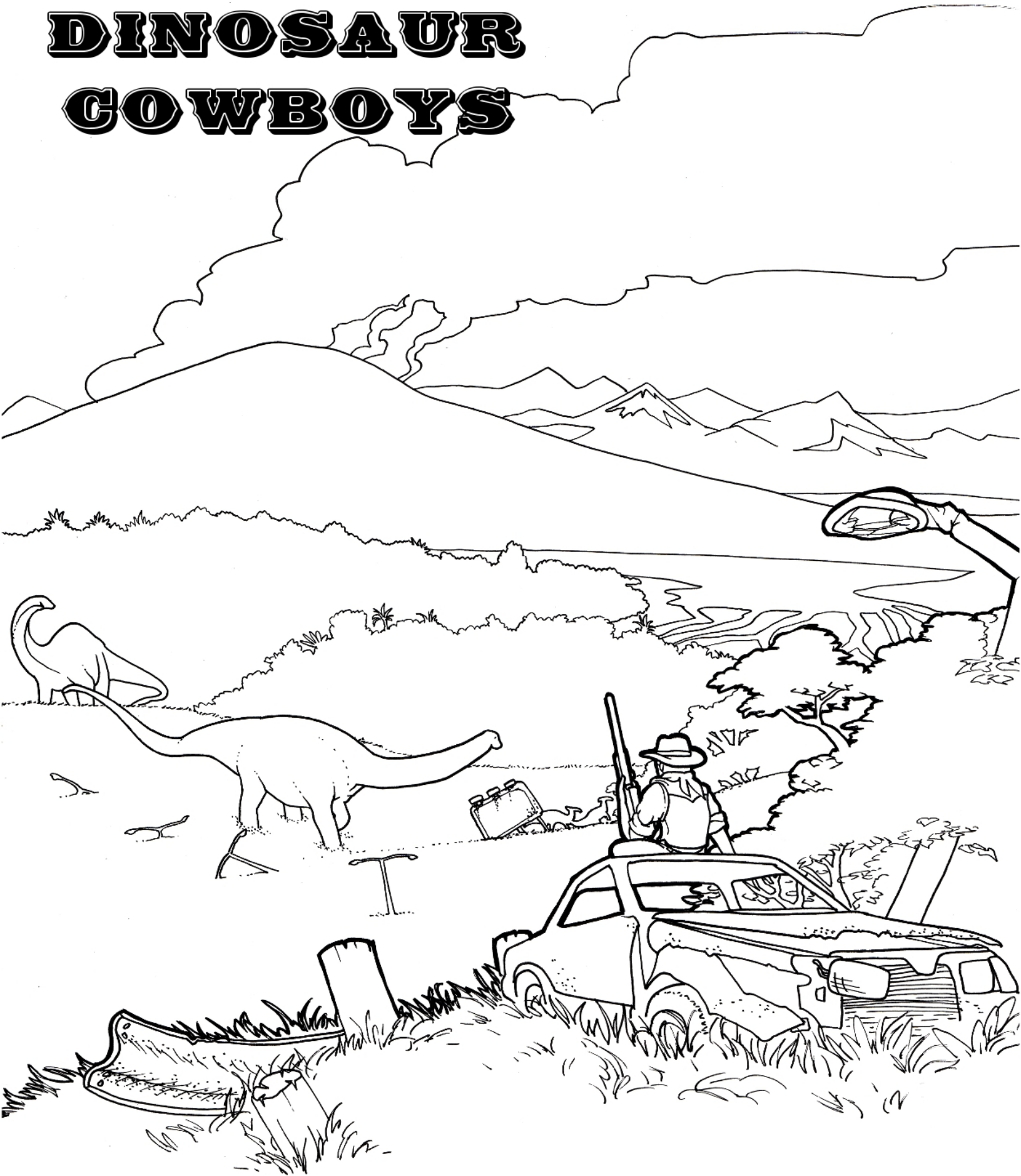


DINOSAUR COWBOYS



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

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GAME OVERVIEW

Dinosaur Cowboys is a fast playing (45-60 minutes) miniatures skirmish game of competing Poses 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 to set up and play Dinosaur Cowboys will be familiar to anyone who has experienced other tabletop skirmish, roleplaying or war 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 lawman, etc.) and immerses themselves in the futuristic world outlined below. 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, an extra player who oversees the campaign (called the Sheriff or Game Master) is recommended. The Sheriff's role is rules 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. These figurines will move and fight across tabletop terrain using the rules below. The actual pieces of terrain can vary 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 Sheriff presents to a fresh Posse in a campaign 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 hobby supplies are needed:

- 45-60 minutes of time (more terrain, players, and stronger Posses will increase playtime)
- This rulebook and 1 Posse Roster per player
- Pencils and erasers
- Measuring tape or stick
- A flat surface to play on (normally 4'x3') with 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)
 - If these dice are unavailable use D12s and consult the Dice Tables under the Miscellaneous section.
- Token markers for Moved, Acted, Fleeing, Panic, Reload, Stunned, Slowed, Stopped
 - These can be simple scraps of paper, colored beads, discs of wood, or custom made plastic tokens



HISTORY



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 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 dust 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, Nevada to Fargo, North Dakota made a startling discovery. The previously desolate, blackened rocks around the volcano had become a lush jungle.

Baffled by this discovery, 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 expected.

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 in 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 Rumbings

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 considered 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 upon 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.



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, Dinosaur or other creature. Basically one "thing" represented by a figurine.

Abbreviations

The following abbreviations are used throughout the rules.

IP = Improvement Points	BTN = Bravery Target Number
ND = Neodollars	SPD = Speed
DEF = Defense	DIS = Discipline
RTN = Range Target Number	HP = Hitpoints
CTN = Close Target Number	[X]A-[Y]D = Attack-Damage shorthand

Number Rounding

Unless specified otherwise, always round down.

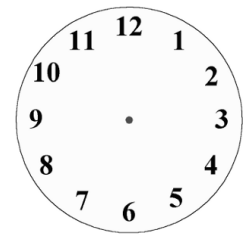
For example 18.5 becomes 18, or 7 divided by 2 is 3 instead of 3.5, etc.

Re-Rolls

If a rule allows a re-roll the second result must be used, even if it's worse than the original.

Random Direction

If a rule calls for a random direction, a D12 roll can be used to determine the direction by simulating a clock face as shown to the right.



Dice Tables

If D4, D8, D10 dice are not available use D12s and consult the following tables:

4-SIDED (D4)

D12	D4
1-3	1
4-6	2
7-9	3
10-12	4

8-SIDED (D8)

2D12	D8
2-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16-18	6
19-21	7
22-24	8

10-SIDED (D10)

D12	D10
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11-12	re-roll

THE TURN

The passage of time during combat situations is tracked using turns. Each turn allows players to use their entities to 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 Phases (in either order)
4. Repeat Step #2 and Step #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 currently has Initiative and will Activate an entity. Once finished, the player with the next highest Initiative roll will Activate. Once every player has finished their Activation, repeat this step. When no un-Activated entities remain the turn is over.

For example Jim rolls a 10 for his Initiative and Sally rolls a 6, so Jim currently has Initiative. He decides to Activate his dinosaur and performs the Movement and Action Phase for that entity. Once finished, Sally would then respond by Activating her own entity. At this point they roll Initiative again and alternate Activating an entity, followed by another Initiative roll, and so on. Once all entities on both sides have been Activated the turn would be 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 5 entities 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, then Sally responds with 1.
Second Activation (Sally wins Initiative): Now the count of un-Activated entities is 4 to 2, so a 2:1 ratio for Jim. That means Sally 1, Jim 2. Also Sally kills 1 of Jim's characters.
Third Activation (Sally wins Initiative): Since Jim lost an entity the count is now 1 entity to 1, so back to a standard 1:1 ratio. Sally 1, Jim 1.*

Step 3 - Activate Entity

An Activated entity starts their Activation by using their Active Trait(s), if desired. Then they perform the Movement Phase and Action Phase, in any order.

Skipping Phases: One or both Phases can be skipped if desired (for example an entity does not have to perform their Movement Phase). If skipped they still count as having been Activated.

MOVEMENT PHASE



During the Movement Phase an entity can maneuver and position around the field of battle.

Maneuver - Standard Move

Move the entity any number of inches in any direction up to the entity's Speed statistic. Mark them with a Moved token.

Facing: Entities can see and fire 180 degrees in front of them. Use the direction of the figurine's feet to decide which way is forward.

Facing can only be changed during the Movement Phase (at no cost), but once decided it remains the same until their next Activation.

Moving Through Entities: A character can move through allied entities, but not through enemy entities.

A dinosaur can move through allied entities and enemy characters but not enemy dinosaurs, and they cannot end their movement occupying the same space as any entity.

Difficult Terrain: Any terrain except flatlands is considered Difficult Terrain (trees, hills, cliffs, rubble, water, etc.).

Characters must double the Speed cost while in Difficult Terrain.

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

Falling or Push Damage: If an entity falls or is Pushed into a solid object they take 1 damage for every 1" of distance.

For example a character by a wall is hit by a Shudder Lance and the Pushed effect sends them 4" backwards into the wall. In addition to the attack they would reduce their HP by 4 damage for being Pushed 4" into a solid object.

ACTION PHASE

During the Action Phase an entity can perform a single complex task, such as firing a gun, hustling further, or applying a medical device.

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

Action - Use a Weapon

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

Action - Use a Medical Device

Apply a Medical Device from your inventory to yourself or an adjacent allied entity. The Medical Device is consumed upon use and removed from the character's inventory.

If the Type was *Instant*, apply the Heal effect immediately.

Otherwise if the Type was *Delayed*, apply the Heal effect at the start of your next Activation.

The Medical Device cannot heal an entity above their starting total Hitpoints.

Action - Reload a Weapon

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

Action - Hustle

Perform a Standard Move using half your Speed statistic (minimum 1).

For example an entity with SPD 4 could Hustle an additional 2" for a total of 6" during their Activation, whereas an entity with a SPD 3 could Hustle an additional 1" for a total of 4".

Action - Charge

If an enemy is within 2-6" and the attacker has a close weapon (excluding Brawl and Beast types) 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. Assuming clear terrain 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 (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 used in violence. Battles can be fought at a distance or in hand to hand.

This section will outline the rules for simulating fights between posses and the various people and creatures who wish them harm.

Range Attack

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

Close Attack

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

GENERAL COMBAT PROCEDURE

Step 1 - Attack Roll

Roll a D12 for each Attack of the range or close weapon. Include any bonus Attacks.

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

Attack Roll \geq (Target Number +/- modifiers) = 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.

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)

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

Out of Action

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

Modifiers

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

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

RANGE COMBAT SPECIAL CASES

Line of Sight

Range attacks can only be made against targets the attacker can see.

Targets behind solid buildings, tall hills, etc. cannot be seen.

Targets behind allied or enemy dinosaurs cannot be seen.

Firing Arc

Entities can see and perform range attacks 180 degrees in front of them.

Distance

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

Measure between the attacker (from their base) to the closest point on the target, then apply the corresponding modifier.

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

For example a Lever-Action Rifle (4-14" Medium distance) could not attack targets within 0-3".

Shot in the Back

Any range attack against the target's back (180 degree arc opposite their front Facing) will be treated as a Critical Hit on 10+. This does not apply to targets in close combat.

Cover

A target is in cover if they are behind an obstruction (tree, hill, other model, etc.) that partially obscures them. Apply the "Cover" penalty in this case.

Elevation

If the attacker is higher than the target by 2" or more (such as on a building rooftop or hill) apply the "Elevation" bonus.

Reloading

Each range 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 the Reload value, the weapon needs to be reloaded and cannot fire again until a "Reload a Weapon" action is performed. Resolve the attack then mark the weapon 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.

CLOSE COMBAT SPECIAL CASES

Charge

If the attacker performed a Charge to enter close combat with the target apply the "Charge" bonus to the first set of attacks.

Snap Attack

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

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

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.

Brawl Attacks

Brawl attacks (Punch, Kick, Shove, Trip) are special natural weapons always available to any character at no cost. Cannot be used as a Snap Attack, while Charging, while Mounted, and cannot target dinosaurs or Mounted characters.

COMBAT EXAMPLES

Basic Range Example

Firing a 200kW Six-Shooter (4 Attacks, 2 Damage) with 7 Range Target Number. The target has no Defense, is at Medium Distance, and is not in Cover, 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 an unmodified 7 Range Target Number), 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 Range Example

Firing a Pump Shotgun (3 Attacks, 5 Damage) with 4 Range Target Number. The target has 2 Defense and is at Short Distance in Cover behind a tree. The total Target Number is 5 (4 RTN + 2 Defense - 1 Short Distance).

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 weapon Damage). Target is in Cover, so modify the damage by -1, for a total of 7. Reduce the target's Hitpoints by 7.

Basic Close Combat Example

Using a close combat Long Sword (2 Attacks, 4 Damage) with 8 Close Target Number. The target has no Defense.

Step 1: Roll 2D12 (because of 2 Attacks) resulting in 5 and 11.

Step 2: Need an 8+ to hit (because of an unmodified 8 Close Target Number), so the roll of 11 is a 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 Close Combat Example

Charge with a close combat Spear (4 Attacks, 3 Damage) with 5 Close Target Number. The target has 3 Defense. The total Target Number is 8 (5 CTN + 3 Defense).

Step 1: Roll 5D12 (4 base Attacks, plus 1 for Charge Bonus) resulting in 1, 3, 8, 9, 11.

Step 2: Need an 8+ to hit, so the rolls of 8, 9 and 11 are Hits.

Step 3: Add base Damage of the weapon (3) to the total Hits (3) for 6 total damage. Reduce the target's Hitpoints by 6.

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. This section will explain how and when to take a Bravery Test and the consequences of failing.

When to 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 10 starting Hitpoints. They suffer 7 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 \geq (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 Target Number their nerve holds, otherwise the Bravery Test is failed and they are Fleeing. Mark them with a Fleeing token.

D12 \geq Bravery Target Number = success, otherwise Fleeing

Effect of Fleeing

When the Fleeing character is next Activated they must automatically Standard Move in a straight line directly away from the nearest enemy entity. If multiple enemy entities are the same distance away roll a D12 to randomly determine which is considered "nearest".

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

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.

Impossible to Flee: If Fleeing would move the character off the table, into an 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 Test until their Fleeing token has been removed.

Dinosaurs and Bravery Test

Dinosaurs do not ever take a Bravery Test. Instead use Discipline (see 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 wild plains and steaming jungles battling feral beasts and foes 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 this 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 (remaining Improvement Points)

IP Total: 100 (total available Improvement Points)

ND Current: \$1,000 (remaining Neodollars)

ND Total: \$1,000 (total available Neodollars)

Step 3 - Recruitment

See the sections below for detailed information on creating a character and recruiting a dinosaur.

Posse Composition: Each Posse must start with 3 entities. There must be 1 Leader, 1-4 Members, and up to 1 Dinosaur.

For example a Posse could start with 1 Leader, 1 Member, and 1 Dinosaur. Or perhaps the Posse has 1 Leader, 2 Members and no 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.
- The first Member is 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: -1 BTN, +2 HP, 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 Out of Action every allied character must take a Bravery Test.

Step 4 - Advance Characters

Each Posse can spend 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 increasing or decreasing) is done using a sliding scale that is built around the default value of each statistic. See the Statistic Improvement Costs section to find the IP cost to modify a statistic.*

The cost is for each "step" of improvement.

For example raising Speed from 4 to 5 would cost 12 Improvement Points, and an additional 14 points for 5 to 6 (or a total of 26 Improvement Points to improve directly from 4 to 6).

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

For example voluntarily decreasing Speed from 4 to 3 would give 5 Improvement Points, similarly weakening Bravery Target Number from 8 to 9 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 1 Active Trait, another gets 1 Passive Trait and their dinosaur chooses an Active Trait. Or one character could be greedy and take 2 Active Traits and 1 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 complete 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

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.
- If the Posse wins or succeeds at an encounter award an additional \$30.
- For every 30 Improvement Points gained (regardless of the source) the Posse can select 1 additional Trait, as listed below.



Traits per IP											
IP	100	130	160	190	220	250	280	310	340	370	400
Traits	3	4	5	6	7	8	9	10	11	12	13

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 and Traits

The highest achievable IP Total for a Posse is 400 and 13 Traits.

By this stage the characters in your Posse have learned almost everything they need to survive comfortably in the world.

CREATING A CHARACTER

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

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 in 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 four detailed below. Apply any modifiers to the default base values for each statistic, and remember to calculate improvement costs using the modified statistic.

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).

Characters in a Posse can be different Allegiances, and each character must have an Allegiance.

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 SPD, +2 HP

Neotechnoist

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

Effect: -1 RTN, -2 HP, \$10 refund on first weapon purchase

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 RTN, +1 SPD

Bandit

Bandits come from all walks of life and may just be trying to survive, or they can be downright morally bankrupt. They are survivors, tinkers, 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 in the following table. 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.

Note SPD and HP have space for half value (used with Hustle and Bravery Tests respectively).

Statistic	Abbreviation	Desired	Default Base	Minimum	Maximum
<i>Defense</i>	DEF	Higher	0	0	8
<i>Range Target Number</i>	Range, RTN	Lower	8	3	12
<i>Close Target Number</i>	Close, CTN	Lower	8	3	12
<i>Bravery Target Number</i>	BTN	Lower	8	3	12
<i>Speed</i>	SPD	Higher	4	1	12
<i>Hitpoints</i>	HP	Higher	8	1	40

Target Numbers: Lower values are better for RTN, CTN, and BTN because they define the base Target Number for what is needed on a roll to succeed.



STATISTIC IMPROVEMENT COSTS

IP Cost - Defense

Modifies attacker's chance of hitting the character, and can be further improved by wearing armor.

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

IP Cost - Range Target Number

Used to determine if range attacks hit.

Range Target Number 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 - Close Target Number

Used to determine if close combat attacks hit.

Close Target Number 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 Target Number

Used during a Bravery Test to determine if a character flees.

Bravery Target Number Improvement Costs											
1	2	3	4	5	6	7	8	9	10	11	12
-	-	12	10	9	8	6	6	+2	+2	+3	+4

IP Cost - Speed

How fast the character can move and Hustle around the field of battle.

Speed Improvement Costs											
1	2	3	4	5	6	7	8	9	10	11	12
+7	+6	+5	10	12	15	18	21	24	27	30	33

IP Cost - Hitpoints

Represents how much grit a character has and the pain they can sustain before being Out of Action. Also affects when a Bravery Test is required.

Hitpoints Improvement Costs											
+1 total HP for 6											
-1 total HP for +4											

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 -1 BTN and +2 HP, which means his starting statistics are:

DEF 0, RTN 8, CTN 8, BTN 7 (8-1), SPD 4, 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 SPD. His statistics are now:

DEF 0, RTN 8, CTN 8, BTN 7, SPD 3 (4-1), HP 12 (10+2)

Statistics: The plan for Quidel is to advance across the field firing his range 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 Range Target Number. We're improving from 8 to 7, which costs 10 IP (as shown in the table above).

Increasing his Close Target Number from 8 to 7 is a similar cost of 10 IP. His statistics are now:

DEF 0, RTN 7 (8-1), CTN 7 (8-1), BTN 7, SPD 3, HP 12

Since he's our Leader some additional survivability would help. To this end we purchase +2 Hitpoints. At 6 IP per +1 HP, we've spent an additional 12 IP. We'll also give him a base Defense of 1 for 10 IP. His final statistics are:

DEF 1 (0+1), RTN 7, CTN 7, BTN 7, SPD 3, HP 14 (12+2)

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

Equipment: Finally we need to equip Quidel. A basic gun will do to start, so we check out the 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 close weapon, so \$60 is spent on a Spear (4A-3D).

To maintain the survivability theme we'll buy him a suit of Quilted Armor (DEF 1) for \$50, which increases his total Defense to 2.

Finally we'll give him a Small IRP for \$10, which can be used to heal himself or an ally.

Summary: In total we spent 42 IP and \$130 to create this character:

Quidel (Duster Leader)

DEF 2, RTN 7, CTN 7, BTN 7, SPD 3, HP 14, Berserker.

Spear, 80kW Six-Shooter, Quilted Armor, Small IRP.

COMPLETED POSSE ROSTER EXAMPLE

Below is a Posse Roster that has been filled out properly. Use this as a reference as needed:

IP Total 100		DRYLANDS UNITED COMPANY		ND Total \$1,000
IP Current 5				ND Current \$0

#1	Leader Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
D N	Quidel	+2	7	7	7	3" / 1"	14 / 7	Berserker I		
S B	<input type="checkbox"/> Yeehaw!									
Weapon Name		Statistics		Distance			Reload	Current HP	Inventory	
Spear		4	A	3	D	Close	Close	Close	None	Quilted Armor, Small IRP
80kW Six-Shooter		4	A	0	D	1-6	7-10	11-14	1x1	

#2	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
D N	Trista	+0	6	8	8	4" / 2"	8 / 4	Crippling Shot		
S B										
Weapon Name		Statistics		Distance			Reload	Current HP	Inventory	
500kW Lever-Action Rifle		3	A	5	D	N/A	4-14	15-21	2x1	
			A		D					

#3	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
D N	Dallas	+2	7	8	8	4" / 2"	9 / 4	Go For the Eyes		
S B										
Weapon Name		Statistics		Distance			Reload	Current HP	Inventory	
Low Burst Rifle		6	A	1	D	1-4	5-11	12-16	4x1	Cloth Armor
			A		D					

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

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

#6	Dinosaur Name	DEF	DIS	CTN	PANIC	SPD	HP	Traits	
T P	Sir Snapper	+0	4	9	D10	11" / 5"	12		
F U									
Type: Runner		Size: Small		Current HP			Storage		
Weapon Name		Statistics							
Claw		2	A	2	D				

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 and a few battles involving them.

Note that the list of dinosaurs is not supposed to be comprehensive, scientifically accurate, or representative of which dinosaurs flourished together. Instead popular (and often misunderstood) archetypes are focused on.

RECRUITING A DINOSAUR

Step 1 - Choose Dinosaur Type and Name

Choose the type of Dinosaur to be recruited from the list below. 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 from the 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).

Advancing a Dinosaur

Dinosaurs cannot be modified using Improvement Points, but they can take Traits (although some might not be applicable or useful to them).














The other customization available to dinosaurs is an advancement program that can be purchased. This is used to increase the dinosaur's Hitpoints using the following formula:

Dinosaur Hitpoints Advancement Costs
+1 total HP for \$50 (max +10 HP)

For example a Posse might want a Raptor dinosaur (\$400, base 16 HP) upgraded to 19 total HP for a total of \$550 (base price is \$400 plus \$150 for 3 HP at \$50 per +1 HP).

Replacing a Dinosaur

A dinosaur will refund half its original Neodollar cost when replaced or removed from a Posse.

Dinosaur	Type	Size	Diet	DEF	DIS	CTN	PANIC	SPD	HP	A-D	Cost	Specific Examples
	<i>Runner</i>	S	H	0	4	8	D10	10	11	2-2	\$300	Elaphrosaurus, Ornithomimus, Struthiomimus
	<i>Ducky</i>	M	H	0	3	7	D6	6	18	2-2	\$300	Edmontosaurus, Hadrosaurus, Parasaurolophus, Prosaurolophus
	<i>Ripper</i>	S	C	0	5	7	D8	7	13	1-4	\$300	Coelurus, Dromaeosaurus, Ingenia, Saurornithoides
	<i>Fin</i>	M	H	2	6	7	D6	5	17	3-2	\$400	Dimetrodon
	<i>Raptor</i>	M	C	1	6	6	D6	6	16	1-5	\$400	Deinonychus, Troodon, Utahraptor, Velociraptor
	<i>Plated</i>	L	H	3	6	7	D4	4	22	3-3	\$500	Kentrosaurus, Lexovisaurus, Stegosaurus, Wuerhosaurus
	<i>Armored</i>	L	H	4	5	7	D4	3	20	3-3	\$500	Ankylosaurus, Euoplocephalus, Nodosaurus, Polacanthus
	<i>Thickskull</i>	S	H	1	6	6	D8	8	21	4-2	\$500	Pachycephalosaurus, Prenocephale, Stygimoloch
	<i>Terror</i>	L	C	2	7	5	D6	6	20	1-6	\$500	Allosaurus, Carnotaurus, Ceratosaurus
	<i>Horned</i>	L	H	2	8	6	D6	5	28	6-1	\$700	Monoclonius, Pachyrhinosaurus, Torosaurus, Triceratops
	<i>King</i>	L	C	2	8	4	D6	6	22	1-8	\$700	Albertosaurus, Tarbosaurus, Tyrannosaurus
	<i>Longneck</i>	XL	H	2	10	5	D6	5	35	10-1	\$1,000	Barosaurus, Brachiosaurus, Diplodocus, Supersaurus
	<i>Titan</i>	XL	C	2	10	4	D4	4	30	1-15	\$1,000	Carcharodontosaurus, Giganotosaurus, Spinosaurus

DINOSAUR BREEDS

Similar to Allegiances for humans, the Breed of a dinosaur represents it's upbringing and training. Dinosaurs may vary from savage untamed beasts to experienced mounts.

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 passengers and carrying them safely through battle. However they are slightly gentler from having their primal instincts suppressed.

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 with their claws because of their tendency to outrun foes instead of fighting them.

Effect: +1 CTN, +1 SPD

Feral

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

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

SADDLE UP

Number of Passengers

For every Size category a dinosaur is they can carry 1 human passenger. This means 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. An adjacent character can use an Action Phase to Mount the dinosaur. Characters can optionally start any encounter Mounted.

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.

Dismounting in Close Combat: Dismounting provides a Snap Attack to any enemies in close combat. Note that further movement once dismounted still provides an additional Snap Attack.

DINOSAUR COMBAT

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 Titan dinosaur might Standard Move 4", then 1 passenger might fire their range weapon. 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.

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.

Beast Attacks

Beast attacks (Trample, Gore) are special natural weapons always available to any dinosaur at no cost. Cannot be used as a Snap Attack or while Charging. The statistics of Beast attacks are based on the dinosaur.

Lasso Attacks

While Mounted a character can use the special Lasso attack. The statistics of Lasso weapons are based on the dinosaur they are riding.

A basic Rope Lasso is always carried for free by all characters. More expensive or exotic Lassos can be purchased (see the range Projectile Weapons list below).

DinoA and DinoD Notation

The annotation *DinoA* and *DinoD* mean modify the attack and damage values from the dinosaur base weapon. The result has a minimum of 1 for Attack and minimum of 0 for Damage.

For example a Raptor (1A-5D) using Trample (DinoA, DinoD-2) would attack with 1A-3D (5D minus 2) but with 4" Pushed from Trample.

DINOSAUR DISCIPLINE

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 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 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 Horned dinosaur has a Discipline of 8. They are hit by a Gatling Gun for 10 damage and are therefore marked with a Panic token (as 10 is greater than equal to DIS 8). Next they are hit by a Bundle of Dynamite for a further 8 damage and so another Panic token is added.

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 Runner dinosaur has a Speed statistic of 10 and a Panic Speed of D10. If they were marked with a Panic token they would have to roll a D10 at the start of their Activation to see how far they can Standard Move, instead of using the original static value of 10.

Note that a dinosaur with Panic tokens can still Hustle using their full Speed. Charging is also unaffected by Panic.

For example a Terror dinosaur has SPD 6 and Panic Speed of D6. After receiving a Panic token and Upon Activating they roll a 2 for their Panic Speed, so they can only Standard Move 2". However they could still Hustle 3" from their SPD 6 instead of 1" from the Panic Speed roll of 2, since the original Speed statistic is used.

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 2 passengers) has 3 Panic tokens at the start of the turn. Eventually it Activates and rolls D6 for its Panic Speed with a result of 4. The King performs a 4" Standard Move and then a passenger fires. The King's Activation is now 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 2 categories of Traits are Active (used to provide a temporary bonus during combat) and Passive (flat bonuses or "always on" abilities).

An entity may have any combination of Active and Passive Traits (for example one of each, or only three Active, etc.).

Trait Stages

Stronger versions of some Traits are available. These are named the same but have numerals after the name (for example "Strain Weapon II").

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

Higher stage Active Traits are always used instead of their lower stage counterparts, while Passive Traits consecutively apply their effect at successive stages.

For example you wouldn't use Thick Skin I and Thick Skin II; you would just use 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 start of 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").

Trait List

The following table outlines 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.

TRAIT LIST

Active	Stages	Effect
Berserker	I, II	+2/+4 Attacks with close weapon
Clean Shot	I, II	+3/+5 damage if target has full HP before attack
Clever Shot	I	Ignore Cover and Long Distance penalty on attack
Coward Shot	I, II	+3/+5 damage if target is Fleeing
Crippling Shot	I	Apply Slowed to target on hit with range weapon
Escape	I	+1 Speed and do not provide Snap Attacks to opponents
Eviscerate	I	-2 penalty to target's Bravery Test roll (if required)
Forceful Shot	I, II	+3"/+5" Pushed on hit
Get Up!	I, II, III	Heal +5/+10/+15 HP to ally in 8"
Go For the Eyes	I	Critical Hit target on 10+
Hamstring	I	Apply Slowed to target on hit with close weapon
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
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, II	+3/+5 damage if target is below half their starting HP
Nerves of Steel	I	Re-roll a Bravery Test with a +1 roll bonus
Onslaught	I	Charge bonus with close weapon is +4 Attack instead of +1
Piercing Shot	I	Ignore target Defense on attack
Quick Hands	I	Use one Medical Device for no action with a +1 Heal bonus
Rally	I	Remove Fleeing token from self or ally in 8"
Ranger	I	Ignore all Difficult Terrain penalties
Rapid Fire	I, II	+2/+4 Attacks with range weapon
Retreat!	I, II	+4/+6 Speed to ally in 8"
Rush	I, II	+4/+6 Speed, self Slowed next Activation
Shake it Off	I, II	1/2 negative effects removed (Slowed, Stopped, etc.)
Skilled Shooter	I, II	-2/-4 Range Target Number
Skilled Stabber	I, II	-2/-4 Close Target Number
Sniper Shot	I	Count Critical Hits as 3 Hits instead of 2
Speed Reload	I	Reload one weapon for no action
Sprint	I, II	+3/+5 Speed
Strain Weapon	I, II	+2/+4 damage on next attack
Strong Rider	I	+3/+5 Defense if Mounted
Thick Skin	I, II	+2/+4 Defense
Tracking Shot	I	+1 damage and ignore Movement penalty on attack
Try Again	I	Re-roll one set of attacks
Turtle	I, II	+3/+5 Defense, self Stopped
Underdog Shot	I	+3/+5 damage if target has more HP than self
Whirlwind	I	Attack all adjacent enemies with a close weapon
Passive	Stages	Effect
Awareness	I	360 degree Facing/Firing Arc. Cannot be Shot in the Back.
Big Game Hunter	I	+1 damage and Critical Hit on 11+ against Dinosaurs
Bonus DIS	I	+1 Discipline
Bonus RTN	I	-1 Range Target Number
Bonus CTN	I	-1 Close Target Number
Bonus BTN	I, II, III	-1 Bravery Target Number
Bonus SPD	I, II, III	+1 Speed
Bonus HP	I, II, III	+3 Hitpoints
Boxer	I, II	+3 damage with all Brawl Attacks
Charger	I	+1 to roll as inches when using the Charge action
Clear Sight	I, II, III	+1" to all distances of all range weapons
Climber	I	Treat climbing (cliffs, hills) as normal terrain
Doctor	I	Heal twice the Heal result of a Medical Device
Eagle Eye	I, II	+3" to Long Distance with all range weapons
Ferocious	I	Use DinoD-1 for Beast Attacks instead of DinoD-2
Racer	I	+1 Speed when using the Hustle action
Independent	I	Ignore Bravery Test if Leader is taken Out of Action
Thrower	I, II	+3" Medium Distance with Grenade weapons
Wrangler	I, II	+2 damage with Lasso attacks

STANDALONE GAME

Competing against an equally matched Posse in a one-off encounter 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 encounter can start.

Variant Rules: Double check with your opponent(s) if they like to use any custom modifications. See the Variant Rules section below. Mark the Custom Game Sheet for remembering what is used.

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. Use the Custom Game Sheet to help remember what Features are in use.

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 set up 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!

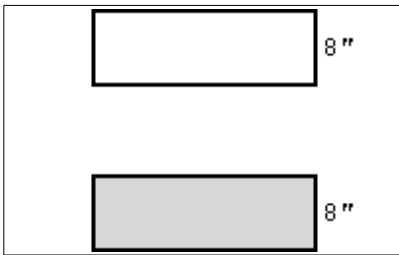
DEPLOYMENTS

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.

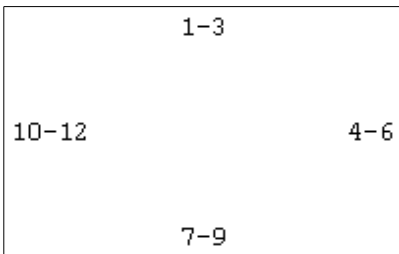
Rolls: In some cases a deployment may call for a D12 roll (to decide table edges, quadrants, etc.). If this is required designate a North table edge and consult the following after each roll:

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



Edge (1)

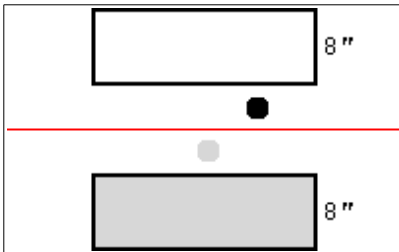
If the table is a rectangle choose (or roll) for short or long table edges to be used. Otherwise choose two opposite table edges to use. The first Posse will deploy within 8" of a table edge, followed by their opponent within 8" of the opposite table edge.



Random Edge (2)

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).

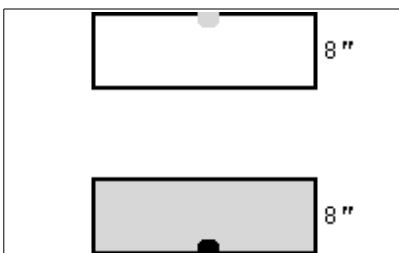


Deep Edge (3)

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 then deploy their scout between 8" from their table edge to the middle of the table, followed by the second Posse.



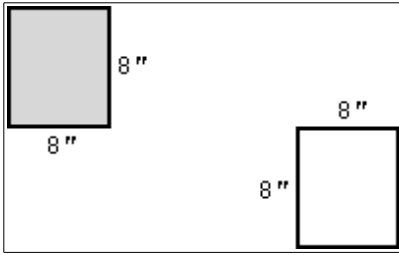
Delayed (4)

Designate a single entity in each Posse who will be delayed.

Proceed with a standard Edge deployment, except for the delayed.

At the start of turn 2 roll a D12 for each delayed entity. On a result of 7+ the entity is deployed within 4" of a random table edge.

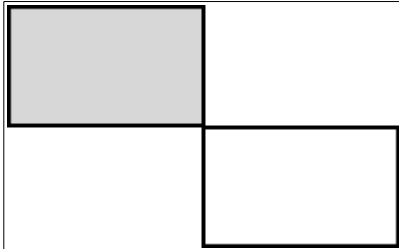
For each undeployed entity continue rolling a D12 at the start of each turn.



Corner (5)

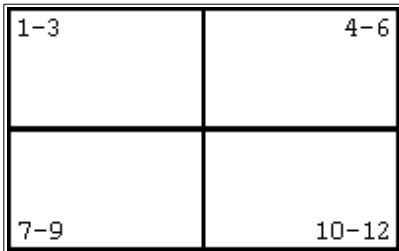
If the table is a rectangle choose (or roll) for short or long table corners to be used. Otherwise choose two opposite table corners to use.

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 (6)

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



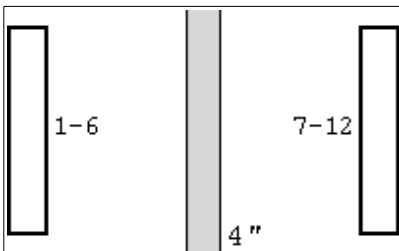
Quadrant (7)

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.

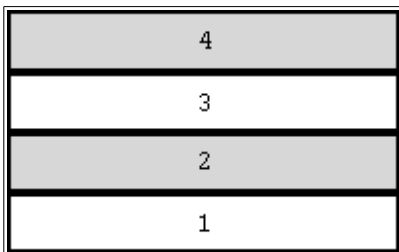
Repeat this process for the remaining half of each Posse.



Line (8)

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.

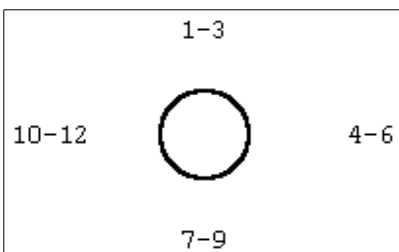


Layered (9)

Split the table into 4 equal zones. The zones can be lengthwise or widthwise. Designate the south zone 1 and north zone 2.

Split each Posse in half.

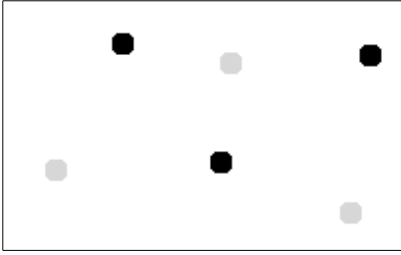
The first Posse deploys half in zone 1, the second Posse deploys half in zone 2. Next the second Posse deploys their remaining half in zone 3 and finally the first Posse deploys half in zone 4.



Center (10)

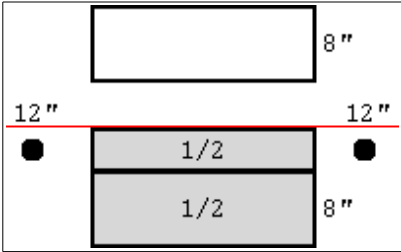
The first Posse deploys within 12" of the center of the table.

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



Scatter (11)

Both Poses 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 within 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: An objective may 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: An objective may 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 Out of Action loses, and their opponent wins.

Quick Draw (3)

Victory: The first Posse to surrender or have 3 entities 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 4 entities Out of Action and/or take 4 Bravery Tests loses, and their opponent wins. Passing or failing a Bravery Test is irrelevant, only that it was taken. Bravery Tests from a Leader being taken Out of Action do not count.

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 also 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. After Deployment 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 (+1 Initiative bonus) and defender.

After Deployment the attacker places an objective marker a minimum of 30" from an allied entity.

Victory: The attacker wins if at least half their Posse are within 4" of the objective marker. The defender 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

DEF 0, RTN 7, CTN 7, BTN 8, SPD 4, HP 10, Escape.

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 DEF by 1.

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

Victory: If the Civilian is 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

DEF 2, HP 10

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

FEATURES

Pit Fight

Only close weapons can be used.

Street Fight

Characters can only use range weapons.

Out of Supplies

At the start of the encounter mark all range weapons with a Reload token.

Weapon Emplacement

Place any number of weapon emplacements around the table. Any character adjacent to the emplacement can use their Action Phase to attack with the weapon. Use any of the range 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 DEF.

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, RTN 8 attack.



Generic Terrain Features

Various ideas for placing unique terrain that can change the flow of 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 SPD if a move starts on the road. This bonus applies to Standard Move, Hustling, and Charging.

Marsh: Place various patches of marsh and bog that will either slow movement (-1 SPD 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. If they touch the swamp they suffer D6 damage.

Broken Ground: Covers the entire table. No entity can Hustle 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 cross on a roll of 6+ on D12, on failure they take 1 damage.

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

Once erupting, 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 with 6A-0D, CTN 6.

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

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

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.

Extreme Temperatures: Covers the entire table, forcing characters into the shade. Any character that does not end its Activation in a building, adjacent to a piece of Cover (such as a tree), or adjacent to (or mounted on) a dinosaur, suffers an automatic 1A-1D, CTN 5 attack from the extreme temperatures.

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 (affects anyone within 4" of a ruin) or have this effect cover the entire table.

Reduce all base Target Number numbers by a -2 bonus (for example 7+ to hit would become 5+).

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

Roll 2 dice for any Bravery Test and use the lowest.

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

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

Night: Covers the entire table. If an entity is hit with a range weapon at Medium or Long Distance they roll a D12. If the result is 10+ (Medium) or 8+ (Long) the attack has no effect.

Blinding Sun: Designate a table edge where the Blinding Sun is. At the end of every turn move the Blinding Sun clockwise to the next table edge. Any ranged attacks towards a table edge that currently has the Blinding Sun suffer a penalty. The penalty can be -1 Attack (minimum 0), -1 damage (minimum 0), no attacks at 15"+ Distance, no attacks at Long Distance, or no Critical Hits.

Refreshing Spring: Place a fountain or spring on the table (affects 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.

Body of Water

Place various water terrain features across the board, such as rivers, ponds, and lakes. Then designate what type each is. Regardless of the primary effect all water counts as Difficult Terrain.

Strong Current Water: For every 1" of Movement within the water, the entity is placed 2" towards the nearest table edge.

Vortex Water: Upon entering or Activating within the water, roll a Bravery Test. On failure do 1 damage to the entity from drowning.

Populated Water: Upon entering or Activating within the water, make a 2A-2D, CTN 7 attack against the entity from all the vicious dinosaurs lurking under the surface.

Murky Water: Triple the Speed cost for moving through the water.

Muddy Water: Entities cannot use a Charge action from within, or across, the water.

Deep Water: Count as Difficult Terrain, even for dinosaurs.

Stagnant Water: +1 Defense to any entity attacked within the water.

Impassable Water: No entity can move through the water.

Refreshing Water: Upon Activating within the water the entity gains 2 HP. Cannot heal an entity beyond their starting Hitpoints.

Noxious Water: Upon exiting the water the entity is Stunned.

Containers

Place various crates, barrels, and canisters around the table. Designate what type each set of containers is. Regardless of the primary effect all containers provide Cover.

Exploding Container: Can be attacked with statistics of 0 Defense and 4 HP. When taken Out of Action apply a D6" Explosion that does 5 damage, and then remove this container from the table.

Fortified Container: Provides additional Cover for a total of -2 damage.

Ammo Container: Adjacent characters can ignore a roll that necessitates a Reload.

Stable Container: Adjacent characters can attack with a ranged weapon at +5" maximum Long Distance.

Sturdy Container: Adjacent characters can attack with a ranged weapon with a +1 Attack bonus.



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 Movement 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 Hustling 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" Pushed.

Deadfall Trap: 1A-4D, CTN 5 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 4 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 and 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 encounter 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

DEF 1, RTN 9, CTN 7, BTN 7, SPD 5, 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" Pushed.

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.

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

Tracking Campaign Progress

To help remember encounters and their outcomes refer to the Campaign Record Sheet at the end of this rulebook.

Overland Map

The recommended method for tracking overland progress is using standard real world roadmaps or custom hexmaps that are modified to match the following map:



UNITED STATES - 2285

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

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, exploring nearby, or resolving encounters.



By Ground

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

For example, a character with a Speed 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 (Speed 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 Speed 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 in the following table. 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 Overland Terrain table 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 a D12 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 SPD per entity for the day (does not stack)	Cooled lava solidified into a jagged, treacherous surface.
Desert	4	-1 total 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 vessel 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, recuperate, and basically escape the dangers of the wilderness for a while. Standard jobs can vary 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 following table:

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 the encounter.

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, the weaker Posse may receive a bonus. The bonuses are not cumulative, just apply the highest bonus.

IP Gap	Unbalanced Bonus
20	Additional "Yeehaw!" usage
50	+1 Initiative
100	+2 Initiative, +1 IP per entity Out of Action
150	+2 Initiative, +2 IP per entity Out of Action
200	+3 Initiative, +2 IP per entity Out of Action
250	+3 Initiative, +3 IP per entity Out of Action
300+	+4 Initiative, +3 IP per entity 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 Out of Action.

END OF ENCOUNTER PROCESS

In a campaign game 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 is Out of Action must perform the following steps:

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

If the result is greater than or equal to 8 the entity is unharmed and can stop this process. Otherwise continue to Step 2.

Step 2: Roll the first D6 (re-roll 1s) and look in the first column on the Out of Action Effect table below. Then roll a second D6 and look in the second column to determine the effect.

Step 3: Apply the effect 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" previously.

She is taken Out of Action in her next encounter, so she has to see if there are further consequences.

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

Next she rolls her first D6 for the effect, getting a 2. She rolls her second D6 getting 4, so "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 Hustle.

Finally her old Wound of "Busted Leg" is healed and her Hitpoints are healed to full.

Healing Wounds and Injuries: When in a town or other location with medical facilities or a doctor 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.

Heal Hitpoints

Unless a Wound or Injury specifies otherwise, the entity is healed to their original Hitpoints. In general an entity will heal 2D12 Hitpoints naturally per day, or 4D12 if they rest (no travel, combat, etc.).

OUT OF ACTION EFFECT (HUMAN)

1 st D6	2 nd D6	Location	Name	Effect
2	1	N/A	Bad Luck	Re-roll twice on this table
	2	Legs	Busted Leg	-1 Speed (minimum 1)
	3		Torn Calf Muscle	Cannot Charge
	4		Broken Knee	Cannot Hustle
	5		Wobbly Knee	D6" Hustle instead of half Speed
	6		Broken Hip	Cannot mount or dismount Dinosaur
3	1		Arms	Cut Feet
	2	Infected Feet		Triple the Speed cost for Difficult Terrain
	3	Busted Arm		+1 Range Target Number
	4	Busted Hand		+1 Close Target Number
	5	Broken Fingers		Cannot use Medical Devices
	6	Fumble Fingers		Roll D12 at start of encounter. Result less than 7 mark all weapons with Reload
4	1	Torso	Broken Shoulder	Bravery Test to perform a Charge
	2		Broken Elbow	Cannot get Critical Hits on attack
	3		Shaky Hand	Re-roll Critical Hits on attack
	4		Soft Spot	-1 Defense (minimum 1)
	5		Feeling Weak	-1 Total HP (minimum 1)
	6		Twisted Spine	Cannot wear Armor
5	1	Head	Broken Rib	Bravery Test every 4 damage instead
	2		Cut Stomach	Between encounters heal 2D12 HP instead of full amount
	3		Infected Body	Between encounters do not heal any old Wounds
	4		Uncertain Thoughts	+1 Bravery Target Number
	5		Bruised Head	Cannot use Active Traits
	6		Forgetful	Ignore Passive Traits effects
6	1	Head	Black Outs	After Activation use a random Facing
	2		Slowed Head	Roll D12 at start of Activation. Result less than 4 mark Slowed.
	3-4		Stopped Head	Roll D12 at start of Activation. Result less than 4 mark Stopped.
	5-6		Stunned Head	Roll D12 at start of Activation. Result less than 4 mark Stunned.

OUT OF ACTION EFFECT (DINOSAUR)

1 st D6	2 nd D6	Location	Name	Effect
2	1	N/A	Bad Luck	Re-roll twice on this table
	2	Tail	Busted Tail	-1 Speed (minimum 1)
	3		Crushed Tail	Cannot Charge
	4		Smashed Tail	Cannot Hustle
	5		Wobbly Tail	D6" Hustle instead of half Speed
	6		Cut Tail	Cannot move through Difficult Terrain
3	1		Tail	Broken Tail
	2	Unbalanced Tail		Cannot carry passengers
	3	Legs	Weak Heart	-1 Panic Speed roll result (minimum 1)
	4		Frightened	When required place two Panic tokens instead of one
	5		Scared	If under the effects of Panic, roll two Panic Speed dice and use the lowest result
	6		Uncertain	Cannot remove Panic tokens unless mounted
4	1	Legs	Nervous Fumble	CTN +1 if under the effects of Panic
	2		Busted Legs	-1 Damage
	3	Torso	Unruly	-1 Discipline (minimum 1)
	4		Soft Spot	-1 Defense (minimum 1)
	5		Feeling Weak	-1 Total HP (minimum 1)
	6		Torn Muscle	Cannot get Critical Hits on attack
5	1	Torso	Crushed Muscle	Re-roll Critical Hits on attack
	2		Cut Stomach	Between encounters heal 2D12 HP instead of full amount
	3	Head	Infected Body	Between encounters do not heal any old Wounds
	4		Bruised Head	Cannot use Active Traits
	5		Forgetful	Ignore Passive Traits effects
	6		Delirious	After Activation use a random Facing
6	1-2	Head	Slowed Head	Roll D12 at start of Activation. Result less than 4 mark Slowed.
	3-4		Stopped Head	Roll D12 at start of Activation. Result less than 4 mark Stopped.
	5-6		Stunned Head	Roll D12 at start of Activation. Result less than 4 mark Stunned.

VARIANT RULES

These optional rules can be used by players to give a different feel to certain situations in the game. All players have to agree in advance about 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.

Tracking Variant Rules

To help remember what Variant Rules are being used, refer to the Custom Game Sheet at the end of this rulebook.

Last Man Standing: The last surviving entity of a Posse does not have to take Bravery Tests (for characters) or is unaffected by Discipline (for dinosaurs).

Dual Wield: Two identical Small range or close weapons can be dual wielded, which gives a +1 Attack bonus.

Initiative Choice: Whoever wins Initiative can choose to Activate first or last, instead of automatically having to Activate first.

Initiative Focus: Once per encounter each player can use a +3 bonus to a single Initiative roll. They must declare this usage before any dice are rolled.

Critical Initiative: If a player wins Initiative by rolling a natural 12 the first entity they Activate receives +1 Speed for that Activation.

Playing Card Initiative: At the start of a two player game both players would choose a color in a standard deck of cards (red or black). Instead of rolling Initiative a standard playing card would be drawn each Activation. The player that matches the color drawn would Activate as if they had won Initiative.

Alternatively in a multiplayer game each player would choose a suit (diamonds, clubs, etc.).

Defense Damage Reduction: Directly reduce damage equal to the Defense statistic instead of modifying Target Number.

Range In Close Combat: Instead of using RTN for range weapons in close combat, use CTN instead. Still apply the "In Close" penalty.

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

Fleeing Facing: When a character is marked with a Fleeing token immediately change their Facing to be directly away from the most recent attacker.

Fast Target: +1 Target Number penalty against targets that moved a total of 10" or more in a single turn.

Hustling Target: +1 Target Number penalty against targets that Hustled.

Maneuver - Aim: In their Movement Phase a character can Aim instead of any other maneuver. Doing so means the range attack in their next Action Phase receives a -1 Range Target Number bonus.

Maneuver - Steady: In their Movement Phase a character can Steady instead of any other maneuver. Doing so means the range attack in their next Action Phase would treat any rolls of 10+ as a Critical Hit.

Action - Dodge: In their Action Phase a character can Dodge instead of any other action. Doing so means they receive a +1 Defense bonus until the start of their next Activation.

Variable Hustle: Instead of Hustle providing an additional half Speed statistic, roll a D6 as inches instead.

Mount Protection: Passengers add their dinosaurs Defense to their own.

Downed Not Out: 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. An ally can heal Hitpoints (using a Medical Device or Trait) to bring the Downed entity back into the fight.

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

Purchasing IP: 1 Improvement Point can be bought for \$10.



WEAPONS AND ARMOR AND EQUIPMENT

Neodollars

The modern currency is called a "Neodollar", and uses the prefix "\$" or suffix "ND". Each bill is a durable strip of paper five inches long and one inch 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 half the listed price.

Items can be transferred between entities in a Posse when not in an encounter.

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.

There is no maximum number of Medical Devices an entity can carry.

Note that 1 item of a larger size category translates into 2 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 accustomed 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 weakened from wear and tear. Looted or salvaged equipment tends to be deficient in some way. The following describes general guidelines for prefixes applicable to any weapon:

Rusty: Lower Reload.

Old: Lower Distance.

Dented: Lower Damage.

WEAPON SPECIAL ABILITIES

There is a preset list of common special abilities that are assigned to various weapons. The description and effect for each follows.

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).

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

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

Fireline: Draw a straight line from the attacker in the direction they wish to attack, up to the maximum Long Distance 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 1 Attack dice.

Lasso: This weapon can only be used while mounted and can only target non-mounted characters. The attack and damage is based on the mounted dinosaur.

Pulled: If hit the target is Pulled directly towards the attacker a number of inches equal to the maximum distance of the weapon. Ignore Difficult Terrain for this movement.

Pushed: If hit the target is Pushed directly away from the attacker a distance equal to the listed inches. Ignore Difficult Terrain for this movement.

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. During their next Activation they halve their Speed statistic and cannot Hustle or Charge.

Stopped: On hit the target is Stopped. During their next Activation they cannot perform a Movement Phase, Hustle, or Charge.

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



WEAPON TABLE INFORMATION

Over seventy weapons are outlined in the weapon tables below. This list can be considered a template, as even a simple weapon like a Pump Shotgun can vary in appearance between areas in the country. The statistic columns of the table are outlined 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 distance of the weapon, if any.

Med: The medium distance of the weapon.

Long: The long distance of the weapon, if any.

Reload: The reload, jam, or overheat chance of a weapon.

Size: The size of the weapon, either Small (S), Medium (M), or Large (L). Used for carrying capacity.

Type: The category of weapon, either Energy, Projectile, Grenade, Close, Brawl, or Beast.

Energy weapons are most mostly 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 mostly gunpowder based and similar to the weapons of the 21st century.

Grenade 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.

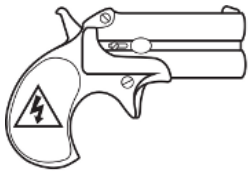
Close weapons are used in close combat only and therefore have no distances or Reload value.

Beast weapons are special natural weapon of dinosaurs. See the Dinosaur Combat section above for details.

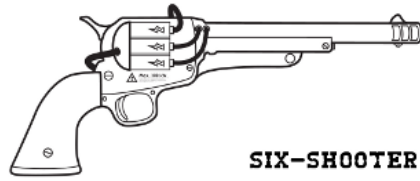
Brawl weapons are special natural weapons of humans. See the Close Combat Special Cases section above for details.

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

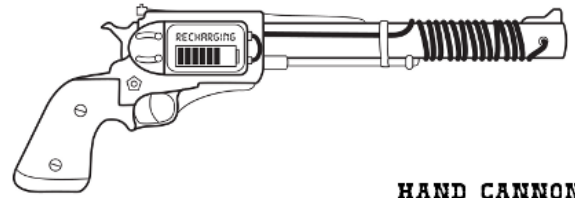
WEAPON DESCRIPTIONS



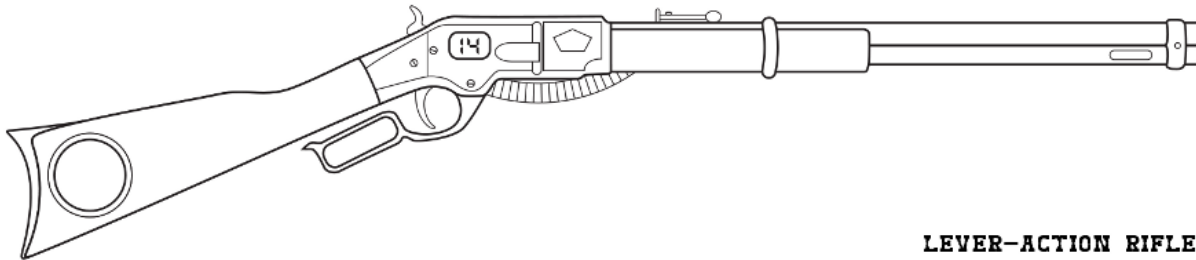
DERRINGER



SIX-SHOOTER



HAND CANNON



LEVER-ACTION RIFLE

Six-Shooter: By far the most common range 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 quality 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 shooter 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 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 than 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. Generally preferred by gunslingers who make up for having poor accuracy with 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 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 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 gunpowder weapons of the 21st century, the expensive and carefully crafted solid bullets can inflict massive exit wounds compared to 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.

Spine Blade: Masterfully crafted from ultradense rib bones of carnivorous dinosaurs makes this blade a durable and deadly option.

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 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 varies 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 weapon uses stored kinetic energy to blast a target backwards.

ARMOR TABLE INFORMATION

A variety of armors are available for use by characters. These vary 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 table are outlined as well as detailed descriptions 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.

Defense: The level of protection and equivalent Defense of each suit of armor.

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

ARMOR DESCRIPTIONS

Cloth: Thick cloth 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 dinosaur bones reinforced with steel and interwoven with biosteel, a vest of ferrobone can make the wearer nearly impervious to pain.

MEDICAL DEVICE TABLE INFORMATION

Medical technology has advanced due to the proliferation of dinosaur attacks and new diseases. Characters are able to purchase powerful healing and restorative devices to recover their wounds on the battlefield.

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

Device Name: The name of the equipment.

Cost: The cost (in Neodollars) of a single device.

Heal: The amount and type of healing that will occur when using the device. This may be Hitpoints, Wounds, or Injuries.

Type: The category of device, either Instant or Delayed.

Instant devices apply their Heal effect immediately in the Action Phase they are used.

Delayed devices are slower to use, so their Heal effect does not apply until the start of the user's next Activation.

MEDICAL DEVICE DESCRIPTIONS

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 look like a simple light brown pill. Heals 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. IRPs represent the peak of Neotechnoist medical technology and are widely distributed and sought after. Instantly heals Hitpoints by D6 (Small), D12 (Large), D12 (Lifesaver, with +5 if current Hitpoints are 3 or less) or 15 (Critical).

Salve: A bottle or jar of disinfecting ointment. Normally created by mixing jungle herbs or manufactured using heavy chemicals. Heals D12 Hitpoints at the start of the user's next Activation.

Bandage: Compression bandages or gauze soaked in a variety of antidotes. Useful for wrapping bite marks and other unpleasant cuts. Heals 2D12 Hitpoints at the start of the user's next Activation.

Defibrillator: Complex device designed to deliver a dose of therapeutic electrical energy to the vital organs. Can kick start a heart like nothing else. Heals 25 Hitpoints at the start of the user's next Activation.

Doctor's Bag: A massive doctor's bag packed with useful materials for the most grievous of wounds. Generally used by travelling medical staff in the field. Heals 1 Wound of the user's choice.

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. Generally used when in the field where hospital services are not available. Heals 1 Injury of the user's choice.

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

PROJECTILE WEAPONS

Name	Cost	Attack	Damage	Short	Med	Long	Reload	Size	Type	Special
Rope Lasso	N/A	DinoA	DinoD-1	N/A	1-6	N/A	None	-	Projectile	Lasso, Stopped
Wire Lasso	\$40	DinoA	DinoD-1	N/A	1-8	N/A	None	S	Projectile	Lasso, Stopped
Retractable Lasso	\$60	DinoA	DinoD-1	N/A	1-6	N/A	None	S	Projectile	Lasso, Pulled
Barbed Lasso	\$100	DinoA	DinoD	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	\$250	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	2" Explosion
Bazooka or 10-Pound Cannon	\$1,200	1	15	N/A	5-18	19-28	Auto	L	Projectile	2" Explosion
Rocket Launcher or Field Gun	\$1,300	1	12	N/A	5-16	17-25	1x1	L	Projectile	2" Explosion
Grenade Launcher	\$900	4	6	N/A	5-14	15-20	1x1	L	Projectile	2" Explosion
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	2" Explosion
Kaboom Grenades or Bundle of Dynamite	\$170	1	7	N/A	3-10	N/A	Auto	M	Grenade	4" Explosion
Riot Grenades	\$100	1	0	N/A	3-12	N/A	Auto	M	Grenade	D6" Pushed
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	\$100	1	0	N/A	3-12	N/A	Auto	M	Grenade	Cover Breaker

CLOSE WEAPONS

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

NATURAL WEAPONS

Name	Cost	Attack	Damage	Short	Med	Long	Reload	Size	Type	Special
Punch	N/A	2	1	Close	Close	Close	None	-	Brawl	
Kick	N/A	1	2	Close	Close	Close	None	-	Brawl	
Shove	N/A	1	1	Close	Close	Close	None	-	Brawl	2" Pushed
Trip	N/A	1	1	Close	Close	Close	None	-	Brawl	Stopped
Trample	N/A	DinoA	DinoD-2	Close	Close	Close	None	-	Beast	4" Pushed
Gore	N/A	DinoA	DinoD-2	Close	Close	Close	None	-	Beast	Slowed

ARMOR

Material Name	Cost	Defense	SPD 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

MEDICAL DEVICES

Device Name	Cost	Heal	Type
Whiskey Drop	\$5	2 HP	Instant
Small IRP	\$10	D6 HP	Instant
Large IRP	\$20	D12 HP	Instant
Lifesaving IRP	\$30	D12 HP (+5 if HP < 3)	Instant
Critical IRP	\$50	15 HP	Instant
Salve	\$15	D12 HP	Delayed
Bandage	\$30	2D12 HP	Delayed
Defibrillator	\$70	25 HP	Delayed
Doctor's Bag	\$20	1 Wound	Delayed
Autosurgeon	\$40	1 Injury	Delayed

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).

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

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

Fireline: Draw a straight line from the attacker in the direction they wish to attack, up to the maximum Long Distance 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 1 Attack dice.

Lasso: This weapon can only be used while mounted and can only target non-mounted characters. The attack and damage is based on the mounted dinosaur.

Pulled: If hit the target is Pulled directly towards the attacker a number of inches equal to the maximum distance of the weapon. Ignore Difficult Terrain for this movement.

Pushed: If hit the target is Pushed directly away from the attacker a distance equal to the listed inches. Ignore Difficult Terrain for this movement.

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. During their next Activation they halve their Speed statistic and cannot Hustle or Charge.







Stopped: On hit the target is Stopped. During their next Activation they cannot perform a Movement Phase, Hustle, or Charge.







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







IP Total		ND Total
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IP Current	ND Current
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D N	#1	Leader Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
	S B	<input type="checkbox"/> Yeehaw!								
Weapon Name			Statistics		Distance		Reload	Current HP	Inventory	
			A	D						
			A	D						

D N	#2	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits	
	S B									
Weapon Name			Statistics		Distance		Reload	Current HP	Inventory	
			A	D						
			A	D						

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

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

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

T P	F U	#6	Dinosaur Name	DEF	DIS	CTN	PANIC	SPD	HP	Traits	
											
Type:		Size:		Current HP			Storage				
Weapon Name			Statistics								
			A		D						

Custom Game Sheet

USED	VARIANT	USED	VARIANT
<input type="checkbox"/>	Last Man Standing	<input type="checkbox"/>	Fleeing Facing
<input type="checkbox"/>	Dual Wield	<input type="checkbox"/> / <input type="checkbox"/>	Fast / Hustling Target
<input type="checkbox"/>	Initiative Choice	<input type="checkbox"/> / <input type="checkbox"/>	Aim / Steady Maneuver
<input type="checkbox"/>	Critical Initiative	<input type="checkbox"/>	Action - Dodge
<input type="checkbox"/>	Initiative Focus	<input type="checkbox"/>	Variable Hustle
<input type="checkbox"/>	Playing Card Initiative	<input type="checkbox"/>	Mount Protection
<input type="checkbox"/>	Defense Damage Reduction	<input type="checkbox"/>	Downed Not Out
<input type="checkbox"/>	Range In Close Combat	<input type="checkbox"/>	Yeehaw! Action
<input type="checkbox"/>	Fumble Hit	<input type="checkbox"/>	Purchasing IP
USED	FEATURE	USED	FEATURE
<input type="checkbox"/>	Pit Fight	<input type="checkbox"/>	Strong Current Water
<input type="checkbox"/>	Street Fight	<input type="checkbox"/>	Vortex Water
<input type="checkbox"/>	Out of Supplies	<input type="checkbox"/>	Populated Water
<input type="checkbox"/>	Weapon Emplacement	<input type="checkbox"/>	Murky Water
<input type="checkbox"/>	Shield Generators	<input type="checkbox"/>	Muddy Water
<input type="checkbox"/>	Siege	<input type="checkbox"/>	Deep Water
<input type="checkbox"/>	Town	<input type="checkbox"/>	Stagnant Water
<input type="checkbox"/>	Road	<input type="checkbox"/>	Impassable Water
<input type="checkbox"/>	Marsh	<input type="checkbox"/>	Refreshing Water
<input type="checkbox"/>	Swamp	<input type="checkbox"/>	Noxious Water
<input type="checkbox"/>	Broken Ground	<input type="checkbox"/>	Exploding Container
<input type="checkbox"/>	Canyon	<input type="checkbox"/>	Fortified Container
<input type="checkbox"/>	Chasms	<input type="checkbox"/>	Ammo Container
<input type="checkbox"/>	Volcano	<input type="checkbox"/>	Stable Container
<input type="checkbox"/>	Forest Fire	<input type="checkbox"/>	Sturdy Container
<input type="checkbox"/>	Carnivorous Plants	<input type="checkbox"/>	Hidden Tunnel
<input type="checkbox"/>	Light Fog	<input type="checkbox"/>	Slow Tunnel
<input type="checkbox"/>	Heavy Fog	<input type="checkbox"/>	Complex Tunnel
<input type="checkbox"/>	Light Duststorm	<input type="checkbox"/>	Spike Trap
<input type="checkbox"/>	Heavy Duststorm	<input type="checkbox"/>	Flame Trap
<input type="checkbox"/>	Extreme Temperatures	<input type="checkbox"/>	Falling Log Trap
<input type="checkbox"/>	Gold Mine	<input type="checkbox"/>	Deadfall Trap
<input type="checkbox"/>	Inspiring Ruins	<input type="checkbox"/>	Grenade Trap
<input type="checkbox"/>	Fearful Ruins	<input type="checkbox"/>	Foothold Trap
<input type="checkbox"/>	Gusting Winds	<input type="checkbox"/>	Snare Trap
<input type="checkbox"/>	Clear Day	<input type="checkbox"/>	Boulder Trap
<input type="checkbox"/>	Night	<input type="checkbox"/>	Wandering Enemies
<input type="checkbox"/>	Blinding Sun	<input type="checkbox"/>	Roving Enemies
<input type="checkbox"/>	Refreshing Spring	<input type="checkbox"/>	Stampede

Quick Reference Sheet

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. Clear Tokens (Moved and Acted)	- Use Weapon
2. Roll Initiative	- Use Medical (self or adjacent ally)
3. Activate Entity	- Reload a Weapon (remove Reload token)
3a. Use any Active Traits	- Hustle (move half Speed stat)
3b. Perform Phases (in either order)	- Charge (+D6" SPD, bonus In Close)
4. Repeat #2 and #3	- Mount or Dismount

BRAVERY TEST

- Required character test when Damage \geq (starting HP / 2)
- Test D12 \geq 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 \geq (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.
- If the Leader is Out of Action every allied character must take a Bravery Test.