

7TV FAQs

This document collects recent questions from the Crooked Dice Forum on the 7TV rules. Issues discussed on the Forum will be gathered in this document to act as an official clarification.

7TV Errata

Melee Weapon Modifiers table (page 21, 166, 176)
 'Defending obstacle' modifier should be +1 not -1.

Morale Tests (page 34)
 In the 'Fear', 'Alone' and 'Invulnerable' paragraphs, change 'activations' to 'actions'.

Cultist (page 86)
 Change 'Invulnerable (6)' to 'Invulnerable (1)'



7TV FAQ

Audience Appreciation (page 13)

We presumed you can use the AA points after rolling although now not so sure. If this is the case who has to declare first on opposed rolls or can players (should this be directors?) just keep adding them.

AA points are expended after whatever kind of roll you're making. AA points can't be used on rolls which are purely random, and you can't spend them outside your own action phase. So in an opposed roll, the player doing the activating can use them, their opponent cannot.

Activations (page 13)

We played a scenario where the cast had to escape off the table. Should they count as numbers for activation and morale? We played not and it meant the cast only got 1 activation near the end.

The number of activations you get is based on the number of models you have in play, i.e. on the table and able to activate. Models off the table reduce your activations BUT they're off, safe and probably count towards your VP conditions. Plus it's dramatic.

Falls (page 16)

The 2nd last paragraph states: "Falls reduced to 0 levels count as causing no damage, but the model will be unable to perform any actions until their next activation."

The next paragraph: "Models that fall more than one level are automatically knocked prone – see above. Models who manage to remain standing after a fall can continue their activations if they have any actions remaining."

So... if you reduce your fall to 0 levels you land on your feet, then however, one paragraph says you can't do anything else, and the next paragraph says you can continue your actions. Which is right ?

After a fall, a model must make an immediate Agility test. If this is failed the model is knocked prone and can do nothing else this turn. If the test is passed, you can continue with your activation.

Brawl/Unarmed Attacks (page 29)

When someone attacks using Brawl/Unarmed, does their attack always have to Stun or can you choose (i.e. try to Wound or Stun)? I only ask as I've given the Cowled Crusader (played by Adam Best) the Fists of Fury SFX - which seems pointless (with its +1 Str Unarmed attack) if my unarmed attacks always stun.

The +1 Str from Fists of Fury first of all increases the chance of a stun as it's a greater Str versus your opponent's Def. But crucially, if the attacking Str of a Brawl or other unarmed attack is higher than your opponents Def you can elect to cause 1 Hit instead – Killing Blow, rulebook p22.

Disintegrator Gun (page 29)

This weapon has no listed Strength.

If you're hit, simply roll 1D6 and remove that many Hits from the unfortunate target. It has no Str, so things which lower or use the attacking Str have no effect (Body Armour, Invulnerable), but a Force Field could be used.

Why is it listed in the weapons table as 16 ratings but only 15 points on the gadget card?

The points on gadgets don't equate to ratings, they're just gadget points costs which are only used for gadgets. Currently there's no way to expend ratings to get gadgets so we didn't bother with keeping them on the same 'scale'.

Heroic Actions (page 30)

Although you seem to be able to use them for most things we wondered about gadgets like the Bullet Proof Vest. Also does one declare you are using it before the roll?

Declare before rolling. I guess it boils down to – does the character have any heroic influence on whatever the roll represents? In this case probably no, BUT it is a roll to do with the character, so I would probably allow it for maximum heroic-ness.

Morale Tests (page 34)

If you have to lose some extras as a result of a shaken or wiped out morale test are there any restrictions on which models you can remove? As a local rule we allow stunned, confused and disabled models to be removed but not dominated or captured ones. Also can you remove a dominated model you control to satisfy the need to remove a model, and would this model be removed, or returned to the control of the original player? And while I think about it if you have a dominated model under your control does it count for purposes of you having to take a morale test (i.e. I have eight models and one dominated one under my control for a total of nine models. I lose six models leaving me with three models, one of which is dominated. Do I take a Shaken or Wiped out test?)

Stunned, Confused and Disabled models can be removed to satisfy the results of a failed Shaken or Wiped out Morale test. Dominated models can also be 'removed' – in this case keep them in play exactly where they are and return them to their original player's control. Captured models cannot be removed.

Dominated models count as being on the other side for all purposes until the status gets removed. In your example you would take a Shaken test, but in a turn where you lose control of that model it would be a Wiped Out test.

Does a model take an Invulnerable morale test within 6 inches of an enemy with Invulnerable SFX or only against an enemy which it is unable to harm?

At any range if it is discovered they are unable to harm their target.

Stuns (page 37)

The Stunned status appears to be a consequence of certain attacks. This one did throw me a bit. If a character is shot he carries on as normal unless the shot removes the last Hit, but if he is hit by a punch he is stunned and out of the game until he can roll a 6 irrespective of how many Hits the character has remaining. Am I doing this bit correctly?

Losing a Hit is more serious as many models will be permanently removed from the game at that point having only 1 Hit. Models with multiple hits are hardcore and can take really tough amounts of punishment before dropping. Removing a status lets you roll a number of D6 equal to that model's remaining hits, so a stunned Star with 3 Hits gets to roll 3D6 each turn to recover – which he will, if ANY of these dice score 6.

Fire (page 39)

How big are fire markers?

A fire marker is simply a counter to determine the centre of the fire. Additional markers stack on top. Use anything stackable – the actual size doesn't matter.

Mysterious Stranger (page 67)

What is the effect on your initiative rolls if you have more than one Mysterious Stranger in your cast?

You gain +1 to your initiative result for each Mysterious Stranger more than 6" away from opposing or neutral models, to a maximum of 6.

Soldiers and Building Casts (page 91)

I was statting up a unit force with the Brigadier, Benton, Soldiers, a Heavy Weapon Team and a couple of Land Rovers with drivers. Sgt Benton was an Also Starring... Soldier and the Drivers were Soldier Drivers. Do either, neither or both of these count toward the number of Soldiers when determining:

- 1 *The number that can have grenades*
- 2 *How many leaders you can have*
- 3 *How many heavy weapon teams/marksmen you can have?*

This also applies for other categories that can have upgrades depending on numbers when they can also be upgraded to driver, dog handler, etc.

1 Grenades: 'Also Starring...' is a different type of model, and can be armed with or without grenades. Attack Dog Handlers and Drivers can't be given grenades. 1 in 3 of the remainder of your models can be given grenades.

2 Leaders: Attack Dog Handlers, Drivers and Soldiers (from the Soldier entry) count towards getting you your Corporals.

3 Heavy Weapon Teams/Marksmen: 1 per 8 Soldiers – this includes Attack Dog Handlers, Drivers, Soldiers and Corporals. To stop your force being all bazookas and guard dogs, it is suggested that actual Soldiers (Soldiers and Corporals) make up 6 of those 8.

Special Effects (page 55)

Under 'Choose your Special Effects' we can choose one additional optional special effect from any of the allowed categories by removing one of the standard (basic?) special effects AND paying +5 ratings. The example immediately below this though doesn't mention the +5 ratings, nor is it later referred to in the Villainous Casts area where it simply reads under Special Effects Adjust: gain one Additional special effect if you remove one Basic special effect. So in addition to dropping the Basic special effect, do I also have to pay an additional +5 ratings, or can I simply swap them?

You always have to pay +5 ratings to swap one special effect with another.

Snap Shot (page 94)

If a cast member has Snap Shot which effectively let's them move and shoot can they shoot (at -1) in the same action as the charge and get the free attack?

Yes. It's all about the action round this way...

Heroic Surge (page 96)

Can the model be activated even during their opponent's activation phase? For example, my son has just finished the actions of one of his 'Eavies and is about to activate another one. Can I 'interrupt' and activate someone with Heroic Surge instead? If so, can I then activate this model 'normally' later on when it I start activating my models for this turn?

Heroic Surge allows an activation at ANY point in the turn – as long as you or another player aren't already in the middle of an activation. Models cannot use this special effect if they are under the influence of any deleterious statuses. Use of this special effect doesn't count as a normal activation so if you haven't activated this turn you can still do so if you otherwise normally could.

Can a Heroic Surge end in combat either melee or a snap shot?

Yes.

Event Cards (page 122)

If the normal number of event cards for smaller games is 4 a side do you guys increase the number for bigger games? We are playing 250 point games and wonder if we should be using 5 or 6 cards?

It very much depends on the length of game too. To my mind, Event Cards should be applied sparingly. We used three per side (Heroes and Villains) and that seem to work OK. There's nothing to stop you having more, but you could end with too any factors in play.

Behind the Sofa (page 123)

Can you move ANY figures including opponents out of cover?

Yes.

7TV Summer Special Errata & FAQs

This document collects recent questions from the Crooked Dice Forum on the 7TV Summer Special supplement. Issues discussed on the Forum will be gathered in this document to act as an official clarification.

Errata

Flamethrower (page 14)

Amend weapon type to 'Heavy/Military'.

FAQ

Flamethrower (page 14)

Flamethrowers can not be used by stars or heroic co-stars. This would seem to imply that villainous co-stars are permitted to use it. However, as the weapon counts as heavy it would appear to be unusable (except by extras) as no co star has the option of using heavy weapons. The only way round this that I can see would be to use it as a signature weapon. Have I missed something?

No we did. See the Errata.

Macrastacean (page 31)

The Macrastacean has Body Armour twice.

Oops. Delete one of them.