

# MERCS



## KEMVAR FAQ 1.1

Created by MERC-Achilles

### KEMVAR CORPORATE ABILITIES

#### 1) What attacks are ignored because of Gas Masks?

Currently only the FCC Chemical Engineer Gas Grenades and the lasting effects of the Waza Nuke. More are possible as further MegaCon Teams are released.

#### 2) How does the FN penalty for firing at an Elevated model effect Active Camouflage?

Elevation is a very powerful thing for KemVar. If you obscure any part of the base of your model (possibly by standing 10mm back from the edge of a flat, ER1 elevated position) then your attacker will receive the penalties for an Active Camouflage model being in Half Cover (+3FN) in addition to being elevated (+1FN) for a total of +4 FN. If your model's base can be entirely seen (possibly by standing directly at the edge of an ER1 elevated platform) then you will receive your normal half cover bonus as you are in the open, as well as the elevated position bonus (total +2 FN)

### KEMVAR 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.

### KEMVAR ASSASSIN

#### 1) What is the Assassin's total Melee bonus when he charges?

The total is +3 to his dice roll.

#### 2) Can I move away from a model I am engaged with and then move back into Melee to get my Charge Bonus?

No. You can move into Melee with a different model to receive this bonus but you cannot Charge a model you were already engaged with at the beginning of your activation.

### KEMVAR SNIPER

#### 1) The Marksman PA says that I wait one less round between shots. How does this work with my Repulsor Tags?

Repulsor Tags do not have the Load and Aim attributes, unlike the normal shots from the LRK weapon. With your Marksman Skill you only wait 1 round between shots instead of 2. Repulsor Tags can be fired every round. That means that you can fire a Repulsor Tag during the round you are reloading, or just fire a continuous stream of Repulsor tags for the entire game.

Example: Turn 1 - Fire normal shot. Turn 2 (Reloading) - Fire Repulsor Tag. Turn 3 - Fire normal shot.

or

Example: Turn 1 - Fire Repulsor Tag. Turn 2 - Fire Repulsor Tag. Turn 3 - Fire Normal Shot. Turn 4 (Reloading) - Fire Repulsor Tag. etc.

#### 2) When do Repulsor Tags take effect?

As soon as you land a new Repulsor Tag on a model within 1 Card of a model that also currently has a Tag it is forced to move away from the Tag already in place. After that there is no way for it to come back within 1 Card of a model already tagged (as it would be illegal to move within that range for the tagged models).

#### 3) How is the Involuntary Movement created by landing a new Repulsor tag on a model within 1 card of another tag resolved?

Place a card with its centre directly in the middle of the distance between the two models. Move both models directly away from one another until they are both just outside the edges of that card and thus greater than one card apart. If they hit intervening models or terrain during this Involuntary movement resolve damage as per that description on page 42. If models cannot move because of obstacles then they will follow an indirect path to get outside of 1 Card. If it is totally obstructed (like a dead end) move the model which can move away the rest of the distance. Likewise if this movement forces them off the ledge follow the rules for falling on page 51.

#### 4) What happens when there are no tags nearby when I hit someone with one?

Nothing apart from the model becoming tagged. He will however never be able to come within one card of a model already hit by a tag.

### KEMVAR HEAVY

#### 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) How many shots do I fire with my combined templates?

Roll 4 shots against all models in your Extended T firing diagram when combining your guns. The Card is misprinted.

## MERCS RULEBOOK FAQ 1.1

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*4) Can a Heroic model benefit from the Leader ability? It says in the rulebook it cannot but doesn't mention it on the card.*

No. Heroic Models never benefit from the Leader ability. They only ever benefit from Heroic.

*5) The Rulebook says the Heavy has the Tough as They Come personal ability, but it isn't on his card. Is it missing?*

The book is a misprint. The Heavy only has the Personal Abilities listed on his card.

### KEMVAR DEMO

*1) 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.

*2) Does the Worm Grenade use a Template like other grenades?*

No. The Worm Grenade only effects the model you target with it.

*3) Can I use Grenades on Overwatch?*

Yes, but remember you must be in range of the model (3 Cards in this case) with the chosen weapon for it to be triggered.

*4) The Strong Arm personal ability says +1 Throw... Does this mean I can throw more than one grenade per turn?*

No. It refers to the range of the Grenades being increased by +1 card.

### KEMVAR MONKEYWRENCH

*1) If taken as Black Ops, what happens to the Repair Kits on his profile when he loses the Monkeywrench personal ability?*

Your model will still carry 3 Repair kits, but loses the ability to use them on any model other than himself.

*2) If I use the Climb PA to change an Elevation Level, does this count as the Move action? If not, can I fire without needing the CCM Move and Fire. Could I Set and Rip or go on Overwatch / Suppression?*

The Elevation change from Climb is free, much like Snap to Cover. Provided you are already in a position to make the elevation change (ie. Against the thing you wish to climb, or at its edge on top) then you may freely do so without needing to take the Movement Action. Likewise, you could also use Climb AFTER taking an action such as Combat - Ranged Attack, just like Snap to Cover.

