

MERCS



USCR FAQ 1.1

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USCR CORPORATE ABILITIES

1) Does the Intimidate ability stack when multiple models with it are suppressing?

No. Only count the +1 Courage once when calculating suppression from multiple models with this corporate ability.

USCR COMMISSAR

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) 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.

3) The Ice Grenade Gun 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 Ice Grenade Gun regardless of whether you target a model or a point on the board the grenade does not detonate and has no effect. Remember when choosing the impact point that in order to effect a model with a grenade, at least one model on the team must have Line of Sight to it.

4) Can a frozen model Snap to Cover?

No.

5) The Assault Rifle does not have the Move and Fire option printed on it. Is this a misprint?

No. The Commissar may not use the Move and Fire CCM.

6) The Assault Rifle does not say it 'Cannot fire in Melee' like it does on other MegaCon cards. Is this a misprint?

Yes. Per the rulebook (pg 55) and like all weapons in the Assault class it may not target models in melee range of the shooter, but may target models it is not engaged with as normal while engaged.

USCR BEHEMOTH

1) Can the Behemoth use the Bound ACM? He has 0 MP on his profile and I don't know if the one granted by his Speedy PA counts.

Yes. Provided he has his 1 MP from Speedy (and hasn't lost it for having his Armour broken or shot with Irradiated Ammo).

2) Can the Behemoth declare a Bound action if he is in the field of a model Suppressing?

Yes. The -1 MP for being suppressed (regardless of whether or not you pass your test to act) is not applied until he actually activates to move. The Bound ACM does not trigger Suppression (much like ACMs Suppression and Overwatch, or the CCM Set). The Movement action does. will leave him with 1 MP and is his only option for moving while suppressed.

3) If taken as Black Ops, can the Behemoth move or bound?

No. He does not have any MP at all when he loses the Speedy personal ability and thus may not move or bound. He may Snap to Cover as normal. This means he would never be able to change facing during the entire course of the game.

USCR SNIPER

1) After I shoot a model with the Anchor... what happens?

The model effected by an Anchor is restricted to 1MP in movement after the Anchor hits. It may not Snap to Cover. It may not move again after this until the Anchor is cleared. This would happen during their next activation (either this turn if unactivated or the next if they have already been activated). This can be a Charge. Anchors are repaired either with the Combat - Repair action or a Repair Kit. If a model's armour is already broken and he is anchored he may repair on or the other, not both, with either of these things. Another model may use Repair Kits on an Anchored figure to clear them.

2) How many times per game can I use the Crack Shot personal ability?

Once Per Game.

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

Once Per Game.

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

No. Only successes against this model.

5) Can the Anchor Gun be used in Overwatch or to Suppress?

It may Overwatch. Despite the title of Sniper the Anchor Gun is NOT a LRK weapon and does not have the Load and Aim attributes. It is however of the Rifle class and therefore may not Suppress.

USCR BOOSTER

1) If taken as Black Ops, what happens to the Adrenaline on his profile when he loses the PEDs personal ability?

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

2) The Assault Rifle does not say it 'Cannot fire in Melee' like it does on other MegaCon cards. Is this a misprint?

Yes. Per the rulebook (pg 55) and like all weapons in the Assault class it may not target models in melee range of the shooter, but may target models it is not engaged with as normal while engaged.

USCR MEDIC

1) If taken as Black Ops, what happens to the Medkits on his profile when the Medic PA is lost?

Your Medic will keep all of his Medkits (3) but will no longer be able to use them on any models other than himself.

2) The Assault Rifle does not have the Move and Fire option printed on it. Is this a misprint?

No. The Medic may not use the Move and Fire CCM.

3) The Assault Rifle does not say it 'Cannot fire in Melee' like it does on other MegaCon cards. Is this a misprint?

Yes. Per the rulebook (pg 55) and like all weapons in the Assault class it may not target models in melee range of the shooter, but may target models it is not engaged with as normal while engaged.

USCR 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) The Assault Rifle does not have the Move and Fire option printed on it. Is this a misprint?

No. The Monkeywrench may not use the Move and Fire CCM.

3) The Assault Rifle does not say it 'Cannot fire in Melee' like it does on other MegaCon cards. Is this a misprint?

Yes. Per the rulebook (pg 55) and like all weapons in the Assault class it may not target models in melee range of the shooter, but may target models it is not engaged with as normal while engaged.

