

MERCS



FCC FAQ 1.2

Created by MERC-Achilles

FCC CORPORATE ABILITIES

1) I don't understand the term Teleport in the Debris Crawl rule. Does that mean I ignore intervening scenery and models? How does this rule work?

In all ways Debris Crawl is a normal Movement action at -1 MP and so all normal rules apply. It can be done in conjunction with Bounding for +1 MP to balance out the negative modifier. The only difference between this and a normal movement action is that it does not suffer from the effects of the ACM's Suppression and Overwatch during the move (the model is crawling so as not to be hit/seen). You can also Snap to Cover during a Debris Crawl

2) I'm confused about the Black Ops rules? What do I have to take in order to take Black Ops models on my team?

The only model required on your team to take Black Ops in the Housemaster. The Liaison is strongly recommended however as he is the model that allows the use of Corporate Abilities by Black Ops Guests.

You can use ANY other MegaCon model as a Black Ops guest following the normal rules for including figures (no duplication) provided they are not from the same MegaCon as the one you are about to fight. These models lose their Personal and Corporate abilities when fighting on an FCC Team. They can regain their corporate abilities if a Liaison is included.

Guests are less heroic versions of the characters from the other MegaCons, which is why their abilities are removed. See the MERCS Community forums for advice on Black Ops guests.

FCC HOUSEMASTER

1) What does the Leader ability actually effect? Is it just actions or does it impact Courage Tests, Repairs and Armour Failures?

It effects EVERYTHING during the Action phase a friendly model in range is require to make a dice roll for. It would therefore effect Armour Failure rolls, Repair Rolls, Courage Tests, Combat - Ranged Attack, Combat - Melee Attack and any other time a model is forced or chooses to roll dice.

2) Does the Leader ability work on Black Ops Guests?

No. They are not members of the same MegaCon and do not benefit from the Leader bonus.

3) How far does the Housemaster's Sweep ability reach? Is it just two cards?

No, it is a firing diagram that extends indefinitely in the 90 degree arc of the sweep. It effects all models (friendly and enemy) in the firing diagram.

4) In a sweep is the card placed around the model like for movement when measuring the sweep, or is the edge placed in the front arc and then swept 90 degrees left or right?

The edge is used just like when you measure range of an attack. If the card were placed around the model it would extend its effects outside 90 degrees.

5) If a model is inside my Caltrop Trap and can Snap to Cover out of it, does it trigger damage?

No. Snap to Cover is not a Movement Action and will therefore not trigger the effects of the Caltrops. Think of it as a cautious acrobatic move out of them.

FCC LIAISON

1) How does the Contact personal ability work?

If a Liaison is included on an FCC Team with guests from other MegaCons, those guests retain their Corporate Abilities during that game. Their Personal Abilities are still lost.

2) How does the Communicator Personal Ability work? Does the Liaison have to activate to use it?

No. Simply take a second action during a model's activation once per game (Movement, Combat or Hold).

FCC BOOMER

1) How does the Mod Taser work? Do I lose my armour permanently too?

The Mod Taser is a ranged weapon with a maximum range of Melee. It benefits from the FN bonuses for In the Open and Short Range like any other ranged attack. It may be fired once per game.

If it hits, both models suffer a Blood. Only the target suffers the Armour failure check and possible permanent Armour Failure. This will mean that KemVar Active Camouflage is disabled for the rest of the game as the Armour cannot be repaired.

2) What kind of Grenades do I get from Black OPs guests?

If you include a CCC Guest your Boomer can fire EMP grenades. If you include a KemVar guest you can fire Worm Grenades. If you have a USCR guest you can fire Ice Grenades. sefadu Guests will give you Incendiary or Diamond Shard grenades (one or the other!) and Keizai Waza guests will give you Acid Grenades.

3) If I fire different grenades each round can I ignore needing to Load between shots?

No. Regardless of the type of Grenade you fire you must still load for one round between shots.

MERCS RULEBOOK FAQ 1.2

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4) The Grenade Launcher isn't like normal guns and can target a spot on the board but still has to roll vs its FN. How does this work?

Targeting a spot on the table works just like firing any other weapon. The spot is automatically 'In the Open' and is never subject to cover. Eg. A wall being targeted behind a barrel can't be in cover. Whenever you target a point on the table instead of a model apply the -1FN modifier for being in the open. If you were not worried about being hit, you could also target a point inside Short Range for a further -2FN.

If you miss with the Grenade Launcher regardless of whether you target a model or a point on the board the grenade does not detonate and has no effect.

5) How many times per game can I use the Lucky personal ability?

Once Per Game.

6) Can the Lucky ability negate successes against other models?

No. Only successes against this model.

7) When and how does the Boomer have the option to use different grenade types?

The Boomer will always begin the game with a Frag grenade loaded (regardless of Black Ops). If he carries other grenade types, he must declare which he is loading when he takes the Load CCM.

FCC CHEMICAL ENGINEER

1) How long do the effects of Irradiated Ammunition last?

The penalties to MP, Reaction and Courage last the remainder of the game and cannot be healed with Medkits. The Blood Damage can be healed as normal.

2) If I hit the same model again, do the effects stack?

No.

3) Are the KemVar immune to the effects of the Toxin Grenade? It isn't listed as being an Airborn Toxin, just Toxin.

Yes they are.

4) Can I use Grenades on Overwatch?

Yes, but remember you must be in range of the model (2 Cards in this case) with the chosen weapon for it to be triggered.

FCC HOUSEMEMBER

1) How does Vault work?

Unlike other models who will require 2 MP to Ascend and Descend a piece of ER1 scenery, the Housemember can simply move through it for 1MP provided he starts his move in contact with it. Simply place him on the other side. Effectively he does not have to 'get on top' and then 'drop down', he just clears the obstruction all at once.

FCC PACK RAT

1) Can the Pack Rat use his MedKits and Repair Kits on Black Ops guests?

Yes.

