

FAQ's for The Crucible – Last update 02/12/2012

Areas in which gamers have requested clarification for the rules

Question - Ramming:

I've a vehicle - which might well have lost all its weapons – and I want to ram another vehicle or infantry TU. Can I? And if so – what do I do.

Answer:

If a Vehicle TU rams another Vehicle TU or a similar size, then there is generally no effect. Special rules could be invoked for very large vehicles ramming very small ones (big tanks versus jeeps, perhaps).

In the case of a vehicle versus infantry, assume the ramming vehicle is making an ADS attack (even if it doesn't have an ADS system) against the infantry TU. Instead of a fixed roll, use a Quality Roll to hit and an FP3 against the infantry. Whether the Vehicle TU kills the Infantry, suppresses them or has no effect, it stops at the location of the infantry TU, butted up against it.

In this case of a vehicle versus vehicle, again assume the ramming vehicle is making an ADS style attack. Again, use a QR to hit, and FP 3 with a jeep or similar small vehicle, FP 5 with large tanks and dozer vehicles and FP4 for everything else. Overkill can be used.

Question - ADS:

Is ADS a weapon system to be lost? I've taken a damage result of 3 and I chose to lose the ADS system as opposed to another weapon. Is that acceptable?

Answer:

Yes. You opponent could also chose to select the ADS system if he got a damage result of 4.

Question – Cover for vehicles:

Can a vehicle hide behind another?

Answer:

In the rules it says hide behind terrain, so – strictly speaking - No. However, a compromise is probably best:

- A smaller vehicle that is entirely hidden behind another vehicle cannot be hit, period.
- A larger vehicle hidden behind a smaller vehicle gains no cover from it.
- A vehicle partially hidden behind a vehicle of similar size would gain the drop in QR for someone targeting it.

Question – Damage result:

Result number **two** on the vehicle damage chart: **No movement or firing next turn**. When does that take effect?

Answer:

It takes effect at the next opportunity. So, if the TU affected has not moved or fired yet in the current game turn then it takes place during that detachment's opportunity to move and fire. If it took place at the end of a turn – the detachment firing was inflicting the damage on a detachment that had moved and fired previously during that turn (it had probably won the LV roll in phase 1 to see who went first) then the result is carried over to the next turn.

Question – Towing weapons:

When towing a weapon, is the Towed weapon a separate TU or is it part of the main vehicle. And, if I destroy one of them is the other automatically destroyed?

Answer:

There are several points to do with towed weapons:

- 1) a towed weapon *is* part of the towing vehicles weaponry – they are one and the same TU
- 2) If a towed weapon is attached to the towing vehicle and that TU is targeted, it is the vehicle that is attacked but not the weapon.
- 3) If the vehicle is damaged (result 1-4) or destroyed (5-6) treat the towed weapon as infantry in the vehicle (see Troop transporters on page 117)
 - Like troops, on a 1-4 the towed weapon is unaffected
 - On a 5 dice again for the effect using the attackers weapon against the towed weapon, bearing in mind that the weapon is treated as infantry when attacked, usually **DV7** plus light cover (effectively **DV8** in this situation). As the weapon is not in an enclosed vehicle, it doesn't receive any other additional bonus for cover. The weapon may be still attached (to the burning wreckage of the vehicle...) and may be suppressed as a result of the fire. Pay to deploy in the usual way after suppression has been removed in phase 8 or via optional rule "A Leader of Men"
 - On a 6 the towed weapon is vaporised along with the towing vehicle
- 4) If the vehicle and the towed weapon have **already separated** and the towed weapon is deployed then – if the weapon is subsequently destroyed – it is no more relevant (when counting a loss of TUs for "Mounting Chaos") than if a tank were to lose its main gun.
- 5) If, when separated, the towing vehicle is destroyed, **the TU is lost** (for "Mounting Chaos" purposes) even though the gun is still in play and may be utilised.

Question – Deployable weapon rather than towed weapon:

The Fasolini's Company has a tracked weapon system in the back of a vehicle (rather than one towed behind) that can still be deployed like a towed weapon. Is it the same as a towed weapon and can it fire from the back of the vehicle?

Answer:

The Fasolini's Company uses what is, in effect, a deployable weapon but not a towed one. The TU card details that, with the weapon system on the vehicle it may move at **Medium, Wheeled** and – with the weapon deployed (which costs 2LPs like a regular towed weapon) the truck can move at **Fast, Wheeled** (and may also transport 1TU of infantry if desired).

Unlike a regular towed weapon that costs has **FArc**, costs 1LP to rotate to any arc other than that and may not move when deployed, Fasolini's company use a weapon system that has it's own motive power system, albeit not a very effective one – it always costs 1LP more than normal to move at Slow, Tracked (so – under the **1-2-4** rule, it would cost 2LPs for the first move, 3LPs for the second move and 5LPs for the third move).

The weapon system counts as part of the same TU as the transporter (see points 4 and 5 of the question above) and **cannot be targeted separately** when mounted on the vehicle – it is, in effect, the vehicle's main weapon and – on a damage result of a 3 or a 4 – may be destroyed as such. The weapon system always has a 360 degree field of fire.

Unlike a towed weapon, the weapon system can be fired from the back of the vehicle, but suffers a drop of one quality level (like an artillery piece deployed at Line of Sight targets (page 123)).

Question – What about a remote controlled weapon as opposed to a deployable weapon or towed weapon: How do they fit in – do you lose a TU if they are destroyed?

The Division Legere, for example, uses a remote controlled weapon system: one master vehicle can control up to three remote items. The jeep 'master control' vehicle (MCV) and one remote unit (RU) count - together - as a single TU. A maximum of two more RUs associated with that MCV constitute a second TU. Multiple MCVs may be deployed, of course, but only have control over their own associated RUs.

Answer:

If the 'master control' vehicle is destroyed then a TU is lost and any control over associated remote units is lost.

Destroying a single remote has no effect (other than a reduction in fire power – it's like losing a main weapon system on a vehicle) but destroying **two** remotes associated with one master control vehicle constitutes the loss of a TU (with the usual **Mounting Chaos** loss of a Leadership point – *page 114*). Destroying a third remote associated with one master control vehicle has no extra effect under **Mounting Chaos**.

Individual RUs require individual LPs to move them so, to move one MCV and its (maximum) 3 RUs once requires 4 LPs.

Like a towed weapon, the RU must be deployed to be effective. In theory, multiple RUs could be loaded onto a suitable sized vehicle (a flatbed truck, for example) and could be deployed like an infantry squad (costing 1 LP to unload them all) but that would be dependent on a specific scenario.

Question – Snipers – when do you pay LPs to designate or spot:

Snipers can be used to fire directly at targets or designate for ATGWs or spot for Artillery. When do you pay the LPs to make this happen?

Answer:

- If the sniper TU is just firing its weapon, pay the LP in the turn it fires. Remember that this runs the risk of revealing the sniper.
- If the sniper TU is designating for an ATGW, pay the LP in the turn it designates, which is the same turn that the ATGW arrives (in phase 7). Remember that this runs the risk of revealing the sniper.
- If the sniper TU is spotting for on-table mortars (*page 124*), pay the LP in the turn the strike is called in, which is the same turn that the rounds arrive (in phase 7). Remember that this DOES NOT run the risk of revealing the sniper.
- If the sniper TU is spotting for off-table artillery (Optional Rule **"The Big Guns"** *page 123*) or off-table mortars (Optional Rule **"Steel Rain"** *Supplement 1*), pay the LP in the turn the strike is called in, even though the rounds arrive next turn (in phase 7). Remember that this DOES NOT run the risk of revealing the sniper.

Snipers are dealt with on page 120.

Question – Snipers – what happens if the sniper is killed when spotting or designating:

Does the spotted or designated fire go ahead? What if the sniper is suppressed rather than killed outright?

Answer:

- If the sniper TU is **killed** while designating for an ATGW from a launcher that does **not** have sight of the target, then the missile loses lock and fails.
- If the sniper TU is **suppressed** while designating for an ATGW from a launcher that does **not** have sight of the target, then the missile keeps lock but the launcher loses the +1 to the QR usually given by a designating sniper.
- If the sniper TU is **killed** or **suppressed** while designating for an ATGW from a launcher that **does** have sight of the target, then the missile does not lose lock but the launcher loses the +1 to the QR usually given by a designating sniper.
- If the sniper TU is **killed** while spotting for a mortar or artillery strike, from on or off-table, does **not** have sight of target either themselves or from an allied TU, the firer loses the +1 to the QR usually given by a spotting sniper. Unless intercepted by their opponents defensive systems, the rounds still hit the spot.

Snipers are dealt with on page 120.

Question – Rapid Fire rule – what happens if the guns jam and when does it happen:

If you use the Optional Leadership Expansion rule Rapid Fire (*page 127*), under what circumstances does a weapon jam and how does this effect multi-barreled weapons?

Answer:

- For a single shot weapon, say an infantry buzzbomb or the main 20cm weapon on a Slammers blower tank, it's straight forward. 3pts are allocated for the TU and either of them can fire a single shot followed by another single shot. They may be at different targets. On the **SECOND** shot only, if a miss occurs when making the first roll in phase 5b – the Quality Roll (QR) and that miss is because a 1 is rolled on the D6 it has an effect:
 - In the case of the infantry unit, the second shot is fired (ineffectively) but the infantry unit gains **1 Suppression Point** (*Suppression page 113, Effects Of Fire page 116*) which stays there until removed.
 - In the case of the Slammers tank the second shot is fired (ineffectively) but the weapon **jams** (breech overheats, ammo jam etc): no more firing of that weapon system during the game.
- For a multi-shot weapon, say an Infantry TU's standard weapons or the 3 shot, 2cm tribarrel weapon on a Slammers blower tank, combat car or the 8 shot, 3cm powergun on a UDB Calliope, it's slightly less straight forward and the chance of a mishap is greater.

3pts are still allocated for the TU and either of them can fire a single burst of fire (as allocated by the infantry TU Card – typically 2 – 3 shots, or the vehicle TU Card – either 3 or 8 shots in the examples above) followed by another single burst. Again, both bursts may be at different targets.

On the **SECOND** burst only, if a miss from a roll of a 1 on the D6 occurs with **ANY** 'barrel' – ie with **any** of the 2 or 3 QR dice for the infantry, **any** of the 3 for the tribarrel and **any** of the eight for the Calliope, then it has an effect on the whole system.

- In the case of the infantry unit, the second shot is again fired and one or more shots **may** be effective but at least one has been deemed ineffective and the infantry unit gains 1 Suppression Point because of it.
- In the case of the Slammers tank's tribarrel, the second shot is again fired and one or more shots **may** be effective but at least one has jammed the whole weapon **no more firing of that entire weapon system during the game: all** barrels are stopped.
- The same applies with an 8 barrel calliope. Of course the *more* barrels the gun has rapid firing, the *more* chance you have of a jam or misfire. If the Calliope is the vehicles *only* weapon and the chance of one of the barrels on the second burst throwing a 1 on a D6 is quite large, it very much suggests that this type of action is very much a last ditch sort of manoeuvre...

Question – What constitutes cover that blocks line of site?

Answer:

On page 110 of the Crucible rules it states that the: "...shooting TU ... has to be able to see the target to shoot at it. Examples of things that block line of sight are hills, trees, rock outcrops, buildings and other vehicles; infantry never block line of sight. TUs can see 5cm into, through, or out of vegetation or similar broken terrain...". This is also covered again on page 115.

So 5cm (as that distance equates to Point Blank as a range, so in 15mm/6mm that's 3cm/2cm) is that maximum: under that distance the target can be seen and may have cover. Over that distance, the target may not be seen and may not be independently targeted (this doesn't stop, for example, TUs firing at fixed structures with a defensive value – like buildings – and speculatively blowing them up if they think there are infantry hidden within them).

As for actually what is meant by "...vegetation or similar broken terrain...": **Vegetation** means things defined as heavy or light vegetation for movement – trees, bushes etc. They have to be tall enough to obscure the target. **Broken terrain** means items already identified for movement as Rocks/Rubble

Question – What will give cover for vehicles?

Answer:

It's not cover as much as 'obscuration' (see page 115). A hard item that partly obscures a vehicle TU – including Rocks/Rubble, buildings, hills etc – or a soft item – Trees or vegetation etc – makes the vehicle harder to hit and loses the firing TU one quality level. This means that a vehicle that is partially obscured by terrain that is thin enough to see through (ie under the distance indicated in the question directly above) but still visible, would gain cover. See also **Cover for Vehicles** on page 1 of these FAQ.

Question – What will give hard of soft cover to infantry?

Answer:

See page 114: A soft item that partly obscures an infantry TU – Trees or vegetation etc – instead of changing the ability to be hit, adds to the armour value of the infantry giving it Soft Cover **+1 DV**. A hard item gives the TU **+2 DV**. This means that an infantry TU that is partially obscured by terrain that is thin enough to see through (ie under the distance indicated in the question above) but still visible, would gain cover and receive a DV bonus of +1 or +2, depending on the nature of the cover.

Question – If 3 infantry TUs were riding in an APC and the APC moved 3x times and then disembarked the infantry (for 1+2+4 plus 1 LP to dismount = 8 LP), can the infantry now also move again as part of the same Detachment's movement. If so, could they also move 3x times (for an additional 1+2+4 = 7 LP)?

Answer:

If a commander spent 7 LPs telling one vehicle to tear down a route for three moves, then an LP dismounting all of the infantry, and then 7 LPs more for EACH infantry TU to move three times, he's just spent **7+1+7+7+7=29 LPs**. I can't conceive of a situation where a single commander might have that degree of 'leadership' on tap (an Elite Major with the best dice throw he could do would only glean 22).

If, on the other hand, he did the same thing with the vehicle: 7 LPs using the 1-2-4 rule to barrel along three moves, then an LP dismounting all of the infantry, and then 1LPs more for EACH infantry TU to move **ONE** time each, he's just spent **7+1+3=11 LPs**, then **that** he could do (it would require him using a lot of his available LPs: ie doing a lot of 'shouting!').

Alternatively, he could give instructions like that but give **one** TU of infantry a set of instructions to take up a covering position, say, in a nearby building that was three moves away, and left the other two TUs huddled by the vehicle, not moving and using it as cover. That would be **7+1+7=15 LPs**.

Question – In the example above, if the infantry were in a separate detachment (in essence riders); during their detachment's turn could they move 3x times?

Answer:

Infantry TUs from one detachment could be riding in another detachment's vehicle. They might start that way or have picked up deployed infantry during the course of the game. It makes keeping track of units more of a headache but it could be done. If I a player was fielding, for example, a three detachment, Veteran force (led by a Major 8, Captain 6 and Lt 4) and the Captain had bowled good enough dice to mean he could spend the 7 LPs plus the 1 LP to debus the men from the APC (and still have enough left to do what else he needed to), and then the (say) the Major had bowled a double 6 and it was his men in the back of the APC/on top of the vehicle, then the 21LPs to move them all three times using the 1-2-4 rule is not quite within his grasp, but he could (for example) move 2 TUs three times and one twice for 17 LPs.

Question – For the vehicle mounted ATGW, is there a limit to the number of reloads a vehicle can carry? In particular, with a small vehicle like (for example) the Zaporoskiye GECKO with the Brumbar heavy ATGW, how many reloads should it carry?

Answer:

There is no ammunition restriction in the game system for missiles or anything else. In most situations, even the smallest vehicle with the largest missiles would probably carry enough for 4 or 5 rounds of actual combat, however, if the scenario or game is predicted to be a long one, you can try this rule for ATGWs on vehicles.

Anytime a vehicle fires an medium or large ATGW and a 1 is thrown on the QR roll when firing - then the shot is still a fail: ie the target was not hit – but that also indicates that the last missile on the vehicle has been fired. That means that, on average, 4 or 5 shots will be used before the vehicle TU runs out. If the vehicle suffers an early failure – like the first round – well, they had an equipment failure in the launching system (as they're unlikely to go into combat with just the one round....

Question – If a weapon system is listed as EOT (fire Every Other Turn) like the Jagdlander Tank destroyer of the Nonesuch National Guard, what effect does the rule “Rapid Fire” have on this weapon? Can it fire twice?

Answer:

The Rapid Fire rule will allow a weapon having EOT to fire on the turns it would not normally fire. So, If it fired in turn One, it could fire again in turn Two using Rapid Fire (and paying associated Leadership Points). It does risk damaging the weapon, though: in turn Two, if a 1 is rolled on the QR, the weapon fails and cannot be used again. Assuming that this does not happen, in turn three the weapon may fire again as per normal. Turn Four – if Rapid Fire is utilized – is the same as turn Two (with the risk, again, of weapon failure).

Question – How does the leadership system work? If a detachment commander is killed, then all other ranks beneath him (down to and including Insurance Sergeants and regular sergeants) are also killed, is command of that detachment reduced to LV0 as the detachment has no more ranked leadership.

Answer:

In short Yes: command after all other named ranks goes to some other rank (perhaps a corporal) who has leadership qualities and a Leadership Value but nothing to add to the dice roll – hence leadership of LV0. Have a look at this [chart](#) for the Terran Star Marines showing Elite leadership values (reduce the LV's commensurate with Veteran, Trained or Untrained forces accordingly) the units. In a more complex leadership situation with special leaders and, perhaps, insurance officers other than sergeants, look at this [example](#) of the Nonesuch National Guard.

Note that a **paid** for Insurance Sergeant REPLACES a standard (and **unpaid** for) Sergeant. He's the *same* guy in the ranking structure, he's just better at his job. However, additional, paid for Insurance Officers are **extras** in a detachment and paid for as such. Typically they appear in units which are 'top heavy' with officers (and often not very good ones...)

Question – I have trouble following Elite skills and Optional Rules now that there are additional ones in three Supplements. How can I make sure I am applying them correctly?

Answer:

You need the [Elite Skills Cheat Sheet](#) and the [Optional Rules Cheat Sheet!](#) These contain all rules to date and are downloadable for a quick reference within the game.