

# TRIUMPH & TRAGEDY

TALES OF ADVENTURE, FORTUNE AND FATE

Ref Sheet English 1.0  
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## DICE

Triumph & Tragedy uses 6 ( a pair of six sided dice for morale, skill and score checks ) and 10 ( a single 10 sided dice for combat resolution ) sided dice. In all cases, you must roll as high as possible to succeed in your attempted task.

## UNITS

In Triumph & Tragedy forces are organized as "units". Usually, a force consists of a combination of the following units:

**Heroes:** Heroes are single characters. Usually, you only have a single hero which represents you on the battlefield. You may attach a hero to another unit.

**Infantry:** Infantry units consist of a number of model soldiers. **Regular units** are smaller, but better trained, whereas **irregulars** are of larger size, but of less good training. **Regular units** consist of 5-10 models, **irregular units** of 8-16 models. **Cavalry:** Mounted units may include 6-12 models.

**Artillery:** **Artillery units** consist of a single gun and five or more crew.

**Vehicle:** **Vehicle units** are tanks, armoured cars or similar and consist of a single model.

All figures have a 360° arc of vision and fire, with the following exceptions:

*LMGs, Flamethrowers: 180°*

*HMGs, Mortars, Field Guns: 90°*

*Heavy Artillery and fixed vehicle MGs: 45°*

Every Unit gets a Unit Card which lists its abilities and equipment and is used to plan your actions for a turn.

Units have different qualities. Raw, Trained, Veteran, Elite ! Every quality has a different "score" value that is the most important stat value used for the game. "Score" is used to determine the difficulty of various dice checks.

Score shows how good a unit is at doing tasks. The lower the number, the better. In addition, all standard units have

- a single Hit Point to determine damage,
- a Morale Modifier which is applied to Morale Checks,
- and an Initiative Rating which ranges from 1 to 4 for standard units and characters.

Quality	Score	Hit Pts.	Morale	Order Cards	Initiative*
Raw	8	1	-1	1	1
Trained	7	1	0	1	2
Veteran	7	1	+1	1	3
Elite	6	1	+1	1	4

**Hit Points** is the times a model in the unit may take damage. Vehicles have a special system for that.

**Morale** is a bonus or negative modifier applied to morale checks. **Order Cards** is the number of times a unit may act in a turn. Usually, this is one. **Initiative** shows how quick the unit acts when it is activated. Higher values move before lower ones.

**Leaders and Heroes** Leaders and Heroes are characters and have a slightly different profile.

Leaders are an upgrade for a unit. A single model is "promoted" to lead the unit. They have an extra hitpoint, a +1 morale modifier and may add +1 when rolling close combat dice. Their score is equal to that of their unit.

Heroes have a different statline, special rules and abilities. See the main rulebook for details.

**Units and Movement :** When playing a movement order card, the unit may move as fast as indicated by the card. Note that you may **NOT** play a Fast Move or a Charge in the turn after one in which the unit moved fast already. Terrain may hinder movement. See the main rulebook for more details.

## TURN SEQUENCE

In contrast to various other tabletop games, "Triumph & Tragedy" does not use a fixed turn sequence. Instead, players use their "unit cards" to plot their forces' actions in the turn.

1. Plotting Phase (you organize your unit cards in the sequence in which your units shall act this turn )
2. Activation (Once all players have plotted their sequence, you assign an Order (or Action) Card from the 9-card deck to the topmost card.
3. End Phase ( optional phase for special scenario rules, weather effects, checking winning conditions etc

Once all participating units of the game have acted the turn is over.

## COMBAT

When playing a Shoot or Move and Shoot Order, the unit may fire at a target. Usually, units must fire at the closest enemy, but there are exceptions (cf. the mainrulebook). When shooting, roll a single D10 per shot and apply the following modifiers.

### **RANGED COMBAT MODIFIERS**

#### **Target modifiers**

Target is in soft -1 hard cover -2  
Target is charging the shooter -2  
Target moved double in this turn -1

#### **Shooter modifiers**

Shooter uses a move & shoot Order -2  
Shooter is suppressed -1  
Shooter is on horseback -1  
Second shot in this turn (does not apply to automatic weapons) -1

#### **Range modifiers\***

Short range +1  
Medium range +/-0  
Long range -1

To hit, you must roll equal or higher than your score value. For every hit, the target unit's player rolls once on the damage table.

<b>DAMAGE TABLE</b>			
<b>D6 score</b>	<b>Soldier Result</b>	<b>Leader Result</b>	<b>Hero Result</b>
1	Kill	Kill	Wound
2	Kill	Wound	Wound
3	Wound	Suppr	Suppr
4	Suppr	Suppr	Save
5	Suppr	Save	Save
6	Save	Save	Save

### **Close Combat**

In close combat, every model in base contact or within half an inch of an enemy figure, rolls a D10 and adds modifiers. To hit, the model must roll higher than the score value.

### **CLOSE COMBAT MODIFIERS**

#### **Modifier**

Model has a special close combat/hand weapon +r1  
Model uses pistol in close combat (only one shot / turn) +1  
Bayonet used with rifle +1  
Attacking from above ( wall, pile of crates, hill etc. ) +1  
Cavalry +1  
Knife +/-0  
Opponent has shield -1  
Fighting over an obstacle, applies both to attacker and defender -1  
Unarmed -1

For every hit, an enemy model must make a Damage Roll. Calculate Combat Result. Kill 2 pts – Wound 1 pt. – Suppression ½ pt. The unit which loses cc must make a morale check. If successful player may decide to flee or continue fight. If loses the unit is destroyed.

## MORALE

Once a unit has more suppression markers than models in a unit, it must make a morale check or become pinned. For as long as the number of markers remains like that, it must make a morale check everytime it wants to activate. If this test is failed, the unit becomes pinned ( no action other than move 3`` or recover order ) You may remove all suppression markers by playing a Recover order and passing a Morale Check. If you fail your Recover order from pinned status your unit immediately flees towards the next table edge using a fast move ( 6`` + 2d6 FULL ) and has to again attempt to recover in it's next activation. All suppression or pinning markers are retained For more details on morale and psychology, see the main rules.