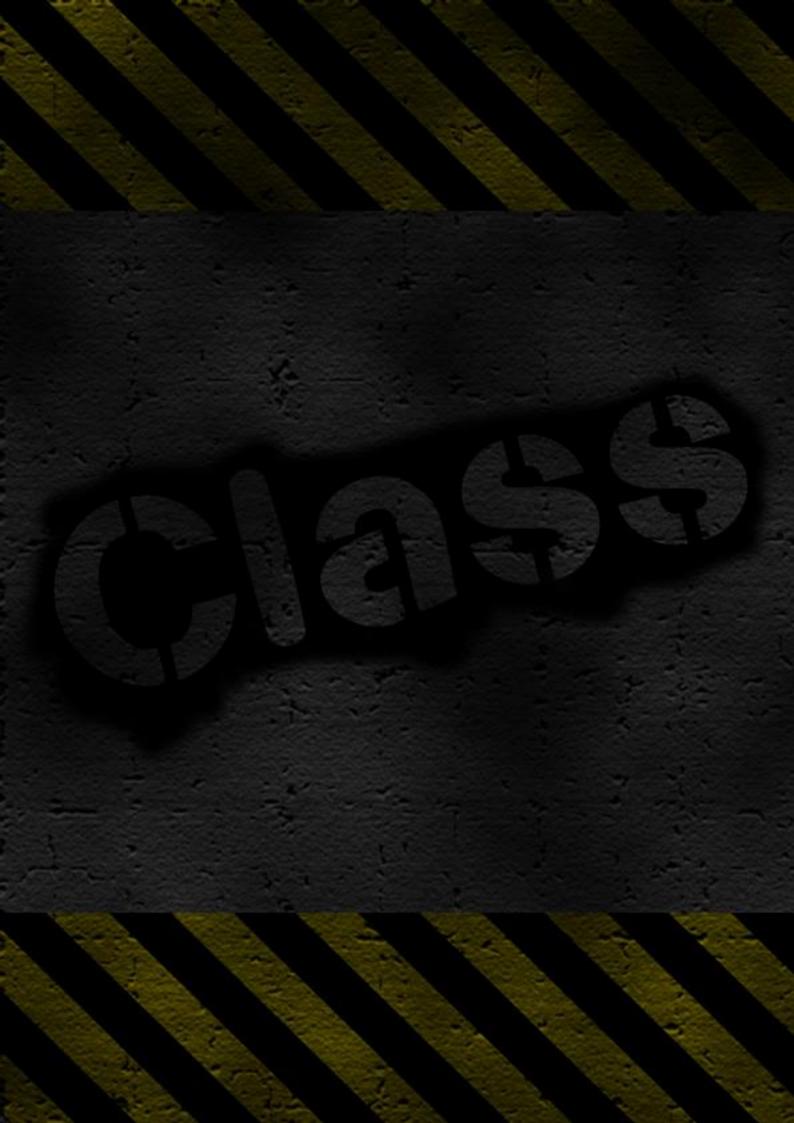As you take damage your Hit Points are reduced and when they drop to 0, you fall unconscious.

The player must then take a death saving throw during their subsequent turns. The player rolls a d20 and on a 10 or above succeeds.

3 successful rolls will result in the character stabilizing, but 3 failures will result in the player dying.

If another player can reach the downed character they can attempt to stabilize their comrade by successfully perform- ing a DL 10 medicine check.

Healing
Likewise, if you are healed you recover that number of health points up until your max hit point limit.

Primum non nocere

With the colonisation of the solar system the rise of a new social hierarchy took place, with those able to afford a house upon a planet promoting themselves to the top of the pyramid while those who travelled the solar system either on their own or as part of a group became known as the nomads.

Finally, with the increase in travel throughout the solar system and mining opportunities upon the belt, many space stations were constructed either privately or to serve as immigration centres for the planet they orbit and became the home for the expanding blue collar working class who proudly called themselves spacers.

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Planetborn

Seen by many as aloof and full of themselves, the planetborn are painted with broad strokes with many forgetting that poverty is still prevalent throughout all levels of society.

Most planetborn find that space does not agrees with them and prefer to stick with their home planets gravity, finding discomfort of different planets at best and the idea of zero gravity as anathema, regularly preferring stasis when travelling.

Planetborn Traits

Rougishly Refined
Known for being quick talkers planet-borns are known to confuse others (and occassionally each other) with their words - +2 to charisma and skilled in persuasion

Zero G sickness
Planetborn find gravity reassuring and generally avoid Zero G whenever possible - Disadvantage on movement and attacks when in Zero G.

Spacer

Viewed as the working person of the age, spacers are hardworking and proud of their ability to adapt to the situation at hand.

Equally comfortable in or out of gravity, Spacers can be found anywhere humanity has spread and often where they have yet to as well as being renowned as work people and ship crew 2nd only to the nomads.

Spacer Traits

Workers Union

With the expansion though the solar system, workers unions exploded in frequency before being amalgamated into the Workers Union. If present spacers can recquisition equipment from and lodge in one of their halfway houses in exchange for using their skills.

Rough & Rowdy

Due to your position in society you have a harder time getting into more refined areas - Disadvantage on persuasion rolls to access such areas

Nomad

Regarded as little more than modern day savages and hippies by those who have not spent time with them, those known as nomads are wanderers and explorers of the firmament.

Prefering what they consider to be the more peaceful life of living in zero gravity upon a ship than the cluttered chaos of a space station or unmoving stagnation of life upon a planet.

Unrivalled as scouts and pilots the nomads live a peaceful live but will not hesitate to protect themselves if provoked.

Nomad Traits
Call of the Ether
Known for their unrivialled skills at scouting and piloting, Nomads are skilled in vehicle use and stealth

VoidWalkers
Nomads find gravity on planets uncomfortable unless aclimatised to that enviroment - Disadvantage on movement and attacks when not in Zero G/aclimatised.

Role

From the lowest hab gang to the grand peacekeeping force of the UN, any successful military unit is made up of several personnel each fulfilling various roles such as automatic rifleman to medic.

These roles are further diversified within the private military contractor industry with specialised individuals such as snipers or hackers.

- Mercenaries For Idiots

The sample for this
ebook is now finished

Would you like to buy
the rest of it?

Gunner

From professional soldiers and corporate bodyguards to gang members and even children, the role of a gunner is as simple as those who are one.
- Drunk NCO

Skilled in

Weapons
Pistols
Rifles
Knives

Items
Explosives

Abilities
Athletics
Intimidation
Survival
Vehicle Use

A staple in any militariaristic organi-sation, the gunner is often the first line of offence and defence.

Desipite their reputa-tion for being knuckle draggers a gunner has the experience to turn anything into a weapon.

Ability - Bullet Time
Gunners have advantage on all attacks made against them when using this.
Can only be used once a day.

Medic

Primum non nocere
"First, do no harm"

"The hippocratic oath is overrated and I'd rather not paint a massive target on my head"
Unnamed medic with shotgun

Skilled in

Weapons
Pistols
Shotguns
Knives

Items
MedPacks
Drugs

Abilities
Insight
Investigation
Medicine
Sleight of hand

Charged with the well-being of those they fight alongside the combat medic knows occassionally you need more than a spoonful of sugar to help the medicine go down.

Ability - Revive
A medic can bring someone who has died back from void
Can use this ability provided it has a Medpack

Hacker

"Life is Binary, 1 or 0, yes or no, right or left"

Classically seen as anti-social and shut in, the hacker is now a much sought after support unit in this tecnologoly driven age.

Capable of breaking into security systems to render them blind, a hacker is as comfortable with an SMG as they are with a holoboard

Skilled in

Weapons
Pistols
Sub machine guns

Items
Hacking tools

Abilities
Computer use
Insight
Security
Sleight of hand

Ability - EMP
A hacker can set off an EMP blast that fries all electronics within 3 tiles for 6 turns
Can use this ability once a day

Assassin

Known for their skill at infiltration and the art of taking life an assassin is terrifying human weapon.

Skilled in

Often required to infiltriate a hot zone and then strike without warning, assassins are masters of disguise and capable of mimicking anyone they meet.

Weapons
Pistols
Rifles
Knives

Items
Poison

Abilities
Acrobatics
Deception
Security
Stealth

Ability - Mimick

An assassin can take on the form of anyone they have recently killed Can only be used once a day

Contradictory Characteristics

Professional hitmen and soldiers you are not, openly referred to as the bottom of the bargin bin, the members of your team each have a characteristic that isnt what you would normally expect a paid killer to have

Roll a d12 and from the number add the corrosponding information to your character sheet

1 - Faked Credentials
2 - Bad Temper
3 - Anemic
4 - Alcoholic
5 - Restless Leg
6 - ADHD
7 - Drug Addict
8 - Asthmatic
9 - Clumsy
10 - Trigger Phrase
11 - PTSD
12 - Unlucky

Following screen has individual data regarding each characteristic.

Contradictory Characteristics

Faked Credentials -
Cannot use role ability e.g. Mimic

Bad Temper -
If hurt, must direct next turn against
source of damage

Anemic -
Medicine checks are 5 points higher for you
when healing or being stabilized

Alcoholic -
Starts day hungover, disadvantage on percep-
tion, intelligence and dexterity for 10
rounds.

Restless Leg -
If didn't move that turn, disadvantage on
next check

ADHD -
Disadvantage on perception

Drug Addict -
If didnt used drugs that day, shaking hands
result in disadvantage on
dexterity checks and saves

Asthmatic -
Movement speed is reduced by half

Contradictory Characteristics

Clumsy -
Disadvantage on Dexterity and Acrobat-
ics checks and throws

Trigger Phrase -
A phrase that activates a dormant state
within the character. Privately discuss
with the DM the phrase or word as well
as the result of being triggered

PTSD -
A trigger that reminds the character of
a particular moment. Privately discuss
with the DM the trigger as well as the
result of being triggered

Unlucky -
Player has disadvantage on all rolls

Gear

Gear

"A good workman never blames his tools, you look after your gear and your gear will look after you"
   - Terrawide Works PMC advisor

Each player can take a main weapon, a backup weapon and two items as well as their armour. Players start with a Flak jacket but can purchase Armour and up-grades can increase carrying capacity.

Armour

Name	Armour Points
Recon suit	11

Additional info
Advantage on Stealth

Flak jacket	13

Combat armour	15

Additional info
Disadvantage on Stealth

Powered armour	18

Additional info
+5 to strength + additional item slot

Gear

Firearms

Name	Type	Range	Damage
Pistol	Pistol	30m	1d6
Revolver	Pistol	35m	1d6
SMG	Pistol	30m	1d6

Name	Type	Range	Damage
Shotgun	Basic	30m	1d10
Assault rifle	Basic	100m	1d10 +3
Marksman rifle	Basic	200m	1d12 +3

Name	Type	Range	Damage
LMG	Heavy	100m	3d10+3
Bazooka	Heavy	200m	5d12 AOE 6 tiles

Special Ammo

Name	Type	Effect
Stunners	Pistol	Stuns target
High EX	Pistol/Rifle	Double Damage
Homing	Pistol/Rifle	Advantage on shot

Gear

Melee

Name	Type	Damage
Knife	1 handed	1d4
Baton	1 handed	1d4
Sword	1 or 2 handed	1d8/1d10
Bat	1 or 2 handed	1d4/1d8
Sledge	2 handed	1d8/1d10

Other

	Type	Range	Damage
Frag Grenade	Thrown	Str	1d10
Gas Grenade	Thrown	Str	1d10
Stun Grenade	Thrown	Str	1d10 + stun
Tazer	Pistol	10m	1d6 + Stun

	Armour	Additional
riot shield	0	+2 to Armour Points
Gasmask	0	gas grenades dont deal damage

Gear

Upgrades for weapons

Name	Type	Info
Silencer	Pistol/Basic	x2 damage if hidden
Scope	Pistol/Basic	Doubles Range
lazer sight	All firearms	Advantage on shot
bayonet	All firearms	x2 melee
Grenade launcher	Basic/Heavy	
Stunner	Melee	Stun Damage

Upgrades for armour

Name	Type	Info
Tactical rig	Any	+2 item slots
Ceramic plates	Power	+2 AP
Camouflage	not power or exo	+2 stealth