

Dinosaur Cowboys

Quickdraw Rules

v2.2 (2014) by Carlo Guglielmin
<http://dinosaurcowboys.wordpress.com/>



Dinosaur Cowboys is a fast playing miniatures skirmish game of competing Posse of up to six models. Combat takes place in the futuristic landscape of the year 2285, where a supervolcano erupted and changed the course of mankind forever.

These Quickdraw Rules are meant for new players who want to jump right into the action and aren't worried about customizing their Posse, playing a campaign, or rare exceptions to rules.

WHAT IS NEEDED TO PLAY

To play a game of Dinosaur Cowboys a few hobby supplies are needed:

- 30-45 minutes of time
- 2 players, each with a Posse
- A flat surface to play on
- Pencils, erasers, measuring tape
- 28mm character miniatures
- Multiple 12-sided dice (referred to as D12s)
- A few 6-sided dice (referred to as D6s)
- Tokens for marking Activated, Fleeing, Panic, and Reload



Game Terms

Character: Leaders and Members of Posses.

Dinosaur: Refers to anything that uses the Dinosaur rules.

Entity: Either a character or dinosaur.

Abbreviations

RTN = Range Target Number	SPD = Speed
CTN = Close Target Number	DEF = Defense
BTN = Bravery Target Number	DIS = Discipline

Number Rounding

Unless specified otherwise, always round down.

STARTING THE GAME

Step 1 - Choose a Posse

Each player chooses a Posse from the available Posse Rosters at the end of this rulebook.

Step 2 - Setup Table

Choose a table size (4'x3' is recommended) and place terrain.

Step 3 - Roll for Sides

Each player rolls a D12 (re-roll ties). Whoever rolls highest is the First Player and chooses a table edge to deploy from.

Step 4 - Deployment

The First Player deploys their Posse within 8" of their chosen table edge. The other player then deploys within 8" of the opposite table edge.

Characters can start the game mounted on their dinosaur.

Step 5 - Begin the Game

The first Turn starts, using the structure defined below.

ENDING THE GAME

A player wins if their Posse takes every enemy entity Out of Action.

Otherwise the game ends after 6 Turns. Whoever has the most entities Out of Action loses.

THE TURN

Step 1 - Refresh

Remove Activated tokens to refresh entities for the new Turn.

Step 2 - Initiative

Both players roll a D12 (re-roll ties). Whoever rolls highest can Activate first.

Step 3 - Activation

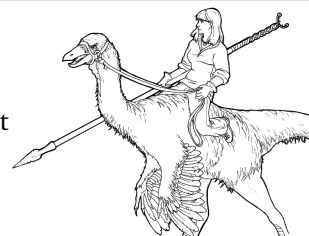
Choose an un-Activated entity from your Posse that you want to use. Perform the Movement and Action Phases (in either order), then mark the entity with an Activated token. Then the opponent Activates one entity.

Step 4 - Repeat

Once every player has finished their Activation, repeat Step #2. When no un-Activated entities remain the turn is over.

MOVEMENT PHASE

Move the entity any number of inches (in any direction) up to the entity's Speed statistic. Do this by measuring from the front of the entity's base/stand to the point you want to move.



Facing

An entity's Facing is 180 degrees in front of them. They can see and attack in that arc. Facing can be freely changed during the Movement Phase.

Difficult Terrain

Any non-flat terrain (such as trees or hills) is considered Difficult Terrain. Characters must double the Speed cost while in Difficult Terrain.

For example a character would use 4" of Speed to move up a 2" slope (2"x2).

ACTION PHASE

An Activated entity can perform one of the following actions in their Action Phase.

Action - Use a Weapon

Perform an attack with either a range weapon or a close weapon (see Combat section below).

Action - Reload a Weapon

A weapon the character has is reloaded. Remove the Reload token from that weapon.

Action - Hustle

Additional move using half your Speed statistic (minimum 1).

For example an entity with Speed 4 could Hustle an additional 2" for a total of 6" during their Activation.

Action - Charge

If an enemy is within 2-6" and the attacker has a close weapon they can try to Charge. Measure the shortest straight line between the attacker and the target and roll a D6. Count the roll as inches.



If the roll as inches is enough to reach the target the Charge can be completed. Move the attacker into adjacent contact with the target and perform a close combat attack with the Charge bonus.

For example the attacker is 5" away from their target. They would need to roll a 5 or 6 on the D6 roll to be able to reach the target and complete the Charge.

Otherwise the Charge cannot be completed; the attacker does not move and cannot do anything else this Action Phase.

Action - Mount or Dismount

A character can Mount an adjacent dinosaur, or Dismount an existing one.

COMBAT

The goal of combat is to take your target Out of Action, which means reducing their Hitpoints to 0 or less. Immediately remove an Out of Action entity from the table.

Each weapon has a set of statistics to achieve this. For example the common 100kW Six-Shooter has 4 Attacks and 1 Damage (which can be abbreviated to 4A-1D).

Step 1 - Attack Roll

Roll a D12 for each Attack of the range or close weapon.

For example roll 4D12 when shooting the 100kW Six-Shooter.

Step 2 - Determine Hits

Use the Range Target Number for range weapons, and Close Target Number for close weapons. Apply any modifiers to the associated Target Number from the "Combat Modifiers" table at the end of this book.

Every Attack Roll greater than or equal to the modified Target Number is a Hit.

For example if our attack with the 100kW Six-Shooter has a Range Target Number of 6 and no modifiers, every 6+ on their 4D12 attack roll is a hit.

Automatic Hit and Miss: An Attack Roll of 12 is always a Hit, and a result of 1 is always a miss, both regardless of Target Number 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.

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.

For example if we rolled 2, 5, 7, 9 on our 4D12 we have 2 dice that 6+. That means 2 Hits. The damage of our 100kW Six-Shooter is 1, so we add that to our 2 Hits for a total of 3. We reduce the target's Hitpoints by 3.

SHOOTING

The target must be seen by the shooter and in their firing arc. Measure the distance from the shooter to the target, and compare that to the Distance of the weapon.

For example our shooter is 9" away from the target. This would be within Medium Distance (7-10") with their 100kW Six-Shooter.

Shot in the Back: If the shooter is behind the target (180 degree arc opposite their Facing) then any rolls of 10+ are treated as Critical Hits.

Reloading

Count any attack rolls of 1. If the number of 1s is greater than or equal to the Reload value of a weapon, the weapon needs to be Reloaded. At that point mark the weapon with a Reload token. The weapon cannot be used until this token is cleared by taking a "Reload a Weapon" action.

For example the 100kW Six-Shooter has a Reload of 1x1. This means if any of the 4 attacks come up as a 1 the weapon needs to be Reloaded.

MELEE

Two or more combatants are considered in close combat if they are adjacent, regardless of Facing or elevation.

Firing in (or into) Close Combat

Apply the "In Close" penalty to range attacks made in close

combat or when firing into an existing close combat. This replaces the Short Distance modifier, if applicable.

Snap Attack

If a target voluntarily Dismounts or moves during close combat (including to leave the close combat), any opponents with a close weapon can choose to perform a free close attack against them.

This does not apply to mandatory movement due to Fleeing, etc.

BRAVERY TEST

If a character suffers damage greater than or equal to half their starting Hitpoints statistic (minimum 2) from a single range or close combat attack, a Bravery Test is immediately required.

For example a character had 8 starting Hitpoints. They suffer 5 damage from a 100kw Six-Shooter. The damage is higher than 4 (half their starting Hitpoints) and therefore they must perform a Bravery Test.

How to Perform a Bravery Test

Roll a D12 for the Bravery Test.

If the result is greater than or equal to the character's Bravery Target Number they succeed. Otherwise the Bravery Test is failed and they are Fleeing (mark them with a Fleeing token).

Multiple Bravery Tests

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

Effect of Fleeing

When the Fleeing character is next Activated they must immediately move as far as possible in a straight line directly away from the nearest enemy entity.

After moving away adjust Facing as desired, remove the Fleeing token, then perform their Action Phase normally.

Fleeing While Mounted: If a Fleeing character is mounted on a dinosaur, they stay mounted and act as above except they move using the dinosaur's Speed statistic.

DINOSAURS

Dinosaurs are used like vehicles. A Medium sized dinosaur can carry 2 passengers while a Large can carry 3.

Activating a Mount

The dinosaur and any passengers Activate as a single entity. A single Movement Phase (using the dinosaur's Speed/Panic Speed statistic) is shared between the dinosaur and passengers, and either the dinosaur or 1 passenger can use a single Action Phase.

For example a mounted Horned dinosaur might move 5", then 1 passenger might fire their 100kw Six-Shooter. Or instead the dinosaur might choose to make a close combat attack.

Moving a Mount

Dinosaurs ignore Difficult Terrain penalties.

Attacking a Mount

Any range or close combat attacks can target either the dinosaur or one of the passengers at no penalty.



Mounting

If there is unoccupied space on a dinosaur, a character can Mount and ride the dinosaur.

To do this an adjacent character uses their 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 dinosaur and character(s) can still perform their Movement Phase, if they haven't already.

Mount Out of Action

If a dinosaur is taken Out of Action any passengers are placed (by the enemy that made the attack) adjacent to where the dinosaur was downed.

If the dinosaur had not been Activated yet the dismounted character(s) can Activate as normal.

DINOSAUR DISCIPLINE

Discipline is similar to Bravery that is used for characters. A higher Discipline means a dinosaur will be able to maintain a consistent pace and direction and obey any rider commands.

Discipline and Panic

If a dinosaur suffers damage greater than or equal to their Discipline statistic from a single range or close combat attack they will panic.

Mark them with a Panic token. A dinosaur can have multiple Panic tokens, but only 1 per attack.

For example a Ducky dinosaur has a Discipline of 3. They are hit by a 100kw Six-Shooter for 4 damage and are therefore marked with a Panic token (as 4 is greater than equal to the 3 Discipline).

Effect of Panic

When marked with 1 or more Panic token(s) dinosaurs do -1 damage (minimum 1) and must use their Panic Speed instead of Speed, as recorded on the Posse Roster.

For example a Ducky dinosaur has a Speed statistic of 6 and a Panic Speed of D6.

When marked with a Panic token they would have to roll their Panic Speed of D6 at the start of their Activation to see how far they can move, instead of using the original Speed value of 6.

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.

TRAITS

Traits differentiate an entity by providing a unique way of hampering enemies or boosting their own abilities.

Active Traits can be used once per game to provide their bonus. Declare you are using an Active Trait as soon as you Activate an entity.

Passive Traits are "always on" and provide their bonus without needing to be used.

For example the Active Trait "Rapid Fire" provides +2 attacks with a range weapon. When first Activated a shooter could declare they are going to use "Rapid Fire", and instead of the usual 4 attacks with their 100kW Six-Shooter they would get 6 attacks.

The same shooter also has the Passive Trait "Eagle Eye", which provides +3" Long Distance. This means they could shoot their 100kW Six-Shooter a maximum of 17" instead of the usual 14".

Active Traits

Berserker	+2/+4 Attacks with close weapon
Get Up!	Heal +5/+10/+15 HP to ally in 8"
Go For the Eyes	Critical Hit target on 10+
Knee Shot	+3/+5 damage if target already moved
Lucky	Make enemy re-roll one set of attacks against self
Piercing Shot	Ignore target Defense on attack
Rapid Fire	+2/+4 Attacks with range weapon
Speed Reload	Reload one weapon for no action
Thick Skin	+2/+4 Defense
Tracking Shot	+1 damage and ignore Movement penalty on attack

Passive Traits

Bonus SPD	+1 Speed
Eagle Eye	+3" to Long Distance with all range weapons

** Any Passive Traits are already factored into the Poses in this book.*

WEAPONS

Some weapons have special abilities that can be used throughout the game. These abilities either have to be explicitly used or are applied all the time.

Weapon Special Abilities

Scattergun	Explosion: If hit any entity (allied or enemy) within 2" suffers 5 damage.
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Weapon Special Abilities

100kW/400kW Six-Shooter	Fan the Hammer: Can only be used at Short Distance. For the next attack add +2 Attacks and push the target 2" backwards. Mark with a Reload token after use.
400kW Lever-Action Rifle	Minimum Distance: No attack can be made at targets closer than 4".

POSSES

Allegiance

There are four available Allegiances a character can be.

Duster: Like historic cowboys they scrape a living out of the desert in shanty towns and fields.

Neotechnoist : Advanced society that hails from cities in the jungle surrounding the volcano.

Savage: They live wild and feral in the wastelands away from civilization.

Bandit: They come from all walks of life and may just be trying to survive, or they can be downright morally bankrupt.

Leader

The Leader is critical to a Posse. If they are taken Out of Action every surviving allied character must immediately take a Bravery Test.

Yeehaw!: The Leader has a special ability called *Yeehaw!* that can be used once per game with the following effect: One other entity within 12" can re-roll a single dice.

AVAILABLE POSSES

At the end of this book are various Poses you can use in your games. Each Posse has a different composition of members and allegiances, and their equipment and combat styles will vary as a result.

Birkshire Family

A lone family of pioneers trying to survive in the far reaches of Utah. Mainly focused on powerful guns, but are otherwise balanced.

Drylands Gang

Seasoned group of adventurers from Nevada who have a mix of all combat styles.

Kenturah's Cavalry

Neotechnoist group who rely on the strength of their weapons and Triceratops to see them through combat.

The Black Hill Raiders

Savage raiders who attack caravans across the ruined highways of Montana who primarily focus on melee.

<div><div>D</div><div>N</div><div>S</div><div>B</div></div>	#1	Leader Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
		Papa Jonas	+2	7	8	7			Rapid Fire I		
		<input type="checkbox"/> Yeehaw!									
	Weapon Name		Statistics		Distance		Reload	Current HP	Inventory		
	Scattergun*		1	A	5	D	1-5	6-10	11-14	1x1	Quilted Armor
	80kW Six-Shooter		4	A	0	D	1-6	7-10	11-14	1x1	

<div><div>D</div><div>N</div><div>S</div><div>B</div></div>	#2	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
		Mama Hanna	+1	6	8	8			Get Up! I		
	Weapon Name		Statistics		Distance		Reload	Current HP	Inventory		
	Low Burst Rifle		6	A	1	D	1-4	5-11	12-16	4x1	Quilted Armor
			A		D						



<div><div>D</div><div>N</div><div>S</div><div>B</div></div>	#3	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
		Brother Jerrid	+1	6	8	9			Speed Reload		
	Weapon Name		Statistics		Distance		Reload	Current HP	Inventory		
	400kW Six-Shooter*		4	A	4	D	1-6	7-10	11-14	1x1	
			A		D						







<div><div>D</div><div>N</div><div>S</div><div>B</div></div>	#4	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
	Weapon Name		Statistics		Distance		Reload	Current HP	Inventory	
			A		D					
			A		D					







<div><div>D</div><div>N</div><div>S</div><div>B</div></div>	#5	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
	Weapon Name		Statistics		Distance		Reload	Current HP	Inventory	
			A		D					
			A		D					







<div><div>T</div><div>P</div><div>F</div><div>U</div></div>	#6	Dinosaur Name	DEF	DIS	CTN	PANIC	SPD	HP	Traits	
		Drake	+0	3	7	D6		18		
	Weapon Name		Statistics		Distance		Reload	Current HP	Storage	
Type: Ducky		Size: Medium								
Weapon Name		Statistics								
Crest Smash		2	A	2	D					


<div>D</div> <div>S</div>	<div>N</div> <div>B</div>	#1	Leader Name		DEF	RTN	CTN	BTN	SPD	HP	Traits	
		Keturah	<input type="checkbox"/> Yeehaw!	<div>+1</div>	<div>6</div>	<div>8</div>	<div>7</div>	<div></div>	<div></div>	Tracking Shot		
									Knee Shot I			
Weapon Name			Statistics			Distance			Reload	Current HP	Inventory	
Handcannon			2	A	6	D	2-6	7-8	9-12	1x1		
				A		D						

D S	N B	#2	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
		Hemmings		+2	6	8	8					
Weapon Name				Statistics		Distance			Reload	Current HP	Inventory	
Auto Shotgun				4	A	5	D	1-6	7-8	9-10	1x1	Cloth Armor
				A	D							

D S	N B	#3	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
											
Weapon Name			Statistics		Distance			Reload	Current HP	Inventory	
			A	D							
			A	D							

D S	N B	#4	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
											
Weapon Name				Statistics		Distance			Reload	Current HP	Inventory
				A	D						
				A	D						

D S	N B	#5	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
											
Weapon Name			Statistics		Distance		Reload	Current HP	Inventory		
			A	D							
			A	D							

T F U	P	#6	Dinosaur Name	DEF	DIS	CTN	PANIC	SPD	HP	Traits	
		Trismash		+2	8	7	D6		28	Lucky	
Type: Horned			Size: Large			Current HP		Storage			
Weapon Name				Statistics							
Stab		6	A	1	D						

<div><div>D N</div><div>S B</div></div>	#1	Leader Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
		Maynard Dereus	+2	9	6	7			Berserker I	
		<input type="checkbox"/> Yeehaw!								
Weapon Name		Statistics		Distance		Reload	Current HP	Inventory		
Saber		4	A	4	D	Close	Close	Close	None	Quilted Armor
80kW Six-Shooter		4	A	0	D	1-6	7-10	11-14	1x1	

<div><div>D N</div><div>S B</div></div>	#2	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
		The Blade	+1	9	7	8			Bonus SPD I	Passive
Weapon Name		Statistics		Distance		Reload	Current HP	Inventory		
Spine Blade		5	A	3	D	Close	Close	Close	None	Padded Armor
80kW Six-Shooter		4	A	0	D	1-6	7-10	11-14	1x1	

<div><div>D N</div><div>S B</div></div>	#3	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
		Betty One-Eye	+1	7	8	8			Piercing Shot	
Weapon Name		Statistics		Distance		Reload	Current HP	Inventory		
Light Repeater		6	A	1	D	1-4	5-11	12-16	4x1	
			A		D					

<div><div>D N</div><div>S B</div></div>	#4	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
Weapon Name		Statistics		Distance		Reload	Current HP	Inventory		
			A		D					
			A		D					

<div><div>D N</div><div>S B</div></div>	#5	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
Weapon Name		Statistics		Distance		Reload	Current HP	Inventory		
			A		D					
			A		D					

<div><div>T P</div><div>F U</div></div>	#6	Dinosaur Name	DEF	DIS	CTN	PANIC	SPD	HP	Traits	
		Malice	+1	5	6	D6		18		
Type: Raptor		Size: Medium		Current HP		Storage				
Weapon Name		Statistics								
Leap		1	A	5	D					

Reference Sheet

COMBAT MODIFIERS				
NAME	TYPE	AFFECTS	AMOUNT	WHEN
<i>Defense</i>	All	Target Number	+DEF	Always
<i>Movement</i>	Range	Target Number	+1	Target moved
<i>Short Distance</i>	Range	Target Number	-1	Target at Short Distance
<i>Long Distance</i>	Range	Target Number	+1	Target at Long Distance
<i>In Close</i>	Range	Target Number	+1	Target in Close Combat
<i>Cover</i>	Range	Damage	-1	Target in Cover
<i>Elevation</i>	All	Damage	+1	Attacker 2"+ above target
<i>Panic</i>	Dino	Damage	-1	Dinosaur has Panic token(s)
<i>Charge</i>	Close	Attack	+1	Attacker performed Charge

TURN ORDER	ACTION PHASE OPTIONS
1. Refresh	- Use Weapon
2. Initiative	- Reload a Weapon (remove Reload token)
3. Activation	- Hustle (move half Speed stat)
3a. Use any Active Traits	- Charge (+D6" SPD, bonus In Close)
3b. Perform Phases (in either order)	- Mount
4. Repeat #2	- Dismount

BRAVERY TEST
- Required character test when Damage >= (starting HP / 2)
- Test D12 >= Bravery Target Number = success, otherwise Fleeing

COMBAT PROCEDURE
1. Attack Roll Roll one D12 for every Attack of the range or close weapon
2. Determine Hits One Hit per Attack roll >= (Target Number +/- modifiers) Two 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.