

# Tackling A Tyrant

*In a world lost to time, a group of hunters track the ultimate predator to walk the earth, the mighty tyrannosaurus rex, the tyrant lizard king, amidst the ash fields.*

This is a 28mm version of my Prehistoric Pocket scenario that is designed to expand it a bit for other gamers due to finding a scale T-Rex at Walmart for rather cheap. It is far less generic and is a bit more specific while currently unplaytested, most of it is an expansion of the Prehistoric Pocket ruleset for using six sided die rather than coins and a bit of other systems thrown in to make it a bit more interesting.

## Materials

- 8'x6' play area
- Tape Measure
- 1 six sided die per player
- T-Rex Model 28mm on a 3" base
- 4 Hunter Models 28mm
- Kill Site marker (4"x6" terrain piece)
- A number of Terrain Pieces suitable for all terrain types
- Character card for each model
- 2 to 5 players

## Basic Rules

### Actions

Each Character has a set number of actions available per round, each action can be spent to do one thing from the following list.

- Move: Move a number of inches up to the move on the models stats
- Attack: May make an attack roll against an enemy. It requires the unit to be within 1" of the target
- Special: All characters have a specific special ability, most require an action to use.

### Combat

Combat is performed by making a roll of the die against the opponents defense. You roll the die a number of times equal to your attack stat, tracking the number of hits. Each character may make an attempt to avoid the attack and make a roll, if it beats their own luck stat, a single hit is negated.

### Move

All movement has a base of 6" that is adjusted terrain and Speed.

### Fear

A fear test can lead to units fleeing the area. Every time an allied unit is defeated, all remaining allied units must make a fear test. Matching or beating 1+the number of defeated units.

A unit that fails the test must flee directly away from the Tyrannosaurus using all of its actions to move. If it exits the play area, it is considered defeated.

### Terrain

There are four terrain types that have different effects on mobility and capability.

- Open: No terrain and no modifiers to movement or attack
- Light: Scattered terrain or shallow water. The T-Rex moves at half speed
- Dense: Tighter terrain or deep/moving water. The T-Rex moves at fourth speed, hunters move at half speed. Attack is reduced by 1 for ranged attack
- Impassable: Unable to be passed or shot through.
- Kill Site: Treated as Dense Terrain for humans and open for the T-Rex

### Stats

- Actions (ACT): Number of actions that may be made per round by this unit
- Attack (ATK): Number of die you can roll in a single attack. Effects of specific attacks are listed in the stat block as well.
- Speed (SPD): Additional move gained on every move action after the first in a single round
- Defense (DEF): What the opponents attack must match or beat to score a hit
- Luck: Amount that must be matched or beaten by a single D6 in order to reduce the number of hits by one
- Wounds (WP): Number of successful attacks the unit may take before being defeated

## Setup

### Terrain

The Kill site is in the center of a short side of the table with it's longest side towards the short edge and 1' away from that short side.

Each player rolls a die. 1-3 a piece of light terrain is placed, 4-5 a piece of dense terrain is placed, and a 6 has an impassable terrain piece is placed. After both players position their piece, roll a die, if it is a 6 no more pieces are placed, any lower and both players put roll for another placement. After each successive placement, the number to end deployment is reduced by 1.

The T-Rex deploys within 6" of the Kill Site and the humans within 6" of the opposing short side of the table.

### Play

Both players roll a die, highest roll goes first. Turns alternate.

### Victory

Play continues until all forces on one side are defeated.

## Stats

**T-Rex** (Tyrannosaurus Rex): ACT: 3, SPD: 2, ATK: 8, DEF: 6, Luck: 4, WP: 8

Roar (Special): Enemies within 12" must make a fear test.

Trample: The T-Rex may pass through enemies, any enemy it passes through is treated as if it was attacked with a single hit.

Bite: The T-Rex's attacks deal 2 wounds of damage

Devour: After defeating an enemy, the T-Rex may make a Luck test. If successful it recovers 1 wound

Regeneration: The T-Rex may make a Luck test each round on its turn, if successful, it recovers 1 wound up to its maximum.

Feast (Special): When the T-Rex ends its turn next to the kill site, it recovers 1 wound and may make an additional luck test to recover a second.

**Donovan Black** (The Big Game Hunter): ACT: 2, SPD 1, ATK: 6, DEF: 4, Luck 4, WP: 4

Rifle (Special): You may target an enemy for an attack within 18" rather than within 1". This ability may only be used once per round.

Steady: Whenever an ally within 9" of you makes an attack, the target of the attack is treated as if it's Luck was 1 higher when determining if a hit was successful.

Stand Your Ground: Fleeing allies do not gain their Speed bonus, however, if Donovan is defeated, he counts as 2 allies for the purpose of fear tests

**Doctor Samuel Anders** (The Doctor): ACT: 2, SPD 2, ATK: 3, DEF: 5, Luck: 4, WP: 3

Pistol (Special): You may target an enemy for an attack within 9" rather than within 1". This ability may only be used once per round

Medical Kit (Special): One ally within 3" regains 1 wound and may make a Luck test. If successful that unit regains an additional wound

Resuscitation: During this unit's turn in the round after an ally within 3" has been defeated by being reduced to 0 wounds, you may make a Luck check. If successful, that unit regains 1 wound and returns to play. A unit may only benefit from this ability once.

**Nathaniel Walker** (The Paleontologist): ACT: 2, SPD 1, ATK: 4, DEF: 5, Luck: 3, WP: 3

Shotgun: You may target an enemy within 6" rather than within 1". This ability deals 2 wounds of damage rather than 1 and may only be used once per round

Evade: This character is immune to the T-Rex's trample ability

Weak Spots: Allies within 6 inches gain a +1 ATK

**Jason Arterei** (The Guide): ACT: 2, SPD 3, ATK: 4, DEF: 5, Luck: 4, WP: 3

Double Pistols (Special): You may target an enemy for an attack within 9" rather than within 1".

Woodsmen: Terrain is treated as 1 step easier for you including impassable.

Look Out: Allies within 6" may make a second Luck save a round to reduce hits before taking damage.