No Such Mercy

Introduction:

Welcome to the wonderfully wicked world of No Such Mercy.   You will take control of five of the most vicious challengers to ever step into the NSM ring. This is a game based on using a team to its fullest potential to purge the other team of the nasty breathing habit they've developed. These characters fight for their own reasons, but have put their petty squabbling aside so you made lead them to victory in the arena and earn vast riches (with a lion's share for you, the team owner)

Choosing a Team

A team is made of up five characters from the six categories: tanks, DPS (melee), DPS (range), Healer, Control, and vassal. Tanks take damage and help slow down the enemy by throwing their body in the way. DPS melee attempt to kill at close range, while DPS range tries to do the same only, as their name implies, at a range. Healers try to keep their own guys up long enough to kill the enemy. Control move the enemy and try to keep them wrong footed. Lastly vassals do very little but allow your team more points in which to move or commit actions.

No character may be chosen twice, but other than that the only restraint is there has to be five, no more, no less.

Starting a game

After both sides have chosen five characters the board is set up with terrain that blocks line of sight and cannot be moved over in a fashion that both players think is fair. The APG (Action Point Generator) is then placed in the center or as close to the center as possible. This space will be explained later. Roll a D6 to decide who goes first. Nobody starts on the field at the start of the game as they must be moved on during the first turn.

How to play:

Action Points-

Action Points are the lifeblood of your army. They let you move and commit actions. Most characters generate action points at the start of every turn. Having a character on top of the APG at the start of your turn will generate ten extra action points.

Movement-

Every character can be moved one space at the cost of one action point. There is no limit on how far a character can move

Facing-

Facing is very important as all melee attacks and some actions are dictated by the facing of the target. A character can face forward, backwards, or to either side. Characters may change facing at any time during their turn

Actions-

Every Character comes with a of actions he can do either do on their turn or the opponent's. Offensive abilities may only be used during your turn while defensive abilities may only be used during your opponent's turn. Defensive abilities may be used after an action is declared, but before rolling to hit takes place or the damage in the case the ability automatically hits.

Every Character may only use two offensive abilities and two defensive abilities per turn.

To Hit-

Ranged attacks have a hit value that must be rolled in order for the desired effect to take effect. Melee abilities hit depending on the facing of the target. If you are attacking the target from the front you hit on a 4+, side 3+, and back 2+. Beneficial actions (such as healing) do not need to roll to hit unless it has a hit value in their description. Ranged actions must have line of sight in order to be used. Characters block line of sight as do objects and terrain.

Objects-

Some characters create objects. Objects block line of sight and are immovable. They are hit automatically in melee and add one to hit for ranged attacks (I.e. a ranged attack that hits on a 4+ will hit an object on a 3+)

Healing-

Healing is a very important part of NSM, but there are some key limitations. Healers may not heal themselves and you cannot heal more than a character's starting health total

Basic Attack-

Every Character may make a basic attack for five action points that has melee range and deals 1d6 of damage.

Corpses

When a character dies a marker is placed where he died. These do not affect gameplay, but do effect some actions.

Threatening squares and attacks of opportunity-

Every character threatens every square around them. That means if an opposing character tries to move out of one of these squares they may be struck by an attack of opportunity. The provoker rolls a d6 and on a one, two, or three they take 1d6 damage. For every other character threatening the same space the difficulty goes up one. So if two characters are threatening the same space and an opponent moves through it he has to roll a 5 or 6 not to take any damage.

Only voluntary movement or actions may provoke attacks of opportunity.

FOR VASSAL PLAYERS

There are a couple commands you need to know. Under notes list off your characters 1-5 for one player and 6-10 for the second player. You can set each character's health under the appropriate menu. To remove one health press Ctrl and the corresponding number. To add health you press Alt and the corresponding number.

There are no real models yet, but each category is represented just right click on the piece after it is on the field and name it so it can be easily recognized.

After you set the name set the character number it is by changing the string $Character 1 health$ just change the number 1 to whatever the number the character is and it will show his health.

The action pool for each player is also in the pieces section so simply place one off the board.