

TiRoBEx Quick Reference Sheet

GAME SEQUENCE

TURN ORDER
Tyridium Allocation Phase
Movement Phase
Attack Phase
Area Impact Phase
Reset Phase

TYRIDIDIUM CELL ALLOCATION

Up to maximum value defined on TRSRC (Plus Resource Modifiers)

Note:

AI Allocation is transferred to AI Cells during Reset Phase

EVASION

Tyridium Stored	D12 Roll to Evade Attack
1	12+
2	11+
3	10+
4	9+
5	8+
6 or more	7+

MOVEMENT PHASE

MOVEMENT

Tyridium Allocated	Movement up to
1	2"
2	4"
3	6"
4	8"
5	10"
6	12"
7	14"
8	16"
9	18"
10	20"
11	22"
12	24"

SHIELDS

SHIELD GENERATION

Tyridium Allocated	Shield Value
1	1
2	2
3	3
4	4
5	5
6	6

ATTACK PHASE

RANGE

Tyridium Allocated	Max Distance to Target
1	5"
2	10"
3	15"
4	20"
5	25"
6	30"
7	35"
8	40"
9	45"
10	50"
11	55"
12	60"

AIM

Tyridium Allocated	D12 Roll Required to Hit
1	12+
2	11+
3	10+
4	9+
5	8+
6	7+
7	6+
8	5+
9	4+
10	3+
11	2+
12	2+

ATTACK

Tyridium Allocated	Number of D12 Rolled
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12

DAMAGE

D6 For each Successful hit

SHIELDS

Ignores first damage roll equal to shield value, then shield destroyed

AREA IMPACT PHASE

AI HIT

AI Cells Allocated	D12 Roll Required to Hit
1	12+
2	11+
3	10+
4	9+
5	8+
6	7+
7	6+
8	5+
9	4+
10	3+

AI DAMAGE

AI Cells Allocated	Number of D6 rolled per target
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

AI BLAST

AI Cells Allocated	Size of Blast Template (Strips)
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8

RESOURCES

D12 Roll	Token Acquired
1	1D6 Damage
2	-1 Tyridium
3	+1 Movement
4	+2 Movement
5	+1 Range
6	+2 Range
7	+1 Aim
8	+2 Aim
9	+1 Attack
10	+2 Attack
11	+1 Tyridium
12	2D6 Damage