

FAQ's for The Crucible

Areas in which gamers have requested clarification for the rules

Question:

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. 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 attack. 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:

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. Your opponent could also choose to select the ADS system if he got a damage result of 4.

Question:

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:

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.