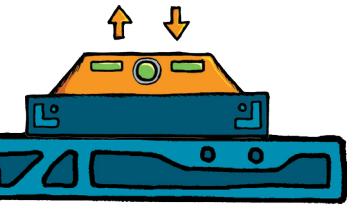# CAPITAL OFFENSIVE

A TACTICAL GAME OF VIOLENCE AS A FIRST RESORT

Introduction

Schlock Mercenary: Capital Offensive begins with a learning game that demonstrates the core rules of the game and an exciting scenario.

The Partnership Collective has decided to strike against Tagon's Toughs by Serving Subpoenas and Remanding into Custody each Tough to await trial.

a.

b.

c.

d.

e.

e.

f.

g.

h.
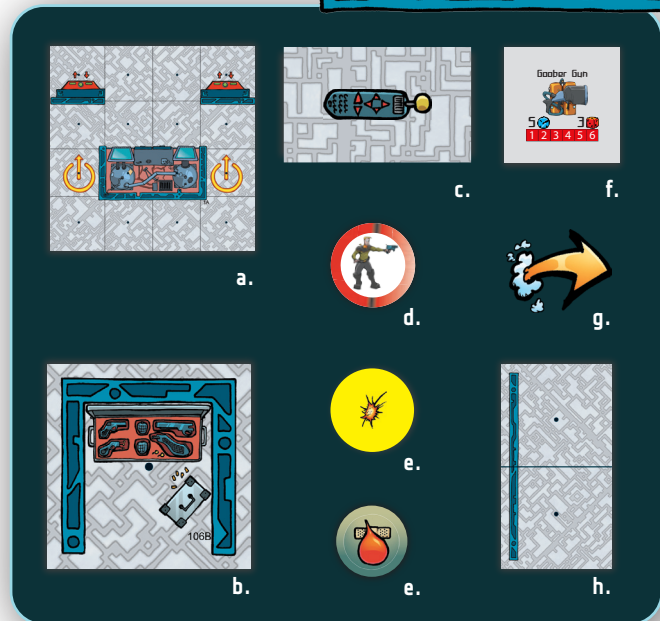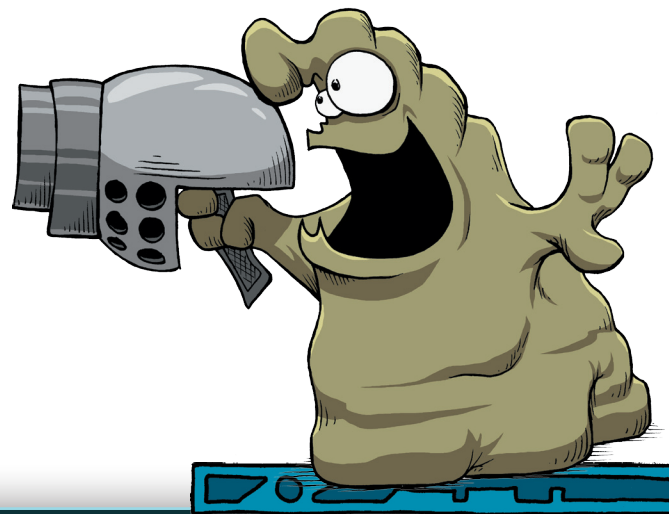
Game Components

a. Large Floor Tiles: 9

b. Single Floor Tiles: 18

c. Objective Tokens: 36

d. Character Tokens: 20

e. Health / Armor Tokens: 64

f. Equipment Tokens: 45

g. Action Tokens: 60

h. Double Floor Tiles: 9

i. Dice: 10

j. Rule Book: 1 (24 Pages)

k. Character Sheets: 10

l. Fun: Tons

The Learning Game lets two friends enjoy the game together with each player controlling one team. The first player controls the Partnership Collective drones while the other player controls three of Tagon's Toughs.

Learning Game Components

1. Character Sheets: Tagon, Schlock, Elf, and Partnership drone

2. Character Counters: Tagon, Schlock, Elf, 8 Partnership

3. Health & Armor Tokens

4. Dice: 10 Six-Sided dice

5. Tiles: 4A, 5B, 7A, 8B

   (Tiles are marked with their designation in one of the corners)

6. Single Floor Tiles:
   a. Armory Tiles: 2
   b. Teraport Gate Tiles: 3
   c. Airlock: 3

7. Turn Order Tokens: 3 (1st, 2nd, 3rd)

8. Teraport Lock Tokens: 3

9. Tagon's Epaulet Grenade Tokens: 2

10. Move Token

11. Command Token

Table of Contents

Mission Objective

The goal of this scenario depends on which team you control.

The Partnership Collective must Remand into Custody all three Toughs using their Serve Subpoena Special Action.

Tagon's Toughs must Lock Down all three Teraport Gates to cut the Partnership Collective off from their reinforcements and then Eliminate every Partnership Collective drone on the board.

The Toughs may have the home field advantage, but that won't keep Charlie from dancing the Foxtrot

Characters and Reading their Sheet

Each character comes with a character sheet that describes all of its in-game abilities. Each character sheet includes the following information:

1. Name
2. Health
3. Armor
4. Move
5. Actions
6. Defense

7. Special Actions
8. Inherent Abilities
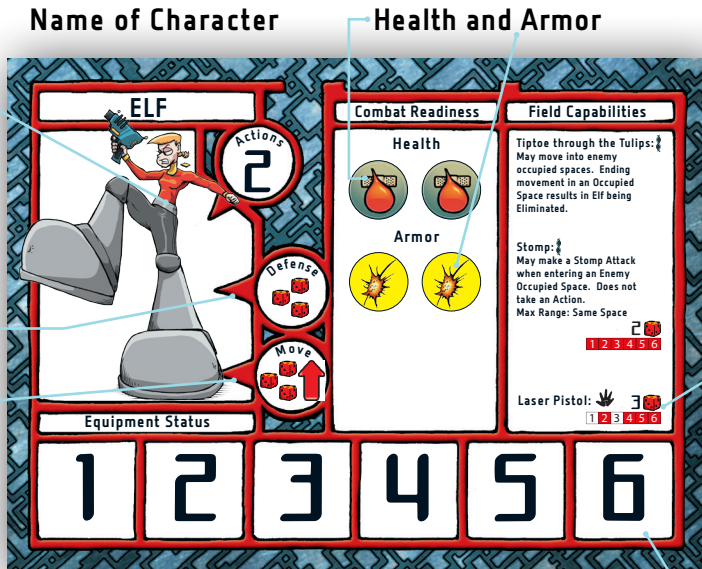9. Equipment Status Track (not used in Learning Game)

Actions

Each character can perform a number of Actions per Turn based on this attribute.

Defense Dice

Each character rolls this number of dice when defending against attacks.

Move

This area illustrates how many dice are rolled and which die is used to determine movement. The icons are explained below.

Name of Character

Health and Armor

ELF

Actions
2

Defense

Move

Equipment Status

1 2 3 4 5 6

Combat Readiness

Health

Armor

Field Capabilities

Tiptoe through the Tulips: May move into enemy occupied spaces. Ending movement in an Occupied Space results in Elf being Eliminated.

Stomp: May make a Stomp Attack when entering an Enemy Occupied Space. Does not take an Action. Max Range: Same Space

2
1 2 3 4 5 6

Laser Pistol: 3
1 2 3 4 5 6

Inherent Abilities

Any text which has the is an Inherent Ability. Inherent Abilities are always active or trigger automatically. (They never take an action).

Special Actions

Any text which has the is a Special Action. Special Actions require the character to use one of their Actions to activate the Special Action. This includes Special Actions the character starts the game with.

Equipment Status

(Ignore this Track during the Learning Game.)

Move Icons

The number of dice before the Movement Arrow tells you how many six-sided dice to roll.

The direction of the arrow tells you which die to use to set Movement for the Turn. Up (Highest), Down (Lowest) and Left (Median).

A Number inside the Arrow is the maximum number of Spaces the Character may move with Regular Movement action.

Examples

This Character rolls 2 Dice for Movement and gets a 3 and a 6. She keeps the Highest Die (The 6). However, her Movement is lowered to 4 since that is the Maximum Movement (as shown by the 4 inside the arrow).

This Character rolls 3 Dice for Movement and gets a 3,4 and a 6. She keeps the Median Die (the middle value) and has a Movement of 4.

Roll 3 Dice, Keep the highest

Roll 3 Dice, Keep the median (Middle value die)

Roll 2 Dice, Keep the highest Max Movement 4

Roll 2 Dice, Keep the highest

SetUp

1. Create a board by combining the Large Floor Tiles (4x4) 4A, 5B, 7A and 8B together in the recommended pattern below. Each Large Floor Tile has a tile designation in its corner to assist you in picking the right tile. Ensure the tiles are placed so they are lined up as shown in the illustration below.

2. Place the Armory, TeraPort Gate and Airlock Single Floor Tiles in the Spaces indicated on the illustration above. (These Single Floor Tiles will sit on top of the Large Floor Tiles)

3. Place a Partnership Collective Drone (referred to as a Drone for the remainder of the ruleset) on each of the three (3) Teraport Gates. The remaining five (5) Drones form the Drone Reserve. The Drone Reserve, Command token and the Character Sheet for the Partnership Drone are placed in front of the Partnership Collective Drone Player.

4. Place the Schlock, Tagon and Elf Character Tokens on the three (3) Airlock Spaces on Tile 4A. (Place one character on each Space). It is the Toughs' player's decision which character is placed on each space.

5. Place the other three Character Sheets (Tagon, Schlock and Elf) in front of the Toughs' player. Place Health and Armor tokens on the matching icon on the Toughs' Character Sheets. Place two Epaulet Grenade tokens on the matching icon on Tagon's Character Sheet.

6. The Toughs' player now sets the Turn Order for the round by assigning the Turn Order Tokens (1st, 2nd, 3rd) to the Toughs. Each Tough gets one token. This sets the Turn Order for the Toughs for the first round only. Place the Turn Order tokens with the black text and white background side face up.

Starting the Game and Taking Turns

Schlock Mercenary: Capital Offensive is played in Rounds. Players take Turns during the Round.

The Partnership Collective player normally takes the first Turn of every Round. Players then alternate Turns. (This means that the Partnership Collective player takes a Turn, then the Toughs player takes a single Turn, then the Partnership Collective player, then the Toughs player and so forth.)

When the Partnership Collective player takes a Turn, he may use any of his Drones. The exact number of Drones used will depend on the number of Commands he has on his turn. See Collective Turn for details on Page 5.

When the Toughs' player takes a Turn, she uses only the Tough whose number is up (In the order set by the 1st, 2nd, and 3rd Turn Order tokens). See Toughs Turn for details on Page 5.

Once each Tough has either taken a turn during the Round or has been Eliminated, the Round is over and a new Round begins. When a new Round begins, the Toughs' player assigns the Turn Order tokens to the Characters in any order to set the order for his Toughs for this new Round. (Each Tough still gets only one token.) Return any extra Turn Order tokens to the box.

It may happen that one of the Toughs is Remanded into Custody (and thus Eliminated from the game) during a Round before its Turn comes up. In this case, the Turn is taken by the Tough with the next Turn Order token. Under no circumstances may the Partnership Collective player ever take two Turns in a row, even over Rounds, in the Learning Game.
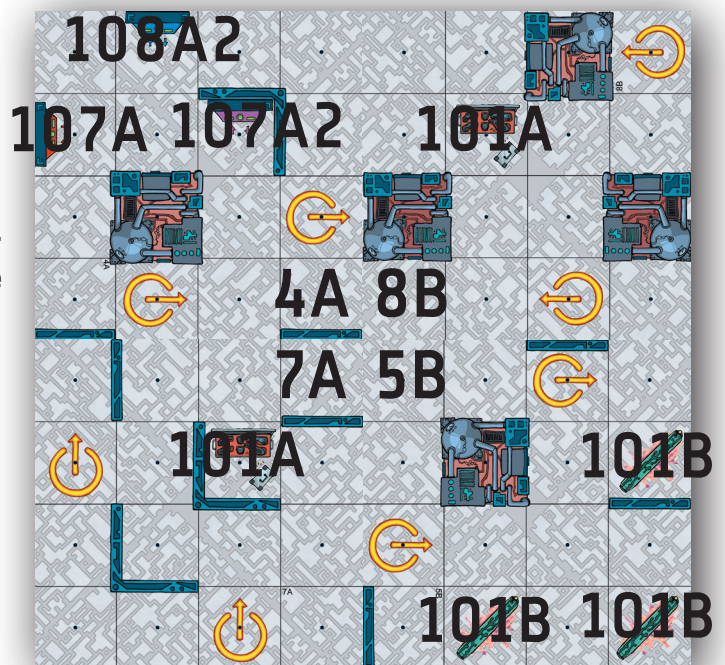
Round Explanation

1. Toughs Player sets Turn Order
2. Collective Turn (If First Round or Toughs took the previous turn)
3. Toughs Turn - Tough with the 1st Turn Order token
4. Collective Turn
5. Toughs Turn - Tough with the 2nd Turn Order token
6. Collective Turn
7. Toughs Turn - Tough with the 3rd Turn Order token

Collective Turn

Follow these steps, in order:

1. Roll Commands
2. Use Commands
3. End the Turn

1. Rolling Commands

The Partnership Collective player starts each turn by rolling three (3) dice. Find the median (middle number) of these three dice. This is the number of Commands available this turn. Use the Command Token on the Partnership Drone Character Sheet's Equipment Status Track to keep track of the number of commands remaining.

Example
You roll 1, 5, 6. 5 is the median
(It is greater than 1, less than 6) and
thus you have 5 Commands this turn.

You roll 1, 4, 4. 4 is the median
and thus you have 4 Commands this turn.

You roll 3, 3, 3. 3 is themedian and
thus you have 3 Commands this turn.

You roll 2, 2, 6. 2 is the median and
thus you have 2 Commands this turn.

2. Use Commands

Commands may be used to bring Drones onto the board or to activate Drones that are currently on the board. You may spend your commands as you see fit and in any order. You can spend Commands to do each activity multiple times (but only once per Command).

Command Options

a. Bring in a Drone

The Partnership Collective Player may spend one (1) Command to place one (1) Drone from the Drone Reserve onto an empty and unlocked Teraport Gate.

This Command may not be used if there are no Drones remaining in the Drone Reserve.

This Command may not be used if all Teraport Gates have a Teraport Lock token on them.

Protect your Teraport Gates,
Partnership Drone Player.

b. Drone Activations:

When a Command is spent to Activate a Drone, the Partnership Collective player picks one (1) Drone and activates it. This Drone takes a Turn. Carry out the Drone's full Turn before spending any further Commands as part of the Collective Turn. A Drone's Turn is as follows:

1. Drone rolls Movement
2. Drone takes Actions

A Drone may only be Activated once (1) per Collective Turn.

Toughs' Turn

Follow these steps (in order) for the Tough whose Turn it is:
1. Tough rolls Movement
2. Tough takes Actions
3. Flip Turn Order Token to Used side

Rolling Movement

All Characters - Toughs and Drones - follow the same rules for movement. (Consult your character sheet and look for the Move Attribute.)

Roll the number of dice indicated (This is the number in front of the Arrow). In the learning game, the Drone uses the Median (middle number) die just like they did when rolling for Commands. Some Toughs use the Highest die while others use the Median die. This is indicated by the Move Attribute on that Tough's Character Sheet.

The result of the die sets the number of Spaces the Drone or Tough may move this Turn. Use the Move Token to keep track of how much Movement you have available this turn by setting the token on the appropriate number on the Character's Equipment Status Track.

Regular Movement does not have to be the first Action you take during a Turn. However, you always roll Move first so you know what your options are for the Turn.

Taking Actions

Each Character has an Attribute labeled Actions. You may choose to take up to as many Actions as your character's Action Attribute allows.

In Schlock Mercenary: Capital Offensive's Learning Game, you can choose from any of the following

Actions:
1. Regular Movement (Limit: Once per Turn)
2. Sprinting Movement (Limit: Once per Turn)
3. Special Action (Limit: Each Special Action Once per Turn)

The Special Action option may be selected more than once in the same Turn as long as you use a different Special Action each time.

ACTION: Regular Movement 🖐

Your Turn began with rolling Movement. This is the number of Spaces your Character may move with a regular Movement Action.

All movement must be orthogonal - left, right, up or down - not diagonal. You are not required to use all the Movement you rolled. Any leftovermovement does not carry over to the next Turn / Round.

Characters may move freely through Spaces Occupied by Friendly units. However, ending the turn in a Space Occupied by someone else results in the Moving Character being Eliminated.

Characters may not enter Spaces Occupied by Enemies.

Characters may not pass through obstructions like Walls or enter Spaces filled by Infrastructure.

Example: The Active Drone has rolled 5 Movement. It takes the 5 moves shown above (ending in Space 5) to get Tagon in his sights. Subpoena ready! Notice that the Drone moved over a friendly Drone in Space 4.

ACTION: Sprinting Movement 🖐

When you take a Sprinting Movement action, your character may move up to two Spaces. You may choose Sprinting in addition to your Regular Movement or instead of your Regular Movement.

Sprinting Movement follows the Move rules indicated under Regular Movement.

ACTION: Special Actions 🖐

Several Characters in Schlock Mercenary (All 3 Toughs and the Drones in the Learning Game) have the ability to take Special Actions 🖐

Each character's Character Sheet lists its Special Actions 🖐 . Many of these Special Actions 🖐 are attacks.

Each Special Action 🖐 may be used once per Turn but any number of different Special Actions 🖐 may be used in a single Turn. Each Special Action uses up an Action.

In the Learning Game, all the characters have Attack-based Special Actions 🖐 . Future scenarios will include other types of Special Actions 🖐 and Equipment Special Actions.

ATTACKING

When you make an Attack, follow these steps, in order:

A. Choose your Equipment or Special Action

B. Check Line of Sight

C. Roll Attack Dice equal to the Attack Value

D. Remove Dice that rolled the Attack's AutoMiss number(s)

E. Check Range and remove any Dice that did not Make Range

F. Defender Rolls Defense Dice equal to the Defense Attribute

G. Apply Defense Dice against Attack Dice

H. Apply Hits

Attack Step A.
Choose your Equipment or Special Action

You may attack with any Special Action, Equipment Special Action or Inherent Ability that have an Attack Value. Attack Value is indicated by the 🎲 Icon.

Attack Step B.
Check Line of Sight

You may attack any Enemy to which your character has Line of Sight (LoS).

Notice that every Space on the board has a dot in its center. To make sure that your character has Line of Sight (LoS) to its target, trace an imaginary (straight) line from the dot in your character's Space to the dot in the Defender's Space. (Note: Using a string, ruler or other common item is an easy way to trace this imaginary straight line.)

You have LoS so long as that (straight) line crosses no Walls, Infrastructure or other obstacles .

Characters, Friendly and Enemy, block LoS if the imaginary (straight) line passes directly through the dot in the center of their Space.
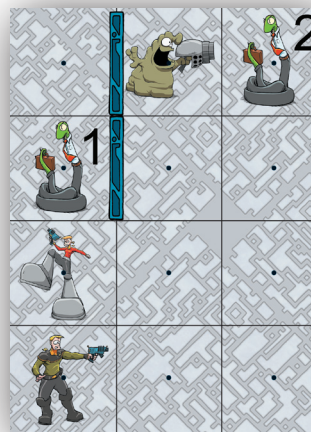
Example
Drone 1 has Line of Sight only on Elf. Schlock is behind a wall and Tagon is in a straight line behind Elf.

Drone 2 has Line of Sight on Schlock and Tagon but not on Elf (The straight line from Drone 2's center dot to Elf's center dot traces LoS through the corner of the Wall and through Schlock's center dot).

Attack Step C - Roll Attack Dice
Roll a number of Dice equal to the Attack Value.

Example: Schlock's Plasma Cannon has Attack Value of 5 🎲 . Schlock would roll five (5) Dice when he attacks.

Attack Step D - Remove AutoMiss Dice

Many attacks are inaccurate at certain points when fired. These points are called AutoMiss numbers. Any die which shows a result that is an AutoMiss number for that attack is immediately removed from the Attack.

Automiss Numbers are represented on the horizontal row of numbers (1-6) called the AutoMiss Bar. AutoMiss numbers are the black numbers on a white background.

Example

Elf attacks a Drone using her Laser Pistol which has an Attack Value of 3 🎲 and AutoMiss numbers of 1 and 3. `1` `2` `3` `4` `5` `6`
Elf rolls 3 dice and gets 2, 3 and 6. The die that rolled a 3 is an AutoMiss and is removed. Elf's remaining Attack Dice show a 2 and a 6.

Attack Step E - Check Range

Every Attack Die that remains needs to check to see if it has range. Any die that rolled less than the Range is immediately removed from the Attack.

Determine the range to the target and remove any Attack Die that rolled less than the Range. Keep any Die that rolled equal to or greater than the Range. Some Attacks have a Max Range. If the range to the target is greater than the Max Range of the attack, the attack generates no Hits.

Determining Range - Straight Line

When the Attacker and Defender lie along a vertical or horizontal path, determining range is simple. Count the Spaces from the Attacker to the Defender, and that is the Range. See Example Attack-I below.

Attack-I Example - Straight Line of Sight Range
Schlock attacks the unfortunate Drone. The range from Schlock is 3 spaces as illustrated above.

Determining Range - Diagonal Line

If the Attacker and Defender lie along any other path, this forms an "L".

Range is determined by counting the number of Spaces along the long leg of the "L" and then adding one-half (1/2), rounded down, the number of Spaces along the short leg of the "L".

See Example Attack-II and Attack-III below.

Attack-II Example: Diagonal Line of Sight Range
Schlock attacks the unfortunate Drone. The long leg of the "L" is 3 Spaces. The short leg of the "L" is 2 Spaces, halved to 1. The full range is 3 + 1 = 4 Spaces. Range is 4.

Attack-III Example - Diagonal Line of Sight Range
Schlock attacks the unfortunate Drone. The long leg of the "L" is 3 Spaces. The short leg of the "L" is 3 Spaces, halved to 1.5, rounded down to 1. The full range is 3 + 1 = 4 Spaces. Range is 4. (Fractions below 1 round to 0.)

Attack Step F - Defender Rolls Defense Dice

The Defender rolls a number of Defense Dice equal to its Defense attribute on its Character Sheet.

Attack Step G - Apply Defense Dice

Each Defense Die is spent to eliminate an Attack Die that shows the same number or a smaller number. Both dice (Attack and Defense) are immediately removed from the Attack.

Example I

Schlock shoots at a Drone and rolls 5 dice at Range 2. Schlock gets a 1,1,2,3,3. The 3s are AutoMisses and are removed in Attack Step D. The 1s fail to make Range and are removed in Attack Step E. This leaves Schlock with a single Attack Die of 2.

The Drone's Defense Attribute is 2. The Drone rolls 2 Defense Dice and gets a 1 and a 4. The Drone's player uses his Defense Die that shows a 4 to eliminate Schlock's Attack Die of 2. Schlock has no remaining Attack Dice.

Example II

Had Schlock been at Range 1, he would have hit with a 1,1, and 2. The Drone's Defense Die of 4 would eliminate the 2, and the Defense Die of 1 would have eliminated one of Schlock's dice that showed a 1. This would have left Schlock with a single Attack Die of 1.

Attack Step H - Apply Hits

Each Attack Die that remains is considered a Hit against the Defender. If there are no Attack Dice remaining, there are no Hits to apply.

For each Hit, remove an Armor token from the defending Character. If all the Armor tokens are removed, each remaining Hit resmoves a Health token.

If the last Health token is removed from a Character Sheet, that Character has been Eliminated.

Drones are killed and Toughs are Remanded into Custody in the Learning game.

Remove the Eliminated Character token from the board.

Note:
Partnership Collective Drones have only a single Health Token, so it only takes a single Hit to eliminate them. Eliminated Drones are returned to the Drone Reserve and may be brought back into the game on the Partnership Collective player's Turn through the use of a Command.

Toughs that are Eliminated and Remanded into Custody are removed from the game and may not return. Time for an unfair trial.
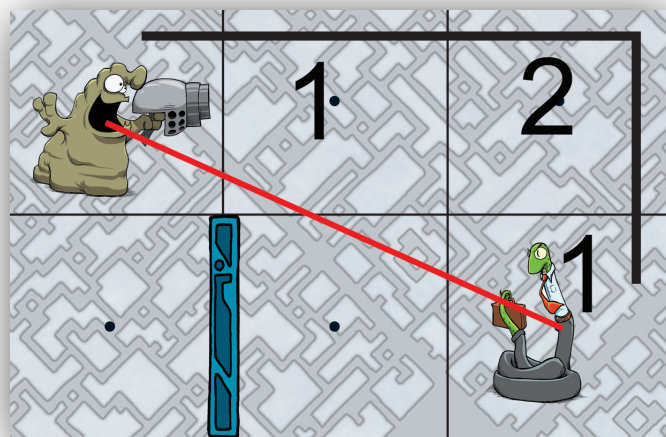
Example of a Full Attack Sequence

Schlock decides he wants an extra plasma flavored Drone and shoots at the Drone closest to him.

A. Schlock picks his Plasma Cannon. Attack Value: 5 Automiss of 3,4.

B. Schlock checks Line of Sight by tracing an imaginary straight line from the center dot of his Space to the center dot of the Drone's Space. It does not go through any wall, infrastructure or the center dot of an Occupied Space. This is illustrated by the solid red line.

C. Schlock rolls his Attack Dice (5 dice) and gets a 1,2,4,5 and 6.

D. The 4 that Schlock rolled is removed due to it being an AutoMiss for his Plasma Cannon. This leaves Schlock with a 1,2,5 and 6.

E. Range is checked. Schlock's Range is 2 Spaces. The long leg of the "L" is 2 Spaces, the short leg of the "L" is 1 Space, halved to 0.5 and rounded down to 0. Range is 2 (2+0 = 2). This is illustrated by the thick black Line. Schlock's 1 is removed because it did not make Range.

F. The Drone player rolls 2 Defense Dice because Drones have a Defense Attribute of 2. He rolls a 1 and 5.

G. The Drone Player uses his 5 to eliminate Schlock's 5. This leaves Schlock two dice remaining that show a 2 and a 6. The Drone player's Defense Die of 1 is not able to be used.

H. Schlock's attack causes 2 Hits (two Dice remain). This removes 2 Health from the Drone. Since Drones only have 1 Health, it is eliminated and its Character token is removed from the board. This is illustrated by Schlock's happy grin.

Inherent Abilities 🧬

Several Characters have Inherent Abilities 🧬. Inherent Abilities 🧬 are different from Special Actions because they do not count as an Action and do not use Actions to activate them.

As with Special Actions, each character's Character Sheet lists its Inherent Abilities. Read each Character Sheet to determine how the Inherent Ability 🧬 works.

Certain scenarios will include Scenario Specific Inherent Abilities.

Learning Game Scenario Specific Inherent Ability:
Inherent Ability 🧬 TeraPort Lockdown

All Toughs in the Learning Game have the TeraPort Lockdown 🧬 Inherent Ability.

If any Tough is standing on a TeraPort Gate at the start of any Tough's Turn, place a TeraPort Lock token on that TeraPort Gate. Drones may no longer be brought onto the board through this TeraPort Gate.

Example: Tagon is standing on an unlocked Teraport Gate. The Partnership Collective player finishes his turn. It is now the Tough's turn and Elf is next in Turn Order (per the Turn Order Tokens). Since Tagon is standing on an unlocked TeraPort Cage and the Tough player starts her turn, a TeraPort Lock token is placed on that TeraPort Gate, even though it is not Tagon's turn.

Special Locations and Obstacles

Special Location: The Armory
The Armory is a place where Characters can restock Armor. In the Learning Game, the Toughs and Drones can acquire Armor tokens while Tagon can also restock his Epaulet Grenades due to his Inherent Ability.

When any Character enters or starts its turn in an Armory, the Character gains one (1) Armor token. This Armor token is placed on the Character Sheet. Characters may gain more Armor than they start the game with. There is no maximum to the amount of Armor a Character can possess. Characters may gain this Armor token by passing through the Armory. A Character may use each Armory once per Turn.

Even Drones that enter the Armory gain Armor. In this case, place an Armor token on top of the Drone token. This Armor protects the Drone as it would any Tough. Hits against the Drone remove the Armor Token before being applied to the Drone's Health.
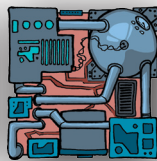
Instead of gaining an Armor Token, Tagon may place 1 Epaulet Grenade Token onto his Character Sheet, provided he has an empty Epaulet Grenade icon.

Special Locations: Walls and Infrastructure

Walls and Infrastructure are obstacles you will have to deal with. They get in the way of Movement and block Line of Sight. Take full advantage of them as you deploy and position your forces.

Wall

Infrastructure

under the Combat Readiness section of his Character Sheet (This is due to his Inherent Ability).

Walls and Infrastructure may not be moved into or through.

They block Line of Sight.

(All sides of Infrastructure are treated as being a Wall.)

Epaulet Grenades

Tagon's Epaulet Grenades are single-use Weapons that are used as a Special Action. Rather than attacking an opponent, the Grenade is thrown into a Space. The Target Space and all Adjacent Spaces that have Line of Sight to the Target Space are affected by the Attack. Tagon's Epaulet Grenades count as an Explosive Weapon per pages 14 and 15. Do not check for Range for these Attack Dice.

Winning the Game

Partnership Collective Player: This player wins the game if all of the Toughs have been Eliminated (Remanded into Custody).

Tagon's Toughs Player: This player wins the game if all three (3) Teraport Gates have TeraPort Lock tokens on them AND all Drones have been Eliminated from the board.

This is the end of the Learning Game Rules. Play the Learning Game a few times to get used to how the characters play and how Rounds and Turns work.

Once you feel comfortable, you can play the Learning Game using different tiles and setups to see how small changes in the board make for completely different playing experiences.

Once you are ready, continue on in the Rulebook to learn the Full Game. (We recommend playing the Frag Fest scenario where Toughs are pitted against Toughs in a training simulation as your first Full Game.)