

Advanced Invasion Earth Rules

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Suppression Fire

Suppression fire can be used In order to pin down enemy targets, forcing them to take cover and restricting their movement. Rather than an aimed shot directed at killing an enemy model, suppression is a burst of fire unleashed in the general direction of the target, it may not hit! But it will hopefully come close enough to make the enemy dive for cover and stay out of your way.

When laying down suppression fire the normal FIRE procedure is followed, with the following exceptions.

- Before the strike roll is made the FIREing player must first declare that he is using suppression fire. Your target must be 'in range' of your weapon, as normal.
- If only one model is FIREing then suppression fire can be used against only one target.
- If two models are FIREing then the suppression fire can be used to target an area, equal to the size of the MEDIUM BLAST TEMPLATE.
- If more than two models are FIREing the area they can suppress is equal to the size of the GIANT BLAST TEMPLATE.
- The FIREing model/s roll to strike in the normal way, *HOWEVER*, the score they are trying to attain has changed; It is easier to suppress a target than to try and strike it directly, so you chance of success is increased. It is also possible to still directly strike the target whilst

suppressing, although this chance is reduced.

Roll the dice, and then consult the table below to see what result you suppressing fire has had: -

Based on the score you would have needed to strike the target directly

- If you have scored **1 below**, then the target has be suppressed.
- If you have scored **the same**, then the target has been suppressed.
- If you have scored **1 above**, then the target has received a direct strike, which should be dealt with in the normal way.

As you can see the system works by increasing your chance of 'hitting' using suppression, and decreasing your chance of hitting directly.

NOTE: If more than one model was firing (into a template area) only one suppression roll needs to be successful for all the models in the template area to be suppressed.

SUPPRESSION RESTRICTIONS

Targets which have been successful suppressed suffer the following action restrictions/modifiers during their following turn: -

- TURN - As normal.
- FIRE - At -2 to strike (suppressed models may not return suppressing FIRE).
- HIDE - As normal.
- SNEAK - As normal.

NOTE: Models can't use actions under suppression which they wouldn't normally be able to use (No sneaking Daleks etc.)

SUPPRESSING FIRE AND COVER

Suppressing fire is particularly useful for keeping enemy models which are behind cover pinning down. In order to do this specific type of suppressing fire; rather than targeting a model, the firing model targets the item of cover shielding the enemy, forcing them to 'hit the ground' as bullets fly all around. This technique is called "Suppressing Cover".

- All the same rules for using suppressing fire (as above) are used, with the following exceptions. REMEMBER: The 'target' on this occasion is the item of cover being fired at, not the model/s behind it.
 - If you have scored **1 below**, then a strike has been scored, and the model behind the target is suppressed.
 - If you have scored **the same**, then a strike has been scored, and the model behind the target is suppressed.
 - If you have scored **1 above**, then a strike has been scored, and the model behind the target is suppressed.

- If you have scored **2 above**, and the model behind the cover is in PARTIAL COVER, then a strike has been scored against the model behind the cover. If the model behind the cover is in FULL COVER then the model is suppressed.
- If you have scored **3 above**, then a strike has been scored against the model behind the cover.
- Models behind cover which have been successful suppressed suffer the same SUPPRESSION RESTRICTIONS as listed above.

SUPPRESSING FIRE AND SPECIFIC WEAPONS

Certain weapons are more suited to laying down suppressing fire than others, the table below gives details of any strike modifications relating to specific weapons: -

- L.M.G: + 1 on all suppressing fire dice rolls.
 - S.M.G: + 1 on all suppressing fire dice rolls at MEDIUM RANGE and below.
 - BAZOOKA: Cannot use suppressive fire.
 - PRIMITIVE WEAPONS: Cannot use suppressive fire.
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OBSERVERS

An important aspect of any forces makeup is that of observation. This is a part of warfare that has developed differently all over the universe, some armies, like The Daleks and Cybermen are able to communicate constantly with each other through their advanced in-built 'com links', in this instance they are all observers. Other forces, like UNIT (circa 1970's), are only able to communicate via a series of designated radio operators.

Regardless of the beings or warriors involved however the purpose of observers remains the same: - either to call down indirect fire, or relay enemy positions.

COMM. LINK USES

If all the models in a force are equipped with individual communications links, a **Special Rule - Comm. Link** will appear on the profile sheet. In this case all the models are observes and able to 'relay information' (see below) directly to each other.

NOTE: All Daleks, Robomen and Davros, have the **Special Rule - Comm. Link**.

RADIO OPERATORS

If the models in a force are not equipped with individual Comm. Links, then single model radio operators may be used to act as observers.

Any model within your detachment can be used as a radio operator, at an additional points cost of +½,

to allow for the extra equipment.

One radio operator is pretty useless by himself (talking to yourself is the first sign of madness), so in order to communicate messages at least one other radio operator must be purchased at the same cost. There is no maximum number of radio operators allowed in your force.

Radio operators may communicate any information regarding the position of enemy models to each other as long as the enemy model/s concerned are: -

- In line of sight of the observer, or
- Can be 'sighted' (see below) by the observer.

The radio operator receiving the information must then ensure it gets to the troops who can do something with it.

Once the radio operators have communicated their instructions/co-ordinates between each other they must then 'relay information' to the relevant troops.

RELAYING INFORMATION

- Models that use comm. links have no need to relay information. The information gets to the relevant model/s directly.
- Radio operators are able to relay information (by word of mouth) to any models within 5".

RELAYING INFORMATION: INDIRECT FIRE

Weapons which use indirect fire as a way of finding their targets (like UNIT mortars), have their chance of successfully striking a target greatly increased if a radio operator is available to relay information regarding the positioning of enemy troops back to the firing team.

The following rules cover observers (comm. linked or radio operators) relaying information in order to bring down indirect fire.

- Observers can only be used to direct fire from weapons that do not require LOS (Line of Sight).
- Both observers are able to communicate with each other, and/ or to relay information, during the same turn in which the weapon/s are fired; during this turn the operators may not MOVE FAST or FIRE.
- Any firing models, which have information relayed to them (via comm. link or radio operator), receive a strike modifier of +1, on their dice roll for this turn. Information must be relayed each turn if the firing models are to continue to receive their strike modifier.

RELAYING INFORMATION: ENEMY POSITIONS

It is also useful if observers are able to relay information regarding the location of enemy troops in order for their own troops to be able to ambush the enemy by either, moving and firing, or assaulting them when they get close.

Observers relaying enemy positions is directly related to the advanced rule of SIGHTING A TARGET. Rather than going over the same ground twice, the rules concerning how observers can assist in sighting a target are given below in the relevant section.

Suffice to say, observers must be in LOS of any enemy models they wish to relay position information about

EXAMPLE: Radio Observers

Andy's two UNIT detachments are involved in a desperate battle against an advancing force of Autons. In his detachment he has two radio operators, both are normal troopers with SMG's, so with the addition for the radio they cost 1.5 points each.

Andy force also includes two mortar teams. He leaves one of his radio operators with the mortar teams, at the back of the battlefield, and sends the other forward with a couple of other troopers towards the cover ahead.

The advanced team makes the cover, whilst the two troopers with the first observer begin to fire at the advancing enemy; he hides behind a wall and radios to his colleague, giving the location of the advancing Autons.

During the same turn the second observer relays the information to the two mortar team, checking that both are within 5". Both mortar teams then lay down fire on the approaching Autons. Both strikes from the mortar teams would normally suffer a -1 to hit, due to the fact they have NO LINE OF SIGHT (Rulebook page 10), however, this dice modifier is negated by the +1 they gain from using observation.

LAYING IN WAIT

This rule allows players the opportunity of using their models to perform actions 'out of turn'. By either firing at enemy targets which come into view, or jumping out and ambushing them in a vicious assault.

NOTE: Impetuous models cannot use 'lay in wait'.

FIRE

Any model armed with a missile weapon (gun etc.) may use 'laying in wait' as a way of 'covering' an area of the battlefield during their own turn in readiness (or just in case) an enemy models enters his sights during their turn.

The following rules relate to any model wishing to lay in wait and FIRE.

- At the beginning of his own turn a player must declare which of his models are laying in wait and firing. During his turn these models may perform only one of two actions (if normally available) TURN or SNEAK. Players should be careful to note the direction in which their models

are facing, because when laying in wait all models are restricted by the 45° FIRE ARC.

You may wish to place a marker besides any 'laying in wait' models so that they can be easily identified.

- During his opponent's turn, any enemy model, which enters into the lying in wait models LOS, and FIRE ARC (even if they are passing through) becomes a target.

NOTE: Models 'laying in wait' cannot perform any actions, other than FIRE, in their opponents turn.

- The player who's model is laying in wait and has a target, rolls a dice to strike immediately (yes, out of his turn). The laying in wait model may choose any time during this round (as long as the model is in LOS and the FIRE ARC) to shot at his target. All the same rule concerning cover, range, strike score needed are the same, the laying in wait model does however suffer a -1 dice modifier, due to the fact he has not pre-sighted or aimed at his target. Points of damage are removed in the normal way.
- In *his/ her* following turn the player may choose to continue 'laying in wait', in which case the same two choices of action are available (SNEAK or TURN). Or the player may decide to take his model out of laying in wait, in which case he can perform any action this turn.

NOTE: Models 'laying in wait' cannot use suppressing fire.

ASSAULT

In a similar way to the above, a player may choose to lay one (or more) of his models in wait with the intention of ASSAULTing an enemy target when they come into view.

The following rule cover any model wishing to lay in wait and ASSAULT.

- At the beginning of his own turn a player must declare which of his models are laying in wait and assaulting. During his turn these models may perform only one of two actions (if available) TURN or SNEAK. You may wish to place a marker beside any 'laying in wait' models so that they can be easily identified.
 - During the opponent's turn, any enemy model, which enters into the 'lying in wait' models LOS and ASSAULT range, i.e. MOVE distance (even if they are passing through) becomes a target.
 - The player who's model is laying in wait and has a target, now charges forth from their hiding place and ASSAULTS the target. All the rules concerning the ASSAULT are the same as those normally applied.
 - In *his/ her* following turn the player may choose to continue 'laying in wait', from their new location, in which case the same two choices of action are available (SNEAK or TURN). Or the player may decide to take his model out of laying in wait, in which case he can perform any action this turn.
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SIGHTING A TARGET

The players can see where all the models are on the tabletop, they have the advantage of an aerial view, but not all the models on tabletop would really be able to see each other. By introducing *this* rule you can avoid such unrealistic events as; models rushing round walls to ASSAULT targets they could not see, or models making a MOVE round the side of a house before FIREing at a target which they could not have known was there.

NOTE: 'Sighting a target' should be introduced to the FIRE procedure as part of the "CHECK LINE OF SIGHT" stage. Or in the ASSAULT procedure as part of "ENGAGE" stage.

When using the sighting rule a model must first establish the location of his target (referred to as sighting a target) before making an offensive (ASSAULT, FIRE or MOVE and FIRE) move against them. In order for a model to 'sight a target' certain criteria must be met at the beginning of the active player's turn.

If any one part of the criteria is met the active model may carry out any action as normal, if none of the criteria can be met none of the three offensive action can be performed. The active model may of-course seek another target.

THE CRITERIA

In order for an active model to perform any of the following actions: - FIRE - MOVE & FIRE - ASSAULT :
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- Its target must be in Line of Sight (LOS). *In this case the active model has a clear sight of its target.*

OR

- Its target must be in LOS of a leader model, who is in turn in Line of Sight and within 10" of the active model. *This case allows for a leader model to communicate instructions to their troops, as to the location of the enemy.*

OR

- The active model(s) must be within 5" of an observer (comm. link or radio) who has just received information from another observer. *In this instance the active models have received information regarding enemy movements from a forward observer.*

OR

- The active model passes a perception test.

([See also Advanced Hiding](#))

PERCEPTION (*Your last chance to spot him*)

Without any prior knowledge or information regarding the location of enemy targets, some beings or troops have enough battlefield awareness to be able to hazard a good guess that an enemy model has moved; behind a wall, or into a house etc. This skill is called perception.

All models have a chance of perceiving (or guessing if you prefer) that an enemy model is nearby. In order to perceive a target model, it must first be within 8". Once this has been established a throw of the dice is made: -

- On a score of 6 the active model perceives his target. The target model now counts as being 'sighted'.
 - Leader models receive a +1 on all perception rolls.
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ADVANCED HIDING

RESTRICTIONS ON HIDING

No model may go into hiding if it is within LOS of any enemy model.

SIGHTING A HIDING TARGET

Under the advanced rules hiding targets need to be sighted before any offensive action can be carried out against them.

BUILDINGS AND LOS

TARGETING MODELS IN BUILDINGS

In contradiction to the basic rules: - models that are inside buildings can only be targeted if they are standing at windows, or in doorways. At any other time models in buildings will be outside LOS, and cannot be sighted.

Why would a model be standing at a window or doorway? Because it is the only way it would be able to fire out during his turn (or when LAYING IN WAIT). Even when they are located at windows and doors, target models will doubtless be behind full cover (as per normal).

If the model building doesn't allow for miniatures to be placed at the windows and doors, the player should inform his opposite number that this is the case, or else the models will be considered to be out of view.

NOTE: This new rule does not contradict the 'Lucky Strike' rule, for weapons with giant templates.

EXPERIENCE

With the value of experience in combat comes your forces ability to learn from their success's (and failings) and to become better, more experienced fighters. In order to emulate the acquisition of new and sharper skills, models are awarded experience points for successfully surviving a battle.

Experience points can then be exchanged for new skills, which models can put to use in upcoming battles.

NOTE: Experience is only relevant when your models are playing as part of an ongoing campaign, or in a series of battle.

Awarding Experience

For every battle a model survives he/she/it is rewarded 1 experience point. This reward should be noted down beside the models name or ID code on the INVASION EARTH Roster Sheet.

Before beginning a battle, any models which have experience points, may spend them on acquiring a new skill. The new skills available are given below along with there cost in experience points.

SUPER SNEAK

2 EP's (This skill may be chosen a max. of 3 times)

This model specialises in the art of stealth, its sneak move rate is increased by 1".

CRACK SHOT

2 EP's (This skill may be chosen a max. of 2 times)

This model has become an accomplished marksman and gains a +1 on all dice rolls when firing.

YOU MAKE YOUR OWN LUCK

2 EP's (This skill may be chosen a max. of 3 times)

A mixture of luck and perception have given this model decreased SAVE of -1 (models who had no previous SAVE now have 6.)

TOUGH AS NAILS

5 EP's (This skill may be chosen a maximum of 2 times)

An increased stamina and 'battle hardiness' has given this model +1 HITS.

CAMOUFLAGE

5 EP's

This model has developed the uncanny ability to conceal itself and blend into any environment. The model may HIDE in any location (regardless of available cover.)

SUPER AGILITY

3 EP's

This model has developed a great aim whilst on the move. It suffers penalty (-1) for MOVEing and FIREing.

SUPER FAST

2 EP's (This skill may be chosen a maximum of 3 times)

This model is quicker on its feet (or equivalent) than most, and gains 1 more inch when performing MOVE FAST.

LIGHTENING ACTION

6 EP's

With its vast experience of battle this model has gained the ability to do two things at once, whether its MOVE & HIDE, SNEAK & FIRE, or whatever this model is able to perform two actions per. turn.

HAND TO HAND EXPERT

2 EP's (This skill may be chosen a maximum of 3 times)

This model has gained a great deal of hand to hand fighting experience, the model's ASSAULT SCORE is increased by +1.

PLUS

All models gain a FREE reward of +1 on perception rolls for every battle they survive.

ADVANCED ASSAULT

Using the basic rules for assault, after the two assaulting combatants have resolved their combat, both models (regardless of which won) brake from combat and choose another action the following turn. The advanced assault rules allow the winner of the assault more influence over what happens next.

The outcome of the combat coupled with who's turn it is next, dictates what will happen the following turn: -

<u>WHO'S TURN IS IT NEXT</u>	<u>WHAT THEY CAN DO</u>
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The combat winners turn	Choose any action.
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The combat loser's	Stay and fight <i>or</i> run away.
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NOTE: If the combat was a draw then any action can be chosen the following turn.

Running Away

A player may wish for his defeated model to try and run away during his turn: -

- If the defeated model has a MOVE FAST score greater than that of its opponent the model may run away. The defeated model is moved its maximum move rate directly away from the model who defeated it in the ASSAULT.
- If its MOVE FAST rate is not enough to 'out run' its opponent the model may not attempt to run away, and must stay and fight.

GRAPPLE

A model which is able to perform a grappling assault has a chance of being able to hold onto any target it successfully assaults until the 'grapplers' following turn, when it can assault the victim again.

NOTE: Only certain models can perform grapples, as indicated on the profiles.

HOW TO PERFORM A GRAPPLE: A model is only able to perform a grapple during it's own turn (i.e. not if it is *the target* of an assault).

A grappling model carries out a normal assault action. If the grappling model wins the assault then its victim has been grappled, and caught in the attacker clutches.

In order to escape the 'grapplers' clutches: -

1. The 'victim's' player rolls a dice to see if the model can escape the grapple. This roll is made during the victims own turn.
2. The score required for success is equal to or beyond that show next to "GRAPPLE", in SPECIAL RULES on the 'grapplers' profile.
3. Victims, which escape a grapple, may perform any available action on the turn of their escape.
4. Victims which do not escape a grapple can do nothing during their turn, and must wait until they can defeat the 'grappler' during *its*' turn, or escape during their own next turn.

STUPIDITY

Models that suffer from stupidity are unpredictable; their low intellect makes them prone to making rash, strange and often dangerous choices of action.

In order for a stupid model to remain under the player's control he must pass a stupidity check at the beginning of each of his turns. Failure means the model will take some random stupid action. Success and the model may carry out any action the player desires. ONLY ONE DICE ROLE IS MADE FOR EACH DETACHMENT OF STUPID MODELS.

NOTE: Only certain models suffer from stupidity, as indicated on the profiles.

To make a stupidity check: -

- Roll one dice - for success the models stupidity score must be attained.
- Failure, one of the models in your detachment has been stricken by stupidity (you choose). A further dice roll is made, consulting the table below.
 1. STUPIDITY IS CONTAGIOUS: Roll the dice again, the score tells you how many *other* models in the same detachment are now suffering from stupidity. Roll on this table again for each of the models now suffering. And yes, you might get this reaction again.
 2. KILL...EVERBODY: The model immediately fires at another model closest to him, regardless of whether it is friend or foe. This model cannot carry out any other actions this turn.
 3. CHARGE: The *stupid* model immediately Moves Fast towards the nearest enemy model. If the stupid model is able to reach the enemy model it will Assault the target.
 4. AWOL: The stupid model immediately Moves Fast *directly* towards the nearest table edge. If it reaches the table edge it will keep on running, and never be seen again.

5. HIDE: The model immediately attempts to hide. If there is nothing to hide behind, the model will panic and go AWOL (see above).
6. WAR, WHAT IS IT GOOD FOR: The stupid model is suddenly struck by the futility of war, and will spend the rest of his turn doing nothing (in quite contemplation).

On the players next turn he must test to see if the model with suffered with stupidity last turn has recovered his senses. Roll the dice - on a score of 1, 2, or 3 the same model is still being stupid, and must re-roll on the table above. On a score of 4, 5, or 6 the model has recovered and is back under the player's control.

FEAR

Either by their horrific appearance, or by controlling some unseen phicologic force, certain beings are able to instil fear in others. Details of whom, and exactly how, the model installs fear in its enemies is given under the models profile. For Example: Causes Fear in Humans, line of sight required.

NOTE: Only certain models can inflict fear, as indicated on the profiles.

In order to instil fear the following rules should be followed: -

- The 'Fear Test' is taken by fearful model/s immediately the circumstances for a test are meet, at the beginning of the fearful models turn.
- The model/s suffering from fear roll a dice, and consult the table below.

1, 2, 3 - BRAVE HEART, BRAVE MIND: The afflicted model/s show no fear in the face of their adversary, and may proceed as normal.

4 - FREEZE: The afflicted model/s are gripped by fear, they/ it must miss its next (or current) turn, taking no actions.

5 - RUN AWAY: The afflicted model/s turns tail and MOVES FAST in the opposite direction to the object of its fear. If the afflicted model/s has to turn first, then this is all it/ they can do.

6 - INSANE WITH FEAR: The models is taken by an insane desire to destroy the object of its fear. Without thinking about any weapons it may be carrying the afflicted model will attempt to ASSAULT the model which caused fear, in its next turn. If the affected model/s cannot reach its target it will just MOVE FAST towards it.

- If a model score 1,2 or 3 then no further fear tests are taken this game. If any other number is scored then the fearful model must roll again each turn.
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IMPETUOUS

Models which are impetuous do not respond to commands, and have difficulty controlling their own actions. Usually due to a lack of intelligence, they tend to be forced into taking actions their player may not want them to take.

NOTE: Only certain models are impetuous, as indicated on the profiles.

Impetuous models always move their maximum move rate (MOVE FAST if possible) towards the nearest enemy model they can see. At the earliest opportunity impetuous models will assault or fire at their target, with out any regard for personal safety.

UNSTOPPABLE FORCE

Some models are so strong or dense that they are capable of moving through obstacles (hedges, brick/ wooden walls etc.) as if they weren't there.

NOTE: Only certain models possess unstoppable force, as indicated on the profiles.

- As long as the battlefield obstacle is no thicker than ½", and is not made of some impenetrable substance (players should discuss such obstacles before the game) then the model may move 'straight through' the obstacle.
 - Models may also use unstoppable force to barge through/past obstacles on the battlefield which are not fixed down. As long as the object is not fixed down and is no more than 2" long and 2" wide, the model will push it forwards 1", before knocking the obstacle 1" to the side.
 - A model may also use unstoppable force to 'swivel' larger 'non-fixed' (like a vehicle) obstacles out of its way. A model can swivel large objects on their axis at a rate of 2" per turn. Objects over 4" long cannot be swivelled.
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PRIMITIVE WEAPONS

Some weapons used by the less advanced beings and races of the universe are simply not capable of doing any damage to other beings. For Example an Exxilon Spear is useless against an armour plated Dalek, although it can still be deadly against humans.

These 'low technology' weapons are classed as primitive weapons and are incapable of causing any damage against the following models.

SPECIAL ACTIONS

FIX

Models who possess this special action are capable of either carrying out repairs to themselves or other models

- Models, which can carry out repairs to themselves, must spend to turn doing nothing (other than fixing).
- Models, which can carry out repairs to other models, must first move into base to base contact with their target both models must then spend the following turn doing nothing (other than fixing).
- The repairs will not come into effect until the beginning of the turn following the 'fixing turn'. If the fixing model comes under attack (fire or assault) before the repairs have been completed, then the repairer has be distracted (its difficult to repair a Quarks system dio-sphere circuit when a Cyberman's trying to blow your head off!) and the fix did not work.
- For each turn spent fixing the model (or the model it is working on) 1 HIT is recovered.
- ONLY HITS WHICH HAVE BEEN LOST (since the beginning of the battle) can be fixed.

LIFT OFF or LAND FLY+

In order for capable models to take to (or return from) the air they must perform the following action

- When lifting off the model is (assumed to be lifted) between 2" and 10" above the tabletop, it may do nothing further that turn.
- When landing the model can drop a maximum of 10" towards the ground. Models may only land if they are within 10" of the tabletop, and can perform no other action that turn.

FLY+

Once airborne models are governed by the following rules

- Whilst flying the model performs exactly as it does on the ground, the player may choose another action to 'tie-in' with flying, for example FLY & MOVE, FLY & FIRE. All the same rules and restrictions apply.
 - The MOVE rate at which the model can fly is given on the profile.
 - Whist travelling trough the air the model may ascend and descend without difficulty or restriction as it moves. It may reach a maximum height of 30" and descend no lower than a minimum of 2" above the tabletop. Once in the air the model is now moving in three dimensions. In order to keep track of the exact location of the model the player should keep the model placed on the tabletop and make notes on how far it is off the ground. The player controlling the flying model must announce, and make notes, on any changes in the vehicles elevation to all players.
 - Any model FIREing at a flying target suffers a -1 on their dice roll/s.
-