

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.