

TRY-TO-SURVIVE-ASAURUS

"I'm in a Triassic Mess"

A fast, fun and furious game of survival in the Triassic world

TRY-TO-SURVIVE-ASAURUS

GETTING STARTED



Produced by
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SCALE

You require:

A table of scenery, about 2 metres by 1 metre, but up to any size.

Several Triassic figures of different types. The game has been designed around the 15mm range of Triassic figures, produced by LKM.

Several 6 sided dice, a few small markers and counters.

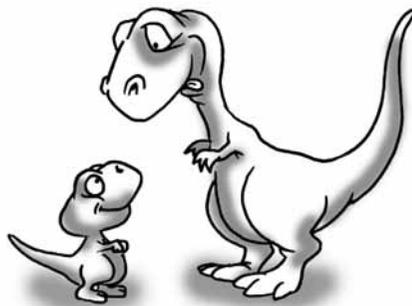
PLAYERS

A minimum of 2, but highly recommended with at least 4 to 6. Theoretically, no maximum limit.

OBJECT

The object of the game is to be the last player left alive, or to have the most number of lives after a set time limit or a set time has been reached.

Each player starts with a medium meat-eating lizard, called Coelophysis (See-low-physis). Players start at any table edge. Each player's coelophysis has a starting value of 6 lives. No coelophysis may ever have more than 12 lives. Any coelophysis reaching 12 lives is full, and just stays there.



DICE TERMINOLOGY

D6 means a 6 sided dice. The number before the dice refers to how many you have to roll, so 4d6 means roll 4 6 sided dice. D3 means halve the number rolled, so 1-2 becomes a 1, 3-4 becomes a 2 and 5 or 6 is a 3. Some rolls refer to a dice plus a fixed number, such as 4+1d6. In this case, roll the dice and add 4 to the dice roll.

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SET-UP

The table should be set up with a variety of scenery, including scrub or bushes, swamps, hills, rivers, lakes and forested areas. You don't have to have all of these, or indeed any of them, but it makes for more fun if you have the variation. All other areas are classified as plains.

Each player rolls 2d6. The player with the highest value is the **Key Player**. At the start of the Key Player's turn he or she selects who gets to roll the Catastrophic Event roll. The Key Player then rolls for the Dry Season.

Place roughly 8-12 markers (about 2 per person) on the table. Let each player in turn place one marker, starting with the Key Player. No marker can be within 20cm of any table edge or any other marker. Once all the markers have been placed, roll 2d6 for direction (use a clock face), and 2d6 for distance for each one, to randomly scatter them.

The Key Player also gets to go first. Play then continues clockwise round the table.

During the course of the game, the current player is called the **Active Player**. The player who has just played is called the **Creature Player**, and is responsible for moving any non-player packs that are activated by the Active Player. This way, all players get to make their own moves, then control the non-player packs while the next player moves.

Each player will always move his or her own coelophysis at all times, even when it is being controlled by a randomising dice roll. Each player will always make all dice rolls for his or her own coelophysis.

GAME SEQUENCE

Roll for a catastrophic event on Catastrophic Events Table (probably the best place to look for it!) then roll for the start of the Dry Season.

Each player takes it in turn to move, following the Turn Sequence, acting and reacting as the rules dictate.

When play reaches the Key Player again, all players automatically lose 1 life. This represents your natural starvation. Worked it out yet? You have to catch things and eat them, to survive!

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CATASTROPHIC EVENTS & THE DRY SEASON

At the start of each turn, roll for any Catastrophic Events, and also make a Dry Season Roll.

Catastrophic Events Table - 2d6

2-3	Flood - Any pack in a river or lake rolls 1d6. A roll of 1-4 loses 2 lives.
4-5	Minor duststorm - Each player rolls 1d6. All players rolling a 6 miss a go.
6-8	No event this game turn
9-10	Earthquake - Any pack on a hill rolls 1d6. A roll of 1-2 loses 1 life.
11-12	Fire - Any pack in a forest or scrub rolls 1d6. A roll of 1-2 loses 2 lives.

Dry Season - 1d6

Roll 1d6. Each turn, add one to the dice roll. If the roll exceeds 8, the dry season has started...

EFFECTS OF THE DRY SEASON

All rivers become scrub. All lakes become swamp. Any Catastrophic Event indicating a flood, now becomes a fire affecting both forest and scrub. Egg nests become available.



At the start of the Dry Season, roll 1d6 for every non-revealed marker or non-player pack on the table in turn. On a roll of 1-3 it is removed. Times are hard, and you may have to gang up on bigger creatures, or eat each other, to survive these times.

The Dry Season will last for 2+1d6 (3 to 8) turns, after which it will automatically return to normal. Once the weather returns to normal, reset the Dry Season counter to 8 and roll again each turn for the start of the next dry season.

Once the Dry Season ends, immediately roll 2d6. Place this many counters on the table, using the same rules as the set-up, with no counter within 20cm of any player, other marker or the table

edge. If you cannot find any places, the excess markers are discarded.

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TURN SEQUENCE

On each player's turn they:

Check for Ambushes

Move

May elect to Reveal if within range

Take an action - note that several actions may take place in each player's action phase

These must be done in this order. However certain things may also cause other actions to take place that are beyond your control.

AMBUSHES

If you start any turn within 10cm of a forest or a lake, roll 1d6 before you take any action. If it is a 1 or a 6, a single large carnivore (LC) charges out and ambushes you!

The carnivore will make a charge of 2d6cm towards you BEFORE you start your turn. If it does not reach you, retreat 20cm away, and continue with your turn as normal. If it reaches you, it has caught you and you must fight it - see the combat section.

Note: If there is no-one within 30cm of an ambush creature at the end of a player's turn, it becomes a marker, subject to the reveal rules!

MOVEMENT PHASE

Maximum movement distance is dependent on terrain. You do not have to move this full distance.

Plains - 30cm

Scrub - 20cm (or 2/3 rate)

Forest or swamp - 15cm (or 1/2 rate)

Water - 10cm (or 1/3 rate)

Moving up or down hill - Deduct 5cm

Distance is measured from closest point to closest point. In the case of groups, distance is measured to the nearest edge of the group. Note that there is no deduction made for differing terrain types when you are charging, or being charged.

Movement is proportional, 2/3 in scrub, 1/2 in forest or swamp, and 1/3 in water, so you can work out how to move from a plain, across a river and into a swamp!

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REVEAL PHASE

If a coelophysis ends its movement within 20cm of any marker, it may reveal it (it does not have to reveal the marker, as if it is a bad monster, you could end up in trouble). Roll on the table below, depending on the terrain the MARKER (not pack) is in, to see what you have found.

2d6 roll	Plains	Forest	Scrub	Swamp	River	Lake	Hills
2-3	2d6 SH	2d6 SH	1d3 SC	1d3 MH	1d3 LC	1d3 LH	1d6 SH
4-5	1d6 MH	1d6 SH	Egg nest	1d6 SH	1d6 MH	Drown	1d6 SC
6-7	1d3 MC	Egg nest	1d6 MH	Stuck	2d6 SH	1d6 LH	1d6 MH
8-9	1d6 SC	1d6 MC	S Feast	1d6 SC	Stuck	1d3 LC	M Feast
10	M Feast	Egg nest	Egg nest	Egg nest	1d6 MC	1d6 SH	S Feast
11	1d3 LC	2d6 SC	2d6 SH	1d3 MC	Drown	2d6 MH	Rockfall
12	1d6 MH	1d3 LC	1d3 MC	1d6 MH	2d6 LH	1d3 MC	1d3 MC

Notes:

S=Small, M=Medium, L=Large, C=Carnivore, H=Herbivore

Drown - Coelophysis falls into water and loses a life.

Stuck - Lose a life as coelophysis gets stuck in the mud.

Rockfall - A small rockfall injures you. Lose a life.

Egg nest - You have come across a small nest of eggs, and may gain 2 lives. This only occurs during the dry season. If this is not the Dry Season, instead reveal the next line above it on the table.

Feast - You have found a Small or Medium carcass, and may gain lives equal to its size, less 1.

If you reveal any of the above Specials, do not remove the marker!

The Creature Player may place any revealed figures within a 10cm circle, centred over the marker.



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ACTION PHASE

PLAYER ACTIONS

You may choose one of three actions: Run-away, Ignore, Attack

The Active Player pack makes its action decision BEFORE any non-player pack acts (exception: See Ambush, above). If there are two non-player packs in range, the Active Player chooses which pack it wants to react against. You may only react against one non-player pack in your turn. You may make several actions against players, but only once against each player in your turn.

RUN-AWAY

You may choose to immediately run away. It can be in any direction away from the pack used to trigger the action. You may run towards or through a pack or marker. You will not reveal the marker. Your coelophysis will run 20+4d6cm (You must move ALL of this distance). The triggering non-player pack will act according to the following:

Herbivores will ignore you, and continue to feed.

Carnivores will compare their total strength with the number of lives you have remaining, and roll 2d6 on the following table.

Large C = Str 10, Medium C = 6, and Small C = 3 plus 1 for every creature over 1 in the pack.

	If C Str < Player Str	If C Str = Player Str	If C Str > Player Str
Run away	2-4	2-3	2
Ignore	5-12	4-10	3-8
Chase	No	11-12	9-12

If a carnivore pack decides to chase you, it will run:

Small	6d6
Medium	5d6
Large	4d6

If the carnivore catches you, go to the combat page. If not, it will stop and remain there.

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IGNORE

You may choose to ignore the revealed non-player pack, perhaps to move closer in the next turn before you decide to attack it, or to move past it in the hope that you can find a better target.

However, the triggering non-player pack may not just sit and wait...

Herbivores roll 1d6.

1-4 they will do nothing and continue to graze.

5-6 they will move 2d6cm away, even if this is towards another pack or coelophysis.

Carnivores will compare their total strength with the number of lives you have remaining, and roll 2d6 on the following table.

Large C = Str 10, Medium C = 6, and Small C = 3 plus 1 for every creature over 1 in the pack.

	If C Str < Player Str	If C Str = Player Str	If C Str > Player Str
Run away	2-8	2-4	No
Ignore	9-12	5-9	2-7
Chase	No	10-12	8-12

If a carnivore pack decides to run away or charge/chase you, it will move:

Small	6d6
Medium	5d6
Large	4d6

Note that this means it MIGHT not reach you. If it does not, move yourself so that you end your turn 20cm away from it.



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ATTACK!

You may decide to attack your revealed non-player pack, or indeed any other packs in reach. You can charge 20+4d6cm.

Herbivores will automatically flee, moving away from the charge, even if this is directly towards another pack.

Carnivores may stand and face you, or flee. Carnivores will compare their total strength with the number of lives you have remaining, and roll 2d6 on the following table.

Large C = Str 10, Medium C = 6, and Small C = 3 plus 1 for every creature over 1 in the pack

	If C Str < Player Str	If C Str = Player Str	If C Str > Player Str
Run away	2-8	2-6	2-4
Stand	9-12	7-12	5-12

Fleeing creatures move away:

Small	6d6
Medium	5d6
Large	4d6

If your charge is greater than fleeing creatures flee plus the distance between them, it will be caught. Move the fleeing pack first, then move the player pack to this point. This is where the attack occurs. If you do not catch the fleeing creatures, the Creature Player moves them so that they finish 20cm away from you.



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OTHER PLAYERS INSTINCT ROLL

Any time you come within, or remain within, 20cm of another player's coelophysis they MUST make an instinct roll to see what their coelophysis will do. As it is your turn, you have the option of your actions first, run, ignore or charge, as normal.

You may elect to charge another player's coelophysis. Declare it as an action phase attack, in the action phase as normal. You will charge 20+4d6cm. The rival pack must then make a roll as discussed below. If you make contact, go to the combat page. If it charges you, you meet halfway. If contact is not made, it has evaded you. If you are within 20cm still, you must move the rival away, so that it remains 20cm (or just over) from you.

Compare the respective creatures' lives, and roll 2d6 on the table below. As the rival (non active) player, this is the only time you do NOT get to choose how your coelophysis acts, as it is not your turn! This is purely an instinctive reaction on the behalf of your coelophysis. You do, however, get to make the roll and move your coelophysis.

	Rival player pack has		
	Lower Str	Equal Str	Greater Str
Flee 20+4d6	2-8	2-5	2-3
Ignore	9-12	6-10	4-8
Charge 20+3d6	No	11-12	9-12

You may react against EVERY player within range once during each game turn, so you could end up reacting against several other players. However you may not react against the same player twice in your turn.

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GANGING UP

If you wish to gang up with another player, for improved defence or hunting chances, you should elect to ignore the rival player. They must still roll, as above. If their coelophysis rolls to ignore you, you may agree to gang up. The Active Player makes the offer, and the rival must either agree or disagree. If the rival disagrees, retreat it 20cm away and carry on as normal.

If the rival agrees, these two now become a pack. This is not uncommon in the Dry Season, when food is scarce and you need to be more certain of getting a kill every time you attack. The pack gets to move at its normal rate, divided by the number of creatures in the pack, controlled by EACH player as they become active, so a pack of 2 on the plains would get to move 15cm for each player, but would still make its normal charge distance of 20+4d6 if the pack (Active Player's choice) chose to charge. It could make one charge in EACH Active Player's turn, if there were enough targets in range. The fact that one player could move you one way, and the other in the opposite direction, represents the squabbles that frequently broke out between coelophysis groups.

When the pack attacks, it may use its combined lives as its attack strength. Also, BOTH players may make kill rolls, doubling your chances of getting that important kill. But any kills it makes are shared, so if it makes a kill totalling 6 points, each receives 3 points, but of course with an attack strength like this, you can go for the bigger scoring kills! Postosuchus, here I come!

Packs can ONLY form during the Dry Season, and MUST split up once the rains return. Once the rains have returned, food is not so scarce and the necessity to gang together is lessened. Any two coelophysis together the turn AFTER the rains return will fight.

It may be that one coelophysis wishes to split from the pack. To do this, just declare it and move away in your own turn. Of course, you may declare it, then turn on your fellow pack member, especially if you are getting hungry and food is looking scarce...

END PHASE

If, at the end of the Active Player's turn, there is no pack within 30cm of a non-player pack, remove the non-player pack and replace it with a marker. If another pack comes within 20cm, in its own turn, then it may be revealed as something entirely new!



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CASCADES & CLARIFICATIONS

The game is intended to operate with a series of cascading events. You may react against one non-player pack per game turn, but you must react against any player coelophysis as long as you remain within 20cm of them at the end of your movement, but only once each. You may react against every player on the table, within 20cm, only once, even if you come back to face it later in the same turn..

If, in fleeing from a pack, your coelophysis encounters (comes within 20cm of) another player's coelophysis, you get to make another action. The new contact will then roll on the appropriate table to see what IT will do.

A cascade effect can occur across the table, with you choosing to run, ignore or attack each encountered player. You may only act against one non-player pack once in your turn, and it may only roll to react once each turn against you. Careful strategy could mean you run from one non-player pack, and finish your move right next to another one, ready for your next turn (provided someone else doesn't chase it off!)

All fleeing non-player packs move away from the direction of the opposing force, even if this means they run right through another pack or coelophysis. Packs reaching the edge of the table will be removed. You have chased the food out of the area - a clever strategy from the Creature Player is to run a good food source away, especially if you are stronger! Player coelophysis may never be chased off the table. Your coelophysis may not reveal a marker by running near to or over it in this phase... you can only reveal markers during the reveal phase of your OWN turn, even if you run right over one!

A clever player may use this to manoeuvre his or her coelophysis across the table. This is because all actions are resolved AFTER any voluntary movement. By moving across a pack to the other side of it in the movement phase, then electing to run away from it in the action phase, you could get an additional movement. By then boncing off another player, you could run even further, towards that tasty little group of herbivores in the corner. Of course, an unlucky player may find him or herself caught by something bigger, or chased all over the table by every other player!

The only time this will not affect you, is if you are acting in a pack with another player. You may then ignore this player's coelophysis.

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COMBAT

Once two groups have met a combat will ensue. If you are here, one of these things has occurred:

1. You have encountered a non-player pack
2. You have encountered another player's coelophysis.
3. You have been ambushed

1. YOU HAVE ENCOUNTERED A NON-PLAYER PACK

How many lives does your coelophysis have? This is its attack strength.

The table below gives the target strength for the various non-player packs. Add one for every creature in the pack above 1, so a pack of 4 medium herbivores would have a combined strength of 7 (4+3).

STRENGTH TABLE

Strength	Carnivore	Herbivore
Small	3	2
Medium	6	4
Large	10	8

If your pack strength is greater than the combined target pack strength, congratulations, you have an excellent hunt. You may roll as many kill dice as your strength is over the target pack's strength.

If your pack strength is equal to the target pack strength, roll 1d6.

- 1-2 You lose 1 life
- 3-4 You may roll 1 die on the kill table
- 5-6 You may roll 1d3 dice on the kill table

If your pack strength is lower than the target pack strength, roll 1 die on the kill table. However, you will automatically lose 1 life for EVERY point of pack strength you are under. Work it out first, you may lose more lives than you gain from a kill - IF you get the kill!

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KILL TABLE

Need to kill	Carnivore	Herbivore
Small	3+	2+
Medium	4+	3+
Large	5+	4+

LIVES TABLE

Kill size	Lives gained per kill
Small	2
Medium	4
Large	8

For every kill you make, you gain lives, depending on the size and number of the kill. You gain one additional life for every for every additional kill beyond 1, so if you kill a pack of 4 medium carnivores, you gain 6+3 lives.

The loser will then automatically retreat 20cm away.



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2. YOU HAVE ENCOUNTERED ANOTHER PLAYER

If you have met another player coelophysis both total your lives.

Both sides roll dice equal to the difference in lives between them, with a minimum of 1, even if they are equal. The player with the higher number of lives scores on a roll of 1-2, the player with the lower number scores on a roll of only a 1. The score is both added to your life total and deducted from your opponents life total. The loser (one losing the most lives, not the one with the least lives!) is driven off and retreats 20cm away.

If both players lose no lives or equal lives, they will both retreat 10cm DIRECTLY away from each other and no additional damage will be taken by either.

3. YOU HAVE BEEN AMBUSHED

If you have been ambushed total your lives. The ambush is a large carnivore and has a strength of 10. Both sides roll dice equal to the difference in lives between them, with a minimum of 1, even if they are equal. The player with the higher number of lives scores on a roll of 1-2, the player with the lower number scores on a roll of only a 1.

If you get a lower than your attacker, you lose lives, retreat 20cm away, and miss the rest of your turn.

The difference is that if you get an equal or higher score than the attacker you do not gain lives - you just fend off the attack! You then reateat 20cm away and miss the rest of your turn.

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EXAMPLES

EXAMPLE 1

Your coelophysis has 6 lives, and falls on a herd of 6 small herbivores. The coelophysis is at strength 6, the herd at 7. The coelophysis can roll 1 dice, making kills on 2+. Each successful kill will give it 2 more lives, but it will lose 1 life for being 1 under. In the following turn, assuming it is still nearby, it can attack again. This time its attack strength will be (6+2-1) 7, while the small herbivores will be down to only 6. 1 dice, 2+ for a kill, with no loss.

EXAMPLE 2

A coelophysis gang pair with 6 lives each has charged and caught a target pack with 2 Large Carnivores. The target has a strength of 11. As their combined strengths are 12, both players get to roll once on the kill table, making a kill on a roll of 5 or 6. Assuming they get 1 kill, they gain 8 lives, 4 each. However, in the Game Turn end, they will both lose 1 more life.

In the other player's turn they may choose to attack again (Active Player's choice). Their combined strength is now (6+4-1 each) 18, against only 10. That is 8 rolls, each!

EXAMPLE 3

Your coelophysis decides to charge another nearby player coelophysis, as it has a greater strength. It is 15cm away, and charges (10+4d6) 22cm. The target coelophysis rolls to run away and moves (10+4d6) 18cm, and so just stays out of reach. However, your coelophysis has now moved within 20cm of a third coelophysis. You elect to use this third coelophysis as your trigger, and ignore it, but it rolls to charge you! Coelophysis 2 will ignore the charging coelophysis 3, and vice versa, as it is coelophysis 1's turn! Only things that can affect coelophysis 1 are being considered.

EXAMPLE 4

Your coelophysis has shrunk to a total of 3 lives, and is looking for some prey. It reveals a marker, 12cm away, only to find 4 medium carnivores (Strength 9). It decides that it cannot afford to be caught by this encounter, and chooses to run away.

Unfortunately, the carnivores decide to chase you. You roll 4 2s and only run (20+4d6) 28cm, opening the gap to 40cm, but the carnivore rolls 2 6s and chases you for (20+2d6) 32cm, closing the gap down to a mere 8cm. However, you have now cleverly placed yourself across the front of another coelophysis. You choose to run away from this, and run another 20+4d6cm. The carnivore pack has reacted to you this turn, and so does not react again, but the new threat will react, and makes its roll based on your action decision to run away. In running, you approach within 20cm of a marker, but may not reveal it, as it is not your reveal phase. If you could place yourself within 20cm on another revealed non-player pack, or a player coelophysis, you would get yet another action decision.