



MERCs RULEBOOK FAQ 1.4

Created by MERC-Achilles

TEAM CREATION

1) How do I construct a MERCs team? There don't seem to be any points costs...

MERCs uses a points free team creation system that is very simple and intuitive. 'Standard' MERCs games allow you to take five of the six team members from a single MegaCon without any duplication. Tournaments and Scenarios may use other formats such as 3v3 teams or even 6v6, but for the sake of setting a standard 5 man teams are what are typically played with.

2) Okay, but some of my models are referred to as Assault Troopers. If I can't duplicate then how do I ever take a Medic and a Demo in my team?

Assault Trooper is just a catch all term and has nothing to do with Team Creation. It refers to standard assault rifle armed infantrymen who are usually set apart by a bit of kit. For the purpose of creating a team all Assault Troopers with unique equipment are considered different. You may include up to one of each (Medic, Monkeywrench, Demo, Booster, Etc.).

3) Okay, what about the FCC? Can they take the same guy from a different faction? For instance, could I take a USCR and CCC Medic on the same team?

Yes. They are different models with different stat lines.

SETUP

1) The standard deployment says that I place my models within one card edge along the 2' side of a 2'x3 board. Is that measured with the long or short side of the card?

It is measured with the short side of the card. As with all measurement, it is to the edge of your base, not the front of your base.

INITIATIVE

1) If I have two models with the same initiative roll, do I choose which one I activate first?

No. You would activate the one with the highest Reaction first. If both models have the same Reaction then they would activate as per a Simultaneous Action.

ACTIONS

MOVEMENT - NORMAL

1) Can I turn my model up to 90 degrees BEFORE laying down the card to move, then placing it in the front 180 and moving to a new circle?

No. You place the card's large circle with the small line anywhere in the front 180 degrees of the model. Only then may you turn and move or move and turn. Follow this simple process;

- Spend 1 MP.
- Place the large circle of the Card with the centre mark inside the 180 degree front
- facing of the model.
- You may rotate the model up to 90 degrees.
- Move to the model to a new circle that is in your LOS retaining your current facing.
- If you have not previously changed facing during this move, you may now rotate up to
- 90 degrees.

Repeat this process for each MP spent moving.

2) Can I rotate before placing the card and then backpedal?

No. Like forward movement you will place the card before making a Backpedal move. Follow this simple process.

- Spend 2 MP
- Place the large circle of the Card with the centre mark inside the 180 degree rear
- facing of the model.
- You may rotate the model up to 90 degrees.
- Move the model to a new circle. This does not have to be in your LOS. Retain your
- current facing.
- If you have not previously changed facing during this move, you may now rotate up to
- 90 degrees.

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3) Do I have to move? Can I just spend an MP and stay in the circle I am in but change my facing?

Yes. You can spend an MP to simply change facing. Remember that to do so more than 90 degrees will cost an additional MP.

MOVEMENT - CHANGING ELEVATIONS

1) I'm confused about Changing Elevations with 3D Scenery. The rulebook refers to models being unable to change ERs more than their MP stat... But if the measurements on the ERs are accurate all the floors on my buildings are at least ER three. Then I see references to Levels. How does this work?

This was a pretty difficult section to write, because reality gets in the way of intent. We introduced ER so games played on 2D terrain can have a three dimensional feel.

However, 3D terrain isn't built to the levels of our elevation ratings. By and large, almost every minis game we have played allowed players to "magically" vault up to the first level of a building. We all seem to suspend our disbelief for this one, mainly because that is how the terrain is made. However, as was mentioned, the first level of terrain ends up being around ER2/ER3. In effect, until MERCS is big enough to have its own terrain and it can be standardized we are dealing with two distinct measurements: ER and Level.

To make it uniform, we decided that MERCS couldn't move up or down LEVELS beyond their base MP. You will have to decide what constitutes a level with your scenery collection in order for it to interact with this rule.

COMBAT - RANGED

1) Can I target a model that is in Full Cover with shooting (no LOS)?

No. You can however target a model that is within full cover provided by Active Camouflage.

2) How many guns can I shoot with each turn? If I have a gun and Grenades, can I fire both?

You may fire with one weapon or throw one Grenade when you take the Combat - Ranged action, unless you have a special rule that allows you to do otherwise.

3) Can I fire my gun at a model that is within melee range?

You may fire any weapon at a target in melee with you, provided it is not in the Assault or Long Range Kill class or states that it cannot target models in Melee.

4) How does position effect my FN when I attack a model?

If your model has the majority of its base in the 90 degree Flank Arc of an enemy model that is engaged by one of your friendly models you receive a -1 FN bonus and +1 to your Weapon Damage. If your model has the majority of its base in the 90 degree Rear Arc of an enemy model (regardless of whether it is engaged or not) it receives a -2 FN bonus and +2 to its Weapon Damage. These modifiers combine with any other modifiers for Cover, In the Open, etc.

5) Can I place the Grenade Template anywhere?

You may place the Grenade Template anywhere you wish with the centre in Range. You may not however target enemy models that no one in your team has Line of Site to. You may target models the thrower cannot see, provided someone else in the team can see them.

6) If an enemy model is completely obscured by other models (ie. His base is completely blocked by the bases of other models) can he be targeted by weapons that do not have a Firing Diagram?

No. This constitutes Full Cover (no LOS) so he may not be targeted. This would include shooting from things like Overwatch.

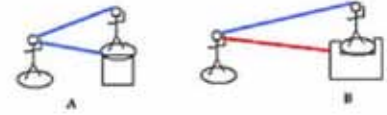
7) Is the FN bonus for short range already included in the FN of short range weapons printed on my cards?

No. You get the bonuses to FN for Short Range and In the Open regardless of the FN printed on the card. It is not already included.

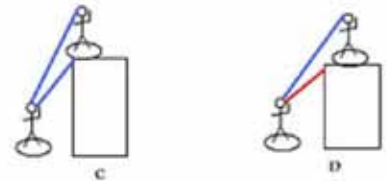
8) How does Elevation and granting cover work during a Ranged Attack?

See the following Diagram;

If like in example A you can completely see the model due to ER1 elevation then it will receive the bonuses for being Elevated, but not for the additional Half Cover.



However if like in example B the ER1 elevation is obscuring the model by an obstruction or model, you will receive both the Elevated and Half Cover bonuses.



If like in example C an ER 2 or more elevation does not obscure a model (as it is standing at the edge and its base can be seen) then the model will receive Elevation bonuses, but not Half Cover.

If however like in example D the model is back from the edge and the angle obscures the base or more in Line of Site, then the model will receive both Elevation and Half Cover bonuses.

COMBAT - MELEE

1) If I attack a model on Overwatch in Melee, can they attack me back with a Melee weapon?

In the odd circumstance that a model is making a Melee attack against a model on Overwatch then yes, that model could make an Simultaneous Action attack against the model making the Melee Attack with any weapon that does is not Long Range Kill or state it cannot be used in Melee or a basic Melee Attack. Ranged Weapons or Pistols are almost always a better option because of the In the Open and Short Range bonuses.

4) How does position effect my Melee bonus when I attack a model?

If your model has the majority of its base in the 90 degree Flank Arc of an enemy model that is engaged by one of your friendly models you receive a +1 Melee bonus and +1 to your Weapon Damage. If your model has the majority of its base in the 90 degree Rear Arc of an enemy model (regardless of whether it is engaged or not) it receives a +2 Melee bonus and +2 to its Weapon Damage.

COMBAT - EQUIPMENT

1) How many items can I use at a time? Can I use multiple Medkits at once for instance?

You may only use a simple piece of equipment (Medkit, Repair Kit, Adrenaline) for each Combat - Equipment action. You could not, for example, spend multiple Medkits in one action to heal additional Blood Damage on a friendly model.

1) Can I use Medkits, Repair Kits, etc. on enemy models?

No. Also your MegaCon would send a Fiscal Responsibility Unit to investigate you if you tried.

HOLD

1) What happens if one of my models takes the Hold action and I roll a ten? Do I get a total of 12 for my Initiative roll?

No. Initiative can never go over 10. Modifiers that would take it to 11 or 12 will simply be lost and your model will activate at 10.

SNAP TO COVER

1) How far do I move when I Snap to Cover? The diagram in the rulebook seems to show when I go around a corner I can move farther than a base. Does this mean you measure the base-length (30mm) from front to back like card movement?

No. Snap to Cover is only a one base length move that is measured from your nearest edge to the thing you are snapping to. Whatever direction you are snapping (as you can snap 360 degrees) you will only ever move the model up to 30mm. Basically, if you can place a base between yourself and the thing you want to snap to and it touches, then you can snap to it. The diagram in the book is misleading.

2) When do I snap to cover? It isn't an action like the things above so I'm not sure when it takes place.

It takes place either before, after or in some cases during any of the above actions. For instance, you could Combat - Ranged and then Snap to Cover out of line of site of the enemy. Likewise you could lurk behind cover during a previous turn and Snap to Cover into the open and fire without suffering Move and Fire CCM penalties. You could also Snap to Cover after spending any of your Movement Points during a Movement action. Snap to Cover is really fluid and handy... but you can only do it once per activation so choose your timing carefully.

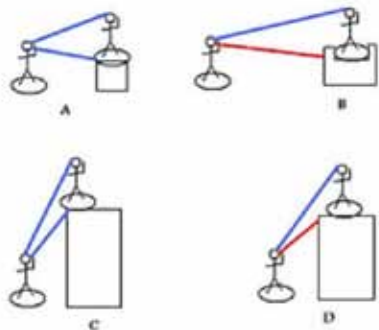
3) Can I change my facing at all during Snap to Cover movement?

No. You can never change facing with Snap to Cover. You must spend MP to do so.

4) When I am on an elevated platform where the angle of Line of Site gives me the Half Cover bonus, can I snap to cover on top of that platform?

No. See the following diagram;

You must physically touch an obstruction when making Snap to Cover movement that will constitute cover. As it is the angle of attack granting you the half cover (example D in this case) there is no obstruction for you to end your movement in contact with (the platform does not count). If another model or an obstruction were on top of the platform (example B) then you could Snap to Cover in contact with it. If not however, you will need to use MP as normal to move around.



CCM - MOVE AND FIRE

1) So Move and Fire is a CCM... can I do it with any weapon?

No. Only weapons on your card that have the Move and Fire CCM may do so. If it does not have this CCM, you may not use this ability!

CCM - SET AND RIP

1) Can I snap to cover and then perform the Set action?

Yes.

2) Can I perform the Set action and then snap to cover without needing to reset? The rulebook says it doesn't count as Movement.

No. Any movement at all (Snap to Cover included, which does not count as the Movement action, but is still a physical movement of the model) after having Set will force you to reset before you Combat - Ranged Attack, Overwatch or Suppress. This could also be caused by an active Repulsor tag moving the Heavy.

3) Does Set and Rip activate Overwatch? Do I have to test for Suppression?

Yes to both. Set and Rip is an active CCM and thus will trigger both of those ACMs.

4) What does Rip refer to? Can I shoot with the same action?

No. It just a colourful way of describing preparing to fire. You must spend one entire action preparing to fire and may fire with that model's next activation.

CCM - LOAD AND/OR AIM

1) This one has me confused... it is a CCM but it does not require me to take an action?

Correct. This is the only Non-Action CCM. It simply happens every turn after you have fired until you are ready to fire again, regardless of what other actions you take. It only applies to the weapon that has this CCM however... you may fire other weapons while that one is reloading.

2) The quick reference sheet in the rulebook references an FN bonus for this CCM... how does that work?

It is a misprint. You receive no additional bonuses for having Load and/or Aim as a CCM for your weapon. It simply represents downtime between shots.

ACM - BOUND

1) What actions can the model that is being targeted by Bound take?

The lower Initiative model may take Bound Friendly actions only. They do NOT receive any bonus Movement Points for being the target of a Bound.

2) Is it possible to target a model that rolled the same Initiative as the model who wishes to bound?

Only if they have a lower Reaction than the Bounding model and are not activating simultaneously.

3) Can a model with 0 MP (for instance because of Armour Failure) bound?

No. If a model does not have any MP when it declares the Bound it may not do so.

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4) What about if the model that wishes to Bound has to test for suppression? It will suffer -1 MP for being in the field of Suppression regardless of whether or not it passes its courage test. Can it still bound?

Yes, but it only tests for Suppression during the movement generated by Bound, not when declaring Bounding. Apply the -1MP to the model's total MP after applying the bonus for Bound.

5) If the target of a Bound attempts to take a Bound friendly action and fails a suppression test, are all the Bounding moves attached to it canceled, like when the target of a Bound is killed?

Yes.

ACM - SUPPRESSION

1) What Actions can a model take that do not trigger Suppression?

The following actions do not trigger a Suppression Test.

- Snap to Cover
- Hold
- Going on Overwatch (shots made on Overwatch model will be subject to Suppression)
- Suppression
- Declaring a Bound (the later Movement will be subject to Suppression)

2) When doing any actions not on that list, when do models have to test for Suppression?

Models test for Suppression when they begin an action in Line of Sight and Weapon Range of the model suppressing.

3) Does Suppression effect Overwatch?

Yes. If an Overwatching model activates to fire in Weapon Range and Line of Site of a model who is Suppressing, he must first pass a Courage test to fire and will suffer the +1 FN modifier for firing under Suppression.

4) Do friendly models trigger Suppression?

No.

5) The example of Overwatch Fire on page 89 seems not to include the +1 FN for being under suppression in the example of Kenny's Assault Leader firing (it includes -1 for In the Open and +1 for Moving Target)... is this right?

No. It is simply an error. The +1 FN for firing under suppression should be included in that example.

6) Do I need to declare what weapon I am using when declaring Suppression?

Yes. You will suppress with that weapon only until your next activation when you can declare suppression again with a different weapon (if you wish).

7) Can I cause Suppression tests on a model in Melee with a model that is Suppressing?

Only if Suppressing with a weapon that can make Combat - Ranged Attacks at a target in Melee Range with the shooter (Pistol, Flame Thrower, etc.). Likewise if Suppression was coming from elsewhere this model would only count as an additional model Suppressing if it was eligible to suppress.

8) Can a model use Grenades to Suppress?

No. Weapons with the CCM Load and/or Aim and Grenades cannot Suppress.

9) With Actions such as CCM - Move and Fire, could both the Movement and Combat - Range Attack trigger Suppression?

Yes, but you will only test for Suppression once with these combined actions. If for instance you could not be seen by an Suppressing model at the beginning of your Movement during a Move and Fire, but could when the model makes the Combat - Ranged Attack, then a Suppression Test would be triggered. This could also trigger two separate Suppression tests from two separate models provided one model could see the beginning of the Action (resolved normally) and the other can see only the Combat - Ranged Attack.

10) What about the Combat - Melee Attack at the end of the Charge PA?

This does not trigger Suppression. Only the Move part does.

ACM - OVERWATCH

1) What Actions can a model take that do not trigger Overwatch?

The following actions do not trigger Overwatch Fire.

- Snap to Cover
- Hold
- Going on Overwatch (shots made on Overwatch will be subject to other Overwatch)
- Suppression
- Declaring a Bound (the later Movement will be subject to Overwatch)

2) When doing any Actions not on that list, when does my model Activate for Overwatch fire?

Models will activate for Overwatch whenever an enemy model begins an action in Line of Sight of the model on Overwatch. It will fire as per a Simultaneous Action. You must declare what weapon is firing when you activate. If the target is moving, check range and fire after it has completed 1/2 of its MP in movement, rounding down.

3) What weapons can fire on Overwatch? Can I throw Grenades?

Any weapon that is not Long Range Kill may fire on Overwatch. Likewise, if they are within range when they activate you may throw a grenade as Overwatch fire. It must effect the triggering model.

4) Can Overwatch fire trigger enemy models on Overwatch?

Yes. However in this unique situation the secondary Overwatch takes place AFTER the simultaneous action of the initial Overwatch and Activating models and does not trigger further Overwatch. This avoids the 'infinite Overwatch' loop of models activating each other.

5) Do friendly models trigger Overwatch?

No, but they would be effected as normal if caught in a friendly Overwatching model's Template Attack when it is triggered by the enemy.

6) What happens first, Suppression or Overwatch?

Suppression will always come before an Overwatching model fires as it has a chance of keeping it from occurring completely.

7) If a model attempts an Action and is Suppressed, does that Action still trigger Overwatch?

No. The Action does not occur so Overwatch is not triggered.

8) How does the Simultaneous Action between the Acting and Overwatching model work?

If the Acting model is using Combat - Ranged as an action, simply resolve both sets of shots simultaneously. If the Acting model is using equipment, apply its effects immediately, before resolving any damage from any hits during Overwatch. If the Acting model is using Movement, move it half of its MP rounded down before checking range and firing any shots. If this movement takes it behind Full Cover (no LOS) or out of Weapon Range then no shots are taken. Firing Diagrams other than Grenades are still placed with that model at the centre and resolved in case any collateral damage is caused. If this movement leaves the model in LOS of the Overwatching model apply the +1 FN penalty for firing at a moving target and resolve the shots. If the Acting model is still alive you may then resolve any remaining MP in movement.

9) When firing a weapon with a Firing Diagram (Heavy, Sweep, etc) can I choose to place the template facing anywhere?

No. In this instance the diagram must be centered on the model triggering overwatch after they are allowed their 1/2 MP if they are taking a movement action. Sweep attacks must go to the arc which the majority of the Triggering model is in, but otherwise effect the 90 arc as normal.

10) With Actions such as CCM - Move and Fire, could both the Movement and Combat - Range Attack trigger Overwatch?

Yes, but you will only activate for Overwatch once with these combined actions. If for instance you could not be seen by an Overwatching model at the beginning of your Movement during a Move and Fire, but could when the model makes the Combat - Ranged Attack, then Overwatch fire would be triggered. This could also trigger two separate Overwatch Combat - Ranged Attacks provided one model could see the beginning of the Action (resolved normally) and the other can see only the Combat - Ranged Attack. As always, resolve either case as a Simultaneous Action from the point at which they are triggered.

Be sure you are eligible to legally fire a weapon if your Overwatching model is now in melee, otherwise you are out of luck.

11) What about the Combat - Melee Attack at the end of the Charge PA?

This does not trigger Overwatch. Only the Move part does.

12) What happens if multiple enemy models with the same Initiative and Reaction activate simultaneously in LOS of an overwatching model? Does he fire at both?

No, he must choose which model will be fired at via overwatch (or have a template weapon centered on). He only activates to fire once.

EFFECTS - TOKENS

1) How do in-game effects like being Frozen or Nanite Armour that last a certain number of rounds get resolved?

Once a model takes on a token such as by being Frozen, it removes one token at the end of each of its Activations until they are gone. This would mean that if a model was frozen and had not activated yet that turn, it would remove one Frozen counter from itself at the end of that activation, as it has spent a round frozen. The same process would apply to Nanite Armour in the current rules and the CCM Load and Aim. These tokens are removed automatically and are not subject to a model being Suppressed.