



DINOSAUR COWBOYS

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

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STANDALONE GAME

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

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. See the Variant Rule section below.

Posse Quality: Normally a Posse starts with 100 IP, \$1,000 and 3 Traits, but higher values can be used as long as both Posses have the same.

Try to maintain a 1 IP to \$10 ratio to ensure equipment purchases match statistics.

Also try to give 1 Trait per 30 IP so that special abilities match skills.

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: See the Deployments section below for different options to set up the posses.

Objective: See the Objectives section below for details on choosing a goal for the game. Normally a single objective is used for all players, but secret individual objectives can also be used.

Features: See the Features section below to decide if any additional special events will be used. These normally add some variety and chaos to a battle without affecting the deployment or objective.

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.

Multiplayer Game: For each additional player beyond two add +2 HP (at no cost) to every entity in your Posse (for example +6 HP for a five player game).

Step 3 - Set Up Table

Using the table size agreed upon in Step 1, take turns adding terrain features to match the current objective and features or location of the encounter.

Step 4 - Deploy Posses

Once the table is finished each player rolls a D12 (re-roll ties). Whoever rolls highest deploys first following the restrictions agreed upon in the Deployments section. Next the second highest roll deploys and so on until all players have deployed their Posse.

Step 5 - Start the Game

Now the game can begin, so start the first turn!

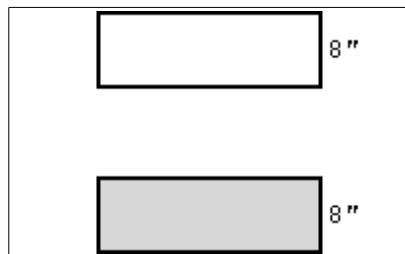
DEPLOYMENTS

Random Deployment: Each deployment name has a number beside it in brackets. If the players wish to use a random deployment roll a D12 and use the deployment that matches the result.

Distances: These deployments generally use an 8" or 12" deployment restriction. This measurement is based on a 4'x3' table, and can be adjusted accordingly to accommodate different table sizes.

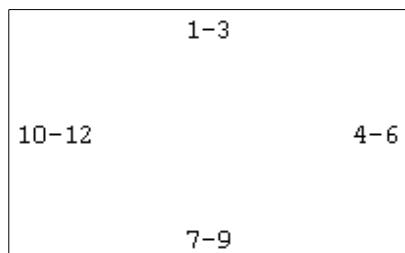
Rolls: In some cases a deployment may call for a D12 roll (to decide table edges, quadrants, etc.). If this is required designate a North table edge and consult the following after each roll:

Roll of 1-3 = North, 4-6 = East, 7-9 = South, 10-12 = West



Edge (1-2)

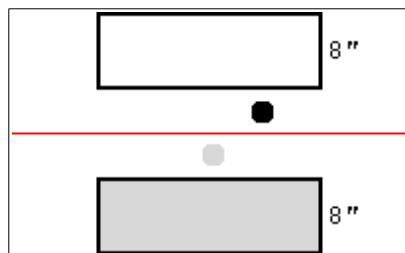
If the table is a rectangle choose (or roll) for short or long table edges to be used. Otherwise choose two opposite table edges to use. The first Posse will deploy within 8" of a table edge, followed by their opponent within 8" of the opposite table edge.



Random Edge (3)

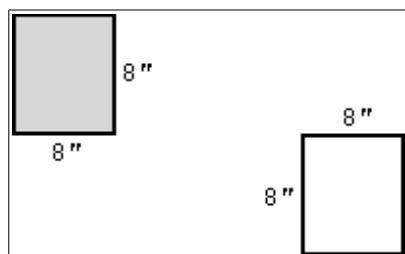
The first Posse will roll a D12 to decide what table edge they will use.

The Posse deploys within 8" of the designated table edge. Their opponent will then roll and deploy in the same way (re-roll if the table edge result is the same).



Deep Edge (4)

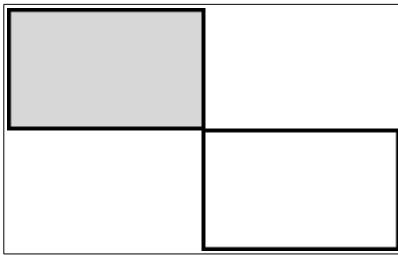
Designate a single entity in each Posse who will be the scout. Proceed with a standard Edge deployment, except for the scout. The first Posse will deploy their scout between 8" away from their table edge to the middle of the table, followed by the second Posse.



Corner (5-6)

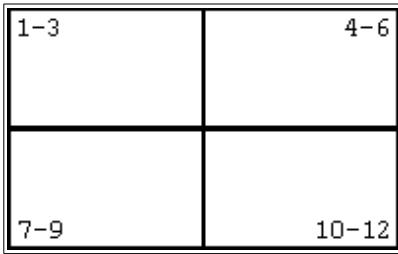
If the table is a rectangle choose (or roll) for short or long table corners to be used. Otherwise choose two opposite table corners to use.

The first Posse will deploy within 8" of a table corner (two intersecting table edges), followed by their opponent who will do the same in the opposite table corner.



Deep Corner (7)

Proceed with a standard Corner deployment, except that instead of being within 8" of the corner each Posse can go to the table middles.



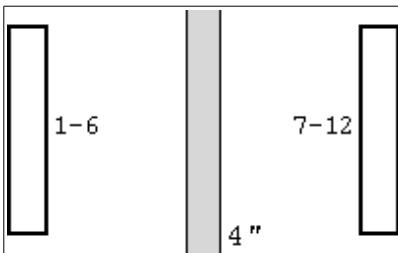
Quadrant (8)

Split each Posse in half.

The first Posse will roll a D12 to decide which quadrant to deploy their first half to.

The second Posse will roll a D12 and also deploy half their Posse, re-rolling if the result is the same quadrant.

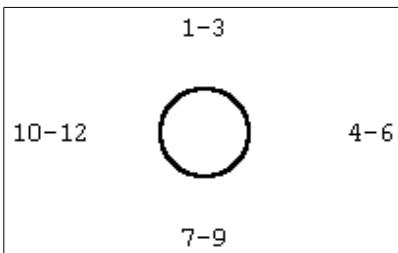
Repeat this process for the remaining halves of each Posse.



Line (9)

The first Posse deploys within a 4" wide strip as long as the table. No entity may be within 5" of another.

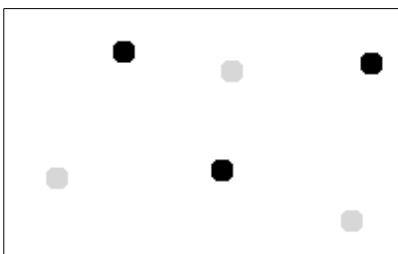
The second Posse then deploys within 8" of a random table edge that is opposite the wide part of the line.



Center (10)

The first Posse deploys within 12" of the center of the table.

The second Posse rolls a D12 and deploys within 8" of a random table edge.



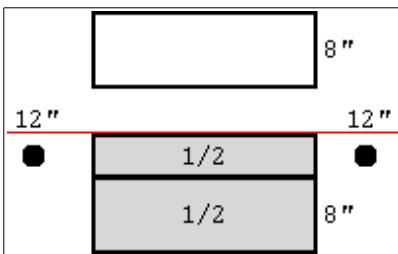
Scatter (11)

Both Posses alternate randomly deploying a single entity.

Figure out the width and height of the table and use an equivalent number of D12s to decide the X and Y position of each entity.

For example a 36" wide table would use 3D12.

No entity can occupy the same space.



Clever Girl (12)

The first Posse is split in half. Choose a table edge and deploy half within 8" of the edge. The remaining half must be deployed between 8" passed the edge and the middle of the table.

The second Posse deploys 1 entity on either side of the forward group, no closer than 12". Any remaining entities are deployed within 8" of the opposite table edge.

OBJECTIVES

Random Objective: Each objective name has a number beside it in brackets. If the players wish to have a random objective roll a D12 and use the objective that matches the result.

Secret Objective: Instead of a single objective both players are working towards, each player can have their own secret objective that might be different than their opponent.

Objective Markers: In some cases an objective will call for an objective marker. This is a generic term for any number of possible objectives, such as an important hill, diamond mine, baby dinosaur, banner or flag, road intersection, etc.

Turn Limit: In some cases an objective will declare that a turn limit is used. Unless otherwise specified the recommended number of turns is 5.

Shoot Out (1-2)

Victory: The first Posse to surrender or have all their entities Taken Out of Action loses, and their opponent wins.

Quick Draw (3)

Victory: The first Posse to surrender or have 3 entities Taken Out of Action loses, and their opponent wins.

Assassinate (4)

Victory: The first Posse to have their Leader Taken Out of Action loses, and their opponent wins.

Strike Fear (5)

Victory: The first Posse to have to take 3 Bravery Tests loses, and their opponent wins. Passing or failing the Bravery Test is irrelevant, only that it was taken.

Capture (6)

Set Up: Choose a number of objective markers and place them in an agreeable way with your opponent. Objective markers may be anything and do not have a specific size. For example there could be a single objective in the middle or multiple scattered around the table.

Victory: At the end of the turn limit whoever has the most objectives with allied entities within 4" wins.

If both allied and enemy entities are at an objective it is considered captured by whoever has more living entities within 4".

Smash and Grab (7)

Set Up: Place a single objective marker in the center of the table. The objective marker must be small enough that a single character can realistically carry it.

A character can pick up the objective marker by spending their Action Phase. They can transfer the objective marker to an adjacent ally by spending their Action Phase.

If the character is Taken Out of Action the objective marker is dropped where they were.

Victory: The first Posse to carry the objective marker off a table edge wins.

Defend (8)

Set Up: Choose an attacker (+1 Initiative bonus) and defender. The defender places a single objective marker within 8" of an allied entity.

Victory: At the end of the turn limit whoever has more living entities within 4" of the objective marker wins.

Flank (9)

Set Up: Choose an attacker and defender (+1 Initiative bonus).

The defender places an objective marker a minimum of 30" from an allied entity.

Victory: The defender wins if at least half their Posse reaches the objective marker. The attacker wins if they can prevent this.

Escort (10)

Set Up: Choose an attacker and defender (+1 Initiative bonus). The defender must escort a Civilian across the table, while the attacker must kill the Civilian. The name and details of the Civilian will vary based on the defender, but the statistics that are used should be:

Civilian

MV 4, AR 0, RMC 7, MMC 7, BRV 8, HP 10, Escape (Trait)

80kW Six-Shooter, Small IRP

Use the Civilian as if they were part of the defender's Posse

In addition the Civilian will be stronger based on the defending Posse:

For every 50 Total IP the defender has increase the Civilian HP by 2.

For every 100 Total IP the defender has increase the Civilian AR by 1.

For example a defending Posse with a basic 100 Total IP would have a Civilian with AR 1 and HP 14. Whereas a defending Posse with 350 IP would have a Civilian with AR 3 and HP 24.

Victory: If the Civilian is Taken Out of Action the attacker wins. If the Civilian moves off the furthest table edge from the defender's deployment the defender wins.

Guard (11)

Set Up: Choose an attacker (+1 Initiative bonus) and defender. The defender must protect a Civilian while the attacker tries to kill them. Use the statistics from the Escort objective above.

Victory: If the Civilian is alive at the end of 6 turns the defender wins, otherwise the attacker wins.

Demolish (12)

Set Up: Choose a number of objective markers and place them in an agreeable way with your opponent. Each objective marker needs to be destroyed, and has the following statistics:

Objective Target

MV 0, AR 2, HP 10

Victory: The first Posse to destroy the majority of the objective markers wins.

FEATURES

Pit Fight

Only Melee weapons can be used.

Street Fight

Humans can only use ranged weapons.

Out of Supplies

At the start of the game mark all ranged weapons with a Reload token.

Weapon Emplacement

Place any number of weapon emplacements around the table. Any entity in base contact can use their Action Phase to attack with the weapon. Use any of the ranged weapons from the Weapon Table. Recommended options are Gatling Gun, 10-Pound Cannon, Rocket Launcher, and any Grenades.

Shield Generators

Place any number of shield generators around the table. Any entity within 2" have +1 AR.

Siege

Distant cannon fire is bombarding the table. Cut out D6 circles of paper about 1" wide. At the start of every turn drop these circles from 2' above the table. Wherever they land is where the cannon fire hit.

Any entity within 6" of a cannon shot suffers a 2A-5D attack.

Terrain Features

Various ideas for placing unique terrain that can change the flow of a battle.

Town: Place numerous town buildings on the table. They may be locked and inaccessible, or humans can enter them (use a grid or square board for the floor plans).

Road: Place a stretch of road, broken trail, or other improvement on the table. +1 MV if a move starts on the road. This bonus applies for both Standard Move and Running or Charging.

Marsh: Place various patches of marsh and bog that will either slow movement (-1 MV until the end of next Activation after passing through a marsh) or are entirely impassable.

Swamp: The ground is flooded and deadly to humans. Dinosaurs can ignore the swamp and move as normal.

Place numerous steep hills within 2-4" of each other. Humans must jump from hill to hill to move around the battle.

Broken Ground: Covers the entire table. No entity can Run or Charge.

Canyon: Place tall hills, cliffs, and walls along the table with a central ravine or clearing running down the middle.

Chasms: Place any number of straight lines of random length. These chasms block movement for humans but not dinosaurs. Humans can only cross on a roll of 6+ on D12, otherwise they take 1 Damage.

Volcano: Place a volcano on the table, which is dormant at start of the game. At the start of each turn roll a D12. If the result is greater than or equal to 8 (minus current Turn) the volcano explodes.

Once exploded lava expands in all directions from the volcano at a rate of 6" each turn. Any entity touching the lava suffers 3D12 Damage. Entities at higher elevation are safe for 1 Turn per 1" of height.

Forest Fire: Place any number of fires on the table, generally 4"x4". Roll a D12 for each fire at the start of each turn. On a roll of 8+ the fire will grow by 1" in every direction.

Any entity who comes into contact with fire will suffer D6 Damage.

Carnivorous Plants: Any character within 2" of a tree (or other vegetation based piece of terrain) must roll a D12 at the start of their Activation. If the result is 8+ the tree immediately attacks at 6A-0D.

Light Fog: Covers the entire table. No ranged attacks at Long range.

Heavy Fog: Covers the entire table. No ranged attacks except at Short range.

Light Duststorm: Covers the entire table. Use a roll of 1 or 2 to count towards a Reload, instead of just 1.

Heavy Duststorm: Covers the entire table. Use a roll of 1, 2, or 3 to count towards a Reload, instead of just 1.

Gold Mine: Place a gold mine on the table. Any entity who uses an Action Phase to mine this location will receive \$10.

Inspiring Ruins: Place any number of ruins on the table (effects anyone within 4" of a ruin) or have this effect cover the entire table.

All base To-Hit numbers receive a -2 bonus (so 7+ to hit would become 5+).

Fearful Ruins: Place any number of ruins on the table (effects anyone within 4" of a ruin) or have this effect cover the entire table.

Roll two dice for any Bravery Test and use the lowest.

Gusting Winds: Covers the entire table. All attacks have 2" Knockback.

Clear Day: Covers the entire table. All ranged weapons have +5" to their maximum Long range.

Refreshing Spring: Place a fountain or spring on the table (effects anyone within 4" of the spring) or have this effect cover the entire table.

Every entity regenerates 2 HP at the end of their Activation. Cannot heal an entity beyond their starting Hitpoints.

Tunnels

Place pairs of entrances/exits to tunnels around the table. Designate whether dinosaurs can fit into the tunnels.

Hidden Tunnel: Any entity reaching an entrance can instantly move to the matching exit. Doing so ends their Maneuver Phase.

Slow Tunnel: As per Hidden Tunnel, except the entity will not appear at the exit until the start of their next Activation.

Complex Tunnel: Use a grid or square board sections to represent the tunnels. Make sure entrances and exits are marked on the grid. Entities who enter the tunnels can move as normal underground on the grid.

Traps

The players agree on the number and type of traps each can use. Each trap is 4"x4". Traps are placed after deployment. Each player writes down the X and Y coordinates (in inches) of where they want to place each trap, which will remain hidden until sprung. No trap can be placed within 8" of an entity.

If an enemy entity moves into the trap immediately resolve the effect, then the trap is removed.

Spike Trap: D6 Damage, +2 if the target was Running when they entered the trap.

Flame Trap: D6 Damage, and another D6 Damage at the start of the target's next Activation.

Falling Log Trap: D12 Damage, 4" Knockback.

Deadfall Trap: 1A-4D attack.

Grenade Trap: D6 Damage, 2" Explosion.

Foothold Trap: 2 Damage, Stopped.

Snare Trap: 2 Damage, Slowed.

Boulder Trap: 2 Damage, Stunned.

For example Jim and Sally agree to have 2 Spike Traps, 1 Grenade Trap, and 1 Boulder Trap available each. Jim writes down his four traps and their coordinates. He places the 1 Boulder Trap 18" from the west of the table (X coordinate), and 12" from the north (Y coordinate). Any of Sally's entities that move within 4" of the coordinates 18"x12" will spring the trap and suffer 2 Damage and be Stunned.

Wandering and Roving Enemies

Sometimes there are generic enemies that are present on the table. They may attack the nearest target, or be controllable but switch sides as the battle progresses.

Wandering: If an enemy is Wandering they move randomly and attack the nearest entity.

Roving: If an enemy is Roving they are controlled by each player (under a single Activation). At the start of the game roll off for who gets to control the Roving enemies first, then alternate control at the start of each subsequent turn.

Dinosaur: Choose any dinosaur from the Dinosaur List.

Savages: Use 1-3 melee focused Savages using the following statistics:

Savage Enemy

MV 5, AR 1, RMC 9, MMC 7, BRV 7, HP 12, Charger Club

Stampede

A large herd of unstoppable dinosaurs can be a frightening sight.

Place a herd of Ducky, Thickskull, Horned, or Longneck dinosaurs on the table. The herd should be at least 3" wide and 5" long, and cannot start within 12" of any entity.

At the start of each turn the dinosaurs move a random direction for their full movement. The herd ignores Difficult Terrain.

Any terrain (trees, hills, etc.) the herd passes over is trampled and removed.

Any entity in their path suffers a standard attack from the dinosaur type, but with 4" Knockback.

CAMPAIGN GAME

Linking battles and exploration into a continuing narrative is what separates a campaign from a standalone game. Exploring 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 or custom hexmaps be used and modified to match the overland map shown below:



TRACKING TIME

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

Time: Day or Night (typically do not track the specific hour)

Day: Current real world day, number 1-31

Month: Current real world month

Year: Minimum 2285

Combat at Night

In some cases a hostile encounter will happen at night. Darkness reduces the effectiveness of ranged weapon fire.

If an entity is hit with a ranged weapon at Medium or Long range they roll a D12. If the result is greater than or equal to 10+ (Medium) or 8+ (Long) the attack has no effect.

OVERLAND 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. Additional travel beyond this is considered a Forced March (see below).

The rest of the time is spent scrounging for food and water, setting up camp, resting and sleeping, and exploring nearby 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 travel 4mph for 6 hours per day for a total of 24 miles on the Overland Map. If they were riding a Ripper dinosaur (Movement 7) they would instead go 7mph or 42 miles per day on the Overland Map.

Forced March: A Posse travelling By Ground can choose to perform a Forced March to cover more distance.

For every 1 hour a Posse wishes to travel beyond 6 hours they receive -1 Initiative for the rest of the day. The absolute maximum time a Posse can travel by ground is 10 hours.

For example a Posse may perform a Forced March for 3 extra hours (total 9 hours). They would have -3 Initiative for the rest of the day. With Movement 4 this would cover an additional 12 miles.

Difficult Overland Terrain: Any overland terrain except flatlands is considered Difficult Terrain (jungle, hills, desert, marsh, etc.) and has a chance to reduce the speed of a travelling Posse.

The most common types of terrain are listed below. The Sheriff can expand or modify this list as necessary to suit the campaign.

When entering an area or hex on the Overland Map a D12 must be rolled. Add +1 to this roll if a road, trail, or other improvement is present.

If the result is greater than or equal to the Difficulty number on the table below the Posse can move normally.

Otherwise they must spend an additional mile of travel to cross the terrain, and they suffer any Failure Effect for that terrain.

For example a Posse wishes to cross 2 miles of Light Jungle. They would roll 1D12 for the Difficult Terrain, hoping for a 5+ (as per the table). If they rolled less than 5 the Posse would have to spend 4 miles of travel to get through the Light Jungle.

OVERLAND TERRAIN

Terrain	Difficulty	Failure Effect	Description
Flatland	N/A		Plains or other low scrub that has no effect on movement.
Light Jungle	5		Tangled vegetation and hot temperatures.
Heavy Jungle	6		Incredibly dense growth that is tough to move through.
Light Forest	5		Thin clumps of various trees and grasses.
Heavy Forest	6		Tall trees swarming with heavy undergrowth.
Hills	7		Shallow rises and cresting ridges.
Mountains	8		Sharp rock faces, cliffs, ravines, and other dangers.
Volcanic	9	-1 MV per entity for the day (does not stack)	Cooled magma solidified into a jagged, treacherous surface.
Desert	4	-1 HP per entity for the day (stacks)	Burning sands with little shade or change.
Desert Dunes	7		Small clumps of sand piled by nature.
Marsh	5		Boggy and watery ground, possibly a flood plain.
Swamp	6		Deep pools of stagnant water, hordes of bugs.
River	10		Stream of flowing water normally crossed on a Swimmer dinosaur.
Ocean	Impassable	Cannot be crossed.	Great body of salt water separating the continents.

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 used to bear cargo and human passengers and provide the ideal service of quickly moving city to city.

Pay \$0.50 per mile for up to 400 miles per day (rounded to the nearest 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

Certain breeds of Nothosaurus ("Swimmers") have been mounted with advanced airtight ferries and 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 day.

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

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 wilderness 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 Sheriff can think up.

Do not roll an Encounter Chance when in a safe settlement.

ENCOUNTERS

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 Sheriff 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 Sheriff should set up the terrain according to where the Posse is on the Overland Map. Then they deploy suitable entities and start any combat.

Unbalanced Posses and Encounters

In some cases a Posse may be forced to fight opponents far above their skill level. This is especially true in competitive campaign games with multiple players. When against a superior force a Posse will be as focused as possible, and if they survive are sure to learn a lot.

Before an encounter compare the IP Total for all involved Posses. Depending on the difference in IP, apply the following bonuses to the weaker Posse:

IP Gap	Unbalanced Bonus
50	+1 Initiative
100	+2 Initiative, +1 IP per entity Taken Out of Action
150	+2 Initiative, +2 IP per entity Taken Out of Action
200	+3 Initiative, +2 IP per entity Taken Out of Action
250	+3 Initiative, +3 IP per entity Taken Out of Action
300+	+4 Initiative, +3 IP per entity Taken Out of Action

For example Hope's Wardens (110 IP Total) are tasked with stopping The Death Snakes (260 IP Total). The difference in IP Total is 150 (260-110), so Hope's Wardens would have a +2 Initiative bonus and +2 IP awarded per entity Taken Out of Action.

END OF ENCOUNTER PROCESS

In a campaign there are lasting effects at the end of each encounter. The Posse will have learned more from their experience, will want to recover any equipment, and entities that were hurt in combat may not fully recover.

Wounds and Injuries

Through the course of an encounter an entity may become hurt and suffer further effects. A temporary effect is called a Wound, and a permanent effect is called an Injury.

After an encounter any entity that was Taken Out of Action must perform the following steps.

Step 1: Roll a D12 to see if the entity is hurt or not. Dinosaurs receive +1 to this roll and Leaders receive +2.

If the result is less than 8 continue to Step 2, otherwise the entity is unharmed and can stop this process.

Step 2: Roll 3D12 on the Taken Out of Action Effect table below.

Step 3: Apply the result immediately as a Wound, unless the entity has any existing Wounds in the Location specified.

If the entity has an existing Wound in the Location they will suffer an Injury instead. The entity can choose to make the rolled result or the existing Wound a permanent Injury.

Step 4: Unless otherwise specified, any old Wounds are healed.

For example Trista may have suffered a Wound of "Busted Leg" and "Black Outs" previously. She is Taken Out of Action in her next encounter, so she has to see if there are further consequences.

First she rolls a D12 to see if she's hurt. Trista isn't the Leader so she receives no bonus. Her result is 5, which is below the target of 8, so she is hurt.

Next she rolls 3D12 on the Taken Out of Action Effect table with a result of 6 - "Broken Knee". Since she has an existing Wound in her Legs location, Trista will instead suffer an Injury.

She can now decide to either make the old Busted Leg a permanent Injury, or the new Broken Knee. Trista chooses the Broken Knee and now cannot Run.

Finally her old Wound of "Blacks Out" is healed and her Hitpoints are restored to full.

Healing Wounds and Injuries: When in a town or other location with medical facilities a Wound can be healed for \$10 and an Injury for \$20.

Award IP, ND, Traits

See the "Advancing a Posse" section above for details on rewards after an encounter.

Restore Hitpoints

Unless a Wound or Injury specifies otherwise, the entity is healed to their original Hitpoints value.

In general an entity will heal 2D12 Hitpoints naturally, or 4D12 if they rest (no travel, combat, etc.).

TAKEN OUT OF ACTION EFFECT (HUMAN)

Roll (3D12)	Location	Name	Effect
3	Legs	Bad Luck	Re-roll twice on this table and apply as Wounds
4		Busted Leg	MV -1
5		Torn Calf Muscle	Cannot Charge
6		Broken Knee	Cannot Run
7		Wobbly Knee	1D6" Run instead of 1/2 MV
8		Broken Hip	Cannot mount or dismount Dinosaur
9		Cut Feet	Cannot move through Difficult Terrain
10		Infected Feet	Triple the MV cost for Difficult Terrain
11	Arms	Busted Arm	RMC +1
12		Busted Hand	MMC +1
13		Broken Fingers	Cannot use Items
14		Fumble Fingers	Roll D12 at start of encounter. Result less than 7 mark all weapons with Reload
15		Broken Shoulder	Bravery Test to perform a Charge
16		Broken Elbow	Cannot get Critical Hits
17		Shaky Hand	Re-roll Critical Hits
18	Torso	Soft Spot	AR -1 (minimum 1)
19		Feeling Weak	Total HP -1
20		Twisted Spine	Cannot wear Armor
21		Broken Rib	Bravery Test every 4 Damage instead
22		Cut Stomach	Heal 2D12 HP instead of full amount
23		Infected Body	Don't heal any old Wounds
24	Head	Uncertain Thoughts	BRV -1
25		Bruised Head	Cannot use Active Traits
26		Forgetful	Ignore Passive Traits effects
27		Black Outs	After Activation use a random Facing
28-29		Slowed Head	Roll D12 at start of Activation. Result less than 4 mark Slowed.
30-31		Stopped Head	Roll D12 at start of Activation. Result less than 4 mark Stopped.
32-33		Stunned Head	Roll D12 at start of Activation. Result less than 4 mark Stunned.

TAKEN OUT OF ACTION EFFECT (DINOSAUR)

Roll (3D12)	Location	Name	Effect
3	Tail	Bad Luck	Re-roll twice on this table and apply as Wounds
4		Busted Tail	MV -1
5		Crushed Tail	Cannot Charge
6		Smashed Tail	Cannot Run
7		Wobbly Tail	1D6" Run instead of 1/2 MV
8		Cut Tail	Cannot move through Difficult Terrain
9		Broken Tail	Triple the MV cost for Difficult Terrain
10		Unbalanced Tail	Cannot carry passengers
11	Legs	Weak Heart	-1 Panic Movement roll result (minimum 1)
12		Frightened	When required place two Panic tokens instead of one
13-14		Scared	If under the effects of Panic, roll two Panic Movement dice and use the lowest result
15		Uncertain	Cannot remove Panic tokens unless mounted
16		Nervous Fumble	MMC +1 if under the effects of Panic
17		Busted Legs	Damage -1
18		Unruly	DIS -1
19	Torso	Soft Spot	AR -1 (minimum 1)
20		Feeling Weak	Total HP -1
21		Torn Muscle	Cannot get Critical Hits
22		Crushed Muscle	Re-roll Critical Hits
23		Cut Stomach	Heal 2D12 HP instead of full amount
24		Infected Body	Don't heal any old Wounds
25		Bruised Head	Cannot use Active Traits
26	Head	Forgetful	Ignore Passive Traits effects
27		Delirious	After Activation use a random Facing
28-29		Slowed Head	Roll D12 at start of Activation. Result less than 4 mark Slowed.
30-31		Stopped Head	Roll D12 at start of Activation. Result less than 4 mark Stopped.
32-33		Stunned Head	Roll D12 at start of Activation. Result less than 4 mark Stunned.