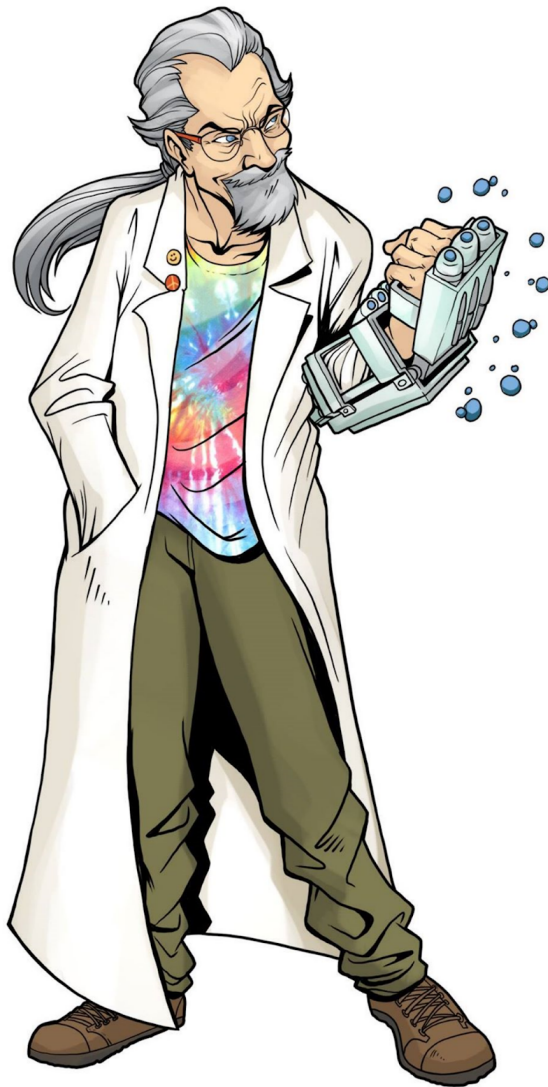


HAROLD'S HANDY FAQ FOR THE TEENAGE MUTANT NINJA TURTLES ADVENTURES GAME



Teenage Mutant Ninja Turtles Adventures FAQ V1.0

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Rulebook

FAQ/Errata

Is there a limit to a character's line of sight?

There is no limit. Line of Sight extends until it crosses blocking, elevated or obscuring terrain.

If a villain has no Line of Sight to any hero, do they activate?

No, a figure may only activate if it has direct line of sight to an enemy figure.

Can you combine movement actions?

You cannot combine movement actions per se, but you can combine multiple skateboard icons into a single movement action.

Terrain moves are not move actions they are a special action.

Terrain moves cost action icons, these are different and may not be combined with move points during a movement action.

Does the +1 Move for Slow Terrain only apply when crossing a Yellow line?

Entering any space within a zone of slow terrain or crossing a slow terrain line, requires +1 Move.

Can you perform a terrain move if you are adjacent to an enemy figure?

Yes, terrain moves can be made while adjacent to an enemy figure.

When making a terrain move, you do not need to pay any break away costs.

If you roll a Chi icon, can you share it with an adjacent hero?

No, only the hero that rolled a Chi symbol may benefit from it.

It must be rotated before dice are shared amongst heroes.

Are the rules different for throwing large and small objects?

The rules are the same, however, only certain characters can throw large objects.

If a figure can throw a large object it will be noted on their character sheet or skill card.

Do missions automatically end after 8 rounds (unless stated otherwise)?

No, though players may choose to put a round limit in place.

Do Awakening rolls count as healing?

Yes.

Can you move diagonally between
2 pieces of impassable terrain?

Yes.

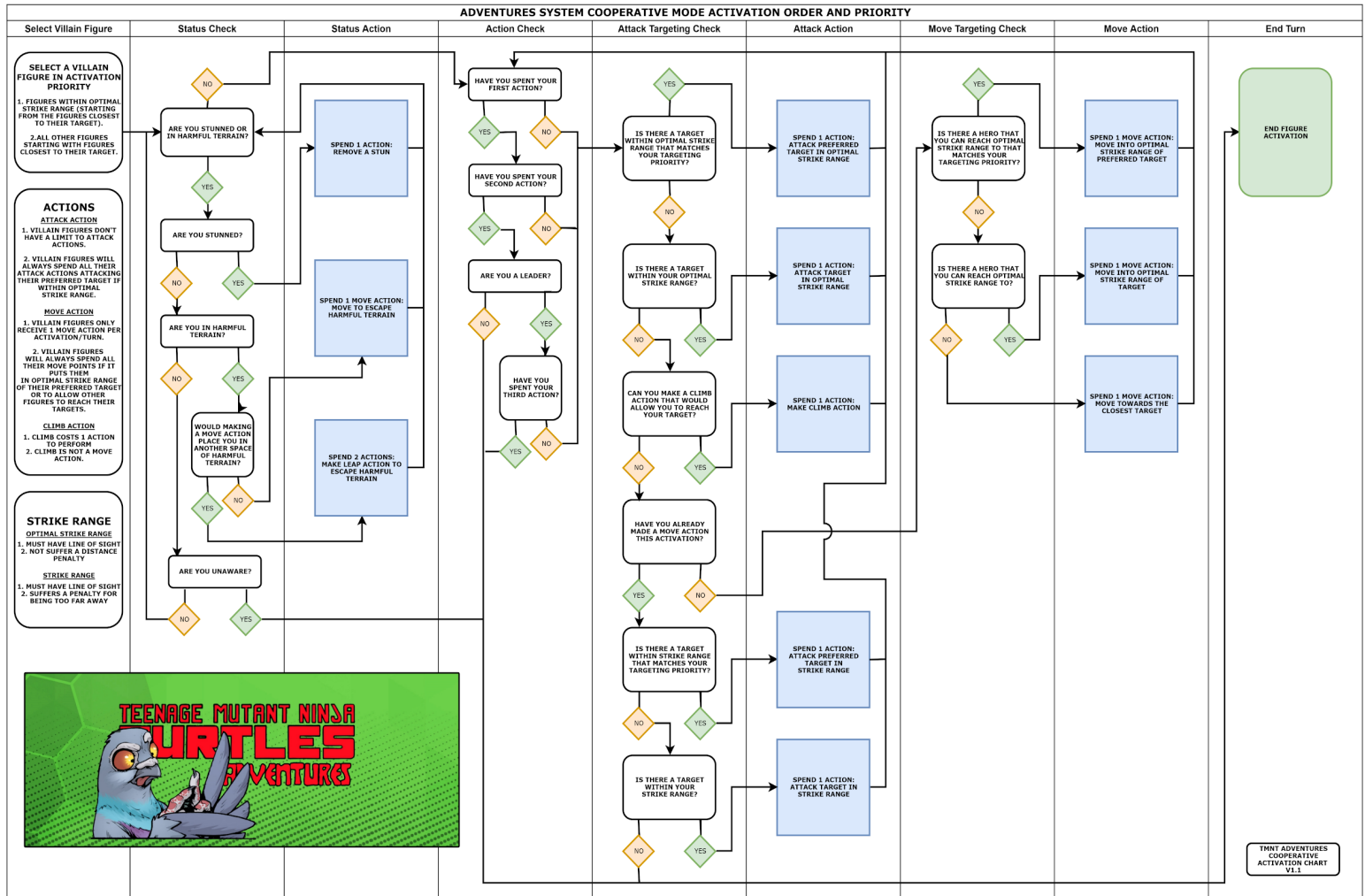
Can a figure with the Tiny attribute
be stunned?

Tiny figures may not suffer status conditions.

How do you determine the
closest?

The closest figure is whichever requires the
fewest move points to reach.

Cooperative Mode Flowchart



Change Is Constant Mission Book FAQ/Errata

Battle T:1 Something Stinks! Rules Update

Rules:

Leonardo, Raphael, Donatello and Michelangelo are recommended for this battle.

Competitive Mode: Villain figures do not spawn from spawn points instead they may spawn on any free space on the edge of the map.

Objectives:

Villains:

Cooperative Mode: The villain wins at the end of round 6 or if a hero receives a KO token.

Competitive Mode: The villain wins at the end of round 4 or if a hero receives a KO token.

Difficulty Boost:

Cooperative Mode: The villain wins at the end of round 4.

Competitive Mode: The villain receives +2 Focus.

Battle T:2 Join the Foot... Rules Clarification

Are the cameras tied to a specific door, or does alerting one camera increase the difficulty for both doors?

Alerting either camera will raise the difficulty of both doors.

What is the purpose of the purpose of the two wooden platforms

They are bridge, serving as neutral terrain.

Battle 1:2 Lost and Found Rules Update

Objectives:

Villains: The villain wins if a hero receives a KO token.

Difficulty Boost:

Cooperative Mode: During the Setup Phase, always place Old Hob's initiative card on the top of the deck.

Competitive Mode: The villain receives +2 Focus.

Battle 2:3 Baxter's Gambit Map and Component List Update

Component List: Missing 4x Blocking Terrain

Map Layout Correction: Computer bay is not on map, should be placed over the monitor behind Baxter.



Battle Mi:D Micro Series: Donatello Rules Clarification

Is the Focus check difficulty of 5 (+2 for Donatello) correct?

Yes. It is to off-set the bonus provided by DUZ_MACHINES_84.

City Fall Mission Book FAQ/Errata

General Notes Table of Contents

Table of Contents is missing the entirety of Book 5: City Fall, Part 1

Battle 6:1 - 6:4 Book 6, City Fall Part 2 Map Tile Numbers

Battles 6:1-6:4 map tiles are numbered incorrectly.

Battle A:9 Home Sweet Home Rules Clarification

Special rule refers to objective "spaces", however there is only 1 objective space. Is this an error?

There is only one space, this is a grammatical error.

Secret History of the Foot Clan Mission Book FAQ/Errata

Battle SH:1 Tag 'Em Component List Update

Component list naming error, Sewer Lids should be called Manhole Covers.

Battle SH:2 Bag 'Em Component List Update

Component list is missing the Dr. Miller character token.

Battle SH:4 Bag 'Em Component List Update

Components list is a copy/paste of Battle SH:3. Need to confirm????

Battle Mi:S Micro Series: Shredder Competitive Mode and Initiative Deck

Battle Mi:S is listed as Co-op only in the table of contents, however, it is playable in Competitive Mode.

Initiative deck has "4x Villain Spawn" listed, this is an error.

Deviations Mission Book FAQ/Errata

Battle DE:1 and DE: 2 Rules Clarification

Per Special Rules, in competitive mode the Deviations TMNT use the shared Deviations TMNT Villain Deck.

Kickstarter 2019

Mission Book FAQ/Errata

Battle 8:1 Barnyard Bash

Rules Clarification

The heroes victory condition should state "If Alopex is selected as a hero for the next battle, her Focus is increased by 1."

Battle SG:1

The Mean Machines Part 1

Rules Clarification

Per Special Rules, in competitive mode the Mousers: Remote Controlled and Mousers: Flying figures use both Mousers: Remote Controlled and Mousers: Flying villain decks to activate their figures.

Battle A:14 Alleycat Blues

Rules Clarification

Difficulty Boost:

Add Metalhead to the figure pool at the start of round 4.

Hero Character FAQ/Errata

Shredder - Master

What purpose does Shredder's (Master) Skill attribute serve?

Due to Shredder's Master character ability, his skill attribute is only used for targeting purposes.

Leonardo - Senpai

Does Leonardo's Senpai character ability allow figures to roll an extra Action die?

No, this ability may only be used for Battle dice.

Hun - Shakedown

What exactly is the purpose of "Shakedown"?

Shakedown allows the player to trade for the dice he wants, regardless of what other players say.

Rocksteady - Super

What prop tokens can be pushed with "Charge", and how does pushing work?

Any token that may be thrown by either Throw Small Object or Throw Large Object may be pushed by Charge. When a prop is being pushed, the token will move as far as detailed on the in the ability in a straight line, moving just like a figure would, however tokens may not be stacked or moved into a space with terrain rules.

Michelangelo - Nimble

Can Michaelangelo use his free Move from "Nimble" to make a Climb terrain move?

Technically no, the terrain move costs 2 move icons. However, Mikey may use Nimble to move 1 space ignoring all terrain rules except blocking, this can simulate the effects of Climb, but it is not the Climb terrain move.

How does Michaelangelo's ability "Whirling Shield" work against Thug Gunners?

Competitive: The Gunner that attacked suffers 1 unblockable wound.

Cooperative: Select 1 of the attacking Gunners, that Gunner suffers 1 unblockable wound.

Leonardo - Leader

Can you use Leonardo's Leader ability at any point in the round or only immediately after the dice are rolled and re-rolled (before the first turn)?

The intention for this ability is to plan at the start of the round and make the trade then.

However, players may choose to play this ability during the turn if they wish.

Angel - Swift Dragon

Can you use Angel's Swift Dragon ability to swap with a figure on different elevation?

No, Angel must be adjacent to the figure .

Villain Characters FAQ/Errata

Shredder - Commanding

When do you use the Yellow villain ability cards for Shredder (Commanding)?

They are used in Mi:S and may also be used as a modifier to increase the difficulty.

Bebop and Rocksteady - Gruesome Twosome

Do Bebop and Rocksteady's (Gruesome Twosome) villain ability cards allow both Bebop and Rocksteady to activate, or only one?

The villain player may activate either Bebop or Rocksteady and in some cases both of them.

Mega Mouser- Reinforced

What happens to the Mega Mouser when it reaches 0 health?

When the Mega Mouser's (Reinforced) life reaches 0 it is Powered Down, this is like being knocked down, but instead of rolling to awaken, the Mega Mouser's Life is refilled to full and it receives 4 stun tokens.

Alopex - Agile

When do you roll to determine if Alopex evades an attack in cooperative mode?

After the Battle dice (attack) have been re-rolled.

Cooperative Gunners FAQ/Errata

Gunners - In coop mode gunners within optimal strike range (no penalty for range) will attack with both actions. Otherwise they will use their first action to move and second action to attack.