

ZONA ALFA FAQ 1.0

Questions, Errata, Typos, Omissions, and Clarifications.

Q: Stats for Chainsaw?

A: Firepower: 3 Range: Melee Damage: 1

Q: Stats for Clubs and Blunt Melee Weapons?

A: Firepower: 1 Range: Melee Damage: 0

Q: How long does smoke grenade last?

A: The smoke cloud lasts the duration of the turn **you use it through the end of the following turn**. (after every model on all sides have activated again.) So throw smoke early.

Q: What happens if a model is caught in a smoke cloud and fails the -2 Will check?

A: Model receives a Pinned token.

Q: Are there requisite or recommended deployment areas?

A: Start your crews where ever works best with the narrative of your particular mission and campaign. That said, our group tends to start our crews in opposite corners, setting up in a 6" x 6" box.

Clarification: Regarding Melee Combat.

If a model reaches base-to-base with an opponent but lacks an Action to attack that same turn, it nonetheless has 'locked' the enemy in close combat. That model cannot disengage without suffering a 'free attack'. (It only defends. If successful, it can move away)

Clarification: Shooting into Melee

Fire into Melee all you want. For every Hit, Roll a die (any type) if the result is EVEN, the shot hit your intended target. If the result is ODD, it hit your guy. Roll for Damage. If there are more than two combatants, use a D10 and designate a number range to each miniature. (1-3 = miniature A, 4-7 = Miniature B, 8-10 = miniature C)

Aim lets you choose target in this instance. No CA or Dam mods.

Clarification: The WYSIWYG Rule

Is meant to deter abuse, not be a straitjacket. There's no need to model every accessory or specific level of personal protection. The intent is to discourage the specie of gamer who moves a pistol-armed model and then says "Oh yeah, that guy has a rocket launcher. I didn't tell you but it's on the stat sheet. And now he's going to shoot at your leader."

Clarification: PermaDeath for crew members. Yes or No?

A: Combat is deadly in Zona Alfa. The description in Section 4 regarding additional wounds to an already wounded model is part of an earlier, more lethal iteration of the rules. You CAN play it that way. (Expect to lose squaddies and hemorrhage \$\$\$ on new recruits.)

Or you can opt out of Permadeath and have all 'out-of-action' models still down at the end of the mission roll for Battle Scars.

The character flaws will make the game and your squads much more interesting. Altho, eventually, they can get so quirky, you need to retire them because they become more trouble than they're worth.

Clarification: Personal Armor – Advances, Kevlar, and Stacking to virtual Invulnerability. Nope.

A: Personal armor (infantry) is capped at a value of 7. Values higher than 7 refer to armored walkers, vehicles, and the like.

Clarification: Critical rolls and consequences are for a model's Action rolls. (Ranged Attack, Melee Attack, Skill Check, Search-related Will check,)

A Crit roll on an Armor Save has no consequences as this is the **armor** acting, not the character. Will Checks for Deflected Hits are a Pass/Fail situation with no additional benefit/penalty.

Clarification: the Drift Rule for Grenade Deviation. Roll a D10.

The arrow point of the face shows the direction away from the original intended target point. Next, divide the number shown by 2. This is distance in inches for the new point of detonation. (Also use when determining the spawn location of Zone Hostiles.)

TOPIC: ZONE HOSTILES A.I.

Q: Zone Hostiles AI places a 12" leash on Hostiles. Can Bandits shoot out of a Hot Spot area?

A: Yes, they can shoot out. Hostiles do not to **move** out of the 12" radius but they protect/defend that area. House Rule to let them off the leash if you want.

Q: Do Zone Hostiles always act as a unit? For instance Bandits (4) will always stay within 1" of each other and all activate in last place as a group one after another? It made sense for Zombies but we weren't sure for more intelligent baddies.

A: Yes, for simplicity's sake. House Rule to taste however. Your Zone- Your call. You want smart Bandits, you can have them. Remember, Hostiles get more actions/deadlier the deeper you go in the Zone.

Q: Can Hostiles be Pinned? If one model in a Hostile Group is Pinned, what does the group do if they all must take the same action?

A: Yes, they can be pinned. A pinned Hostile hampers group movement, (cohesion rule) and this effects Melee Only Hostiles. For Hostiles with ranged attack capability, the rest of the group may shoot but that particular model won't until it has removed the Pin.