

# MERC

Version 6.6

The subjects of an evil Dictator have hired you to lead their Rebel forces to victory and overthrow their Dictator. If you win, and overthrow the Dictator, the people have promised you all the profits from their industries for a year. You find that offer too tempting to turn down.



## Objective

MERC is a an all against one game of co-op strategy and tactics where you hire a team of professional mercenaries, and try to take control of a nation in peril. The game lasts for 6 days (1 setup round, and 5 play rounds) and the winner is determined by whomever controls the most valuable land at the end.

## A Brief History of MERC

After 25 years of military service, Max Grendler retired. Within a month he was already bored out of his mind. On a fishing trip with his long-time mentor, Walter Carlyle, and Walter's grandson, Stumpy, he had the idea to start a paramilitary organization; contractors for hire.

"It will be a win for everyone. I'd get some much needed action back in my life. The guys would make some cold-hard cash. And the clients get the help they need." Max declared to Walter.

Walter said he wouldn't have anything to do with being a mercenary. A 30 year veteran military man himself, Walter had fought his fair share of bandits, extremists, and thugs. Max convinced him that they would be more contractors with a conscience than mercenaries; getting paid to right the wrongs in the world.

After throwing around lots of ideas, Stumpy came up with the name that stuck: M.E.R.C. It stood for Military, Enforcement, and Reconnaissance Contractors.

## Jagged Alliance Expansion

There is also an expansion for MERC which adds solo play, 5-7 players, a Dictator AI, 4 new game modes and a lot more!

## Components

Your copy of MERC should include the following items:

**MERC DECK** – A deck of 47 cards describing the mercenaries you can hire throughout the game. Plus 5 in the JA expansion.

**MAP DECK** – A deck of 16 cards, known as "sectors", that act as map tiles. Plus 14 in the JA expansion.

**EQUIPMENT DECK** – A deck of 69 cards that describe equipment your MERCS can use. This is further divided into Weapons, Armor, and Accessories decks. Plus 58 in the JA expansion.

**DICTATORS DECK** – A deck of 2 Dictators for you to overthrow. Plus 9 more in the JA expansion.

**DICTATOR TACTICS DECK** – A deck of 10 cards of evil that the Dictator can unleash upon the invading Rebels. Plus 4 more in the JA expansion.

**D6** – A 6-sided die used to determine random outcomes. There are 10 included in the game.

**CHITS** – Several stacks of chits in seven colors used as counters for militia, damage, etc.

**PAWNS** – A large and small pawn in each of 4 colors (plus 3 more in the JA expansion) used to denote the location of MERC squads on the map. The large pawn represents the primary squad of MERCS while the small pawn represents the secondary squad. See Squads in the MERCS section for details.

**BASE** - A small rectangular building represents the Dictator's base.

**MATS** – Player aids with important rules. There's one for the Dictator, and 3 more: one for each Rebel player. Plus 3 more Rebel mats in the JA expansion.

# Setup

Set up the map, which is made up of cards from the Map deck, unexplored side (brighter with up to 3 icons in the bottom right corner) face up. See the chart below to determine the size of the map, and how many cards of each type should be included.

Game Size		Sector Types			Dictator Strength	
Rebels	Map	Industries	Cities	Wilderness	Difficulty	Extra
1*	3x3	4	1	4	2	0
2	3x4	6	1	5	3	4
3	4x4	8	1	7	4	9
4*	4x5	10	2	8	5	12
5*	5x5	12	2	11	6	15
6*	5x6	13	3	14	7	18

\*Only possible with the JA expansion.

Place one industry (they have the word “Industry” in their title) in a corner of the map space on your table. Then alternate between Industry and other (City or Wilderness) cards. Every other space should be an Industry so that no 2 industries are adjacent to each other. See the example map (above) for clarity. Place all remaining map cards back in the box, as they will not be used in this game. See the image at the top of the next column.



Choose one player to play the evil Dictator; this person shall be known as “the Dictator” from now on. All other players will be part of the invasion force; they shall be known as “the Rebels” from now on.

The Difficulty in the chart above is the recommended difficulty for the game based upon the number of players. The difficulty determines how many militia the Dictator gets to start with on each of his sectors at the beginning of the game. Feel free to adjust the difficulty based upon your tastes.

Randomly choose 1 card from the Dictators deck and place it face up in front of you. Place the remaining cards back in the box.

Randomly choose 5 cards from the Dictator Tactics deck; shuffle them to form the Active Dictator Tactics deck and set the deck face down next to the Dictator. Place the remaining cards back in the box as they will not be used in this game.

**TIP:** If you want a longer game you can add more Dictator cards.

Give the Dictator the black pawns and chits, the base token, and the Dictator mat.

Let each of the Rebels choose a set of chits and similarly colored pawns, and give each a Rebel mat.

Shuffle the Equipment decks (Weapons, Armor, and Accessories) separately and place them next to the map.

Shuffle the MERCS deck and place it face-down next to the map.

## Starting The Game (Day 1)

The Rebels start the game. Each round of play represents one day, and will be called a “day” from now on. On day one, the invasion begins. Each day consists of a turn for the Rebels, and then the Dictator’s turn.

Each Rebel hires their first 2 MERCs from the MERCS deck (see “Hire MERCS” under “Actions”). They place their primary squad pawn on the sector they wish to control to start along the edge of the map. In many cases you’ll want to choose the highest valued sector, but take into account other factors such as the position of a city, the position of other Rebels, and that sectors more valuable to you are more valuable to the Dictator as well.

**TIP:** It is usually a good idea to work out who will take which sectors before you start placing pawns. This is called a “landing strategy.”

The Rebels’ first turn is complete when each Rebel has hired their first 2 MERCs, taken control of a sector, and equipped their MERCS with their starting equipment (free from “Hire” action).

After the Rebels have gone, it is finally the Dictator’s turn. Place a value of black chits (the Dictator’s militia) on each of the unoccupied industries equal to the game difficulty.

The Dictator will hire 1 random MERC from the top of the MERC deck and form his primary squad on any sector he controls.

The Dictator will then read his Dictator card to see if his special ability has any starting setup information.

The Dictator should fill his hand with 3 cards from the Dictator Tactics deck.

Finally, the Dictator may place extra militia on Dictator controlled sectors on the map equal to the “Extra” column in the game setup chart, but still no more than 10 militia per sector.

## Play (Day 2 through 6)

Each day after day 1 is a set of choices called actions. See “Ac-

tions" for details.

Each of the Rebel's MERCs can take 2 actions per day. All Rebels should be playing simultaneously. Once all the Rebel MERCs have taken their actions, it becomes the Dictators turn.

As the Dictator plots his strategy to oust the Rebels from his country he chooses 1 card from his hand and plays it (or discards it to reinforce, see "Reinforce" under "The Dictator"). After resolving the card from the Dictator Tactics deck, the Dictator may also take 2 actions for each of his MERCs, if he has any.

The Dictator may also use his special ability. See "Special Ability" under "The Dictator".

After the Dictator has taken his turn, a new day begins.

## Ending The Game

The game ends at the end of the Dictator's turn and he has no Dictator Tactics cards in his hand or deck.

The Rebels win if at the end of the game they control more sector value on the map than the Dictator. Likewise the Dictator wins if he controls the most sector value at the end of the game. Remember that the Dictator always wins ties.

There is one additional way to end the game: If the Rebels can take control of the Dictator's base or kill the Dictator, the game is immediately over and the Rebels win. For more information see The Dictator's Base.

## MERCs

MERCs are the primary actors in the game. A MERC card represents the skills and personality of the mercenary you can hire.

A – Photo.

B – A little information about the MERC's personality is printed in white.

C – Special abilities or weaknesses are printed in yellow.

D – Name.

E – Attach armor here.

F – Attach weapons here.

G – Attach accessories here.

H – Skills.

I – Attributes.



### Attributes

Attributes are the inherent traits all MERCs share. To determine the value of an attribute sum the value on the MERC along with any equipment they are carrying.

### Health

Health is the ability to absorb damage. At 0 health the MERC is dead. All MERCs start with 3 health.

### Targets

Targets is the number of enemies that a MERC can assign damage to when attacking. All MERCs have 1 target by default.

### Armor

Armor is the ability to shrug off damage. It prevents health from being reduced. All MERCs start with 0 armor.

### Actions

Actions are the MERCs ability to perform. All MERCs have 2 actions.

### Skills

All MERCs have 3 skills: Initiative, Training, and Combat. The range for all of these is generally 0 to 3, though some can go higher.

To determine the value of a skill, sum the value on the MERC along with any equipment they are carrying.

### Initiative

Initiative is the MERC's ability to go first in combat.

### Training

Training is the MERC's ability to add militia to the map.

### Combat

Combat is the MERC's ability to inflict damage on enemies.

### Teams

A team is the total sum of your MERCs. Your team always has at least one MERC as long as there are still MERCs in the MERC deck to be hired. The first MERC in your team costs you nothing.

You may hire one additional MERC for every sector you control. Therefore, if you control the Fishing Industry, the Coffee Industry, and a Wilderness sector, you may have four MERCs on your team; your free MERC plus three additional hires. This is called the "team limit". See "Hire MERCs" under "Actions" for more details about hiring.

### Squads

A squad is a sub-group of your team. You may have two squads, a primary (the large pawn) and a secondary (the small pawn). The primary and secondary squads may act independently of each other. For example, one squad might be training militia and exploring a sector while another is attacking an enemy sector.

Members of a squad stick together under all circumstances. Therefore all members of a squad move to a new sector if any member of a squad moves. If one member of a squad needs to retreat from combat, then the entire squad must retreat.

If you only have a primary squad, then you can break off a secondary squad at any time, including during combat. This can be useful if you need a MERC to retreat, but you want two others to stay and fight.

## MERC Clarifications

Some MERCs need a bit of explanation.

### Ewok

She can take 1 more action than her squad. However, this does not allow the other members of her squad to do the same. Therefore she may need to be broken out into a secondary squad to achieve some results.

### Gunther

His ability allows him to carry and use accessories instead of armor or weapons if he chooses.

### Haarg

His ability means that if someone has a higher Initiative than he does, then he'll get a +1 to Initiative. If someone has a higher Combat, then he'll get a +1 to Combat and so on.

### Preaction

His ability allows him to heal himself, not others.

### Rizen

His ability allows him to have 10 targets if there are 10 militia and he's electing to shoot at militia. He may choose additional targets if he's carrying a weapon that allows additional targets.

### Snake

He only gets his ability if he's the lone member of a squad.

### Vandal

He fires at his normal initiative position, and then again after everyone else has fired in this round.

## Actions

There are several possible actions that your MERCs can take on your turn. Choose from Hire MERCs, Explore Sector, Re-Equip, Train Militia, and Move MERCs. Each MERC has 2 actions to spend and may perform different or the same actions each time.

### Hire MERCs

For 2 actions, each MERC may draw the top three cards from the MERC deck, these are the MERCs that are currently available to hire. Choose which you'd wish to hire (you may hire more than 1); the remaining MERCs are discarded.

The first MERC on your team is always free. You must pay for each MERC after the first. You pay for them by controlling sectors. You may hire one MERC for each sector you control, plus your free MERC. Therefore if you control three sectors, you may control four MERCs.

When you hire a MERC may be placed in any friendly sector. If both of your squads are already on the board, the new MERC must be placed with one of your existing squads.

Newly hired MERCs come into play with zero actions and 1 piece of equipment: draw 1 piece of equipment from any equipment deck and equip it on the MERC.

During a hire action you may also fire a MERC. Firing a MERC is as simple as dropping his equipment cards into the sector stash they're in and discarding the MERC.

## Explore Sector

For 1 action a MERC may explore the sector they are in. Take a look at the 3 icons in the lower left corner of the map card. Take equipment from the equipment decks equal to the numbers you see next to the icons. Then flip the map card to its explored side, then Re-Equip.

Once a sector has been explored, it cannot be explored again. Any equipment you cannot equip or choose not to equip after exploring should be placed in the sector's "stash" (face down below the map card).

## Re-Equip

For 1 action, a MERC may re-equip themselves from the sector stash, or trade equipment with other MERCs that are also taking a Re-Equip action.

## Train Militia

For 1 action each MERC can train militia equal to their Training. Any militia trained are placed in the sector the MERC is in. Place chits indicating how many militia you have trained in the sector. There can be no more than 10 militia per sector.

Multiple Rebels may train militia in the same sector. Whomever has the most militia trained is in control of the sector. The 10 militia per sector rule is still enforced.

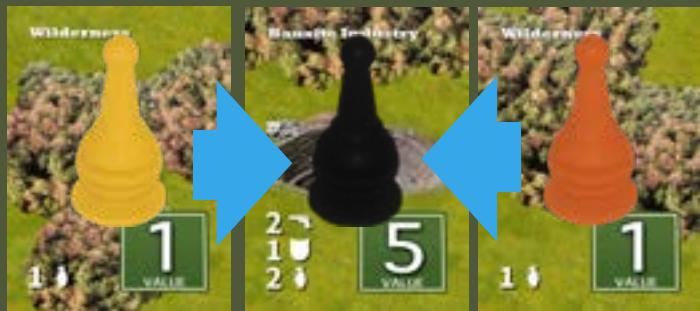
## Move MERCs

For 1 action you may move your squad pawn to any sector adjacent to its current position. You may not move diagonally. You must move all of your MERCs in the squad at the same time, which also means that all your MERCs in that squad will be spending an action.

Moving your squad into an enemy occupied sector will result in combat. See Combat for details.

### Coordinated Attacks

Two or more squads may attack the same sector simultaneously. To do this, all attacking Rebels move their squad pawns into the sector they wish to attack, then combat begins. See the diagram below.



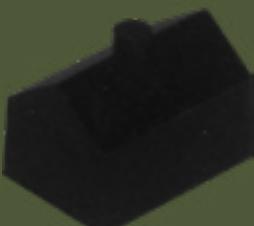
**NOTE:** Also see Sectors for Hospital and Arms Dealer actions.

# The Dictator

The Dictator is a player and therefore follows the same rules as the Rebels, except where noted otherwise. He can control MERCs, train militia, and wage war on the Rebels. He need not wait for the Rebels to come to him. He has no team limit.

## The Dictator's Base

The Dictator has a weakness that the Rebels can exploit. If the Rebels can locate and take control of the Dictator's base, then the Rebels win. However, they don't know the location of the hidden base.



The location of the Dictator's base will be revealed when the Dictator draws and plays a card that mentions the base. The Dictator's hidden base is always located in an industry sector that the Dictator controls.

When the Dictator plays a card that mentions his base, he can then choose any industry he controls to represent his base, and place the base token there. Typically he will choose the most defended or most remote industry he controls as these will be the easiest to defend.

## Dictator Card

When his base is revealed, the Dictator card from the Dictators deck enters play and is a real actor on the battlefield. The Dictator always starts at his base, and can even be a third squad for the Dictator if his other 2 squads are already in play. However, he must be part of one of the two squads if he wishes to leave his base. Once in play the Dictator card acts like a MERC with regard to actions and equipment. However, he is protected, in that he may not be attacked until all other Dictator controlled units in the sector have been defeated.

## Special Ability

The Dictator card gives the Dictator a special ability (in yellow) unique to that Dictator. The ability is usable whether the Dictator's base has been revealed or not and may be used every turn. The Dictator can only ever hire MERCs if his special ability says he can.

## Reinforce

Instead of playing a card on his turn the Dictator can choose to reinforce a sector he controls. To do this, he discards a Dicataor Tactics card instead of playing it for his turn. He may then place a number of militia on a sector he controls equal to half the number of Rebel players in the game (round up), plus one.

The militia added in this way may be added to any one sector the Dictator controls. They may not be split up, and may only be placed on sectors controlled by the dictator. Also, the 10 militia per sector rule is still enforced, so if there isn't room for the new militia, the extras are discarded.

## Militia

Militia are the key to defending and holding a sector after your MERCs take it. MERCs can train militia using their Training: 1 militia per point of Training. See "*Train Militia*" under "*Actions*" for more information about training Militia.

As a free action, you may give militia to another Rebel of your choice. In effect, you're just telling the militia they have a new boss. When you gift militia change your chits for the receiving Rebel's chits. Likewise, you may also request a gift of militia from another Rebel as a free action.

Unlike MERCs, militia can only defend sectors, but not take any other actions. They cannot use equipment, or even move between sectors.

In combat, militia have an initiative of 2. They roll combat individually and have a combat of 1, and have no armor rating. They have only 1 health, so if they take a hit, they're dead.

## Equipment

Equipment gives your MERCs bonuses to their attributes and skills, as well as some special abilities.



To conserve table space the equipment cards are designed so they can slide under the MERC and still show their critical values.

If at any point you need a piece of equipment and a deck is empty, reshuffle the discard pile to form a new deck. If there are no more cards to draw or reshuffle, then you're out of luck.

## Sector Stash

Equipment that you cannot carry will get put under the card of the sector you are in. This is called a "Sector Stash". That equipment is available to you in the future via a "Re-Equip" action. You cannot stash damaged equipment, it is discarded instead. The contents of the sector stash are not public knowledge.

## Equipment Clarifications

Some equipment needs a bit of explanation.

### Land Mine

If you forget that you have a mine in a sector, and don't trigger it before combat begins, then the enemy was able to side-step your mine field. However, if you remember it mid-combat then the mine goes off when you remember it doing damage to whomever remains.

# Combat

When moving into an enemy occupied sector or when an enemy moves into your sector, you'll need to resolve combat. Each round of combat involves determining initiative, fighting like hell, and then optionally retreating or continuing. Combat continues for as many rounds necessary until one side is either dead or has retreated. Combat does not end your turn.

## Ready

Initiative determines who goes first. MERCs have individual Initiative attributes. Militia have an initiative of 2. Ties always favor the dictator.

Initiative is determined per individual unit in combat, not as a sum per team or squad. Therefore initiative often bounces back and forth between MERCs and militia on opposing sides.

Since damage and death take place immediately, the one that fires first, can often take out the one that fires next, before he fires. Therefore, high initiative is a very good thing.

## Aim

When firing a weapon the unit (MERC or militia) must declare a target. Valid targets are a MERC, an attack dog, or a militia. Each militia unit is its own target.

Some MERCs can target more than one enemy. Likewise some weapons allow for multiple targets. Declare all targets in advance.

## Fire

Do all of the following:

### Determine Hits

In combat, units act in initiative order. Each unit will roll their combat worth of D6. So a combat of 3 would roll 3 D6. Rolls of 4 or higher are a hit.

Militia have a combat of 1, and thus roll 1 dice each.

### Determine Damage

Each hit deals 1 damage. Each miss deals no damage.

Damage may be divided in any manner the attacker wishes across the targets he declared before rolling for combat.

### Account for Armor

Armor takes damage just like MERCs. So damage comes off armor first. Once the armor is destroyed, discard it and then the remaining damage is dealt to the MERC.

Militia do not have armor.

Armor piercing weapons ignore armor entirely.

### Assign Damage

All MERCs have 3 points of health at the start of the game.

When assigning damage to a MERC, place some chits on the MERC card to indicate the loss of health.

If a militia is hit, it is dead. No need to assign damage, just remove the chit from the map.

### Death

If a MERC's health ever reaches zero, the MERC is dead and the MERC card should be discarded. The MERC's equipment is also discarded.

If all your MERCs die you can hire new MERCs on your next turn. See Hire MERCs for details.

### Retreating

Combat continues until only one side remains. However, this doesn't mean that everyone must be dead. MERCs can retreat from combat at the end of any round of combat as long as there is an unoccupied or friendly adjacent sector to retreat to. Militia cannot retreat.

This tactic may be used to "run and gun" through a sector and come out on the other side, but it's risky. You can take heavy damage if you're unprepared for the battle.

# Sectors

There are 3 types of sectors in the game, wilderness, cities, and industries. Whoever has the most units on it controls it.

## Wilderness

These sectors have very little strategic value. Rebels may wish to take them so that they can have more MERCs. The Dictator may wish to take them to slow the Rebels.

## Cities

Cities have very little point value in terms of winning the game, but they have huge strategic value. There are two important abilities available at a city: hospitals and arms dealers.



### Hospitals

Each MERC may spend 1 action to fully heal.

### Arms Dealers

Each MERC may spend 1 action to draw 1 new piece of equipment from any deck.

## Industries

Industries have lots of strategic value for both sides as they represent a lot of points in terms of victory, and lots of extra equipment for MERCs.

# An Example Combat

As combat begins we have the following combatants:

## Dictator's Units

7 militia; plus the MERC named Shadkaam (2 initiative, 3 combat), carrying additional equipment, bringing his stats to 2 initiative, 6 combat, and 1 armor.



## Rebel Units

MERC's Rizen and Surgeon. After applying their equipment Rizen has 3 initiative, 6 combat; Surgeon has -1 initiative, 7 combat, 5 targets, and 2 armor.



## Combat Round 1

Rizen goes first with his initiative of 3. Shadkaam and the militia go next with an initiative of 2. Surgeon goes last.

Rizen uses his ability to declare the militia as his targets. Normally a MERC can only target 1 militia at a time, but his ability allows him to spray fire at militia with any weapon. He rolls 6D6 and gets 4 hits, killing 4 militia.

Shadkaam then takes aim at Surgeon, hoping to kill him before he shoots that mortar. He rolls 6D6, but gets an unlucky roll and only gets 2 hits. That destroys Surgeon's armor, but he takes no damage. The armor is placed in the discard pile.

The 3 remaining militia will each fire at Surgeon as well. Two of the 3 hit, and do 2 damage to Surgeon, but he's still alive—just

barely.

Surgeon is up. He discards 2 of his combat dice to heal himself back to full health by using his special ability.

Surgeon then declares the 3 militia and Shadkaam as his targets. Technically he could declare 1 more target, but there are no more. He rolls his 5 remaining combat dice, and hits on 4 dice. Given Rizen's special ability, he decides to kill Shadkaam. Shadkaam is removed from the game, and his equipment is discarded.

Surgeon's mortar is a 1 use item and is discarded now too. After losing his armor and his mortar he now has 2 initiative and 3 combat.

At this point, Rizen and Surgeon could retreat, but they feel victory is in their grasp and thus carry on. The Dictator would love to retreat his militia, but militia only know how to stand their ground.

## Combat Round 2

Rizen has 3 initiative, the 3 militia and Surgeon all have an initiative of 2. Ties always favor the Dictator, so the militia will go second and Surgeon will go 3rd.

Rizen rolls his 6 combat dice, and gets 3 hits. Using his special ability to distribute the hits amongst the militia killing them all. Combat is over.

# Frequently Asked Questions

The following are some questions that typically come up.

## Can I move diagonally? Can the Dictator place militia diagonally?

Adjacency always means orthogonally (up, down, left right), never diagonal.

## Can militia do \_\_\_\_\_?

No. The only thing militia can do is defend your sector against enemy combatants. They cannot heal, move, hire, train, or do anything else.

## Can there be more than 10 militia from a side in a sector?

No. No one can ever have more than 10 militia in a sector, except Dictator Kim. This includes when two Rebels team up. The Dictator gets 10, the Rebels get 10. That's it.

## Can a MERC heal themselves?

Yes, provided they either have an ability or equipment that enables it.

## Can one MERC train/hire while another MERC moves?

Yes, as long as they are in different squads. However, if one MERC moves in a squad, then all MERCs must move.

## Can two MERCs each perform a hire action?

Yes. If you do that, then you'd pull 3 potential MERCs for each one taking a hire action. It does not increase your team limit.

## How does more equipment get added to the game after setup?

Normally the equipment added during exploration and when new MERCs are hired. However, you can buy equipment from Arms Dealers.

## When is it alright to look at the equipment in a sector?

Anytime there is equipment in a stash and you control the sector.

## It seems impossible for a MERC to take out a group of militia. Is there some trick to it?

Militia are meant to be tough. The easiest way to take out militia is through area effect weapons like grenades and burst fire weapons, since area effect hit multiple targets and any militia hit is dead.

Don't forget teamwork. A co-ordinated attack can go a long way toward turning a victory your way.

## It seems impossible to take out MERCs with militia. Is there some trick to it?

Heavily equipped MERCs are indeed difficult to kill. A good bet is to use a snowball effect. All militia fire on the weakest target first. By doing this you're increasing the disparity between the number of times you can shoot and the number of times the MERCs can shoot.

Your best bet though is to watch the enemies movements, and try to prevent them from attacking your militia with MERCs by keeping your MERCs within reach.

## If I lose control of a sector, do I lose a MERC?

If you don't control enough sectors to hold your team limit then you cannot take a hire action, but you don't need to fire anyone.

## What if I can hit 3 targets, but only have 2 targets?

You can only hit as many targets as you can see.

## If I have a gun with +2 combat does that help me when throwing a grenade?

Yes. On your first round of combat you will automatically throw a grenade, and thus the grenade and weapon bonuses will be added together. However, after the grenade is thrown your stats automatically adjust, and thus on subsequent rounds of combat you will have different values.

# Credits

The following people made this game possible.

**GAME DESIGN:** JT Smith

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# More Information

For more information about MERC check out the web site:

<https://tgc.link/merc>

# Legal

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