

MERCS



SEFADU FAQ 1.1

Created by MERC-Achilles

SEFADU CORPORATE ABILITIES

1) What does the -2 penalty for a failed Courage test apply to?

It will apply to the dice rolls for whatever Action the sefadu model is taking. If for a Combat - Ranged Attack action then all shots made would suffer a -2 penalty to the result of the Dice Roll. If it was a Combat - Repair action, it would be a -2 penalty to that dice roll. This is a penalty, so apply it to the dice rolls of whatever action is being taken. They will also suffer all the normal penalties to MP and FN for acting under suppression in addition to this.

2) What happens if they pass the courage test for Suppression?

They suffer no penalties at all, not even the normal ones for acting while under Suppression.

SEFADU 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) How does the Ranged Melee personal ability work when taking a Combat - Melee Attack action?

When taking this action with the Pulse Spear, simply count the model's maximum melee range as three cards in distance. No ranged penalties or bonuses apply except for the CCM Move and Fire (Melee in this case). Apply only Melee modifiers for things like Active Camouflage. For the CCM simply apply the FN penalty to the Reaction when calculating the attack. Apply the model's Melee bonus as normal to the dice roll.

3) How many times per game can I use the Pulse Spear?

The Pulse Spear can be used an unlimited number of times per game.

4) It does not have Load and Aim as a CCM attribute, can it be used for ACMs Overwatch and Suppression?

No, as it is technically a type of Melee weapon with ranged abilities and Melee weapons cannot suppress.

5) Who can take advantage of the FN Bonus for models tagged by the Pulse Spear?

Any sefadu model with the ETA attribute, which at this time is the Demo and the Medic.

6) How does the Diamond Shard grenade's Armour Piercing rule work?

For the purposes of causing blood, count the effected model's Armour value as one lower than it would normally be. For instance, this WS 2 Grenade would blood and armour three model. In all other respects it is a normal WS 2 Grenade. Armour loss from this attack is NOT permanent and can be repaired as normal.

SEFADU BERSERKER

1) If the Twin Blades allow this model can attack 360 degrees in Melee combat, does that mean it does not suffer Flank and Rear penalties when being attacked back?

No. It still suffers these penalties. It can simply target models in range and within these arcs due to its weapon ability.

2) Does the Berserker's 0+ Repair stat mean he will automatically pass repair tests to removing things like the USCR Anchor gun?

Yes. As he is not wearing armour, think of him as simply ripping cloth free of the anchor and moving on. He will still need to waste a turn doing so of course.

3) Can his armour ever be reduced below 0?

No. It would be irrelevant in any case.

4) Can the Berserkers Armour fail?

No. He never makes Armour failure tests.

SEFADU SNIPER

1) How does the I See You PA work?

This PA allows the Sniper to roll to fire his weapon, using the same rules as Overwatch, whenever it would normally cause a Suppression test. Essentially, it combines the ACMS of Suppression and Overwatch into one state. Also, if the target fails its suppression test before the shots are resolved, do not apply the +1 FN penalty for a moving target if it were going to move as the model will not have changed positions!

The only exception to this PA's roll to the hit and damage behaving like Overwatch is that it will not trigger other models on ACM Suppression or Overwatch. Effectively these shots are 'free'. The Sniper does not test for Suppression to fire or trigger Overwatch.

2) This Sniper does not have the CCM Load and Aim on his rifle. Does that mean he can use the ACMs Overwatch and Suppression?

Yes, but you will typically only ever go on Suppression due to his PA.

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3) How does this work if he is taken as Black Ops?

If included in an FCC team as Black Ops, you would have the option of either Suppressing or Overwatching but obviously would lose the I See You PA and the abilities it grants.

4) How does the USCR Dense Corporate Ability interact with the Laser Rifle rules?

Dense would mean the USCR could only be Blooded if their Armour is two or less and already broken, due to its Weapon Strength being 1 and the USCR ignoring Armour Failure tests of that Weapon Strength. As the Laser Rifle requires a test to be failed in order for its effects of permanently breaking Armour to occur, this special rule will never effect the USCR and they will never suffer permanent Armour loss.

5) 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.

6) Is the Armour Loss caused by the Laser Rifle 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).

7) What happens if multiple enemy models with the same Initiative and Reaction activate simultaneously in LOS of this model while he's suppressing? Does he roll to hit against both?

Yes. Unlike a model using Overwatch he may roll to hit and cause blood against all models that he is suppressing.

SEFADU GUNNER

1) What is the definition of 'Last model'?

The Gunner's Last Stand PA will come into play if he is the last living model from his team on the table.

2) How does taking two actions work if he is acting Simultaneously with an enemy team member?

Simply declare both actions and in what order they will be done at the same time, and reveal them as per the normal Simultaneous Action procedure. Resolve the second action completely after both you and your opponent have resolved the first actions.

3) How many times per turn can the Light on my Feet PA be used?

Once per turn. Simply rotate the model up to 180 degrees without spending any MP to use this ability. It can be combined with Snap to Cover to change facing and fire without any penalty for the Move and Fire CCM as it does not count as a Move action.

SEFADU DEMO

1) Is the test caused by the Incendiary Grenade a suppression test?

Yes. It follows all the rules for Suppression including additional models and any special bonuses or penalties from CA's or PA's just like the test caused by the CCC Incinerator.

3) 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.

4) 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.

5) 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.

SEFADU 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.

