DINOSAUR COWBOYS

A skirmish game where prehistoric dinosaurs meet the new wild west of 2285

by Carlo Guglielmin
v0.91 - 2011

TABLE OF CONTENTS

TABLE OF OBJECTS

Prehistoric Chamber

In the savage time when dinosaurs ruled the Earth, roiling volcanoes rapidly changed the landscape with stunning ferocity. The thick forests and grasslands of what would eventually become Wyoming were home to such a volcano. Scalding magma thundered through underground chasms of solid rock, venting boiling steam to the surface through numerous geysers.

The intensity of the volcano had increased and increased until finally the lava broke through the crust in an unmatched eruption. An expansive magma chamber below the surface was emptied as the fiery liquid engulfed trees and dinosaurs with equal hunger.

Normally the roof of such hollows would collapse inwards, forming a caldera, as magma was no longer available to hold up the thick layer of dirt. By chance, the hearty rock failed to crack or tumble, resulting in a vast, scorched chamber.

Hundreds of miles wide, the room unexpectedly provided sanctuary and shelter for weaker dinosaurs that wandered inside. Soon larger, cunning predators innately tracked and followed their prey into the chamber. The desperate battle for survival continued unabated beneath the surface.

Smaller beasts ferried seeds and plant life into the cave, using the nooks and crannies of the rock as their own personal cellar. Sunlight pierced the darkness through porous roof, providing nourishing energy to the growing vegetation below.

In time, the shifting Earth brought a new flow of unyielding lava, but the burning sea passed above the chamber, warming and cooling with the passing of seasons. Unharmed, but trapped by hardened rock, life tenaciously continued in the enclosed ecosystem for millions of years.

Dirt and silt blew across the solidifying magma, eventually forming a new layer of soil above the chamber. In time sweeping forests would regrow and the venting volcano would be named Yellowstone National Park by the humans that came after. The millions of tourists eagerly watching the erupting Old Faithful geyser had no idea of the prehistoric time capsule buried beneath the surface.

Eruption Day

On a quiet, spring day in the year 2037, the aggravated supervolcano erupted again. Scientists used their last seconds alive to futilely throw their hands up in surprise and scoff before lava poured over the surrounding buildings. As before, magma was agitated to the surface, flooding the entire park in unrelenting heat.

The supervolcano tore asunder the chamber roof, cracking stone that had long held the lava at bay. Great clouds of dusts were thrown into the air, and titanic amounts of stored gas eagerly escaped from the chamber.

Long caged in the hollow the gases gleefully mingled with the carbon dioxide in the atmosphere, corroding and damaging the ozone layer. The result was exponential amplification of the greenhouse effect, heating the entire Earth with increased solar rays.

As the expended lava again cooled and hardened, new pathways were opened to release the dinosaurs. Swarming across the land in great herds, the hungry creatures eagerly searched for new pasture and new hiding places from carnivores.

Calm after years of war, the United States of America had no strategy and no escape plan to stem Nature's wrath. Increasing temperatures caused polar ice caps to melt and raise the water level of the Earth's oceans, resulting in coastal swathes of land being drowned.

The eastern coast was hit the hardest as every city and carefully paved road were washed away. Bustling Time Square in New York became a floundering pool of rusted buildings populated by darting schools of fish.

On the western coast San Francisco and Los Angeles dissolved into distant memories. Millions of people were killed as the great cities were flooded and lowered to the floor of the widened ocean. Eventually the chaotic tide slowed and broke at the Mississippi river, leaving numerous prairie towns with a new ocean view.

As expected the populace panicked. A massive migration began away from the volcanic remnants of Wyoming and the reformed coasts. The southern deserts became unbearable wastelands with temperatures soaring to water's boiling point.

Canada to the north was covered in ash and eventually emptied as unprepared citizens escaped the cold by fleeing south. The country remains forsaken and abandoned, covered in blowing snow and choking ash and ruled by dangerous creatures. Rumors persist that Alaska endures untouched by the eruption's devastation; a veritable paradise for those brave enough to explore northwards.

After the chaos the darkest years of humanity's existence followed. Scavengers and savages ruled the cities as communications and technology broke down. Electricity was scarce and food even scarcer. Horrible acts of violence and torture filled every street and town in an all-consuming apocalyptic whirlwind.
Mankind was on the brink of extinction.

First Contact
Fifty two years after the eruption, a caravan of explorers driving crude electric vehicles from Reno in Nevada to Fargo in North Dakota made a startling discovery. The previously desolate, blackened rocks around the volcano had become a lush jungle.

Baffled by the find, the group continued to explore the strange, unrecognizable plant life. Unlike the sandy deserts that consumed the rest of the continent, the temperatures inside the jungle were comfortably warm; almost tropical. Veins of rich metal had been exposed by the turmoil, and the endless tangle provided rich lumber resources.

Their excitement became terror as a hulking Tyrannosaurus Rex chased and devoured three of the crew. The rest fled, wild with fear and confusion. They stopped at the first safe town they came across, called Alliance, Nebraska. Dismissed as men gone mad from the sun, the retelling of

the story of a veritable paradise did little to rouse the attention they had hoped.

However, eventually the rumors travelled. Soon numerous big game hunters, adventurers, and entrepreneurs flocked to the jungle.

Reconstruction Begins

Two years later a brave young scientist named Doctor Emilee Viator gathered a crew of experienced trackers, industrious farmers, and brave warriors. Calling themselves the Neotechnoists, the historic party of thirty created the first permanent settlement in the jungle, near the old world town of Cody, Wyoming.

Built high in the trees and protected by organized sentries, the town was designated Haven. Nestled in the home territory of the dinosaurs meant Dr. Viator achieved stunning progress of the study and understanding of the ancient creatures.

Soon settlers converged on Haven, eagerly leaving the unforgiving deserts for a chance at a new life in the jungle. With renewed help and a resolute vision of the future, Emilee began expanding her town and molding the jungle to suit the needs of mankind.

The Wall

By 2129 Haven was the capital of a fledgling empire. Half the remaining population of the United States called the jungle their home, while the stubborn other half refused to leave their dusty shelters in the wide open plains surrounding the location.

Incentive programs were created, and soon even the staunchest of desert dwellers immigrated to the expanding cities and steel homes of the jungle. The populace of the growing empire took the name of their founders, and so the Neotechnoist civilization was born.

By harnessing the raw power of dinosaurs in the place of dwindling crude oil, gleaming spires and reinforced bunkers soon stretched across the entire jungle. The jungle and associated tropical climate had also expanded, overrunning all of Wyoming plus the neighbor states of Idaho, Montana, and pieces of their outside borders.

It seemed mankind had restored itself to the glories of modern living. Some dinosaurs fled the intrusive encroachment; their primordial instincts no match for the relentless march of humans. United under a single banner, the seventeen million Neotechnoists began constructing their largest project to date. Harvesting chunks of lava rock from thousands of quarries, an imposing wall was erected to circle the jungle. This succeeded in protecting the populace from roaming feral beasts.

The Wall was fifty feet high and five feet thick, with heavy metal gates blocking all the roads leading out from the jungle. But a barricade works both for and against those it surrounds, and soon the people forgot their desert upbringing; forgot everything but the Neotechnoist way.

Discontent Rumblings

The upper class nobles of Haven soon grew bored by the tedious routine of peace. Having being raised to treat dinosaurs like simple cattle, a new generation of youth were enamored and mystified by the untamed wild lands outside The Wall.

In 2203, the first of the rebellious young fired their grappling hooks over the top of The Wall, and snuck away into the desert. Much like the first explorers of the jungles, the group brought back tall tales of untold riches and exciting dangers that enticed some of the weary, apathetic Neotechnoist population.

Soon it was not just rich nobles going Over The Wall, but the downtrodden peasants and oppressed working class. Exploited and helpless, the lower class were eager for a chance at a new

life. Whispers of free, unclaimed land as far as the eye could see drew pioneers to depart into the forgotten deserts.

Angry at the loss of their servants, the ruling lords of Haven outlawed leaving the jungle. But the strict penalties and harsh sentences just increased the forbidden lure of the desert. By 2218, close to one-third of the population had abandoned the Neotechnoist way to live free and unhindered in the dangerous desert.

A Movement is Born

Those that grappled and trained wild dinosaurs, built rickety towns of wood and sweat, and enjoyed the riches of their labors became unrecognizable as Neotechnoists. The unorganized bands and roaming gangs began calling themselves Dusters. Soon the nomenclature had even slipped into the speech of the jungle people.

To the Neotechnoists these scraps of humanity were considers primitive and rough. In return the Dusters called the jungle people Volkies (for their proximity to the volcano), or Veggies (for the strict vegetarian diet Neotechnoists indulged in).

The population that had permanently remained outside The Wall amidst the chaos and danger clashed with the Dusters. Wild and brutal by any standards, these Savages were in turn looked up by the Dusters much as the Neotechnoists looked upon them.

The lonely, dusty towns outside The Wall resembled something from an old wild west movie. A rustic frontier attitude emerged thanks to the mass of explorers and settlers. Embracing the romantic imagery of a distant past, the Dusters began dressing like cowboys and outlaws of nearly 400 years earlier. Wrangling dinosaurs for transportation, food, and protection, the new cowboys began to slowly rebuild a different world than the Neotechnoists.

Present Day

The year is 2285, and the first generation of Dusters are beginning to succumb to old age. Never experiencing a time before they lived in the desert, the next generation continue their simple, dangerous lives. Safely inside The Wall the civilized Neotechnoists also maintain their advanced, controlled lifestyles. Meanwhile the Savages remain a constant, dangerous threat to anyone.

Humanity and dinosaurs have assimilated and recovered their strength and dominion. However the Dusters and Neotechnoists look towards an uncertain future, split by class, distance, customs and traditions.

GAME OVERVIEW

Dinosaur Cowboys is a fast playing (30-60 minutes) skirmish game of competing Posses composed of up to 5 members and 1 dinosaur. Each character in the posse can be customized to fulfill a different role and purchase weapons and equipment from the many options available. Combat takes place in the futuristic landscape of the year 2285, where a supervolcano erupted and changed the course of mankind forever.

The way you set up and play Dinosaur Cowboys will be familiar to anyone who has experienced other tabletop skirmish or roleplaying games.

Each player takes on the role of leading a Posse of characters (such as a sly gunslinger, a rich noble explorer, an old weary sheriff, etc.) and immerses themselves in the futuristic world outlined above. Players can battle head to head in standalone skirmishes, or link their fights into an ongoing campaign woven with narrative, travel, exploration, purchases, and more. Although not strictly necessary, a Game Master (GM) is strongly recommended for campaigns. The GM's role is rule arbitration, map set up, controlling any unaligned enemies, moving the storyline along, and shaping the world to react to the player's actions.

Dinosaur Cowboys is played using 28mm figurines to represent characters and dinosaurs, but other scales work just as well. Combat is represented using the rules below, and is managed by moving the figurines across terrain. The actual pieces of terrain can range from high quality styrofoam plots of land and handcrafted trees to a simple cloth mat spread over stacks of books to make bumpy hills.

As a Posse advances through the world they will grow in ability and be able to surmount new, exciting challenges. The first task a GM presents to a fresh Posse may be as simple as stealing dinosaur eggs. Then months later (either in game time or real world time) the characters can be founding (or conquering) towns, forging new frontiers and shaping the fate of the entire country.

What is Needed to Play
To play a game of Dinosaur Cowboys a few common hobby items are needed:

- 30-60 minutes of time (more terrain or larger, stronger posses will increase playtime)
- Pencils and erasers
- Measuring tape or stick
- A flat surface to play on
- Representations of terrain
- 28mm character figurines or miniatures
- Multiple 12 sided dice (referred to as D12s)
- A few 6 sided dice (referred to as D6s)
- One of each 4 sided die (D4), 8 sided die (D8), and 10 sided die (D10)
- Token markers for Moved, Acted, Fleeing, Panic, Reload, Stunned, Slowed, Stopped
- This rulebook and one Posse Roster per player

MISCELLANEOUS

Game Terms
Throughout this rulebook certain specific terminology will be used, the definitions of which
follow:

Character, Person, Human: Leaders and Members of Posses, these terms refer to human entities.
Dinosaur: Represented by larger figurines, refers to anything that uses the Dinosaur rules.
Entity: A Character or Dinosaur or other creature. Basically one single "thing" represented by a
figurine.

Abbreviations
The following abbreviations are used throughout the rules:
```
IP    = Improvement Points
ND    = Neodollars
MV    = Movement
AR    = Armor
RMC   = Ranged Miss Chance
MMC   = Melee Miss Chance
BRV   = Bravery
HP    = Hitpoints
PMV   = Panic Movement
DIS   = Discipline
```

Number Rounding
Unless specified otherwise, always round down.

For example 18.7 becomes 18, or 7 divided by 2 is 3 instead of 3.5, etc.

Re-Rolls
If a Trait, ability, or situation allows a re-roll the second result must be used, even if it's worse
than the original.

Marker Tokens
Placing tokens can be done as follows:
The Moved and Acted tokens are placed on the Posse roster by the character's name.
The Reload token are placed on the Posse roster by the weapon's name.
The Fleeing, Panic, Stunned, Slowed, Stopped tokens are placed by the figurine on the table.

THE TURN

The passage of time during combat situations is tracked using turns. Each turn allows players to Activate their entities and perform various actions.

1. Clear Tokens (Moved and Acted)
2. Roll Initiative
3. Activate Entity
   A) Use any Active Traits
   B) Perform Movement and Action Phase
4. Repeat #2 and #3 until no un-Activated entities remain

Step 1 - Clear Tokens
Clear the Moved and Acted token markers from all entities at the start of each turn.

Step 2 - Roll Initiative
Each player rolls a D12 (re-roll any ties). Whoever rolls highest has Initiative and will Activate an entity first, followed by the player with the second highest roll and so on.
Once every player has finished their Activation they will repeat this step until no un-Activated entities remain, at which point the turn is over.

Uneven Entities: If the count of un-Activated entities for each player is uneven (not a 1:1 ratio), the numerically superior player must Activate additional entities to compensate. Activate additional entities to match the ratio at the time of the Initiative roll.

> *For example Jim has 6 characters and Sally only has 2 (3:1 ratio):*
> *First Activation (Jim wins Initiative): Jim Activates 3 entities, Sally Activates 1 entity.*
> *Second Activation (Sally wins Initiative. Now the count is 3 characters to 1, so still a 3:1 ratio): Sally 1, Jim 3.*
>
> *Or if Jim has 5 characters and Sally has 3 (not a 1:1 ratio, but not quite a 2:1 ratio):*
> *First Activation (Jim wins Initiative): Jim Activates 1 entity, Sally Activates 1 entity.*
> *Second Activation (Jim wins Initiative. Now the count is 4 characters to 2, so a 2:1 ratio): Jim 2, Sally 1. Sally kills 1 of Jim's characters.*
> *Third Activation (Sally wins Initiative. Since Jim lost a character the count is now 1 character to 1, so back to a standard 1:1 ratio): Sally 1, Jim 1.*

Step 3 - Activating an Entity
Activating is when an entity is roused and called to act, normally by moving and firing a weapon.

An Activated entity can use their Active Trait(s), and then perform the Phases of Movement and Action (in any order).
One or both Phases can be skipped if desired (for example an entity doesn't have to Move). They still count as having been Activated.

During the Movement Phase an entity can maneuver and position around the terrain.

Standard Move
Move any number of inches in any direction up to the entity's Movement statistic. Moving targets are harder to hit.
Mark them with a "Moved" token.

Facing: Entities see 180 degrees in front of them. Use the direction of the figurine's weapon to decide which way is forward.
Facing can be changed at any point during the Movement phase at no cost, but once set it remains the same until their next Activation.

Moving Through Entities: An entity can move through allied entities, but not through enemy entities.

Difficult Terrain: Any terrain except flat plains is considered Difficult Terrain (trees, hills, cliffs, marsh, etc.).
Entities must use double the cost of Movement while in Difficult Terrain.

> *For example to move through a 6" wide forest (Difficult Terrain) a character would use 12" of Movement (6"x2). Alternatively a character would use 4" of Movement to climb a narrow slope 2" high (2"x2).*

Falling Damage: If an entity falls they take 1 HP of damage for every 1" of fall height.

> *For example a character fighting on top of a 3" hill is hit by a Shudder Lance and the Knockback effect sends them 4" backwards off the cliff. In addition to the attack they would take 3 HP of damage for the 3" fallen down the cliff.*

During the Action Phase an entity may perform a single complex task, such as firing a gun or using an item.

After performing an Action from the list below mark the entity with an "Acted" token.

Option 1 - Use a Weapon
Perform an attack with either a ranged weapon or a melee weapon (see Combat section below).

Option 2 - Use an Item
Apply an item from your inventory to yourself or an adjacent allied entity.

> *For example a Medpack, Whiskey Drop, etc.*

Option 3 - Reload a Weapon
A weapon is reloaded. Clear the Reload token.

Option 4 - Run
Perform a Standard Move using half your Movement statistic.

> *For example an entity with Movement 4 could move an additional 2".*

Option 5 - Charge
If an enemy is within 2-6" the entity can try to Charge. Roll a D6 and measure a straight line between the attacker and the target. Count the roll as inches.
If the roll as inches is not enough to reach the target then the Charge cannot be completed. The attacker cannot do anything else this Action Phase.
Otherwise the Charge can be completed so the attacker gains the Charge Bonus and can perform a Melee attack.

Option 6 - Mount or Dismount
A character can Mount an adjacent dinosaur, or Dismount an existing one (see Dinosaur section below).

COMBAT

Since the dawn of mankind there has been violence. The re-emergence of dinosaurs has done little to slow the carnage. In fact, if anything, it has accelerated the technology involved in weapons. Battles can be fought at a distance or in hand to hand.
This section will outline the rules for simulating fights between entities and the various people and creatures who wish them harm.

Ranged Attack
If the attacker can see the target (both Line of Sight and Facing should be checked) and are within the maximum Range of their weapon, they can attack in the Action Phase with the ranged weapon.

Melee Attack
Two or more combatants are considered in melee combat (also know as close combat) if they are adjacent, regardless of Facing or elevation. They can attack in the Action Phase with a melee weapon.

GENERAL COMBAT PROCEDURE

Step 1 - Attack Roll
Roll a D12 for each Attack of the ranged or melee weapon. Include any bonus Attacks.

Step 2 - Determine Hits
Use the Ranged Miss Chance for ranged weapons, and Melee Miss Chance for melee weapons. Apply any modifiers to the associated Miss Chance. Every Attack Roll greater than or equal to the modified Miss Chance is a Hit.

```
Attack Roll >= (Miss Chance +/- modifiers) = Hit
```

Step 3 - Apply Damage
Add the count of all Hits to the weapon Damage. Apply any modifiers to the total. Subtract this number from the target Hitpoints.

```
Hitpoints - (count of Hits + weapon Damage +/- modifiers)
```

Automatic Hit and Miss: A roll of 12 is always a Hit, and a roll of 1 is always a miss, both regardless of Miss Chance and modifiers.

Critical Hit: Every unmodified Attack Roll of 12 is a Critical Hit, and counts as 2 Hits (unless a 12+ was needed to hit).

Surprise Hit: Any ranged attack against a target's back (180 degree arc opposite their front Facing) will be treated as a Critical Hit on 10+. This does not apply to target's in melee.

Taken Out of Action: If an entity is reduced to 0 or less Hitpoints they are Taken Out of Action. Immediately remove them from the game.

Modifiers

The ability for an attacker to hit their target can vary depending on various conditions which are represented by modifiers. See the table below for when and how they apply:

Name	Type	Affects	Amount	When
Armor	All	Miss Chance	+Armor	Always
In Melee	Ranged	Miss Chance	+1	Target in Melee
Short Range	Ranged	Miss Chance	-1	Target at Short Range
Long Range	Ranged	Miss Chance	+1	Target at Long Range
Movement	Ranged	Miss Chance	+1	Target moved
Cover	Ranged	Damage	-1	Target in cover
Elevation	All	Damage	+1	Attacker 2"+ above target
Charge	Melee	Attack	+1	Attacker performed Charge

RANGED COMBAT SPECIAL CASES

Line of Sight
Ranged attacks can only be made on targets the attacker can see. Targets behind solid buildings, hills, etc. cannot be seen.

Firing Arc
Entities can see and perform ranged attacks 180 degrees in front of them.

Range
Weapons can have a Short, Medium, and Long range. A bonus is provided for attacks made at Short range, no difference for Medium range, and a penalty for Long range.

Minimum Range: A weapon has a Minimum Range if the starting range number is higher than 1. No attack can be made at targets closer than the Minimum Range.

> *For example a Lever-Action Rifle (4-14" Medium range) could not attack at a distance of 1-3".*

Reloading
Each ranged weapon has a Reload value as part of their statistics, such as 2x1 or 3x1. This number represents how likely and often the weapon will jam, overheat, or need to be reloaded.

If the count of unmodified Attack Roll dice that rolled 1 are greater than or equal to than the Reload value, the weapon needs to be reloaded and cannot fire until a "Reload a Weapon" action is performed. Mark them with a "Reload" token.

> *For example firing a High Burst Rifle (6 Attacks, 3x1 Reload) with rolls of 1, 1, 1, 4, 6, 9. Because there are three unmodified 1s and the Reload value is 3x1, the weapon requires a reload.*

Special Reload Values: If the Reload value is "Auto" the weapon must be reloaded after each attack, whereas "None" means you never have to reload.

MELEE COMBAT SPECIAL CASES

Charge Bonus
+1 Melee Attack for the first set of attacks if the entity performed a Charge to enter melee combat with the target.

Snap Attack
If a target voluntarily Dismounts or moves during close combat (including to leave the melee), any opponents can choose to perform a free Melee attack against them.
This does not apply to mandatory movement due to Facing, Knockback, Fleeing, Pulled, etc.

Firing in (or into) Melee Combat
Apply the "In Melee" penalty to ranged attacks made in close combat or when firing into an existing close combat. This replaces the Short Range modifier, where applicable.

COMBAT EXAMPLES

Basic Ranged Example

Firing a 200KW Six-Shooter (4 Attacks, 2 Damage) with 7 Ranged Miss Chance. The target has no Armor, is not in Cover, and is at Medium Range, so no modifiers are needed.

Step 1: Roll 4D12 (because of 4 Attacks) resulting in 2, 6, 9, 12.
Step 2: Need a 7+ to hit (because of 7 Ranged Miss Chance with no modifiers). So the rolls of 9 and 12 hit. A 12 is a Critical Hit so it counts as a double hit. In total there are 3 hits.
Step 3: Add base Damage of the weapon (2) to the total hits (3) for 5 total damage. Reduce the target's Hitpoints by 5.

Complex Ranged Example

Firing a Pump Shotgun (3 Attacks, 5 Damage) with 4 Ranged Miss Chance. The target has 2 Armor and is at Short Range behind a tree (in Cover). The total Miss Chance needed is 5 (4 base + 2 Armor - 1 Short Range).

Step 1: Roll 3D12 (because of 3 Attacks) resulting in 5, 7, 10.
Step 2: Need a 5+ to hit, so all rolls hit. In total there are 3 hits.
Step 3: Unmodified total damage is 8 (3 hits + 5 base Damage). Target is in Cover, so modify the damage by -1, for a total of 7. Reduce the target's Hitpoints by 7.

Basic Melee Example

Using a melee Long Sword (2 Attacks, 4 Damage) with 8 Melee Miss Chance. The target has no Armor.

Step 1: Roll 2D12 (because of 2 Attacks) resulting in 5 and 11.
Step 2: Need a 8+ to hit (because of 8 Melee Miss Chance). So the roll of 11 hit.
Step 3: Add base Damage of the weapon (4) to the total hits (1) for 5 total damage. Reduce the target's Hitpoints by 5.

Complex Melee Example

Charge with a melee Spear (4 Attacks, 3 Damage) with 5 Melee Miss Chance. The target has 3 Armor. The total Miss Chance needed is 8 (5 base + 3 Armor).

Step 1: Roll 5D12 (4 base Attacks, plus 1 for Charge Bonus) resulting in 1, 3, 7, 9, 11.
Step 2: Need a 8+ to hit. So the rolls of 9 and 11 hit.
Step 3: Add base Damage of the weapon (3) to the total hits (2) for 5 total damage. Reduce the target's Hitpoints by 5.

BRAVERY TEST

Bravery Tests represent a character trying to maintain their will to stand and fight against tremendous and terrifying odds or situations. Failure represents running away like a coward or shaking in their boots.
This section will explain how and when to take Bravery Tests, and the consequences of failing them.

When to Bravery Test
If a character suffers damage greater than or equal to half their starting Hitpoints value (minimum 2) from a single ranged or melee attack, a Bravery Test is immediately required.

> *For example a character had 10 starting Hitpoints. They suffer 6 damage from a Bolt Action Rifle. The damage is higher than 5 (half their starting Hitpoints) and therefore they must perform a Bravery Test.*

```
Damage >= (starting Hitpoints / 2) = Bravery Test
```

How to Bravery Test
Roll a D12 for the Bravery Test. If the result is greater than or equal to the character's Bravery statistic, they have failed the Bravery Test and are Fleeing.
Mark them with a "Fleeing" token.

```
D12 >= Bravery statistic = failed
```

Effect of Fleeing
When the Fleeing character is next Activated they must first automatically Standard Move directly away from the nearest enemy for their Movement Phase. After this remove the Fleeing token, adjust Facing as desired, and perform their Action Phase normally.
If the Fleeing character is mounted on a dinosaur, they Dismount for free and immediately act as specified above.

Impossible to Flee: If Fleeing would move the character off the table or into a enemy entity or any other situation where Fleeing is impossible (such as Stopped), they are Stunned instead and cannot perform an Action Phase. If possible the character can still perform a Movement Phase.

Multiple Bravery Tests
If a character is already Fleeing, ignore any subsequent Bravery Tests until their Fleeing token has been removed.

Dinosaurs and Bravery Tests
Dinosaurs do not ever take Bravery Tests. Instead use Discipline under the Dinosaur section below.

CREATING A POSSE

A Posse is a group or gang of up to five characters and one dinosaur who travel across the wild plains and steaming jungles battling feral beasts and enemies of all kinds.
This section will familiarize you with the process of filling out a Posse Roster (a blank copy is available at the end of the rulebook).

Step 1 - Choose Posse Name
Choose a Name for the Posse, and write it in the empty space at the top of the roster.

Step 2 - Posse Starting Statistics
All Posses start with the following group statistics. Fill in each associated field at the top of the roster.

IP Current: 100 (how many Improvement Points the Posse has not used)
IP Total: 100 (how many Improvement Points the Posse has used in total)
ND Current: $1,000 (how many Neodollars the Posse has not spent)
ND Total: $1,000 (how many Neodollars the Posse has spent in total)

Step 3 - Recruitment
See the section below for detailed information on creating a character and dinosaur.

Posse Composition: Each Posse is composed of 1 Leader, 2-4 Members, and up to 1 Dinosaur.

Recruitment Costs: *Hiring or recruiting help is costly but worthwhile. Initial recruitment during Posse creation is less expensive than trying to hire members later.*

The Leader is always free to recruit.
Each additional Member costs $200 initially, or $250 later.
Dinosaur prices vary from $300 to $1,000.

How to Make a Dinosaur: Complete the Recruiting a Dinosaur section below.

How to Make a Member: Complete the Creating a Character section below.

How to Make a Leader: As a Member, but grant the following benefits for being the Leader:

```
Benefits: +2 HP, +1 BRV, Yeehaw! ability
```

Yeehaw! (Ability)
This inspiring Leader ability has two effects:
1. One other entity within 12" can re-roll a single dice once per encounter. Mark the ability as used on the Posse Roster.
2. If the Leader is taken out of action every allied entity must make a Bravery Test.

Step 4 - Advance Characters
Each Posse can use their Improvement Points amongst their characters in any manner they choose.
Not all of the points have to be used; any leftover points should be recorded in the "IP Current" field at the top of the roster.
Dinosaurs cannot use Improvement Points.

Spending Improvement Points: *Changing statistics from their base value (either improving or decreasing) is done using an easy to understand scale that is built around the default value of each statistic. See the tables below to find the cost (in Improvement Points) to modify a statistic.*

The cost is for each "step" of improvement.

> *For example raising Movement from 4 to 5 would cost 12 Improvement Points, and an additional 14 points for 5 to 6 (for a total of 26 points if someone improved directly from 4 to 6).*

Voluntary Weakness: Some statistics can be voluntarily reduced to gain additional Improvement Points that can be spent somewhere else. This is noted as "+X" in the tables.

> *For example voluntarily decreasing Movement from 4 to 3 would net 5 Improvement Points, similarly reducing Bravery from 6 to 5 would give 2 Improvement Points.*

Step 5 - Allocate Traits
Each Posse begins with 3 Traits to choose and allocate to any entity or set of entities (Leader, Members, or Dinosaur). See the Traits section below for details.

> *For example one character might get one Active Trait, another gets one Passive Traits and their dinosaur chooses an Active Trait. Or one character could be greedy and take two Active Traits and one Passive Trait.*

Step 6 - Equip the Posse
Spend any remaining Neodollars on weapons, armor, and equipment for any characters in the Posse. Record leftover money in the "ND Current" field at the top of the roster.

Step 7 - Fill in Remaining Fields
The Posse Roster should now be populated with details of your entities, but double check it to ensure no unnecessary blank fields remain.

ADVANCING A POSSE

As a Posse defeats enemies and completes daring jobs they will advance from a weakling gang to a pack of hardened veterans. This progress is tracked and represented by gaining more Improvement Points and better equipment.

Gaining Money and Power
Normally taking out enemies will help a Posse improve, but other beneficial situations exist.

- For every enemy entity Taken Out of Action the Posse gains 3 Improvement Points and $30.
- For every 30 Improvement Points gained the Posse can select 1 additional Trait.
- If the Posse wins or succeeds at an encounter award an additional $30.

Recording Gains: For ease of tracking, any additional IP, ND, or Traits are recorded after each encounter, instead of immediately as they happen.

Maximum Improvement Points
The highest achievable IP Total for a Posse is 400.
By this point the characters in your Posse have learned almost everything they need to survive comfortably in the world.

IP Cost - Movement

Number of inches a character can move using a Standard Move.

Movement Improvement Costs																	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
+7	+6	+5	10	12	15	18	21	24	27	30	33	36	39	42	45	48	51

IP Cost - Armor

Modifies attacker's chance of hitting the character. Normally determined by the suit of armor (if any) the character is wearing, although some Traits can help.

Armor Improvement Costs
Can be raised from 0 to 1 for 10

IP Cost - Ranged Miss Chance

Used to determine if ranged attacks hit.

Ranged Miss Chance Improvement Costs											
1	2	3	4	5	6	7	8	9	10	11	12
–	–	49	33	22	15	10	10	8	6	4	–

IP Cost - Melee Miss Chance

Used to determine if melee attacks hit.

Melee Miss Chance Improvement Costs											
1	2	3	4	5	6	7	8	9	10	11	12
–	–	49	33	22	15	10	10	8	6	4	–

IP Cost - Bravery

Used during Bravery Tests to determine if a character flees.

Bravery Improvement Costs											
1	2	3	4	5	6	7	8	9	10	11	12
–	+5	+4	+3	+2	X	6	8	10	12	–	–

IP Cost - Hitpoints

Represents how much damage a character can sustain before being taken out of action. Also affects when a Bravery Test is required.

Hitpoints Improvement Costs
Can be increased by 1 HP for 6
Can be decreased by 1 HP for +4

CREATING A CHARACTER

Each person of a Posse plays an important role in the continued survival and advancement of the group. Some may be long ranged specialists, or melee bruisers, or supporting doctors, or any other role their statistics and personality bring out.

This section is used to create a custom character that can be hired as part of a Posse, and is used to fill in each character block of the Posse Roster.

Step 1 - Choose Character Name

Even though the year is 2285, names common to the 21st century are still valid and not unusual. Choose a Name for the character, and write it in the space marked "Name".

Step 2 - Choose Allegiance

Choose an Allegiance for the character from the available four detailed below. Apply any modifiers to the default base values for each statistic, and remember to calculate improvement costs using the modified statistic.

Characters in a Posse can be different Allegiances.

When marking the Allegiance on the Posse Roster, circle the corresponding letter in the box to the left of the "Name" field (for example "D" for Duster).

Duster

Dusters scrape a living out of the desert in shanty towns and fields. Although a little slow on their feet, they are rough and tough from a physically demanding life.

```
Effect: -1 MV, +2 HP
```

Neotechnoist

Neotechnoists hail from the jungle surrounding the volcano. Although somewhat unaccustomed to hardship, they have had many opportunities to study technology and modern weapons.

```
Effect: -1 RMC, -2 HP
```

Savage

Savages live wild and feral in the wastelands away from civilization and sometimes band together in tribes to hunt a powerful dinosaur. Although unfamiliar with modern weapons, they are lightning fast from surviving on the edges of society.

```
Effect: +1 MV, +1 RMC
```

Bandit

Bandits come from all walks of life, and can be intentionally villainous or just trying to survive anyway they can. They are survivors, tinkerers, and jack-of-all-trades, and therefore have no glaring strengths or weaknesses.

```
Effect: None
```

Step 3 - Starting Statistics

There are 6 statistics for each character, described below. These represent how useful or skilled a character is in certain situations, and will vary between characters within a Posse.

Fill in the default base values for each statistic in the provided field on the Posse Roster. These statistics can be improved by spending Improvement Points.

Statistic	Abbreviation	Desired	Default Base	Minimum	Maximum
Movement	Move, MV	Higher	4	1	12
Armor	AR	Higher	0	0	8
Ranged Miss Chance	RMC	Lower	8	3	12
Melee Miss Chance	MMC	Lower	8	3	12
Bravery	BRV	Higher	6	2	10
Hitpoints	HP	Higher	8	1	50

CREATING A CHARACTER EXAMPLE

This example will demonstrate the process to create a character. Included is choosing and applying the Allegiance, improving statistics, selecting a Trait, and buying equipment.

Name: We name our character "Quidel", and he'll be the Leader of our new Posse. Since he's a Leader he automatically gets +2 HP and +1 BRV, which means his starting statistics are:

```
MV 4, AR 0, RMC 8, MMC 8, BRV 7 (6+1), HP 10 (8+2)
```

Allegiance: Quidel grew up in Nevada and only knows the hardship of life outside The Wall. Therefore his Allegiance will be Duster. This means he has an additional +2 HP, but -1 MV. His statistics are now:

```
MV 3 (4-1), AR 0, RMC 8, MMC 8, BRV 7, HP 12 (10+2)
```

Statistics: The plan for Quidel is to advance across the field firing his ranged weapons before closing into melee. Therefore he'll be passably trained in shooting and close combat without being overly specialized in either.
The first statistic to improve is Ranged Miss Chance. We're improving from 8 to 7, which costs 10 IP (as shown in the table above).
Increasing his Melee Miss Chance from 8 to 7 is a similar cost of 10 IP. His statistics are now:

```
MV 3, AR 0, RMC 7 (8-1), MMC 7 (8-1), BRV 7, HP 12
```

Since he's our Leader some additional survivability would help. To this end we purchase +3 HP. At 6 IP per +1 HP, we've spent an additional 18 IP. We'll also give him a base Armor of 1 for 10 IP. His final statistics are:

```
MV 3, AR 1 (0+1), RMC 7, MMC 7, BRV 7, HP 15 (12+3)
```

Traits: Let's decide to allocate a Trait to Quidel. In this case we'll choose "Berskerer", a solid Active Trait option that gives +2 Melee Attacks once per encounter.

Equipment: Finally we need to equip Quidel. A basic gun will do to start, so we check out the Ranged Energy Weapons list and decide on the 80KW Six Shooter (4A-0D) for $10. It's cheap and relatively effective.
However Quidel deserves a better melee weapon, so $60 is spent on a Spear (4A-3D).
To maintain the survivability theme we'll buy him a suit of Cloth Armor (AR 1) for $50, which increases his total AR to 2.
Finally we'll give him a Small IRP for $10, which can be used to heal himself or an ally.

In total we spent 48 IP and $130 to create this character:
```
Quidel - Duster Leader
MV 3, AR 2, RMC 7, MMC 7, BRV 7, HP 15, Berserker
80KW Six-Shooter, Spear, Cloth Armor, Small IRP
```

DINOSAURS

There are hundreds of dinosaurs to choose as mounts, allies, or beasts of burden. Having a loyal and steadfast companion dinosaur grants many important bonuses to a Posse. Each dinosaur is unique and has certain strengths and weaknesses that will be evident after researching the various statistics or a few battles involving them.
This section contains a list of dinosaur archetypes, recruiting details, and using a dinosaur in combat.

Types of Dinosaurs

Although there are numerous types of dinosaurs, they can be broken down into the general categories below:

Type	Size	Diet	MV	Panic MV	AR	MMC	DIS	HP	A-D	Cost	Specific Examples
Runner	S	H	10	D10	0	8	4	10	2-2	$300	Ornithomimus, Struthiomimus, Elaphrosaurus
Ducky	M	H	6	D6	0	7	3	17	2-2	$300	Hadrosaurus, Edmontosaurus, Prosaurolophus, Parasaurolophus
Thickskull	S	H	7	D8	1	7	7	18	5-1	$500	Prenocephale, Pachycephalosaurus, Stygimoloch
Horned	L	H	6	D6	2	6	8	24	4-3	$700	Monoclonius, Pachyrhinosaurus, Triceratops, Torosaurus
Plated	L	H	4	D4	3	7	6	28	3-3	$500	Stegosaurus, Kentrosaurus, Lexovisaurus, Wuerhosaurus
Armored	L	H	4	D4	4	7	5	26	3-3	$500	Nodosaurus, Polacanthus, Ankylosaurus, Euoplocephalus
Longneck	XL	H	5	D6	2	5	10	37	10-1	$1,000	Barosaurus, Supersaurus, Seismosaurus, Brachiosaurus, Camarasaurus
Ripper	S	C	7	D8	0	7	5	11	1-4	$300	Coelurus, Dromaeosaurus, Ingenia, Saurornithoides
Raptor	M	C	6	D6	1	6	6	16	2-4	$400	Utahraptor, Deinonychus, Velociraptor, Troodon
King	L	C	5	D6	2	5	7	24	1-7	$500	Acrocanthosaurus, Allosaurus, Ceratosaurus, Tyrannosaurus
Titan	XL	C	4	D4	2	4	10	32	1-15	$1,000	Giganotosaurus, Spinosaurus, Carcharodontosaurus

RECRUITING A DINOSAUR

Step 1 - Choose Dinosaur Type and Name

Choose the type of Dinosaur to be recruited from the list above. Pay the Neodollar amount listed under Cost to purchase them.
Fill in the Dinosaur Name, Type, Size, and statistics fields on the Posse Roster.

Step 2 - Choose Breed

Choose a Breed for the dinosaur (similar to Allegiance for a human) from the available four detailed below. Apply any modifiers to the default base values for each statistic.
When marking the Breed on the Posse Roster, circle the corresponding letter in the box to the left of the Dinosaur Name field (for example "T" for Trained).

Trained
Trained dinosaurs are born in captivity or raised in a human environment soon after birth and make ideal companions. They are disciplined mounts well versed in accepting a rider and carrying them safely through battle. However they are slightly gentler after having their primal instincts suppressed.

```
Effect: +1 DIS, -2 HP
```

Untrained
Untrained dinosaurs have some exposure to humans but not enough to be fully broken into a saddle and harness. The majority of dinosaurs are this type of breed, and such an upbringing has no positive or negative effect on their performance.

```
Effect: None
```

Feral
Feral dinosaurs are wild and free and hunt through the jungles and deserts of the world. They tend to be tougher and less disciplined and think more with their stomachs than brains.

```
Effect: -1 DIS, +2 HP
```

Plains
Plains dinosaurs roam across the flat scrub land, desert, and dust bowls outside the volcanic jungle. As a result they are exceptionally fast and agile, but are less competent in with their claws because of their tendency to outrun foes instead of fighting them.

```
Effect: +1 MV, +1 MMC
```

Advancing
Dinosaurs cannot be modified using Improvement Points, but they can take Traits (exactly as described below, although some might not be applicable or useful to them).
The only customization available for dinosaurs is through an advancement program that can be purchased. This is used to increase the dinosaur's Hitpoints using the formula below:

Dinosaur Hitpoints Advancement Costs
+1 HP for $50, max +10

For example a Posse might replace their old Ripper with a Horned Dinosaur (base 24 HP) upgraded to 27 HP for $850 (base price is $700 plus 3 HP at $50 per +1 HP).

Number of Passengers
Dinosaurs can carry 1 human passenger for every Size category they are. So 1 passenger for Small dinosaurs, 2 for Medium, 3 for Large, and 4 for Extra-Large.

Mounting
If there is unoccupied space on a dinosaur, a character can Mount and ride the dinosaur.
To do this they perform a Standard Move to be adjacent with the dinosaur. Then the character can use an Action Phase to Mount the dinosaur.

Dismounting
When a dinosaur is Activated any passengers can Dismount during the shared Action Phase, which uses the entire phase. Place the Dismounted character(s) anywhere adjacent to the dinosaur.
Once Dismounted the character(s) can perform their Movement Phase, if they haven't already.

Dismounting provides a Snap Attack to any enemies in melee. Note that further movement once dismounted still provides a Snap Attack.

MOUNTED COMBAT

Activating a Mount
The dinosaur and any passengers Activate as one entity.
A single Movement Phase (using the dinosaur's Movement/Panic Movement statistic) is shared between the dinosaur and passengers, and either the dinosaur or one passenger can use a single Action Phase.

> *For example a mounted Longneck dinosaur might Standard Move 5", then one rider might fire their ranged weapon. Or instead of firing maybe the dinosaur chooses to make a melee attack.*

Attacking a Mount
Any ranged or melee attacks can target either the dinosaur or one of the passengers at no penalty.

Mount Taken Out of Action
If a dinosaur is taken out of action any passengers are placed (by the enemy) adjacent to where the dinosaur was downed.

Lasso Attack
While mounted a character can use the special Lasso attack.
A basic Rope Lasso is always carried for free by all characters. More expensive or exotic Lassos can be purchased (see the Ranged Projectile Weapons list below).

Discipline represents a dinosaur's ability to perform in combat while suffering pain, surprise, fear, and other trying emotions of battle. A higher discipline means a dinosaur will be able to maintain a consistent pace and direction and obey any rider's commands. A lower discipline means the dinosaur is more likely to circle in panic or stumble around in fear.

How to use Discipline

If a dinosaur suffers damage greater than or equal to their Discipline value from a single ranged or melee attack they will panic.
Mark them with a "Panic" token. Multiple Panic tokens can be placed on each dinosaur.

For example a Horned Dinosaur has a Discipline of 8. They are hit by a Rotary Rifle for 11 damage and are therefore marked with a Panic token. During the next Activation they are hit by a Bundle of Dynamite for a further 8 damage, so another Panic token is added.

Effect of Panic

When marked with one or more Panic token dinosaurs must use their Panic Movement, as recorded on the Posse Roster.

For example a Runner Dinosaur has a Movement statistic of 10 and a Panic Movement of D10. If they were marked with a Panic token they would have to roll D10 to decide how far they can Standard Move, instead of using the static 10 value.

Recovering from Panic

At the end of the dinosaur's Activation remove 1 Panic token.
If the dinosaur is Mounted remove an additional 1 Panic token.

For example a King Dinosaur (with two passengers) has 3 Panic tokens at the start of the turn. Eventually it Activates, rolls D6 for it's Panic Movement with a result of 2. The King performs a 2" Standard Move and then a rider fires. The King's Activation is done, so 2 Panic tokens are removed (1 default with a bonus 1 removed because the King is mounted).

TRAITS

Traits differentiate an entity by providing a unique way of hampering enemies or boosting their own abilities.
This section deals with acquiring and managing Traits and a list of all available Traits.

Maximum Traits
An entity can have a maximum of 3 Traits.

Trait Categories
The two categories of Traits are Active (used to provide a temporary bonus during combat) and Passive (flat bonuses to statistics).
An entity may have any combination of Active and Passive Traits (for example one of each, or only three Active, etc.).

Trait Stages
Stronger version of Traits can sometimes be acquired. These are named the same but have numerals after the name (for example "Strain Weapon II").

You must learn the previous stage of Trait before advancing to the next one.

Higher stage Active Traits replace their lower stage counterparts, while Passive Traits consecutively apply their effect at successive stages.

> *For example you wouldn't use or record Thick Skin I and Thick Skin II; you would just have Thick Skin II. Whereas taking Bonus HP I, Bonus HP II, and Bonus HP III would combine in a resulting total of +9 Hitpoints from the +3 Hitpoints per stage.*

Active Traits
Active Traits provide a special temporary bonus or effect beyond what an entity could normally do.

Usage: At the start of their Activation an entity can specify if they are using any Active Trait(s). Once used Active Traits last until the next Activation of the entity.
Each Active Trait can only be used once per encounter. Once used write a checkmark beside the Trait name on the Posse Roster to mark it as used.

Passive Traits
Passive Traits provide a bonus or benefit to the entity in the form of a permanent static modifier.

Usage: When a Passive Trait is chosen, any bonus it confers is immediately applied to the entity (if possible) or always used in the required situation (for example "Charger").

List of Traits
Below is a list of all Traits an entity can choose. Each trait has a Name, then all available Stages are listed. Finally a line of text explaining the effect of the Trait, with a "/" denoting any increased benefits at each stage.

LIST OF TRAITS

Active

Berserker	I, II	+2/+4 Melee Attacks
Clean Shot	I, II	+3/+5 Damage if target has full HP
Clever Shot	I	Ignore Cover penalties on attack
Back Shot	I, II	+3/+5 Damage if target is Fleeing
Crippling Shot	I	Slowed target on hit with Ranged weapon
Escape	I	Do not provide Snap Attacks to opponents
Eviscerate	I	-2 penalty to target's Bravery Test (if required)
Get Up!	I, II, III	Heal +5/+10/+15 HP to ally in 8"
Go For the Eyes	I	Critical Hit target on 10+
Grit	I	Re-roll a Bravery Test
Hamstring	I	Slowed target on hit with Melee weapon
Heroic Effort	I, II	+2/+4 Bravery
Inspiring Shot	I, II	+6/+9 HP to self if attack takes target out of action
Knee Shot	I, II	+3/+5 Damage if target already Moved
Knockback Shot	I, II	+2"/4" Knockback on hit
Lend a Hand	I	Transfer HP from self to ally in 8" at a 2:1 ratio
Lucky	I	Make enemy re-roll one set of Attacks against self
Neck Shot	I	+4 Damage if target is below half their starting HP
Onslaught	I	+2 extra Melee Attacks on Charge
Quick Hands	I	Use one item for free
Rally	I	Remove Fleeing token from self or ally in 8"
Ranger	I	Ignore all Difficult Terrain penalties
Rapid Fire	I, II	+2/+4 Ranged Attacks
Retreat!	I, II	+4/+6 Movement to ally in 8"
Rush	I, II	+4/+6 Movement, self Slowed next Turn
Shake it Off	I, II	Remove 1/2 negative effects (Stopped, etc.)
Skilled Shooter	I, II	-2/-4 RMC
Skilled Stabber	I, II	-2/-4 MMC
Sniper Shot	I	Ignore Range penalties
Speed Reload	I	Reload one weapon for free
Sprint	I, II	+3/+5 Movement
Strain Weapon	I, II	+2/+4 Damage
Strong Rider	I	+3/+5 Armor if Mounted
Thick Skin	I, II	+2/+4 Armor
Tracking Shot	I	Ignore Movement modifier on attack
Try Again	I	Re-roll one set of Attacks
Turtle	I, II	+3/+5 Armor, self Stopped
Underdog Shot	I	+3/+5 Damage if target has more HP than self
Whirlwind	I	Attack two adjacent enemies in Melee

Passive

Awareness	I	360 degree Facing and Firing Arc
Big Game Hunter	I, II	+1 Damage against Dinosaurs
Bonus MV	I, II, III	+1 Movement
Bonus RMC	I	-1 Ranged Miss Chance
Bonus MMC	I	-1 Melee Miss Chance
Bonus BRV	I, II, III	+1 Bravery
Bonus DIS	I	+1 Discipline
Bonus HP	I, II, III	+3 Hitpoints
Boxer	I, II	+2 Damage with Brawl attacks
Charger	I	+1 Movement when using the Charge action
Clear Sight	I, II, III	+1" to all ranges of any ranged weapon
Climber	I	Treat climbing (cliffs, hills) as normal terrain
Doctor	I	Heal 1.5x the item amount on someone else
Eagle Eye	I, II	+3" to Long range of any ranged weapon
Runner	I	+1 Movement when using the Run action
Independent	I	Ignore Bravery Test if Leader taken out of action
Thrower	I, II	+3" range with Grenade weapons
Wrangler	I, II	+1 Damage with Lasso attacks

STANDALONE GAME

Competing against an equally matched Posse in a one-off game is simple and fun to do. This section deals with the steps necessary to organize a standalone game of Dinosaur Cowboys.

Step 1 - Decide on Details
All players need to agree on some details before the game can start.

Variant Rules: Double check with your opponent(s) if they like to use any custom modifications or optional variations to the rules.

Posse Quality: Normally a Posse starts with 100 IP and $1,000 ND and 3 Traits, but higher values could be agreed upon as long as both Posse uses the same. The more each player has the deadlier their force will be.
Try to maintain a 1 IP to $10 ratio to ensure equipment purchases match abilities.

Objective: Decide on an objective for the game, whether it is a standard "kill everyone" match or capturing a point, protecting a location or person, escorting a caravan, assassinating a target, demolishing a building, etc.

Table Size: Agree upon a table size, normally 4 feet long and 3 feet wide is used. Larger tables hamper melee entities and reward shooting, while the reverse is true for smaller tables.

Deployment Size: Agree on how deployment should be done. For rectangular tables decide whether deployment will be done on the short or long table edges (normally short edges). Determine how far each Posse should be allowed to deploy inwards (normally 8") or how far apart the Posses start (normally 30-35").

Step 2 - Create a Posse
Players should now create a Posse using the Improvement Points and Neodollar values decided in the step above. Fill in a blank Posse Roster with the result.

Step 3 - Set Up Table
Using the table size agreed upon in Step 1, take turns adding terrain features to match the current objective or location of the battle.

Step 4 - Set Up Posses
Once the table is finished each player rolls a D12 (re-roll ties). Whoever rolls highest chooses the table edge to set up on and immediately deploys there, followed by the second highest roll and so on. Each player places their Posse within the space of the deployment size agreed upon in Step 1.

Step 5 - Start the Game
Now the game can begin, so start the first turn!

CAMPAIGN GAME

Linking battles and exploration into a continuing narrative is what separates a campaign from a standalone game. Exploring the desert wastelands, vibrant jungles, sunken cities, and underground caves is an important part of a campaign. Posses may rapidly travel place to place or choose to slowly wander amidst their surroundings.

This section will deal with maps, travel options, encounters, towns and cities, and passing time.

Overland Map

Battered by floods and rising temperatures, the United States of America circa 2285 looks different from the 21st century. What follows is a general map of the country, plus borders representing the Neotechnoist jungle and burning desert.

For tracking Overland progress it is recommended that standard real world roadmaps be used and modified to match the Overland map shown below:

UNITED STATES – 2285

A Day of Travel
Travelling across the vast stretches of terrain that make up the future isn't as easy as it once was. Powerful land dinosaurs have replaced the automobile, and flying dinosaurs are used instead of airplanes.

Every day a Posse can travel comfortably for 6 hours.
The rest of the time is spent scrounging for food and water, setting up camp, resting and sleeping, and exploring or resolving encounters.

By Ground: When travelling on the Overland Map an entity's Movement statistic is converted to Miles per Hour in a 1:1 to relationship. Use the lowest Movement in a Posse for this.

> *For example, a character with a Movement of 4" could move 4mph for 6 hours per day for a total of 24 miles on the Overland map. If they were riding a Dinosaur with a Movement of 10" they would instead go 10mph or 60 miles per day on the Overland map.*

By Air: The skittish flying dinosaurs of the Pterosauria clade ("Flappers") are sometimes raised and trained as transport carriers. Unable to stand the sound and violence of gunfights, the flying dinosaurs have never succeeded as combat mounts. Instead they are able to bear cargo and human passengers and provide an ideal of service for quickly moving city to city.

Pay $0.50 per mile for up to 400 miles per trip (rounded to the nearest mile or Neodollar).

The pilot and up to 6 passengers and all related gear can board a single flight. A dinosaur can take the place of 1 human passenger per Size category (Small would take 1, Medium 2, Large 3, Extra-Large 4).

By Sea: Strapped with advanced airtight ferries, certain breeds of Nothosaurus ("Swimmers") have been trained to take passengers across rivers and lakes. No one has succeeded in crossing an ocean with such an improvised ship even though many attempts have been made.

Pay $1 per mile for up to 50 miles per trip.

The pilot and up to 20 passengers and all related gear can board a single ferry. A dinosaur takes the place of 1 human passenger per Size category (Small would take 1, Medium 2, Large 3, Extra-Large 4).

Encounter Chance
Exploring the world is not as safe or relaxing as it used to be. For every stretch of travel on the ground there is a chance of an encounter, either beneficial or harmful.

The GM should roll a D12 per day of travel By Ground and consult the table below:

Roll	Result
1-7	No Encounter
8-11	Enemy
12	Friend

If there is an encounter, the GM should set up the terrain according to where the Posse is on the Overland map. Then they deploy suitable enemies and combat begins.

Healing and Recovery
After a combat situation has concluded, all entities are restored to their original Hitpoints value (unless the GM decides otherwise). This represents patching wounds, catching their breath, and resting after a battle.

In any other case, an entity recovers 2D12 Hitpoints per day.

Towns and Cities
Typically a Posse would stop at a town to fulfill a contract or job, acquire new work, restock supplies and rest, and basically escape the dangers of the wasteland for a while. Standard jobs can range from escorting caravans (either wooden wagons pulled by Horned or Thickskull dinosaurs, or loaded Longnecks) to assassinations, bounties, raiding villages and camps, hunting a troublesome local dinosaur, or anything else the GM can think up.

Timeline
The Day, Month, and Year are recorded and maintained by the GM, with starting values and possible ranges of:

Time: Day or Night
Day: Current real world day, number 1-31
Month: Current real world month (for example December, January, etc.)
Year: 2285

VARIANT RULES

These optional rules can be used by players to give a different feel to certain situations in the game. Both players have to agree ahead of time on which rules to use (if any). Most of these variants would have added too much complexity to the game or changed the overall flavor and so were left out of the core rules.

Fumbles: Any unmodified rolls of 1 count as -1 Hit, to a minimum of 0 hits.

Armor Damage Reduction: Instead of modifying Miss Chance, Armor directly reduces damage equal to the Armor Rating.

Miss Chance in Melee: Instead of using RMC for ranged weapons in melee, use MMC instead. Still apply the "In Melee" penalty.

Running Target: +1 Miss Chance against targets that Ran.

Variable Run: Instead of Run providing an additional 1/2 Movement statistic, roll a D6 as inches instead.

Purchasing IP: 1 IP can be bought for $10.

Mount Protection: Any riders add the dinosaurs AR to their own when attacked while Mounted.

Downed at 0 HP: Instead of removing an entity when they reach 0 HP or less, place them face down instead. They cannot be Activated, take any actions, or be attacked, but an ally can heal Hitpoints (using a Medpack, Whiskey Drop, etc.) to restore the Downed entity.

Yeehaw! Action: Instead of allowing 1 re-roll in 12", this ability can provide one free Action Phase to any entity (even one who was already Activated) in 12".

Additional Ideas
Here are some other possible variants and improvements the players could extend and elaborate.

- Can buy and set Traps like spiked pits, tripwires, etc. Deployed before battle and the X-Y coordinates (in inches) are marked down to keep them hidden from opponents.
- Some kind of "quick draw" with Six-Shooters that lets you roll off / duel an opponent within short range.
- Gatling Gun (or similar) that has variable D6 or D12 Attacks instead of a set number.
- Fire rules for Molotov cocktails (maybe a X" wide patch that lasts until the end of the turn?), get same attack if target enters or is pushed into it.
- Weather effects (sandstorm, acid rain, etc.) and hazardous terrain (lava, quicksand, etc.).
- Dinosaur equipment upgrades (armor plates, extra saddle, etc.).
- Weapon upgrades (laser sight, etc.) that grant additional benefits to the gun, such as +1A or +1D.
- Non-Dinosaur beasts (Sabertooth Cats, Woolly Mammoths, etc.).

WEAPONS AND ARMOR AND EQUIPMENT

Neodollars
The modern currency is called a "Neodollar", and uses the "$" sign or "ND". Each bill is durable paper 8" long and 3" wide, and marked with a variety of vistas from the Neotechnoist jungle. Although printing is controlled by the Neotechnoists, money still escapes into the poorer wastelands outside The Wall.

Buying and Selling
Items are bought by a Posse from the tables below at the listed price.
Items that originally cost $10 or over can be sold at 50% the listed price.

Maximum Burden
Because of the proliferation of dinosaurs, tracking of item weight is not done. Instead the only limitations are based on size.

A character can carry a maximum of 2 Large weapons and 1 suit of Armor.
A dinosaur can store a maximum of 6 Large weapons and 3 suits of Armor.

Note that one item of a larger size category translates into two items of a smaller size category.

> *For example 1 Large weapon translates into 2 Medium weapons, or 4 Small weapons.*

Superior Weapons
As a Posse explores they may come across superior versions of the standard weapons they are accustom to. These improvements are marked in the name of the weapon as follows:

Weapon +XA: X is a number from 1 to 5, and specifies how many bonus Attacks the weapon grants.
Weapon +XD: X is a number from 1 to 5, and specifies how much bonus Damage the weapon does.

> *For example a Pump Shotgun +1A would have 4 Attacks instead of 3, whereas a High Burst Rifle +3D would do 5 damage instead of 2.*

Deficient Weapons
Just as some weapons may be improved, others can be weaker from wear and tear. Looted or salvaged equipment tends to be deficient in some way. Below are some general guidelines for prefixes applicable to any weapon:

Rusty: Lower Reload.
Old: Lower Range.
Dented: Lower Damage.

WEAPON SPECIAL ABILITIES

There is a preset list of common special abilities that are assigned to various weapons. The description for each follows, although more may be created at the GM's discretion:

Both Barrels: Add +2 Attacks for the next attack, but mark with a Reload token.

Cover Breaker: On hit remove 1 piece of vegetation based terrain (such as a tree or hedge). What constitutes a single piece is at the GM's discretion.

Explosion: If hit, any entity (allied or enemy) within the listed inches suffers the base damage of the weapon.

Fan the Hammer: Can only be used at Short Range or closer. Add +2 Attacks and 2" Knockback for the next attack, but mark with a Reload token.

Fireline: Draw a straight line from the firer in the direction they wish to attack, up to the maximum range of the weapon. Any entity (allied or enemy) the line passes over (even partially) suffers an attack from this weapon.

Hail of Bullets: Optionally re-roll one single Attack dice.

Knockback: If hit the target is pushed directly away from the attacker a distance equal to the listed inches.

Lasso: This weapon can only be used while mounted and can only target non-mounted characters.

Pulled: If hit the target is Pulled directly towards the attacker. This can unwillingly move a target into close combat.

Scoped: Ignore the penalty for attacking targets in Cover.

Seeking: No Attack Roll is necessary, instead the target is automatically hit.

Slowed: On hit the target is Slowed and during their next Activation they can only move 1/2" their Movement statistic and cannot Run or Charge.

Stopped: On hit the target is Stopped in place and cannot perform a Movement Phase, Run, or Charge during their next Activation.

Stunned: On hit the target is Stunned and cannot perform an Action Phase during their next Activation.

Over seventy weapons are outlined in the item tables below. This list can be considered a template, as even a simple weapon like a Pump Shotgun can vary between areas in the country.
The statistic columns of the chart are outlined below, as well as detailed descriptive text for each weapon:

Name: The common name or designation of the weapon.
Cost: The cost (in Neodollars) of the weapon.
Attack: The number of Attacks the weapon has.
Damage: The base Damage of the weapon. This value may be 0.
Short: The short range of the weapon, if any. See the Combat section above for details on what Short Range does.
Med: The medium range of the weapon.
Long: The long range of the weapon, if any. See the Combat section above for details on what Long Range does.
Reload: The reload, jam, or overheat chance of a weapon.
If the value is None the weapon never needs to be Reloaded.
If the value is Auto the weapon must be Reloaded after each use (an example would be grenades or a single shot rifle).
Size: The size of the weapon, either Small, Medium, or Large. Used for carrying capacity.
Type: The category of weapon, either Energy, Projectile, Grenade, Melee, or Brawl or Beast.

Energy weapons are most likely laser based, especially if the Name has a Kilowatt (KW) or Megawatt (MW) rating in it. Otherwise it could also fire plasma or energized particles.

Projectile weapons are likely gunpowder based and similar to the weapons of the 21st century.

Grenade type weapons are manually thrown at an enemy, and will always have a Reload value of Auto. This represents grabbing another grenade from a bag or bandolier. Individual grenades are not counted or tracked, so think of each Grenade weapon as a collection or pack of weapons.

Melee weapons are used in close combat only and thus have no ranges or reload.

Beast type weapons are natural attacks of dinosaurs, such as trampling and goring. Beast attacks are always available to any dinosaur at no cost.

Brawl type weapons are natural weapons of humans, such as punches and kicks. Cannot be used while Mounted and cannot target dinosaurs or Mounted characters. Brawl attacks are always available to any character at no cost.

Special: Any complex effects of the weapon. See the detailed list above for each ability.

WEAPON DESCRIPTIONS

Six-Shooter: By far the most common ranged weapon the ubiquitous six shot revolver has, on the surface, remained unchanged since the old wild west. However now in the place of solid lead bullets, incredibly high density batteries are used as ammunition. Each contain enough energy to generate a single laser blast of Kilowatt power, a level of drain that only battleship size cannons could propel earlier in the 21st century. These high tech revolvers are a daily reminder of the advancements in technology. A common style with this gun is "fanning" where the trigger is held and the hammer is manually loosed at a rapid pace. This is hard on the gun and only higher end models can handle the strain.

Pistol: Although these handguns have greater range and accuracy, they remain less used than the classic revolver as they tend to break down in dusty conditions, and don't fit in with the idealized cowboy image most of the population strive for.

Derringer: Small and easily concealed, this pocket pistol still packs a punch.

Handcannon: Drawing from a linked set of battery ammo allows these large bore handguns to fire wide, thick laser beams.

Bow: By drawing and enhancing the frictional energy created by pulling and releasing a bow string, these weapons allow the firer to propel laser beams.

Shotgun: These household weapons have been updated to fire clusters of burning plasma at a target. The reloading motion of the pump shotgun regenerates the plasma cells in preparation for another shot. The double barreled shotgun model has two independently charged barrels which can be fired separately or simultaneously. And finally the automatic shotgun which is powerful but tends to overheat quickly.

Lever-Action Rifle: Like the classic six-shooter, the lever-action rifle has been updated to 2285 standards. Each pull of the lever will reload a high charge battery in preparation for another shot. The larger batteries and longer barrel allow greater range and impact that revolvers, and can even achieve Megawatt levels.

Twin Rifle: This laser rifle has two vertically stacked barrels to increase firepower.

Burst Rifle and Repeater: By using smaller, lighter batteries the burst rifle (also called a repeater) trades penetrating power for a higher number of shots. Normally preferred by gunslingers who have poor accuracy for the sheer volume of laser beams fired in a wild spray.

Rotary Rifle and Gatling Gun: Updating the gatling gun design from the old wild west, this modern rotary rifle can achieve the highest rate of fire of any known weapon.

Scoped Rifle: Used by snipers and hunters, scoped rifles fire single condensed laser beams, relying on killing power over a barrage of shots.

Stun Gun: Discharging the equivalent of a lightning strike, this gun is perfect for slowing a target while they stagger and recover their wits.

Bola: An old style of weapon that binds two heavy weights between a stream of particles. When thrown it wraps around a target's legs and can cause them to stumble and slow as they hastily free their feet.

Lasso: The age old tradition of roping, lassoing, and wrangling a target to hold them in place is still used from the saddle of dinosaurs. Some exotic lassos can retract a victim closer or even slice at them with jagged barbs.

Throwing Knife, Axe (Tomahawk), and Spear: These crude weapons are normally chosen for style over functionality, as even the most basic six-shooter outperforms these bladed weapons.

Stub Pistol: Commonly designed like the projectile slinging guns of the 21st century, the expensive and carefully crafted solid bullets can inflict far greater uncauterized wounds than a

laser beam from a comparable revolver.

Musket: A truly ancient weapon, this gun uses crude black powder to propel a lead ball a considerable distance, but with limited accuracy.

Crossbow: Firing jagged and barbed bolts, this simple but effective weapon is capable of catching an unwary enemy off guard.

Sawed Off Shotgun: With a shortened barrel this shotgun is used to spray a dense cloud of metal shrapnel or pellets at a target.

Bolt Action Rifle: This single shot rifle is sometimes preferred by rich hunters and parties of nobles for the loud report and bright muzzle flash.

Assault Rifle: Complete with wooden stocks and curved magazines, these fearsome weapons are great for spooking dinosaurs and raiders alike.

Needler Rifle: A specialized rifle loaded with advanced self guiding bullets, this weapon is normally reserved for targets with otherwise impenetrable defenses.

Blunderbuss and Scattergun: Firing a cloud of broken glass, rusty nails, rocks, and other shrapnel, the blunderbuss is a barbaric example of projectile weapons.

Bazooka: Comprised of a crude metal tube and heavy self propelled rockets, the bazooka is a crowd pleaser.

10-Pound Cannon: Very heavy cannon built from a solid steel frame. Normally muzzle loaded with standard round shot, chain shot, or grape shot.

Rocket Launcher: The addition of a magazine of smaller rockets allows this weapon to fire a few times before needing to be reloaded, while still maintaining a relatively destructive blast.

Field Gun: A light cannon that fires modern shaped charges using a massive amount of gunpowder. Fast breech loading allows a reasonable rate of fire.

Grenade Launcher: An elegant weapon that rapidly fires a stream of microgrenades at a target, with the benefit of showering the nearby area with razor sharp shrapnel.

Flamethrower: Uncommon and devastating, the flamethrower spews burning chemicals in a small arc around the user. Terrific at catching dinosaurs off guard, clearing bunkers, or starting an oversized campfire.

Boom Grenades and Stick of Dynamite: The most common grenade, this weapon comes in a variety of shapes and sizes. Most are simple cylinders thrown by hand, but some may be tins of explosives stuck atop wooden sticks.

Kaboom Grenades and Bundle of Dynamite: Similar to a boom grenade...just bigger.

Riot Grenades: These rubber tubes of stinging, compressed air blow opponents backwards upon explosion, and were used in some of the early food riots in Haven.

Stun Grenades: These grenades explode by thundering a low frequency pulse outwards, which momentarily incapacitates nerve endings.

Tangle Grenades: Exploding into a cloud of monowires these grenades quickly snare and tighten to lock a target in place.

Glue Grenades: Commonly used to slow charging dinosaurs, these grenades shower the target with a chemical mix of fast bonding glue.

Defoliant Grenades: An improved herbicide spray that can be used to clear a swathe of thick vegetation. These were used during the early exploration of the volcano jungle.

Shank and Knife and Machete: Crude stabbing weapons used to slash at targets and sever limbs.

Brass Knuckles: Heavy chunk of metal worn over the knuckles to increase the force of punches.

Broken Bottle: Normally not a weapon of choice, this improvised club of sharp glass can still get the job done...messily.

Swords: Ranging from the length of a hand to the size of a man, swords have been common since

the early centuries of mankind. Aside from improving the materials used in construction, little has changed in the design since then.

Motor Blade: Powered by a small battery cell, this thick steel blade is covered in numerous spinning micro-drillbits which carve human and dinosaur flesh with equal ease.

Axe: Savage and barbaric, the axe is a harsh reminder of a darker time in humanity's history.

Staff: An elegant wooden or steel rod, the staff can be deadly in skilled hands.

Flail: This weapon inflicts painful wounds through a heavy, spiked ball that is chained to a handle by a weave of incredibly durable micro-wire.

Hammer: Ranging from small one handed claw hammers to large headed sledgehammers, these weapons tend to cause enemies to flee in terror.

Pickaxe: Reminiscent of the days of gold prospectors, the pickaxe is sometimes used as a crude weapon.

Club: Simple and effective, this weapon ranges from a sturdy wooden plank to a crowbar.

Spear and Pike: Arguably one of mankind's first weapons, the spear and pike are perfect for harassing dinosaurs at a safe distance.

Whip: A modern version of the whip, this sparkling length of harnessed particles can tangle and trip a target.

Dinoprod: This steel rod is tipped with a powerful electrical discharge unit.

Power Glove: Powered by a small battery cell, this advanced metallic glove enhances the force of punches.

Plasma Lance: This weapon is a long steel lance that is sheathed in superheated energy.

Twin Lance: Although heavy and slightly unwieldy, this double pronged lance can be devastating in the right hands.

Shudder Lance: Vibrating several hundred times a second, this well known weapon uses stored kinetic energy to blast a target backwards.

ARMOR TABLE INFORMATION

A variety of armors are available for use by characters. These range from a simple cloth shirt to more advanced defensive materials necessary to withstand the fearsome blows of a dinosaur. Note that only the most common armors are listed, and other materials and types of armor may exist.

The statistic columns of the chart are outlined below, as well as detailed descriptive text for each suit of armor:

Material Name: The main material component of the armor. The style and shape varies.

Cost: The cost (in Neodollars) of the armor.

Armor Rating: The level of protection and equivalent Armor Rating of each suit of armor.

MV Penalty: The amount of Movement a character loses when wearing a certain suit of armor. If this would reduce their Movement statistic to 0 or below then the character cannot wear the armor.

ARMOR DESCRIPTIONS

Cloth: Thick cloth of various styles, normally in a shirt or vest form. The material barely softens blows.

Padded: Layered or specially treated cloth to help further resist impact and burns.

Quilted: A painstaking approach of inlaying metal studs into common reinforced materials.

Clay: This armor is created by reinforcing superheated clay with soft layers of inner padding.

Wood: Crafted from hardy jungle trees, this suit of armor involves strapping carved and fitted pieces of wood to key locations, normally under other clothes.

Bone: Made up of a variety of dense bones, this armor is crude but effective at reducing the pain of a dinosaur bite.

Dinohide: Formed from a variety of tanned and treated dinosaur pelts, this suit is extremely common for its ease of customization.

Mesh: Created from links of durable metal or thick rubber, the mesh shirt is preferred by anyone with a flair for style, as it can seamlessly be worn under clothes.

Flak: A bulky vest useful in protecting the wearer from shrapnel and sharp teeth.

Metal: Heavy and cumbersome, a solid sheet of metal is still great at protecting vital areas while providing peace of mind.

Ceramic: Formed using modern mixing techniques, ceramic plating is useful for deflecting or absorbing weapon shots.

Kevlar: Uncommon and outdated by modern standards, 21st century kevlar is still sometimes found in law enforcement groups.

Vectran: An updated version of kevlar for 2285, a vectran vest can stop most shots with only minor discomfort to the wearer.

Thermoplastic: Worn outside clothes like a type of carapace, thermoplastic armor is useful against most energy weapons and blunt trauma.

Biosteel: Woven from thin, lightweight fibers harvested from giant jungle spiders, biosteel is a perfect choice for maintaining mobility.

Kinetic: Based on a recent breakthrough in the realm of personal protection, a kinetic shirt uses the energy of an incoming attack to reverse and deflect the blow.

STF: Developed near the end of the 21st century, shear thickening fluid (STF) was assumed lost after Eruption Day. However a group of explorers uncovered the secrets to its production several years ago. The magnificent liquid instantly hardens a nanosecond before an attack penetrates to flesh, providing maximum protection without sacrificing weight.

Ferrobone: Using rare ultradense bones reinforced with steel and interwoven with biosteel, a vest of ferrobone can make the wearer nearly impervious to pain.

EQUIPMENT TABLE INFORMATION

Various common and uncommon items can be used by characters to help in their adventures. Example equipment would be archaic items similar to their old west counterparts like sleeping bags, lanterns, and hemp rope, while the 2285 options are also listed like spymics, heartbeat scanners, cybergills, and more.

Only items that have a direct in game use are listed, but there are thousands of other minor items that characters are normally assumed to have on hand (like hats, boots, gloves, pins, belts, etc.).

The statistic columns of the chart are outlined below, as well as detailed descriptive text for each piece of equipment:

Name: The name of the equipment.

Cost: The cost (in Neodollars) of a single item. This price may vary between locations.

Purpose or Effects: A summary of the rules governing how the item is used in game. See below for additional detailed rules for some items.

Hemp Rope: Sturdy rope woven from strands of hemp. Useful for climbing, towing or hauling, binding prisoners, etc. Normally comes in 50 foot lengths.

Micro Rope: A modern advancement that reduces the size and weight of rope to that of thin fishing wire, while still maintaining the load bearing characteristics. Not recommended for climbing as Micro Rope tends to cut through gloves. Normally comes in 200 foot lengths.

Grappling Hook: Thick steel hook with one to three prongs, used for latching onto cliff tops, trees, etc.

Lockpick: Traditional set of thin metal picks used for opening old fashion metal locks without damaging the lock itself.

Locksplitter: Container of nanorobots that are dumped into a lock and automatically form the resemblance of the key. Tends to damage the lock after use, but are quick and simple to utilize.

Charcoal and Paper: Simple implements for writing.

Datapad: Small solar powered screen used for writing.

Deck of Cards: Standard deck of playing cards used in gambling.

Dice: Standard pair of dice used in gambling.

Musical Instrument: Represents a wide variety of music making instruments like banjos, guitars, harmonicas, etc.

Sleeping Bag: Durable bed roll made from a variety of materials that can be compressed down to fit into a sack. Tested successfully to arctic temperatures.

Fold-a-Cot: Originally the size of a baseball bat, this revolutionary unfolding design expands into a metal cot raised two feet above the ground. Can fit a standard human being comfortably. Useful protection from critters on the ground.

Tent: Represents a variety of tents from simple one-man folding tents to larger group tents. Materials and method of construction vary.

Canteen: Represents any container that can hold liquid.

Binoculars (Lense): Traditional 20x magnifying lenses.

Binoculars (Electric): Modern electronic lenses that can magnify from 1x to 50x. Powered by long lasting batteries.

Spymic: Microphone used for amplifying distant sounds from up to 500 feet away. Useful for listening in on conversations.

Candles (Wax): A set of traditional wax candles.

Candles (LED): Glowing stick of light emitting diodes.

Flinter and Tinder: Crude method of starting a fire by striking flint and tinder together to create sparks.

Matches (Chemical): A box of wooden matches with specially treated chemical heads to instantly spark a flame when dragged over a rough surface.

Firesparker: Modern method of starting a fire by a self heating electric coil that is solar powered.

Lantern (Oil): Old fashioned light source useful for illuminating a wide, circular area.

Lantern (Electric): Modern light source that uses a cell of rechargeable batteries to create illumination in a wide, circular area.

Flashlight: Light source that casts a narrow, long beam of illumination. Powered by high density batteries.

Fold-a-Shovel: A microthin shovel that unfolds from a metal box the size of an egg.

Wirecutter: Self sharpening cutters that can be used to split barbwire, fences, etc.

Motion Detector: A small device ranging in style from a black sphere to a white box with a

blinking light, the motion detector can be set up to trigger varying levels of alarm when motion is detected. Useful for preventing entry into certain areas, or securing a campsite at night.

Heartbeat Scanner: Displays beating hearts up to a 100 foot radius, even through walls and stone. Often used by bounty hunters to track down hiding prey. The scanner cannot differentiate between dinosaurs and humans.

Filter Mask: Varying in style from a nanofiber bandanna to a full face covering, the filter mask is useful for cleansing air of anything from dust to poison gas.

Cybergills: A collar that allows the wearer to breathe in fresh water for up to 3 hours before needing to recharge. Salt water tends to clog the Cybergill.

Nightsight: Representing a variety of light amplification devices ranging from goggles to eye contacts. Can be used to clearly see in low-light or totally dark conditions like underground, a room, or at night.

Whiskey Drop: The weakest healing agent, a Whiskey Drop doesn't actually contain any alcohol. Instead it mimics the dulling effects of whiskey through a complex mix of chemicals. Normally these healing items look like simple light brown pills. Restores 2 Hitpoints instantly.

IRP: Available in different sizes, the IRP (or Instant Regenerative Product) are packaged as thick needles filled with liquid that fuses broken bones, rapidly restores skin, and stimulates the creation of blood. Restores either 1D6 (Small), 1D12 (Medium), 2D12 (Large), or 40 (Critical) Hitpoints instantly (in the Action Phase it was used).

Medpack: A bag or package containing various items used in healing, such as bandages, tourniquets, disinfectants, etc. Restores 1D12 Hitpoints at the start of the target's next Activation.

Autosurgeon: Contraption that unfolds into a series of mechanical arms. The machine works rapidly to splint broken bones, fuse gashes, inject blood transfusions, and so on. Restores 2D12 Hitpoints at the start of the target's next Activation.

Fold-a-Doc: Similar to the Autosurgeon this unfolding doctor's bag is useful at repairing the most grievous of wounds. Restores 40 Hitpoints at the start of the target's next Activation.

RANGED ENERGY WEAPONS

Name	Cost	Attack	Damage	Short	Med	Long	Reload	Size	Type	Special
80KW Six-Shooter	$10	4	0	1-6	7-10	11-14	1x1	S	Energy	
100KW Six-Shooter	$40	4	1	1-6	7-10	11-14	1x1	S	Energy	Fan the Hammer
200KW Six-Shooter	$60	4	2	1-6	7-10	11-14	1x1	S	Energy	Fan the Hammer
300KW Six-Shooter	$80	4	3	1-6	7-10	11-14	1x1	S	Energy	Fan the Hammer
400KW Six-Shooter	$120	4	4	1-6	7-10	11-14	1x1	S	Energy	Fan the Hammer
Light Pistol or Derringer	$60	2	3	1-8	9-15	16-17	1x1	S	Energy	
Heavy Pistol	$80	2	4	1-8	9-13	14-16	2x1	S	Energy	
Handcannon	$120	2	6	2-6	7-8	9-12	1x1	S	Energy	
Laserbow	$80	1	5	1-3	4-8	9-11	None	M	Energy	
Blasterbow	$100	2	4	1-4	5-10	11-14	None	M	Energy	
Stun Gun or Bola	$150	2	2	1-3	4-8	9-11	1x1	S	Energy	Slowed
Double Barrel Shotgun	$80	2	5	1	2-6	7-9	1x1	M	Energy	Both Barrels
Pump Shotgun	$100	3	5	1-4	5-7	8-9	2x1	M	Energy	
Auto Shotgun	$150	4	5	1-6	7-8	9-10	1x1	L	Energy	
200KW Twin Rifle	$150	5	2	N/A	2-12	13-18	2x1	M	Energy	Both Barrels
400KW Lever-Action Rifle	$130	3	4	N/A	4-14	15-21	2x1	M	Energy	
500KW Lever-Action Rifle	$160	3	5	N/A	4-14	15-21	2x1	M	Energy	
600KW Lever-Action Rifle	$200	3	6	N/A	4-14	15-21	2x1	M	Energy	
700KW Lever-Action Rifle	$250	2	7	N/A	4-14	15-21	1x1	M	Energy	
1MW Lever-Action Rifle	$320	1	8	N/A	4-16	17-24	Auto	L	Energy	
Low Burst Rifle or Light Repeater	$120	6	1	1-4	5-11	12-16	4x1	L	Energy	
High Burst Rifle or Heavy Repeater	$150	6	2	1-4	5-10	11-14	3x1	L	Energy	
Rotary Rifle or Gatling Gun	$600	7	3	1-6	7-11	12-15	3x1	L	Energy	Hail of Bullets
1MW Scoped Rifle	$600	1	10	N/A	6-18	19-24	1x1	L	Energy	Scoped
2MW Scoped Rifle	$620	1	10	N/A	6-20	21-26	1x1	L	Energy	Scoped
3MW Scoped Rifle	$750	1	11	N/A	8-20	21-30	Auto	L	Energy	Scoped

RANGED PROJECTILE WEAPONS

Name	Cost	Attack	Damage	Short	Med	Long	Reload	Size	Type	Special
Rope Lasso	N/A	1	0	N/A	1-6	N/A	None	-	Projectile	Lasso, Stopped
Wire Lasso	$40	1	0	N/A	1-8	N/A	None	S	Projectile	Lasso, Stopped
Retractable Lasso	$60	1	0	N/A	1-6	N/A	None	S	Projectile	Lasso, Pulled
Barbed Lasso	$100	3	3	N/A	1-4	N/A	None	M	Projectile	Lasso, Slowed
Throwing Knife	$40	3	2	1-6	7-10	11-13	Auto	S	Projectile	
Throwing Axe or Tomahawk	$40	2	3	1-5	6-10	11-13	Auto	S	Projectile	
Throwing Spear	$10	2	1	1-4	5-10	11-12	Auto	S	Projectile	
Stub Pistol	$140	4	4	1-8	9-14	15-16	1x1	S	Projectile	
Musket	$120	1	4	N/A	6-20	21-24	Auto	L	Projectile	Scoped
Crossbow	$120	3	3	2-10	11-14	15-18	None	M	Projectile	
Sawed Off Shotgun	$100	2	6	1-2	3-6	7-9	1x1	S	Projectile	
Bolt Action Rifle	$150	1	6	2-8	9-15	16-22	1x1	L	Projectile	
Assault Rifle	$120	6	1	1-6	7-12	13-17	2x1	L	Projectile	
Needler Rifle	$400	N/A	2	N/A	1-13	N/A	None	M	Projectile	Seeking
Blunderbuss or Scattergun	$150	1	5	1-5	6-10	11-14	1x1	M	Projectile	Explosion 2"
Bazooka or 10-Pound Cannon	$1,200	1	15	N/A	5-18	19-28	Auto	L	Projectile	Explosion 2"
Rocket Launcher or Field Gun	$1,300	1	12	N/A	5-16	17-25	1x1	L	Projectile	Explosion 2"
Grenade Launcher	$900	4	6	N/A	5-14	15-20	1x1	L	Projectile	Explosion 2"
Flamethrower	$1,500	1	8	N/A	1-6	N/A	Auto	L	Projectile	Fireline
Boom Grenades or Stick of Dynamite	$120	1	7	N/A	3-12	N/A	Auto	M	Grenade	Explosion 2"
Kaboom Grenades or Bundle of Dynamite	$170	1	7	N/A	3-10	N/A	Auto	M	Grenade	Explosion 4"
Riot Grenades	$100	1	0	N/A	3-12	N/A	Auto	M	Grenade	1D6" Knockback
Stun Grenades	$200	1	0	N/A	3-12	N/A	Auto	M	Grenade	Stunned
Tangle Grenades	$200	1	0	N/A	3-12	N/A	Auto	M	Grenade	Stopped
Glue Grenades	$170	1	0	N/A	3-12	N/A	Auto	M	Grenade	Slowed
Defoliant Grenades	$200	1	0	N/A	3-12	N/A	Auto	M	Grenade	Cover Breaker

MELEE WEAPONS

Name	Cost	Attack	Damage	Short	Med	Long	Reload	Size	Type	Special
Broken Bottle	$5	3	0	Melee	Melee	Melee	None	S	Melee	
Machete	$10	1	4	Melee	Melee	Melee	None	S	Melee	
Hammer	$40	1	5	Melee	Melee	Melee	None	S	Melee	
Pickaxe	$60	1	6	Melee	Melee	Melee	None	M	Melee	
Tall Sword	$80	1	7	Melee	Melee	Melee	None	L	Melee	
Knife or Brass Knuckles	$10	2	3	Melee	Melee	Melee	None	S	Melee	
Long Sword or Flail	$40	2	4	Melee	Melee	Melee	None	M	Melee	
Shank or Short Sword	$10	3	2	Melee	Melee	Melee	None	S	Melee	
Axe or Club	$40	3	3	Melee	Melee	Melee	None	S	Melee	
Staff	$60	3	4	Melee	Melee	Melee	None	M	Melee	
Shudder Lance	$100	3	5	Melee	Melee	Melee	None	L	Melee	4" Knockback
Spear or Pike	$60	4	3	Melee	Melee	Melee	None	M	Melee	
Saber or Cutlass	$80	4	4	Melee	Melee	Melee	None	M	Melee	
Plasma Lance or Power Glove	$120	4	5	Melee	Melee	Melee	None	S	Melee	
Motor Blade	$80	5	3	Melee	Melee	Melee	None	M	Melee	
Whip	$80	5	1	Melee	Melee	Melee	None	L	Melee	Slowed
Dinoprod	$120	8	0	Melee	Melee	Melee	None	M	Melee	
Twin Lance	$120	7	2	Melee	Melee	Melee	None	L	Melee	

NATURAL WEAPONS

Name	Cost	Attack	Damage	Short	Med	Long	Reload	Size	Type	Special
Punch	N/A	2	1	Melee	Melee	Melee	None	–	Brawl	
Kick	N/A	1	2	Melee	Melee	Melee	None	–	Brawl	
Shove	N/A	1	0	Melee	Melee	Melee	None	–	Brawl	2" Knockback
Trip	N/A	1	0	Melee	Melee	Melee	None	–	Brawl	Stopped
Trample	N/A	2	0	Melee	Melee	Melee	None	–	Beast	4" Knockback
Gore	N/A	2	0	Melee	Melee	Melee	None	–	Beast	Slowed

ARMOR

Material Name	Cost	Armor Rating	MV Penalty
Unarmored	N/A	0	0
Cloth / Padded / Quilted	$50	1	0
Clay / Wood / Bone	$150	2	0
Dinohide / Mesh / Flak	$300	3	0
Metal / Ceramic / Kevlar	$500	4	-1
Vectran / Thermoplastic	$1,000	5	-2
Biosteel / Kinetic	$1,500	6	-3
STF / Ferrobone	$2,000	7	-4

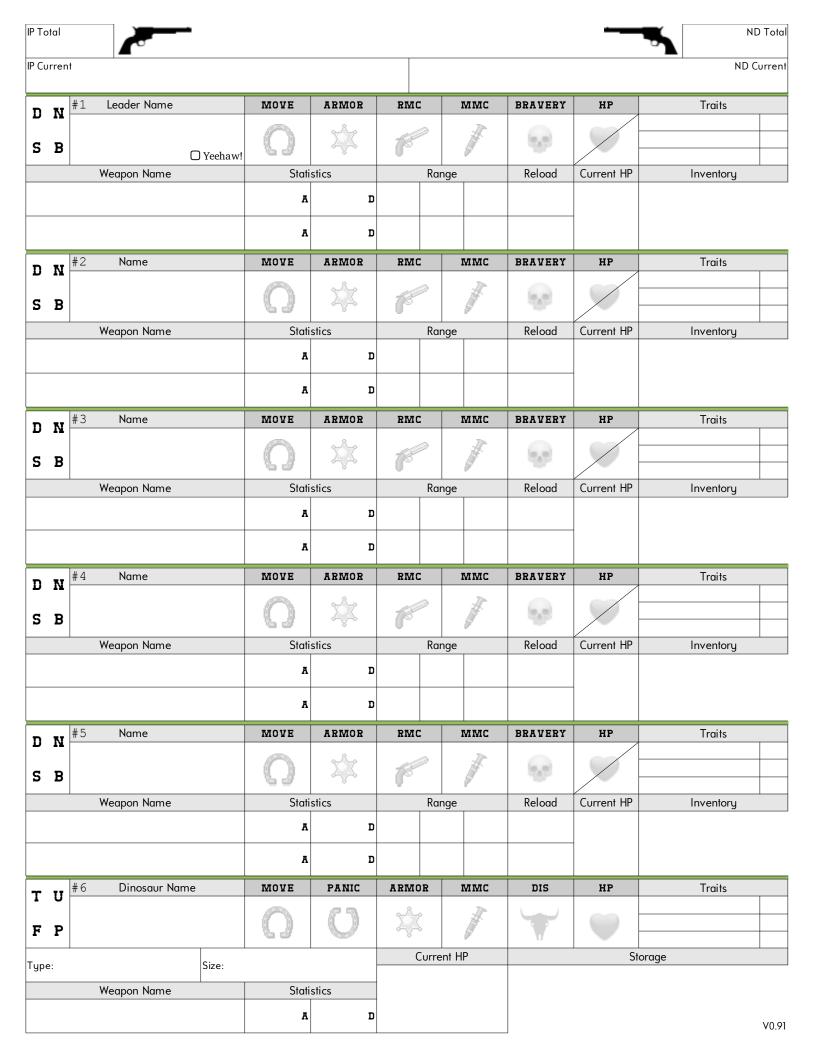| Weapon Special Abilities |
|---|
| **Both Barrels:** Add +2 Attacks for the next attack, but mark with a Reload token. |
| **Cover Breaker:** On hit remove 1 piece of vegetation based terrain (such as a tree or hedge). What constitutes a single piece is at the GM's discretion. |
| **Explosion:** If hit, any entity (allied or enemy) within the listed inches suffers the base damage of the weapon. |
| **Fan the Hammer:** Can only be used at Short Range or closer. Can only be used at Short Range or closer. Add +2 Attacks and 2" Knockback for the next attack, but mark with a Reload token. |
| **Fireline:** Draw a straight line from the firer in the direction they wish to attack, up to the maximum range of the weapon. Any entity (allied or enemy) the line passes over (even partially) suffers an attack from this weapon. |
| **Hail of Bullets:** Optionally Re-roll one single Attack dice. |
| **Knockback:** If hit the target is pushed directly away from the attacker a distance equal to the listed inches. |
| **Lasso:** This weapon can only be used while mounted and can only target non-mounted characters. |
| **Pulled:** If hit the target is Pulled directly towards the attacker. This can unwillingly move a target into close combat. |
| **Scoped:** Ignore the penalty for attacking targets in Cover. |
| **Seeking:** No Attack Roll is necessary, instead the target is automatically hit. |
| **Slowed:** On hit the target is Slowed and during their next Activation they can only move 1/2" their Movement statistic and cannot Run or Charge. |
| **Stopped:** On hit the target is Stopped in place and cannot perform a Movement Phase, Run, or Charge during their next Activation. |
| **Stunned:** On hit the target is Stunned and cannot perform an Action Phase during their next Activation. |

EQUIPMENT

Name	Cost	Purpose or Effects	Name	Cost	Purpose or Effects
Hemp Rope	$5	Thick sturdy rope, 50 feet long	Matches (Chemical)	$2	Start fires
Micro Rope	$10	Nearly invisible rope, 200 feet long	Firesparker	$5	Start fires
Grappling Hook	$1	To hook onto surfaces	Lantern (Oil)	$1	Wide area of light
Lockpick	$10	For unlocking a lock without damaging it	Lantern (Electric)	$10	Wide area of light
Locksplitter	$20	For destroying locks	Flashlight	$10	Long narrow beam of light
Charcoal and Paper	$1	For writing	Fold-a-Shovel	$1	Dig holes
Datapad	$50	For storing notes	Wirecutter	$1	Cut barbwire, fences, etc.
Deck of Cards	$1	For gambling	Motion Detector	$70	Warn when motion is detected
Dice	$1	For gambling	Heartbeat Scanner	$150	Determine location of entities within 100 feet
Musical Instrument	$1	Make music	Filter Mask	$80	Block harmful air
Sleeping Bag	$5	Protection while sleeping on the ground	Cybergills	$80	Breath underwater (in fresh water only) for 3 hours
Fold-a-Cot	$10	Raised platform to sleep on	Nightsight	$80	See in low-light or dark conditions
Tent	$20	Sleep in style	Whiskey Drop	$5	Restore 2 Hitpoints instantly
Canteen	$1	Store liquids	Small IRP	$10	Restore 1D6 Hitpoints instantly
Binoculars (Lense)	$30	Magnify distant sights (20x)	Medium IRP	$20	Restore 1D12 Hitpoints instantly
Binoculars (Electric)	$80	Magnify distant sights (1x-50x)	Large IRP	$50	Restore 2D12 Hitpoints instantly
Spymic	$50	Amplify and listen to distant sounds up to 500 feet away	Critical IRP	$150	Restore 40 Hitpoints instantly
Candles (Wax)	$1	Small area of light	Medpack	$15	Restore 1D12 Hitpoints over time
Candles (LED)	$2	Small area of light	Autosurgeon	$40	Restore 2D12 Hitpoints over time
Flinter and Tinder	$1	Start fires	Fold-a-Doc	$120	Restore 40 Hitpoints over time

| IP Total | | | | | | | ND Total |
| IP Current | | | | | | | ND Current |

		#1	Leader Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B		☐ Yeehaw!							

Weapon Name	Statistics		Range	Reload	Current HP	Inventory
	A	D				
	A	D				

		#2	Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B									

Weapon Name	Statistics		Range	Reload	Current HP	Inventory
	A	D				
	A	D				

		#3	Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B									

Weapon Name	Statistics		Range	Reload	Current HP	Inventory
	A	D				
	A	D				

		#4	Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B									

Weapon Name	Statistics		Range	Reload	Current HP	Inventory
	A	D				
	A	D				

		#5	Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B									

Weapon Name	Statistics		Range	Reload	Current HP	Inventory
	A	D				
	A	D				

		#6	Dinosaur Name	MOVE	PANIC	ARMOR	MMC	DIS	HP	Traits
T	U									
F	P									

Type:		Size:		Current HP		Storage	

Weapon Name	Statistics	
	A	D

V0.91

Quick Reference Sheet

NAME	TYPE	AFFECTS	AMOUNT	WHEN
Armor	All	Miss Chance	+Armor	Always
In Melee	Ranged	Miss Chance	+1	Target in Melee
Short Range	Ranged	Miss Chance	-1	Target at Short Range
Long Range	Ranged	Miss Chance	+1	Target at Long Range
Movement	Ranged	Miss Chance	+1	Target moved
Cover	Ranged	Damage	-1	Target in cover
Elevation	All	Damage	+1	Attacker 2"+ above target
Charge	Melee	Attack	+1	Attacker performed Charge

TURN ORDER

1. Clear Tokens (Moved and Acted)
2. Roll Initiative
3. Activate Entity
   3a. Use any Active Traits
   3b. Perform Phases (in either order)
4. Repeat #2 and #3

ACTION PHASE OPTIONS

- Use Weapon
- Use Item (on self or adjacent ally)
- Reload a Weapon (remove Reload token)
- Run (additional 1/2 Move stat)
- Charge (+D6" Move, bonus in Melee)
- Mount or Dismount

BRAVERY TEST

- Required character test when Damage >= (starting HP / 2)
- Test by rolling 1D12 >= Bravery statistic = failed (Fleeing)

COMBAT PROCEDURE

1. Attack Roll

  Roll one D12 for every Attack of the ranged or melee weapon

2. Determine Hits

  1 Hit per Attack roll >= (Miss Chance +/- modifiers)

  2 Hits (Critical Hit) per unmodified roll of 12

3. Apply Damage to Target

  Subtract count of Hits + weapon Damage +/- modifiers from target HP

YEEHAW (ABILITY)

- One other entity within 12" can re-roll a single dice once per encounter. Mark the ability as used on the Posse Roster.

- If the Leader is taken out of action every allied entity must make a Bravery Test.