

TRIUMPH & TRAGEDY

Frequently Asked Questions #2 – November 2007

1. **Clarification: Types of Score Checks**
Throughout the rules, three types of checks or tests are used. All work against the Score Value as a threshold, and are thus called “Score Test” as a general term.
First, Combat Checks are attack rolls in melee, which use a D10.
Second, Skill Checks are rolls made to see if a special action using a Heroic Skill works out. Skill Checks use 2D6.
Third, Morale Checks are rolls which determine psychological effects. These use 2D6 as well.
2. **Clarification: How to check for Suppression**
In the section on suppression and pinning, “active” means “figures remaining in the unit” and is used for brevity. All figures which belong to the unit and were not removed from play by “Kill” or “Wound” results are considered “active” figures for the purposes of suppression and pinning.
3. **Clarification: Last Man Standing**
The first sentence, unfortunately, was struck by a typo; of course, it should read “if a UNIT is reduced to a single model”. The Last Man Standing rule applies to all general troop figures, i.e. troopers and leaders are treated the same and are fully subject to the rule. Heroes, on the other hand, just revert to their original status as individual models once all other models of a unit are killed.
4. **What constitutes a unit?**
As described on page four, a “unit” is either an infantry or cavalry squad, an artillery piece and crew, a vehicle or a hero. All these units may “cut off the retreat” as described in the Morale Section.
5. **More on Morale**
If a model is removed subject to the „Stragglers“ rule, the parent unit does not receive Suppression Markers; as said, it is unaffected.
A unit retreating from Melee and unable to do so due to terrain effects or enemy units is considered destroyed as is the case with a unit fleeing due to an adverse morale test result.
6. **Special Action Cards**
The two special action cards “Special Action” and “Move and Leader Action” are different to enable unit leaders to act without their unit being inactive all the while. Both may be played on Heroes AND Leaders. They work best in the “umpired” version of the game, where you can use them to include the role-playing element in the wargame. An example would be a “reporter” hero taking a shot with his camera after his unit sheltered behind a wall, or something like that.
7. **Unit Quality and Initiative**
Unfortunately, there’s been some confusion on the terms used in the Unit Quality complex. First, the unit **quality** is an abstract aggregate of the unit’s fighting prowess, morale and training. The unit quality is either “Raw”, “Trained”, “Veteran” or “Elite”. Since these increase, they may be represented by increasing numbers, ranging from 1-4 for units to 5 for characters; these are called the “**Quality Rating**” and are identical to the unit’s **Initiative** or **Initiative Rating**.
8. Of course, the reference of “Russian Civil War army list” in the sample mission “Attack on Biyonskaya Station” is to the FORTHCOMING “European Civil Wars” supplement. Until then, feel free to use the Force Construction rules, which I’m sure most of you already figured out to use.
9. **Turn Plotting:**
Some people asked about the exact meaning of the turn plotting process. As described in the rules, you plot your UNITS’ sequence of action, and assign an Order Card to the card which is topmost on the unit stack (or turn pile) one at a time. Note that “action” in the above sentence does NOT refer to the “Actions” described in detail on the Order Cards.

That’s it for the moment. If you have more questions pertaining to the rules, please visit our website <http://www.triumph-tragedy.de>, send us a message or visit the forum where we can answer questions on a daily, personal basis.

Cheers, Björn and Chris