

21. Turn sequence

1	Repair	2 Attempts. Own bases.
2	Extra damage	4 attempts. Opponent bases.
X	Creeper shifting	1,2 = dead.
3	Praet-Legio-Aux	Do all Praetorian, then all Legionary and then all Auxiliary.
4	Mines	Move = D6. Roll "not 1" again, again and again. Only in straight lines. Owner chooses when to detonate. No D6 roll needed.
5	Blockers	3,4,5,6 to remain. Own blockers in own turn.
6	Reinforcements	Re-animate dead Auxiliary/Creeper = 5,6 per base <i>Number of arrival D6 = Number of bases off table. 4,5,6 to arrive.</i> <i>All arrive in a single corner. Creepers join existing packs on table.</i>
7	Countdown	D6-2. Re-roll allowed. Negative score allowed.

23. Shooting

Range = 3 (4 for Praetorian)

2D6

Better than target (per step) **+1**

Proximity range **+1**

Target in the open **+1**

Need a double

Double = damage

Two doubles = 2 damage

Quadruple = 2 damage

Triple = Aimed status awarded

Aimed = re-roll

Gamble for each hit on Auxiliary

4,5,6 = dead

3 damage = dead

Praetorian deflect = 4,5,6

Legionary deflect = 6

Auxiliary = no deflection

22. Movement

Cannot change choice **after** D6 roll

D6 = squares. No diagonals

Praetorian allowed are-roll

Praetorian = no move penalty **except** horror

3,4,5,6 to leave vegetation (not Creepers)

4, 5,6 to leave buildings

5,6 to leave horror

26. Extra damage

4 attempts 1 more damage

4,5,6 Auxiliary

5,6 Praetorian or Legionary

27. Repair

2 attempts.

Maximum 1 per base.

Recover damage or mobility. 5,6 = per base.

24. Response shooting

Activate base = all opponent passive bases shoot **together** .

2D6 (first base) + 1D6 for **each** additional base = total D6

Maximum 5D6

No gambles or aim result allowed for response shooting.

TCR
Playsheet
FRONT

13. Blockers

☞ Used by Praetorians and Legionaries only.

☞ Placed along launcher's square edge (any).

☞ 1 or 2 per placement action.

☞ Roll for all own blockers at own turn end. 3,4,5,6 to remain.

☞ Multiple blockers are allowed on same face.

☞ **Prevents** movement, shooting, mines

14. Mines

Launched by Praetorians only.

Detonates when owner chooses (no D6 needed).

D6 versus D6+1 to choose which base.

Movement

2,3,4,5,6 repeat, repeat, repeat..

Straight line only.

Damage launcher rolls D6

1,2 = No damage

3 = Immobilised

4 = 2 damage

5,6 = Kill

Auxiliary target = launcher can demand re-roll

Legionary target = no re-roll

Praetorian target = target can demand re-roll

The damage chart is the outcome. No saves, no gambles.

11. Horror scenery

☞ Roll at **end** of base's move.

☞ Horror "shoots" at every active player base with **3D6** (2D6 Creepers).

(No modifiers, No gambles, Usual saves).

☞ No shooting into horror.

☞ Shoot out at proximity only.

☞ Launch blockers & mines allowed.

☞ Shoot within same square allowed.

9. Creeper summary

Moral Bonus = 5

Number of Creepers = 21 - diff

Blockers = 2D6+5

Scenery

☞ No buildings.

☞ Minimum 4 vegetation.

☞ No roll to leave vegetation.

Creeper attacks = 2D6 per Creeper

Creeper vs. Objective = same as response shooting.

Horror = 2D6 damage

Immobilisation / Aim = Ignore

12. Objectives

Worth **18** points.

A. All shots at objective = 4D6. No modifiers. Aimed re-roll **is** allowed.

B. If hit achieved. D6 damage per hit. **Damage Re-roll allowed.**

C. Critical at cumulative 4, 8, 12, 16. 4, 5, 6 = instant objective destruction.

All figures in square are risked.

Damage Roll D6 No saves. No gambles.

1,2 = No damage

3 = 1 immobilised

4 = 2 damage

5,6 = Kill

Auxiliary Target = Opponent can choose a re-roll

Legionary Target = No re-roll

Praetorian Target = Owner can choose a re-roll