

20. Setting up the game

1	Build force. 200 points Overspend = risk (roll under overspend)
2	Choose scenery. 7 pieces
3	Carry out Approach to action (Skim Grid) REWARD if Low level attacker = Mines ignore first fail. Cannot be shot at in first defender turn. REWARD if Normal level attacker = Roll 3,4,5,6 twice for D6 objective value. REWARD if High level attacker = +3 to attacker move rolls + No vegetation and building exit rolls (turn 1). REWARD if win by 6 or more = 3 mines (not placed yet)(1 mine = 2 blockers)
4	Late defenders. D6 per base. -1D6 if any Legionaries. -2D6 if any Auxiliaries present Each 5,6 = off table (re-roll allowed)
5	Place scenery (defender first) 1 = flank, 2,3 = long edge, 4,5,6 = central Buildings must face touch other buildings.
6	Defender places objectives
7	Defender notes which two objectives are high value.
8	Place any reward mines (3 of) in a single corner
9	Position turrets. D6+1 = turret column (3 of). No re-roll
10	Defender deploys
11	Defender deploy blockers. Attacker rolls for each. 6 = lost.
12	Attacker deploys. <u>Then</u> D6 per square = move.
13	Attacker has first turn

18. Deployment arrival positions

Defender first

- 1st. Praetorians. One per corner. D6 = max squares in
 2nd. Legionaries. Pair per building square. Excess = opponent places in vegetation.
 3rd. Auxiliaries. Pair per open square (not with turrets).

Attacker second

- 1st. Choose a flank edge.
 2nd. Pair per square. Any mix. No gaps. If more than 12 bases, excess start on other flank.
 3rd. D6 per square = additional move in. Overlap with defenders OK

8. Force type

Force notes

30. Victory points

High = 10 Normal = 6
 Defender-diff. **Attacker+diff**

Objective A	
Objective B	
Objective C	
Objective D	
Objective E	
Objective F	
Killed Praetorian (2 per) Max 4	
Killed Legionary/Aux (1 per) max 7	
Killed Creeper packs (2 per) max 3	
Moral bonus	
Being defender(3)	
Total	

10. Scenery (7 pieces)

Vegetation	0-3	
Buildings	0-3	
Horror	0-3	

12. Objectives

Critical at 4, 8, 12, 16

Value

H?

A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
C	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
D	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
E	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
F	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		

TCR Battle Sheet