



KEIZAI WAZA FAQ 1.1

Created by MERC-Achilles

KEIZAI WAZA CORPORATE ABILITIES

1) What does the +1 bonus to dice rolls from the Budo 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 blooded Waza model is required 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.

KEIZAI WAZA ASSAULT LEADER

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) Do Gasmask models ignore the Toxin effects left behind by the Mini Nuke?

Yes. At this time all the KemVar will completely ignore this effect.

3) If included on an FCC team with both the Forward Observer and Pathfinder, can the mini nuke be fired?

No. The Waza would never allow this weapon to be used outside their own teams, regardless of the mission.

4) Does the Assault Leader have to use the Tactician PA when he rolls his initiative dice? Can he choose not to?

He may choose not to use the PA. It is a 'may' not a 'must'.

5) How do I fire the Nuke?

Three things need to happen for the nuke to fire. The Pathfinder must have Line of Sight to the point being fired at and take an Action to Laze the target (see Pathfinder). The Assault Leader needs to be alive and on the table. Finally, the Forward Observer needs to be within 2 Cards of the target model and bring the Nuke in with his Sat Imager on an unmodifiable FN of 3. If any of these three models are dead, or not able to fulfill the above criteria, the Mini Nuke may not be fired. The nuke must target an enemy MERC. It cannot target a spot on the battlefield. However, it cannot miss completely. If the FN fails, then the WS 3 attack affects no one. The WS 2 and 1 effects still occur as the cloud effect is still created. Keep that point marked on the battlefield. The initial blast WS 3 effect is treated exactly like a Grenade and can be blocked by Full Cover obstacles between the Target Point and the model. The WS 1 and 2 effects (radiation) of the Airborne Toxin will effect every model in range however, regardless of Full Cover obstructions.

6) Can the Nuke freely target a point on the battlefield, like a grenade?

Again, no.

KEIZAI WAZA HEAVY HYBRID

1) This model has the Move and Fire CCM on his weapon, but only 1MP meaning he can never use it (as it is not a Bound Friendly action), is this a mistake?

Yes. The Move and Fire CCM should not be on this card. This model should have only 1MP, and may not use the Move and Fire CCM.

KEIZAI WAZA SNIPER

1) How does the Atomic ammunition on his LRK weapon work?

This ability allows the Combat - Ranged Attacks made by the Waza Sniper to target models in Full Cover (No LOS), up to one base thick. It cannot pierce multiple layers of cover, even if they add up to less than one base. The attack will be made as if it were at Partial Cover to the firing Waza Sniper. This overrides the normal rules for targeting models in Full Cover. It does NOT include Full Cover provided by other models completely blocking LOS to the target with their bases.

2) What about Full Cover granted by Stealth from KemVar active camouflage?

As this is not a physically obstruction, but rather the field effect of the Active Camouflage, the Atomic ammunition will not ignore it and the KemVar will retain their Full Cover bonus as if they are only in Half Cover. They will still be able to be targeted if they are behind a Full Cover obstruction (the weapon retains this ability), albeit with the Waza Sniper still suffering the full +3FN. This is because you calculate the cover level first (which is why they could be targeted at all) and apply Stealth second (as the +3 penalty is granted from even Half Cover).

KEIZAI WAZA PATHFINDER

1) Does the 'I Know the Way' PA allow the Pathfinder to Bound even if he is the target of another model's Bound action?

Yes. Normally this is not the case, but this PA allows the Pathfinder to Bound off of himself, even if he is the target of another Team Member's Bound ACM. The name of the PA wouldn't make much sense if he couldn't! This is an exception to the normal rules for Bound and applies only to models with this Personal Ability.

2) How does the System Failure PA work?

This PA allows the Observer to make a shot with his rifle to try to cause enemy armour to shut down. Fire his Rifle as normal, but at -1 to the Weapon Strength. The subsequent Armour Failure test will be at a +2 Penalty.

MERCS RULEBOOK FAQ 1.1 Created by MERC-Achilles

3) How does the USCR Dense Corporate Ability effect the System Failure PA?

The USCR will completely ignore tests caused by the Pathfinder using this PA, as the Weapon Strength of the rifle will drop to 1. Their armour is simply too well reinforced for trick shooting!

4) Can the Observer decide not to use the System Failure PA, in order to effect models by keeping his Rifle Weapon Strength 2?

No, this PA is a must. It is not optional.

5) How does the Laze action work?

Painting the target is an Action. It must be declared. It can be Bound off, and can be Suppressed and Overwatched. His laze of the target carries over to his next action or until the target moves out of LOS. The Pathfinder must have LOS when the Observer signals the launch for it to take place. A Simultaneous Action with the FO who is firing the nuke MUST still launch the nuke even if the target has Moved from the spot. It happens simultaneously. In this case, the Nuke has unintentionally targeted a spot. The Weapon Strength 3 attack is void but the cloud effect is still created.

KEIZAI WAZA DEMO

1) Is the Armour Loss caused by the Acid Grenade permanent? Can it be repaired?

Yes, the -1 to the Armour Value is permanent. However, if the armour subsequently fails, it will only drop by -1 total (to a minimum of 0). There is no additional penalty. If it is later repaired, it will only gain back its normal movement abilities, the -1 to Armour value is permanent (see Page 66 of the rulebook).

2) Can I drop a grenade so that it effects my Demo, so long as it hits the enemy too?

Yes, so long as it also effects at least one enemy model. He will also suffer the effects.

3) 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.

4) If taken as Black Ops, what happens to the Grenades on his profile when he loses the Demolitions personal ability?

Your model is reduced to carrying a single Grenade of whatever type they normally have.

5) Can Hot Potato effect friendly grenades?

No. The Hot Potato PA is a defensive ability. It cannot be used in conjunction with an ally's grenade

6) Does the Hot Potato PA allow you to place a grenade where you would not normally be allowed to? For instance, could you place it in order to effect a model no one on the team can see?

No. Hot Potato moves the centre point of the blast. It can be moved to effect NO models, but may not be placed to effect a model the Demo, or anyone else on the team cannot see.

KEIZAI WAZA FORWARD OBSERVER

1) How does the Forward Observer PA work?

This PA activates when another member of the team fires at a model within one card of the Observer. Just like the Waza Sniper's Atomic ammunition, you calculate the Cover level as being one lower than it normally would be. This will allow shots to be made at models fully behind cover that blocks LOS up to one base thick (Full Cover). As before, it will not remove the FN penalty for Active Camouflage, as they will still receive the Full Cover bonus from even being in Half Cover. It will however, allow those KemVar models not in LOS because of Full Cover to be targeted by friendly shooting.

2) How does this effect template attacks such as Firing Diagrams, Incinerators or Grenades?

As they will no longer benefit from full cover, they will be effected as normal even if they would normally not suffer the effects. The Observer instructs the other team member on where to land their shots to actually damage someone they cannot see. This will mean that models normally unaffected by Grenades, Incinerators and Firing Diagrams will be effected as if they were not behind Full Cover, but instead Half Cover.

3) Does the Escape Artist PA allow you to ignore all outside MP restrictions? For instance, does it remove the penalty for acting in the field of suppression?

Outside in this case means, things he doesn't choose for himself. So Move & Fire would still restrict him if he had that CCM (just an example). The Escape Artist does ignore the Move impairment of Suppression (but not the firing penalty), Ice, Anchor, and Caltrop. It would also ignore any slowing terrain affects (such as are on some terrain cards).