DINOSAUR COWBOYS

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. Steaming magma thundered through underground chasms of solid rock, venting boiling steam to the surface through numerous geysers.

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

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

Hundres of miles wide, the room unexpectedly provided sanctuary and shelter for weaker dinosaurs. Soon cunning, larger 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 over 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 called Yellowstone National Park. But 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 had mere seconds 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, melting stone that had long held the lava at bay. Great clouds of dusts were thrown into the air, and titanic amounts of stored gas eagerly escaped from the chamber.

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

As the expended lava again cooled and hardened, new pathways were opened for the freed 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 for stemming 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 and 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 chaos slowed and broke across the Mississippi river, leaving numerous prairie towns with a new ocean view.

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

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

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

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

Reconstruction Begins

Two years later a brave young scientist, Doctor Emilee Viator, gathered a crew of experienced trackers, industrious peasants, and brave warriors. Calling themselves the Neotechnoists, the historic party of thirty created the first permanent settlement in the jungle.

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 could attain stunning progress of the study and understanding of the ancient creatures.

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

The Wall

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

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

Harnessing the power of dinosaurs in the place of crude oil, the gleaming spires and reinforced bunkers soon stretched across the entire jungle. The 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 fifteen feet high and three feet thick, with heavy metal gates blocking all the roads leading out from the jungle. But a barricade works both for and against those it surrounds, and soon the people forgot their desert upbringing; forgot everything but the Neotechnoist way.

Discontent Rumblings

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

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

Soon it was not just rich nobles going Over The Wall, but the downtrodden peons 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 called Primitives or Savages. 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 lonely, dusty towns outside The Wall resembled something from an old wild west movie. Embracing the idea, the Dusters began dressing like cowboys and bandits 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 infirm 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.

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

Game Overview

TODO

Creating a Character

As a player you will need to generate a main character who will travel across the wild plains and steaming jungles battling feral dinosaurs and enemies of all kinds. This section will familiarize you with the processof filling out a Character Sheet (Sheet.odt).

Step 1 – Personalize

Choose a Name and Allegiance (either Duster or Neotechnoist).
Even though the year is 2285, names common to the 21st century are still valid and not unusual.

Step 2 – Cowboy Statistics

The Skill, Courage, Movement, Armor Rating, and Hitpoints of your character are filled out next, based on the information below:

Level: 1 (Next: 10)
Kills: 0
Skill: 2
Courage: 0-1 (roll a D12, if 8+ then start with 1 Courage)
Movement: 4"
Armor Rating: 2 (default value for an unarmored target)
Hitpoints: 8-12 (roll a D4, or a D12 and divide by 3)

Step 3 – Trait Selection

Choose and record a single Trait from the list below.

Step 4 – Timeline

Fill in the Time, Day, Month, and Year, based on the information below:

Time: Day or Night (roll a D12, odd number means Day)
Day: Current real world day, number 1-31
Month: Current real world month (ie: December, January, etc.)
Year: 2285

Step 5 – Starting Resources

To represent the equipment and weapons a character has accumulated during their life, each player begins with a few Neodollars and a chance to purchase from a merchant. Record your starting Neodollars based on the information below:

Starting Neodollars: $250+2D12

Step 6 – Temporary Values

As you do not begin with a Dinomount, you can fill in your Current values (near the top of the Character Sheet) immediately. Translate your Current HP and Current MV directly. Add your base Armor Rating to any Armor you purchased in Step 5, and record the result as Current AR.

Dinomount Section

A beginning character does not start with a Dinomount, but will likely acquire one early in the game (normally before Level 2 or 3). When that happens the Dinomount section on the Character Sheet will need to be filled in by translating the statistics on the Dinocard. Rules for handling Dinomounts can be found in the Dinomount section below. What follows are details on the specific fields and how to populate them:

Name: Choose a name for your Dinomount.
Size: Fill in from Dinocard. Choices are between Extra Small, Small, Medium, and Large, and Extra Large.
Fear: Fill in from Dinocard. Score can be 0-14. See the Break Test section below for details.
Movement: Fill in from Dinocard. Bonus to Movement. Once populated, add this value to the existing Movement of the rider and fill in the temporary Current MV field near the top of the sheet.
Armor Rating: Fill in from Dinocard. Bonus to Armor Rating. Once populated, add this value to the existing Armor Rating of the rider and fill in the temporary Current AR field near the top of the sheet.
Melee Attacks: Fill in from Dinocard. The temporary "Current" field can be populated as the

Dinomount takes damage and starts to lose bonus attacks.
Damage Track: Fill in from Dinocard.

Example Completed Sheet

After completing the steps above, your Character Sheet should look similar to the following:
TODO

Traits

TODO

Skill

The Skill score of a character represents their ability to resolve non-combat situations. Example applications of Skill would be lifting a heavy gate, picking a locked door, climbing a sheer cliff, interrogating an enemy, etc.

Performing Skill Checks: To succeed at a Skill check the character rolls a D12. If the result is less than or equal to their Skill score, the check succeeds.
For example a character with a Skill score of 5 wishes to swim across a deep river and climb the cliff on the opposite side. First they roll a D12 for attempt to swim, needing a result of 1-5 to succeed. They get a 3 and can swim across the river. The roll a D12 again for climbing the cliff, but fail with a result of 8. As long as the GM allows it (ie: no underwater enemies attack, the cliff doesn't crumble, etc.) the character can attempt to re-roll. On the second roll they get a 1 and successfully climb the cliff.

Level Advancement

As a character defeats enemies and completes daring jobs they will advance from a weakling to a hardened veteran. This progress is tracked and represented by Levels.

Maximum Level: 14
By this point your character has learned almost everything they need to survive comfortably in the world. You CAN continue to advance Levels beyond 14, you just stop receiving ANY bonuses.

Requirements to Increase a Level: A Kill score equal to your current Level multiplied by 10.
This requirement value is tracked on the Character Sheet in the "Next" field underneath the Level field. For example to reach Level 2 you need 10 Kills, Level 3 would be 20 Kills, etc.

Benefits per Level: *At each new Level you gain the following bonuses and increases to your statistics, which are applied immediately:*

Skill: +1 per 3 Levels and either +1 Skill or +1 Courage or +1 Movement at Level 14

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14

S	2		3			4			5			6		?7

Courage: +1 per 3 Levels and either +1 Skill or +1 Courage or +1 Movement at Level 14

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14
C	0-1		+1			+1			+1			+1		?+1

Movement: +1 per 4 Levels and either +1 Skill or +1 Courage or +1 Movement at Level 14

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14
MV	4"		5"			6"				7"				?8"

Hitpoints: +D4 per Level and +10 at Level 14

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14
HP	8-12	+D4	+D4	+D4	+D4	+D4	+D4	+D4	+D4	+D4	+D4	+D4	+D4	+10

Traits: Gain 1 Trait per 2 Levels and 2 Traits at Level 14

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14
T	1	2		3		4		5		6		7		9

The Turn

The passage of time during combat situations is tracked using Turns, which are made up of 2 Phases. The first Phase is Movement, the second Phase is Action.
The order of Turns is determined at the start of combat, as described below in the Combat section. Once the order has been established Turns are taken in a round robin fashion (ie: "you go, I go, you go, etc.") until the situation is diffused.
Anyone can pass or skip their Turn as they please.

Movement Phase

During the Movement Phase an entity may shift around the terrain by executing any of the following moves. Once they have declared their Movement finished, they cannot move again until their next Turn's Movement Phase.

Standard: Move any number of inches in any direction up to a character's Movement score.

Run: Move faster any number of inches up to DOUBLE a character's Movement score. As a result of the Run a character cannot do anything in the following Action Phase.

Charge: Move any number of inches, up to a character's Movement score, in a straight line towards an enemy target.
If the target is reached a Charge Bonus is received in close combat, as described below in the Combat section.

Movement Conditions

Difficult Terrain: When entering or crossing any terrain but flat plains (ie: trees, hills, etc.) an entity must use double their Movement to continue.
For example a player can spend 2" of Movement crossing flat plains to the edge of a forest (that is 6" long). To move through the forest they would need to spend a further 12" of Movement.

Moving Through Entities: A character cannot move through a friendly or hostile entity, they must go around.

Action Phase

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

Use a Weapon: Perform an attack either with a ranged weapon or a close combat weapon, but not both. See the Combat section below for details on resolving weapon attacks.

Use an Item: Apply an item from your inventory to yourself or another entity (ie: health kits, stimulants, etc.).

Reload a Weapon: A weapon of choice is considered Reloaded. See the Combat section below for details.

Combat

TODO

Weapons and Equipment

TODO Money, carry weight and slots, Specials of weapons, +X weapons, level requirements

Dinomount

There are hundreds of dinosaurs to choose from for mounts. Having a loyal companion and steadfast Dinomount grants numerous bonuses to the rider. This section will contain details of those bonuses, how to record Dinomount statistics, how to use them in game, etc.

Types of Dinomounts

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

Type	Size	Diet	Fear	MV	AR	Atks	Hitpoints	Durability
Runner	S	V	7	8	1	0	lowest	lowest
Ducky	S-M	V	8	3	2	1	med	med
Thickskull	M	V	5	5	3	3	low-med	highest
Horned	M-L	V	5	4	4	3	med	high
Plated	L	V	9	0	5	1	med-high	med
Armored	L	V	10	1	6	2	med-high	med
Longneck	XL	V	3	2	2	4	highest	med-high
Ripper	S	C	6	6	4	2	low	low
Raptor	M	C	5	4	3	3	med	low-med
King	L	C	4	3	3	4	med-high	med
Titan	XL	C	3	2	2	5	high	med

Dinomount Character Sheet

See the Creating a Character section above for details on how to translate a Dinomount's statistics into your Character Sheet.

TODO

Damage Track Usage

TODO

Transferring Damage

When a Dinomount is Downed, any remaining damage from the attack is transferred directly to the Hitpoints of the rider. After this point they are forced to Dismount.

Saddle Up

Mounting: If there is unoccupied space on a Dinomount, a character can Mount the dinosaur during their Movement Phase.
To do this they perform a Standard move to the center of the Dinomount's location. Then they spend the following Action Phase Mounting the Dinomount, during which they cannot make any attacks or perform any other task.

Dismounting: A rider can Dismount at any time during their Movement Phase at no cost. Once Dismounted their move on-foot begins from the center of the Dinomount's location.

Break Test

A Break Test represents a character trying to keep their Dinomount under control. This may be necessary when the Dinomount is extremely hurt or wounded and just wants to run away, or if the character is trying to force the Dinomount into dangerous situations like jumping chasms or flowing rivers of lava.

When to Break Test: Whenever a **B** is marked off on a Dinomount's Damage Track (see the

Dinomount section above for details). Also at the GM's discretion concerning dangerous activities.

How to Break Test: Roll a D12 and add the rider's Courage score, if the result is greater than or equal to the mount's Fear score, the Break Test is passed and nothing negative happens.

Failed Break Test: There are 2 possible outcomes to failing a Break Test. Roll a D12, on an odd number the Dinomount will Flee, otherwise it will be Stunned.
Details of these results are as follows:

Flee:
The Dinomount will move (at maximum Movement, but not a Run) towards the nearest edge of the terrain. If they move off the edge they have left the combat, but may rejoin the party after the battle.
Attempt another Break Test on subsequent Turns where the Dinomount has not left the board. If successful the character may move as normal, otherwise it continues Fleeing.

Stunned:
The Dinomount is paralyzed with fear or agony for its next Turn, after which it recovers. While Stunned a Dinomount cannot move or attack and confers no Armor Rating bonus to its rider.

Dismounting While Breaking: Because the Dinomount is either unresponsive or bucking wildly during a failed Break Test, a character cannot dismount.

Travel and Time

Exploring the desert wastelands, vibrant jungles, sunken cities, and underground caves is a key aspect of the game. Characters may travel place to place, or choose to wander and explore their surroundings as they go. As mentioned in the Game Overview section, battles and combat take place on a different scale than Overland travel.
This section will deal with maps, travel options, encounters, towns and cities, and passing time.

Overland Map

Battered by floods and rising temperatures, the United States of America circa 2285 looks different from the 21st century. What follows is a general map of the country, plus borders representing the Neotechnoist jungle and burning desert.
For tracking character's movement it is recommended that standard real world roadmaps be used and modified to match the Overland map shown below:
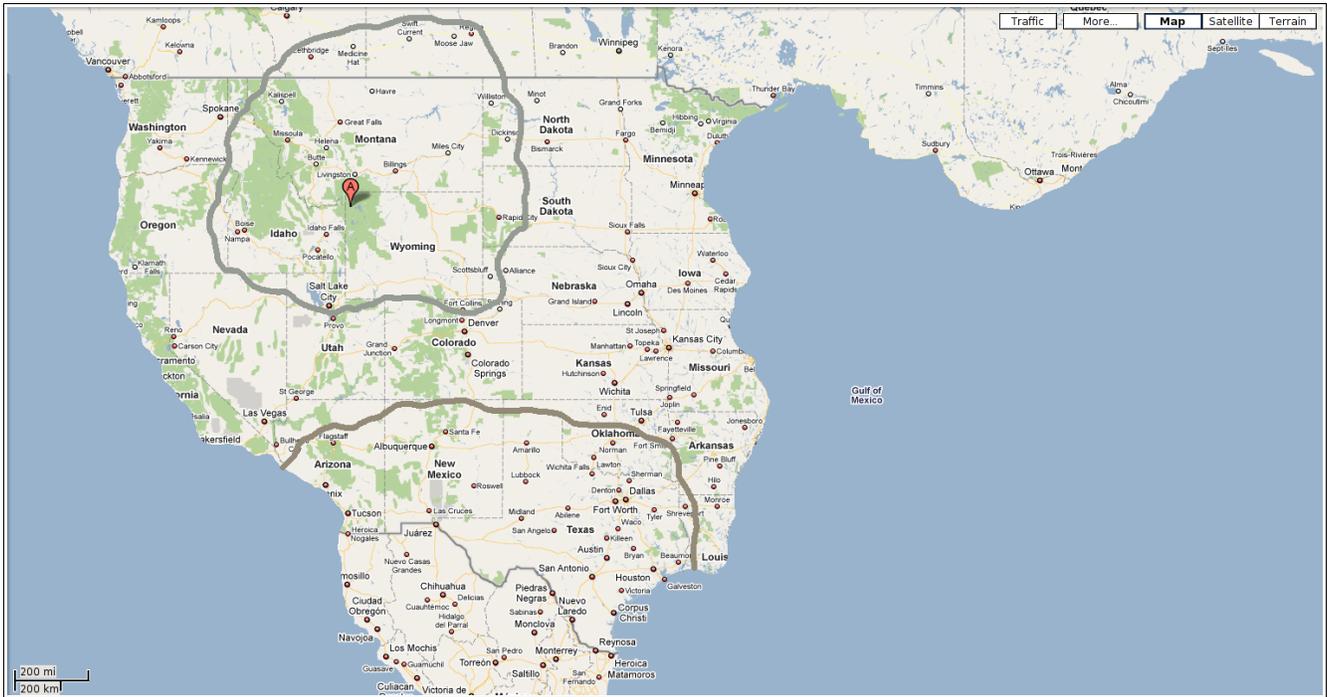
Overland Travel

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

A Day of Travel: Every day a character can travel by ground comfortably for 6 hours. The rest of the time is spent scrounging for food and water, setting up camp, resting and sleeping, and exploring or resolving encounters.

By Ground: Move on the Overland map a total distance equal to a character's Movement multiplied by 6 (representing the travel segment), in whatever scale the map uses (such as miles or kilometers).
For example, a character with a Movement of 4", and a Dinomount Movement of 6" (total 10") could move 6x10=60 miles per day on the Overland map.

By Air: Pay $1 per mile for up to 400 miles per trip.
Up to 7 human passengers (1 of which is the pilot) and all related gear can board a single flight.
1 Small size Dinomount can take the place of 2 of the passengers.
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 Dinomounts. Instead they are able to bear cargo and human passengers, they provide an ideal of service for quickly moving city to city.

By Sea: Pay $10 per mile for up to 50 miles per trip.
Up to 20 human passengers (1 of which is the pilot) and all related gear can board a single ferry.
Up to 3 Medium Dinomounts can take the place of 4 passengers per mount.

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

Encounters

Exploring the world is not as safe and relaxing as it used to be. For every stretch of travel there is a chance of an encounter, either beneficial or harmful. Note that this roll is ignored if travelling by air or sea.

Encounter Chance: The GM should roll a D12 per Day of Travel and consult the table below:

Roll	Result
1-7	No Encounter
8-11	Hostile
12	Friendly

If there is an encounter, the GM should set up the terrain according to where the character is on the Overland map. Then they deploy suitable enemies and the battle begins, as described in the Combat section above.

Towns and Cities

TODO

Timeline

The Day, Month, and Year recorded on the Character Sheet are advanced in the same way as real world time, and use the same values (ie: March 12th, April 1st, etc.)
The Time field can be either Day or Night, and will be advanced at the GM's discretion. Causes for it to change would be an encounter in the middle of travel, resting half the day away, exploring a location for long enough, etc.

Miscellaneous

TODO