

RULE QUERIES, ANSWERED

During the course of the last few months, since INVASION EARTHS release, I have answered a number of questions and queries from puzzled players, and I thought you might be interested in hearing my reply to a few of the more common ones

Q: If I am wanting to fire a weapon with uses a template, say the Dalek Special Weapons blaster, and I need more than a 6 to hit, can I fire anywhere, just to see where the re-directed blast goes.

A: No. You can't fire at all, under any circumstances, if the strike score you require is more than six.

Q: Run that effectiveness thing by me again?

A: O.K, effectiveness is a way of distinguishing between the two different ways in which you can strike enemy targets with missile weapons. Firstly there is the straight forward; get the target in your sights, aim and fire. Using this technique you don't need to use effectiveness, because you either hit and injure/ kill them or you don't. OR, there is the fire in the general direction, make a big bang and hope they drop dead. This is where effectiveness comes in

This second approach is adopted by models using such weapons as, grenades and mortars, which are able to cover a medium or large area when they explode, and have the capability of hitting numerous targets in that area. Because the blast from these weapons is somewhat temperamental, (it is possible to be right next to a grenade when it goes off, and still not be injured) although they may have hit, they may not do any damage. That's why we have this second roll; effectiveness, to see if any damage has been caused.

Q: This Dalek Blaster is a strange weapon, Its got an area effect, but its not got an effectiveness score, and it can't be re-aligned ?

A: Yes, it is a bit *different*, but it also underlines the fact that templates, effectiveness and re-alignment don't have to go hand in hand. You see the Dalek blaster isn't like a grenade or mortar, everything in the template will definitely be hit if a strike is scored, and the template isn't re-aligned because it is a directly aimed weapon, if you miss, you miss, the blast doesn't go off elsewhere.

Q: If a model is sneaking (thus gaining -1 'cover' from weaponfire), can a enemy model, using a weapon with a area effect template, target a point in front of the sneaking model in order to a) still strike the model, and b) avoid the -1 dice modifier.

A: That's so downright dirty that I bet it hasn't even entered most peoples minds, but the answers defiantly no. The sneaking target still gets the advantage for sneaking, because it doesn't matter where the blast goes off, when it hits the target he is crouched down, sneaking and gaining the -1.

Q: Can a Mortar team really MOVE and FIRE in the same turn.

A: Umm...No, that's a mistake actually. A Mortar cannot perform the action MOVE & FIRE. (Sorry).

Q: My model, which has got a SAVE of 5, has been hit by a weapon that causes more than one point of damage. Do I have to save against each point off damage, or just one save for all?

A: It's just one save for every hit scored that turn, so if your model is hit by a grenade (which causes two hits), make one roll, and if you score a 5 or 6 (or whatever your save score is) you haven't lost any hits.