SAXTON HALE'S
MERCENARY COMBAT
SIMULATOR
INSTRUCTIONS

President: Claude Comair   Instructor: Bill Morrison   Designer: Anthony Bryan

G'day, ☐ VALUED CUSTOMER / ☐ HATED RIVAL.

On behalf of Mann Co., let me ☐ THANK / ☐ CURSE you for the ☐ PURCHASE / ☐ ATTEMPTED THEFT of the following Mann Co. product:

#5235 – "Board Game"
Saxton Hale's Mercenary Combat Simulator

First off, let me ☐ COMMEND / ☐ SWEAR VIGOROUSLY AT you for your ☐ WISE SELECTION OF / ☐ FOOLHARDY DECISION TO STEAL this fine Mann Co. product.

☐ WE HOPE YOU ENJOY CONTINUED USE OF THIS PRODUCT.
☐ I'M COMING FOR YOU, YOU SON OF A...

Please, ☐ READ ON / ☐ COWER IN FEAR, as ☐ I INSTRUCT YOU ON THE OPERATION OF THIS PRODUCT / ☐ YOU ARE A DEAD MAN. I look forward to ☐ EXPLAINING ALL THE WONDERFUL FEATURES / ☐ PUMMELING YOU TO DEATH WITH MY BARE HANDS.

☐ SINCERELY / ☐ UP yours,

SAXTON HALE
AUSTRALIAN
CEO, MANN CO.

The name's Saxton Hale! Australian. CEO of Mann Co., and the man who's going to tell you about this game! Now, I know what you're thinking: *"Saxton, this isn't a shoddy weapon that could burst into flames at any moment! What gives?"* Bidwell tells me it's *apparently* highly illegal to sell weapons of mass destruction to children. But I'm going to turn you babies into real men anyway! Learn to kill your friends without all the hassle of another Senate investigation. You're getting not just one, but TWO different modes of combat - Capture the Intel, and Control Point! And rest assured, this product is just as shoddy and flammable as all our other fine products!

Capture The Intel Goal:

The goal is to grab your opponent's intel and bring it back to your base before the other player takes yours!

Control Point Goal:

The goal is to occupy and maintain as many different points on the map as possible, to score more points than your opponent!

Players: 2   **Age:** 10+   **Time:** 30 Minutes

Equipment:

- 2 Game Boards

- 30 Stat Counters
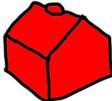
- 8 Sticky Bomb Tokens

- 40 Mann Co. Cards

- 16 Character/Sentry Tokens

- 10 Fire/Intel Tokens

- 40 Character Cards

- 16 Health/Charge Cards

Setup:

1.) First, determine if you'd like to play Capture the Intel or Control Point, and grab the appropriate board. Place it on a large, flat surface between you and your opponent, with the RED and BLU sides each facing one of you.

  a.) If playing Capture the Intel, place each Intel Token on the spot with the same-colored intel icon.

  b.) If playing Control Point, each player should take a Stat Counter, and place it on their number "1", at the bottom of the board.

2.) In 'Deck One' of the game cards are all RED and BLU cards. Give all RED cards to the RED player, and all BLU cards to the BLU player. Do <u>NOT</u> shuffle these cards - you'll be looking through them on a regular basis (you can reorder them if you wish).

3.) Lay out your six "Mercenary" cards in front of you. Sit the other cards aside for not.

4.) In 'Deck Two' of the game cards are the Mann Co weapon cards. Shuffle these cards, and set the pile aside, face down.

Rules:

Flip a coin to determine who goes first. Pick one of your Character cards, and place it below the first Health/Charge card, face down (your opponent may see what you have selected). The other player then does the same. Repeat this process for each of the six numbers. These characters will be your starting lineup. *(See next page for a brief explanation of character stats so you can make your selection.)*

Character Stats

Each of your characters has a number of stats that govern how they move and attack. You can see these stats on each of the Character Cards *(see example on right)*.

Health: How much damage this character can take before it's defeated.

Speed: How many spaces this character can move in a single turn.

Attack: How much damage this character's default attack will do.

Range: How far this character's default attack can reach.

Each character has one or more special abilities, as described in the box below the stats.
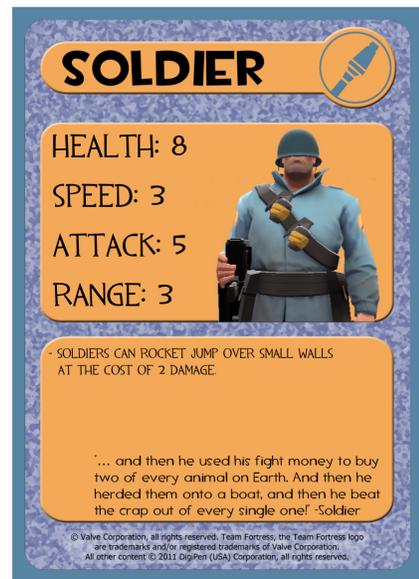
Taking a Turn

At the beginning of each turn, you will move and attack with one character. On the first turn, both players will move their character positioned underneath the Health/Charge card with a number "1", on the second turn "2", and so on. After the sixth turn, each player will draw one card from the Mann Co. deck, then the process repeats again for all six numbers.

If your Character Card of that number is face down, you will spawn that character *(see next section)*. If you have no Character Card with that number, you may select one Character Card from your side pile, and place it face down below the corresponding Health/Charge card.

Spawning

When it's a character's turn, but its card is face down, it's time to spawn that character. Flip the card face up, and place a Stat Counter on the heart that matches that character's max health. *(For example, the Soldier's health is "8", so place the counter on the heart with an eight.)* Don't place a counter on the Charge meter just yet.

For your convenience, several extra inserts have been provided to make it easier to read the battlefield. Take an insert matching your character and place it in the correctly numbered Character Token. Then, place the Character Token on top of the "Spawn" tile of your color.

Spawning (continued)

Once the Character Token has been placed on your spawn point, the character is now free to begin a normal turn.

If one of your characters is already on your spawn point, you may not spawn another character, so be sure to move off the point! If your opponent has a character on your spawn point, that character is automatically defeated, and your character may spawn normally.

Movement

Each character may move up to the number of spaces designated on its card, in any direction. You may do this at any point during the turn, before or after you attack. For example, you may move and then attack. Or you may move a few spaces, attack, then finish moving.

You may not move on or over a space that already has a character on it. You may not move over fences *(except the Soldier, whose special ability allows him to do so)*.

 Finally! What real men care about: getting into fights! Time to beat some smelly hippies! If you need details on some more weapons to get the job done, go check out page 11 to read more about what Mann Co. can do for you!

Fighting

On each turn, you may attack once, to do damage against (and hopefully defeat) an enemy character. Each character begins the game with only one type of attack, which uses the Attack and Range listed on the character's card.

Attacks may be performed against an enemy, up to the range stat your particular character has. Note that you must have a direct line of sight via tiles against an enemy to attack them. *(That is, to reach that space via movement, no fences can be in the way.)*

In the example to the right, the Soldier is only able to attack two of the Demomen. One is blocked by a fence. The other two are two spaces away, both within the Soldier's range.
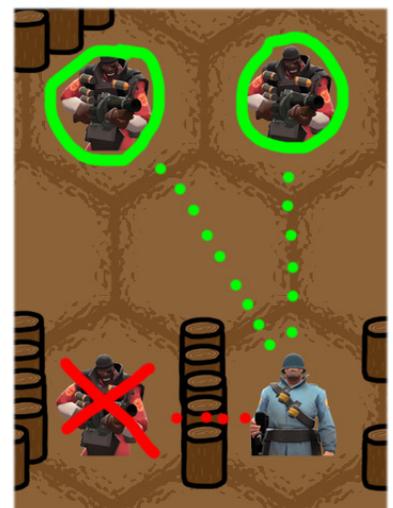
Taking Damage

When a character is attacked by an opponent's character, it takes damage equal to the amount specified on the attacking character's card *(this may change with special abilities or other weapons).* Move your character's health counter down by that many spaces. If your character is at 0 or lower health, it is defeated. Remove its Character Token from the board, and place its card back into your side pile. *(See the 'Taking a Turn' section (pg. 5) for details on how to get a new character back on the board!)*

Charge Meter

Below each character's health is the Charge Meter. Many classes and weapons will have abilities that make use of the charges to give the character a special attack or combat boost. The Sniper, for example, gains a more powerful attack when he stands still, thanks to the charge meter.

Class Abilities

Each class has a number of special abilities they can use to defeat the enemy. Some require the Charge Meter, but others do not. You can refer to each character card for an overview on a specific ability. Refer to these rules for more detail.

Scout
-Scouts capture points at twice the normal rate.

> This ability applies to Control Point mode only. The Scout essentially acts as two people when capturing a point.

Soldier
-Soldiers can rocket jump over small walls at the cost of 2 damage.

> If there are 'walkable' tiles on both sides of a wall, it is considered a small wall. In other words, the Soldier cannot jump into the sand.

Heavy
-Heavies may not fire their primary weapon on any turn that they move.

> This means the Heavy must choose between moving or shooting. If the Heavy acquires another weapon, they ARE able to use that in addition to moving.

Class Abilities (continued)

<u>Pyro</u>

-Spies that uncloak within 2 spaces of a Pyro take 3 damage immediately.

> Since Spies only have 3 health, this kills Spies. Pyros can thus create a safety zone where Spies cannot uncloak.

-Pyros are immune to Soldier's primary weapon.

> This means that Soldiers are no match for a Pyro, unless they acquire another weapon.

-When an enemy is hit by a Pyro's primary weapon they take 1 point of burn damage on their next 2 turns.

> To indicate a player is on fire, take one of the Fire Tokens, and place it on the character's card. The burn damage occurs on the burning character's turn, not the Pyro's. Enemy Pyros are able to catch on fire.

<u>Demoman</u>

-Demomen may place up to two stickybombs on adjacent, unoccupied spaces.

> Each player has four stat counter pieces with numbers on them - these are actually stickybomb tokens. Use both with "1" written on them for your first Demoman, and both "2" for your second Demoman.

> Characters can still walk on a space with a stickybomb on it. If a Demoman dies, both of his stickies are removed.

-Instead of attacking, Demomen may detonate all stickybombs, doing 3 damage to any enemy on the same space or adjacent spaces.

> The Demoman can only detonate his own stickies.

> If an enemy is within range of both stickies, they take 6 damage.

Sniper

-*If the Sniper does not move or shoot this turn, add +2 to their charge meter. All counters are removed if the sniper moves.*

Snipers are best used when positioned at key choke points or wide-open spaces.

-*When the Sniper shoots, they do one extra damage for each counter on their charge meter. All counters are removed after shooting.*

A fully charged shot can kill any class but the Heavy.

Medic

-*Instead of attacking, Medics may heal any teammate for +3 health.*

The teammate must be within normal attack range (3 spaces).

Teammates can only be healed up to their normal maximum health. Teammates cannot be over-healed.

-*Medics self-heal +1 health automatically each turn.*

Medics are weak, but if they survive an attack, they can recover.

-*Each time the Medic heals, add +1 to the Medic's charge counter. When full, the Medic may uber a teammate, making both characters invincible for two turns.*

Rotate the Medic's card 90 degrees to indicate he is ubered. After two more of the Medic's turns, the characters are vulnerable again.

The Medic's target must stay within 3 spaces of the Medic to remain ubered.

Engineer

-*Add +1 to the Engineer's charge meter each turn.*

This applies regardless of what action the Engineer takes that turn.

-*When their charge meters are full, Engineers can build one sentry gun at any adjacent space.*

Sentries act as an extra (stationary) character on your side. When you build a Sentry, it gets its own Character Card and Health Card. Position the Sentry's cards just after the Engineer that built the Sentry. *(This means the Sentry will attack just after the Engineer's turn.)* Sentries do not die when an Engineer dies, as long as the Engineer immediately respawns in the same slot. If that slot changes to another class, the Sentry is destroyed.

Class Abilities (continued)

<u>Engineer</u> (continued)

The Engineer can build a new Sentry at another location. If they do, the original Sentry is destroyed.

-Engineers may repair a Sentry for +3 health instead of attacking.

An Engineer may heal the other Engineer's sentry, as well as his own.

If the Sentry has a sapper on it, the sapper is removed, but the Sentry doesn't gain any health.

<u>Sentry</u>

-When a Sentry is first built, it cannot fire for one turn.

Since Sentries go immediately after the Engineer that built them, this means that the Sentry must wait until its second turn to fire.

-When a sentry is sapped it cannot fire. It also takes 3 damage each turn.

Sappers are a special ability of the Spy. Left unchecked, they will quickly destroy a Sentry.

-Sentries cannot attack Spies.

Sentries are defenseless against Spies without the help of an Engineer or Pyro.

<u>Spy</u>

-You may replace any of your characters that has never attacked with a spy.

If a character has used a special ability, such as the Medic's healing or the Engineer's Sentry, this counts as an attack, and the character cannot be swapped for a Spy.

When changing to a Spy, any damage the character has taken is ignored. (The Spy appears with full health.)

-Instead of attacking or moving, Spies can cloak.

To indicate a Spy is cloaked, rotate their character card 90 degrees. Keep the Character Token at the same spot on the map as a marker of where the Spy began the cloak - it cannot be attacked, and other units may land on that space. Spies cannot attack while cloaked.

-Each turn a spy remains cloaked, add +1 to their charge meter. When you choose to uncloak you may move up to 3 spaces for each counter.

Staying cloaked a long time can allow you to appear behind enemy lines.

-The Spy's turn ends after uncloaking.

This means that the Spy cannot attack after uncloaking. Enemy units will have a full turn to react and attempt to kill the Spy.

-If a Sentry is adjacent to a Spy, it is immediately sapped.

Sapping a Sentry is an automatic ability that does not use up the Spy's attack. To indicate a Sentry is sapped, rotate its card 90 degrees. Sapping DOES occur immediately after uncloaking. However, if a Pyro is within range of the Sentry, then the Pyro's attack occurs first, and the Sentry is not sapped.

Mann Co. Weapons

After the last character from each player *(#6)* has moved, each player may take one card from the Mann Co. deck. Mann Co. cards are extra weapons and abilities your mercenaries can use to lay waste to your opponent's mercenaries. Each one of these weapons may only be equipped by specific classes, as specified on the card. Each character may only have ONE Mann Co. weapon equipped at a time.

Weapons may only be equipped when the character is on your spawn point. *(So, you can equip a weapon when the character first spawns, or you can go back to the spawn point if you need to change weapons.)* Similarly, you cannot remove a weapon from a character unless they are dead or at the spawn point.

Not all of my weapons were created equally - some also explode after they catch on fire! Some are better than others, and your opponent might get one that counters your tactics! Change your characters to different classes to counter them right back!

SANDVICH

- ADD +1 TO THE HEAVY'S CHARGE METER EACH TURN.
- WHEN THE CHARGE METER IS FULL, THE HEAVY CAN, INSTEAD OF ATTACKING, EITHER EAT THE SANDVICH TO HEAL +6 HEALTH, OR GIVE IT TO AN ADJACENT TEAMMATE TO HEAL +3 HEALTH.

"You are a loose cannon Sandvich, but you are a damn good cop!" -Heavy

## Grabbing the Intel (CTI Mode)

When one of your characters reaches the opponent's intel, take the Intel Token, and place it on you animal's card. He is now carrying the intel! Now, try to make it back to your intel's starting position, denoted by a intel icon on the board. Your character can give the intel to an adjacent teammate instead of moving.
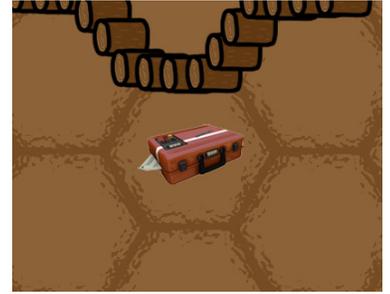
Your opponent must stop you at all costs! If they manage to defeat the character carrying the intel, place the Intel Token on the space of the defeated character. You now have 10 turns to grab the intel again with another character. If you do not, the intel resets to its starting position.

Capping The Point (Control Point Mode)

In Control Point mode, there are three points scattered around the map. To capture one, move a character on top of the point. That character must stay on the point for two turns (that is, two of that character's turns, 10 turns in total) to cap the point. A Scout requires only one turn to cap the point.
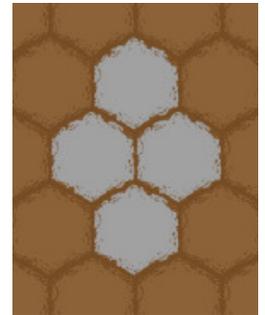
Winning (CTI Mode):

The game is over when one person successfully brings their opponent's intel to their intel's starting point. It is not necessary for your intel to be at your starting point in order to win.

Winning (Control Point Mode):

At the end of each round (after the 6th character of each player has moved), each player receives one point for each point they control more than their opponent. So, if one player controls 3 points, they receive 3 points. If both players control 1 point, no players receive a point. Use the scoring bar at the bottom of the map. The first player to 25 points wins!