

Dictator AI

The Dictator Artificial Intelligence allows all the players to play as Rebels against a robot Dictator. This allows MERC to become full co-op, and also allows for a solo play mode.

1 - Use Common Sense

If a situation can benefit the Dictator, and it is legal according to the rules to do so, assume the Dictator would make the best choice for himself.

2 - Setup

Here's how to set up the AI.

2.1 - No Hand

The Dictator sets up as normal, but has no "hand" of Dictator Tactics cards. He will play his cards in the order they are shuffled.

2.2 - Privacy

Choose 1 Rebel player that will take all Dictator actions, and thus will be the only one to see any hidden information (like the location of mines) that the Dictator knows about. That way you can isolate that player to keep decision making fair.

2.3 - Extra Militia

During setup, unless there is only one Rebel, the Dictator will get extra militia. The extra should be distributed as evenly as possible amongst all Dictator controlled industries.

3 - MERC Actions

On his MERC actions the Dictator's MERCs will take actions with highest initiative MERCs acting first, however, MERCs will move together when possible.

Follow the rules in order until all the Dictator's MERCs have used all their actions, starting from the top of the following list after each action.

3.1 - If his MERCs aren't fully equipped

His MERCs will explore the sector and equip / Re-equip MERCs.

3.2 - If his Squad is on an undefended Industry

His MERCs will all spend 1 action training militia.

3.3 - If there is an unoccupied Industry in range

His MERCs will move to the unoccupied industry, and if any MERCs have actions left when they arrive, they'll train militia.

3.4 - If Rebel is in range

Move toward the closest Rebel controlled sector with all MERCs

that have actions remaining, never splitting the squad.

3.5 - If sector not at max militia

His MERCs will each spend 1 action training militia.

3.6 - If none of the above is true

His MERCs will all move to an adjacent sector that is closest to a Rebel controlled sector (see Choosing Between Rebel Sectors).

4 - Special Events

When certain events are triggered you will need to know how to handle them. These special events are listed below and tell you what you need to do to fulfill the Dictator's wishes.

4.1 - Dictator Base Revealed

Once his base is revealed the Dictator will stay at the base (never leaving), but otherwise will take actions as if he were a MERC. Thus he will equip himself, train militia, and take other actions as needed. However, before that you need to choose the location of his base:

4.1.1 - Choose an Industry as far away from Rebel forces as possible.

4.1.2 - If there is a tie, choose the Industry with the most Dictator forces.

4.1.3 - If there is still a tie, choose the highest value Industry.

4.1.4 - If there still remains a tie roll a dice to determine the sector that gets the base.

4.2 - When Attacked

If a Rebel attacks a Dictator controlled sector that has an equipment stash, look at the stash and detonate any mines located in the stash.

4.3 - Hiring MERCs

4.3.1 - When the Dictator is able to hire MERCs and has a choice of more than 1, just pick a random one off the top of the deck.

4.3.2 - The new MERC will form a squad at the Dictator controlled sector closest to the weakest Rebel sector (see Choosing Between Rebel Sectors).

4.3.3 - The AI will always choose a Weapon as the free equipment for the new MERC.

4.4 - Placing Militia

The Dictator will place militia differently depending upon whether

the card or ability allows him to place them on Rebel, Neutral, or Dictator controlled sectors.

4.4.1 - If placing on Rebel controlled sectors see Choosing Between Rebel Sectors.

4.4.2 - If placing on neutral sectors, choose the highest valued sector that is closest to the Dictator's base, or other Dictator controlled sector if there is no base.

4.4.3 - If placing on Dictator controlled sectors, place on the sector that is closest to a Rebel controlled sector.

4.5 - Choosing Between Rebel Sectors

Add the total armor and health of all Rebel forces in the sectors.

4.5.1 - The Dictator will always choose the weaker of the two forces.

4.5.2 - If they are tied, roll a die to determine the sector.

4.6 - Choosing Between Targets To Attack In Combat

The Dictator has a strong preference as to who he attacks first among Rebel forces (both MERCs and militia).

4.6.1 - First he'll choose the enemy with the lowest health + armor.

4.6.2 - If there are ties, he'll then choose the enemy who can attack the most targets.

4.6.3 - If there are still ties he'll choose the enemy that has the highest initiative.

4.6.4 - If there is still a tie resolve it by rolling a die.

4.7 - Choosing Equipment for MERCs

All equipment has a unique number in the upper right corner of the card.

4.7.1 - Equip MERCs in alphabetical order, so Adelheid would get equipped before Vandal.

4.7.2 - Always leave Land Mines and Repair Kits in the sector stash.

4.7.3 - Take the weapon, accessory, and armor with the highest number.

4.8 - Healing Injured MERCs

If any MERC in his squad is injured he will attempt to heal the injured MERC.

4.8.1 - Use MERC healing abilities first.

4.8.2 - Discard as many combat dice as are needed to use either a Medical Kit or a First Aid Kit to heal MERCs in the squad.

4.9 - Saving Dying MERCs

If a MERC is about to die and the Dictator has an Epinephrine Shot on any MERC in the squad, he will use it.

4.10 - MERC Special Abilities

The Dictator will always use MERC special abilities when they are appropriate to use.

4.11 - Attack Dogs

The Dictator will always assign an Attack Dog to a Rebel MERC when possible. See Choosing Between Targets to Attack In Combat for which MERC he'll assign it to.

4.12 - Mortars

The Dictator will always attack with mortars from an adjacent sector when possible. If there are multiple sectors available to shoot at, he will choose the one with the most targets. After firing he'll re-evaluate which sector to move into based on "Choosing Between Rebel Sectors".

Extra Game Modes

These new game modes provide alternate ways of playing MERC. They can often be combined with other game modes and the Dictator AI.

Some game modes have special equipment cards that go with them. Those equipment cards will have a puzzle shape with a letter attached to them in the lower right corner of the card so that you know which cards go with that mode.

Assassination

If you want a more direct battle that isn't about area control then this mode is for you. The Rebel's goal is to kill the Dictator.

This mode should not be combined with any other mode or the Dictator AI.

Setup

The Dictator puts his base in one corner of the map. The Rebels put all their MERCS in the opposite corner.

A neutral zone is formed of the cards diagonally between the 2 unused corners. No units will be placed there at the start of the game.

All the spaces on the Dictator's side of the neutral zone will get 1 militia from the Dictator.

The Rebels get 1 of their militia on each of the spaces on their side of the neutral zone. Divide up the spaces as equitably as you can.

The Dictator gets 1 random MERC per Rebel player and each of his MERCS comes with 1 of each type of equipment.

The Rebels each get to hire 2 MERCS as normal and they each come with 1 piece of equipment as normal.

Rule Changes

The Dictator does not get to hire MERCS via his special abilities, but all other rules apply.

How The Game Ends

The game still lasts 5 rounds as normal, and is over when the Dictator runs out of cards. However, the only way for the Rebels to win is to kill the Dictator. The Dictator wins if after 5 rounds the Rebels have not killed him.

Vehicles

If you're looking to add some chaos to your game, shuffle the vehicle cards into the accessories deck.

This mode can be combined with the Versus mode or I, Dictator. We don't recommend using it with the Dictator AI as it has no rules for using Vehicles.

Setup

Find the 5 equipment cards marked with a puzzle letter A.



Shuffle the vehicle cards into the accessories deck.

Rule Changes

Vehicles are attached to the squad rather than a MERC. All the attributes of the vehicle are applied to all members of the squad.

Militia can be moved via a vehicle and count as members of the squad when in the vehicle. So if a vehicle has a crew of 4, it can move 2 MERCS and 2 militia, or 1 MERC and 3 militia, and so on. However, militia cannot move on their own with a vehicle.

The armor on the vehicle is also its health, and damage goes to the vehicle before MERCS, militia, or body armor. When the armor is gone the vehicle is destroyed.

Versus

Instead of fighting the Dictator, you can fight a team of MERCS instead.

This mode works well in 1v1, 1v1v1, 2v2, or 3v3. It doesn't work so well in any other fashion.

This mode can be combined with Vehicles and I, Dictator.

Setup

Setup the map as normal, but do not set up the Dictator. Instead each faction picks an Industry to start.

Set a number of rounds of play. For a short game we recommend 5, but for a longer game we recommend 10.

Roll a dice to see who goes first.

Rule Changes

Each faction takes a turn choosing the actions for their MERCS. Once they are finished, the next faction does all of their actions, and so on until all factions have completed all the actions of all their MERCS. Once everyone has had a chance to go, that is one round of play.

Ties are resolved in the favor of whichever faction controls the fewest points of map value. If there is a tie, then the favor goes to the faction with the fewest total MERCS. If there is still a tie, resolve it with a dice roll.

How The Game Ends

The game will end when either of the following conditions are met:

A - One faction controls all industries.

B - The number of rounds of play expires. In this case, the faction with the most total value of sectors wins the game.

I, Dictator

You want to be the next Dictator. To do it you need a super weapon which is composed of an explosive and a detonator.

You may combine this mode with the normal game mode, or in Versus mode, and it may also be used with the Dictator AI.

Setup

Find the 2 equipment cards marked with a puzzle letter B.



Set up the map with at least 2 cities, but otherwise normally.

Place the 2 explosive cards and the 2 detonator cards near the map.

Rule Changes

Take an action at an arms dealer to gain a detonator, and another action at another arms dealer to gain an explosive. You must get each in separate cities. Each Rebel may only have 1 of each at any given time.

If the MERC holding the detonator or explosive dies, the card is immediately discarded back to the pile you created during setup, and they are immediately available at an arms dealer.

How The Game Ends

If any Rebel gains both a detonator and an explosive at the same time they immediately win the game.