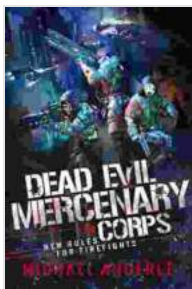


New Rules for Firefighters: Dead Evil Mercenary Corps

The Dead Evil Mercenary Corps is a new faction in the upcoming Firefighters expansion for the Dead Evil board game. This faction is made up of a group of mercenaries who have been hired to fight in the war against the undead. The mercenaries are a diverse group, with each member having their own unique skills and abilities.

New Rules

The Dead Evil Mercenary Corps introduces a number of new rules to the Firefighters game. These rules include:



New Rules for Firefighters (Dead Evil Mercenary Corps

Book 1) by Michael Anderle

★★★★☆ 4.6 out of 5

Language : English
File size : 4246 KB
Text-to-Speech : Enabled
Enhanced typesetting : Enabled
Word Wise : Enabled
Print length : 274 pages
Lending : Enabled
Screen Reader : Supported



- **Mercenary Contracts:** Mercenaries can be hired to fight for either the survivors or the undead. The cost of hiring a mercenary depends on their rank and experience.

- **Special Abilities:** Each mercenary has their own unique special ability that can be used in combat. These abilities can give mercenaries a significant advantage in battle.
- **Experience Points:** Mercenaries can earn experience points by killing enemies. Experience points can be used to upgrade mercenaries' stats and abilities.

New Units

The Dead Evil Mercenary Corps introduces a number of new units to the Firefights game. These units include:

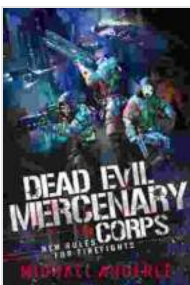
- **Assault Mercenary:** Assault mercenaries are the frontline fighters of the Mercenary Corps. They are armed with assault rifles and shotguns, and they are trained to close with the enemy and deal heavy damage.
- **Sniper Mercenary:** Sniper mercenaries are long-range specialists. They are armed with sniper rifles and they are trained to take out enemy targets from a distance.
- **Support Mercenary:** Support mercenaries provide support to their allies. They are armed with light machine guns and they are trained to suppress enemy fire and provide cover for their comrades.
- **Heavy Mercenary:** Heavy mercenaries are the heavy hitters of the Mercenary Corps. They are armed with miniguns and rocket launchers, and they are trained to deal devastating damage to enemy targets.

New Scenarios

The Dead Evil Mercenary Corps expansion also introduces a number of new scenarios to the Firefights game. These scenarios are designed to showcase the new units and rules introduced in the expansion. The scenarios include:

- **The Siege of the Outpost:** In this scenario, the survivors must defend an outpost from a horde of undead. The mercenaries can be hired to help the survivors defend the outpost, or they can be hired by the undead to help them attack the outpost.
- **The Raid on the Warehouse:** In this scenario, the survivors must raid a warehouse full of supplies. The mercenaries can be hired to help the survivors raid the warehouse, or they can be hired by the undead to help them defend the warehouse.
- **The Assassination:** In this scenario, the survivors must assassinate a high-ranking undead leader. The mercenaries can be hired to help the survivors assassinate the leader, or they can be hired by the undead to help them protect the leader.

The Dead Evil Mercenary Corps is a great addition to the Firefights game. The new rules, units, and scenarios add a lot of depth and replayability to the game. I highly recommend the expansion to any fans of the Firefights game.



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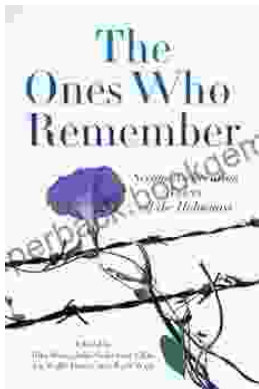
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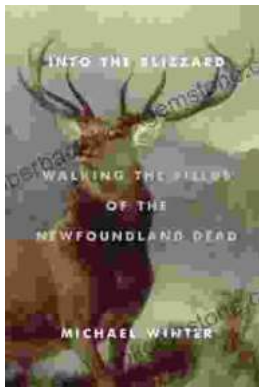
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