

DINOSAUR COWBOYS

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

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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.

Hundreds 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, 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 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 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 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

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

Each player takes on the role of a character (such as a sly gunslinger, a rich noble explorer, a old weary sheriff, etc.) and immerses themselves in the futuristic world outline above. Players can pit small gangs or posses against each other in a one time battle, or link their fights into an ongoing campaign woven with narrative, travel, exploration, purchases, and more.

Although not strictly necessary, a Game Master (GM) is strongly recommended for campaigns. The GM's role is rule arbitration, map setup, control of foes, moving the storyline along, and shaping the world to react to the player's actions.

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

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

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 process of 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)

Kills: 1-8 (roll a D8, or a D12 and ignore 9+. Start all members of a party at the same Kills).

Skill: 2

Courage: 0-1 (roll a D12, if 8+ then start with 1 Courage)

Movement: 4"

Armor Rating: 2 (**Name:** Cloth Shirt)

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 Traits section below.

At maximum Level you will have a total of 9 Traits, so keep that in mind when planning your character.

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: $\$250 + 3D12$

Quickstart Packages: *If a player is unsure what to equip a new character with, they can use the following Quickstart Packages instead (each costing \$250):*

"Generic"

100KW Six-Shooter (\$100)

Shank / Knife (\$50)

Clay Plates / Woodward / Bonestack Armor (\$100)

"Slasher"

80KW Six-Shooter (\$50)

Machete (\$100)

Clay Plates / Woodward / Bonestack Armor (\$100)

"Pistoleer"

Light Pistol (\$140)

Clay Plates / Woodward / Bonestack Armor (\$100)

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.

Example Completed Sheet

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

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.

This section deals with requirements and benefits of advancing in Levels, plus the upper limit of 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 +1S or +1C or +1MV 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 +1S or +1C or +1MV 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 +1S or +1C or +1MV 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: 1 per 2 Levels and 2 extra 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

Sidekicks

Also called followers, cohort, henchmen, partners (or accomplices), a character can be accompanied by a few Sidekicks to form a gang, group, or posse. Coming from all walks of life a

Sidekick could be a hired guard, a fellow cowboy, an intrepid merchants, or anything in between. This section will deal with finding Sidekicks, their uses, and how to keep track of their statistics.

Number of Sidekicks: A character from Level 1-7 may have a maximum of 2 Sidekicks, and 3 Sidekicks when the character reaches Level 8+.

Note that the number of Sidekicks should be reduced if multiple players are present. Normally a Sidekick can be replaced by any actual player that is available. In total a group size beyond 5 or 6 entities can make combat overly complex and become difficult to manage.

The Purpose of Sidekicks: *Travelling and fighting alone is a dangerous way to live, and most cowboys tend to band together with like minded individuals.*

A Sidekick is an easy and fast playing method for allowing a character to have more to do during a battle, thus increasing the depth of combat.

Sidekicks can ride Dinomounts, acquire equipment and Kills, and advance in skill as the character does. In most circumstances their Level should match the character's, and Kills do not have to be tracked for each Sidekick (just on the character sheet).

Acquiring Sidekicks: Sidekicks may be temporarily assigned by the GM (for example a pair of caravan guards during an escort job) or the character can find their own Sidekicks during their travels. There are no set rules for prices (if any is needed) of Sidekicks, and normally henchmen will naturally reveal themselves as a campaign progresses.

Sidekick Sheet: TODO

Sidekick Inventory: Sidekicks track a limited inventory (usually full of consumable items) but can also freely access their leading character's inventory, and vice versa, at any time.

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.

This section deals with the specifics of the 2 Phases.

Turn Pass: 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. Remember to take into account the Movement Conditions listed below.

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 next Action Phase.

Charge: Move any number of inches, up to a character's Movement score, in a straight line towards an enemy target. No positioning or movement outside the straight line can be done before declaring the Charge.

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: medpack, whiskey drop, etc.).

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

Combat

Since the dawn of mankind there has been violence. The re-emergence of dinosaurs has done little to slow the carnage. In fact, if anything, it has accelerated the technology involved in weapons.

Battles can be fought at a distance or in hand to hand.

This section will outline the rules for simulating fights between characters and wild dinosaurs or cunning bandits.

Determining Turn Order: Each combatant (or group of related combatants, such as a pack of "Rippers") rolls a D12.

The highest result moves their character first, then the second highest, and so on.

Whoever moved first is said to have won Surprise.

Step 1 – Roll Attacks

The number of Attacks a weapon has determines how likely it is to hit, and also adds to the damage done. Melee weapons for close combat can be augmented by the Melee Attacks of a Dinomount, as discussed in the Dinomount section below.

Roll a D12 for each Attack on the weapon you wish to fire.

Range Modifiers: If a ranged weapon is at Short range, add +1 Attack. If a ranged weapon is at Long range, subtract -1 Attack (or -1 Damage if the weapon initially only has 1 Attack).

Step 2 – Determine Hits

Compare the result of every Attack roll to your target's Armor Rating. Every roll greater than or equal to the Armor Rating (including any modifiers listed below) is counted as a successful hit.

Terrain Cover: Using a ranged weapon at a target in or behind cover (such as trees, hills, etc.) grants them a +1 Armor Rating bonus against that attack.

Critical Hits: Every Attack roll of 12 is considered a Critical Hit, and counts for 2 hits.

Automatic Hits and Misses: A roll of 12 will automatically hit, and a roll of 1 will automatically miss, both regardless of Armor Rating.

Impossible Armor Ratings: If the target has an Armor Rating higher than 12 it is impossible to achieve a Critical Hit.

Step 3 – Apply Total Damage

The total damage done to a target is a count of all hits plus the base Damage of the weapon (from its statistics).

If the target does not have a Damage Track, subtract this damage directly from their Hitpoints, otherwise apply it to their Damage Track.

Ranged Combat Differences

Who Can Fire: If your character can see the enemy target and they are within Range of your weapons, you may fire at them in your Action Phase.

Reload Value: Each ranged weapon has a Reload value as part of their statistics, such as 2x1 or 3x1. This number represents how likely and often the weapon will need to be reloaded, but it can also represent jamming or overheating.

When rolling attacks in Step 1 above, if the number of dice that come up as 1s are equal to or greater than the Reload value, the weapon needs to be reloaded.

How to Reload: A character must spend an entire Action Phase doing nothing but Reloading a gun before it is usable again.

Note that only a single ranged weapon can be reloaded each Action Phase.

Also note that if a character has multiple weapons, they can just fire another gun instead of Reloading an empty one. If they choose to do this, it is recommended that an 'R' be marked beside the empty weapon on the Character Sheet.

Example Ranged Combat

Scenario: *Firing a 200MW Laser Revolver (4 Attacks, 2 Damage) at Short range (+1 Attack) at a target (6 Armor Rating) in the cover of a tree (+1 Armor Rating).*

Step 1: Roll 5D12 (5 base Attacks, plus 1 for range bonus), get 8, 2, 6, 12, 3.

Step 2: Need a 7+ (6 AR of target + 1 for cover). So the rolls of 8 and 12 hit. As 12 is a Critical Hit it counts as double hits, for a total of 3.

Step 3: Add base Damage of the weapon (2) to the total hits (3) for 5 total damage. The target is unmounted, so reduce their Hitpoints by 5.

Melee Combat Differences

Who is in Melee: Two or more combatants are considered in close combat, or hand to hand, or melee combat if they are within base contact of each other. At this point use the 3 Steps above, but with a Melee Weapon as desired.

Charge Bonus: If an attacker completes a Charge movement (as described above in the Movement Phase section) they gain +1 Attack and +1 total damage on their first Action Phase.

Snap Attack: If an opponent leaves base to base contact (such as to flee), any attackers in melee range automatically get a free set of close combat attacks.

Firing in (or into) Melee Combat: There is no penalty for firing in close combat, or firing into an existing close combat.

Example Melee Combat

Scenario: *Charging a "King" (+4 Melee Attacks) dinosaur at a target (8 Armor Rating). The rider has a melee Tall Sword (1 Attack, 5 Damage).*

Step 1: Roll 6D12 (1 base Attack, plus 4 for Dinomount, plus 1 for Charge), get 2, 4, 9, 4, 8, 10.

Step 2: Need a 8+ (8 AR of target). So the rolls of 9, 8, and 10 hit for a total of 3 hits.

Step 3: Add base Damage of the weapon (5) to the total hits (3) for 8 total damage. The target has a Damage Track, so mark off 8 slots.

Dinomount

There are hundreds of dinosaurs to choose for mounts. Having a loyal companion and steadfast Dinomount grants many important bonuses to the rider. Each dinosaur is unique and has certain

strengths and weaknesses that will be evident after researching their Dinocard or a few battles involving them.

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	Examples
Runner	S	V	7	8	1	0	lowest	lowest	Ornithomimus, Struthiomimus, Elaphrosaurus
Ducky	S-M	V	8	3	2	1	med	med	Hadrosaurus, Edmontosaurus, Prosaurolophus, Parasaurolophus
Thickskull	M	V	5	5	3	3	low-med	highest	Prenocephale, Pachycephalosaurus, Stygimoloch
Horned	M-L	V	5	4	4	3	med	high	Monoclonius, Pachyrhinosaurus, Triceratops, Torosaurus
Plated	L	V	9	0	5	1	med-high	med	Stegosaurus, Kentrosaurus, Lexovisaurus, Wuerhosaurus
Armored	L	V	10	1	6	2	med-high	med	Nodosaurus, Polacanthus, Ankylosaurus, Euoplocephalus
Longneck	XL	V	3	2	2	4	highest	med-high	Barosaurus, Supersaurus, Seismosaurus, Brachiosaurus, Camarasaurus
Ripper	S	C	6	6	4	2	low	low	Coelurus, Dromaeosaurus, Ingenia, Saurornithoides
Raptor	M	C	5	4	3	3	med	low-med	Utahraptor, Deinonychus, Velociraptor, Troodon
King	L	C	4	3	3	4	med-high	med	Acrocanthosaurus, Allosaurus, Ceratosaurus, Tyrannosaurus
Titan	XL	C	3	2	2	5	high	med	Giganotosaurus, Spinosaurus, Carcharodontosaurus

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 on-foot movement begins from the center of the Dinomount's location.

Dinomount Character Sheet

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. What follows are details on the specific fields and how to populate them:

Name: Choose a name for your Dinomount.

Type: Fill in from Dinocard. Normally the readable nickname, but can be the specific genus as well.

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.

TODO

Damage Track Usage

The Damage Track is used to represent the degradation of a Dinomount's condition as they suffer wounds. Below is an example Damage Track, with explanations for every notation. Note that the thick middle line denotes 10 boxes on either side, for ease of counting damage. A standard Damage Track is 20 boxes wide and 5 boxes high. An example follows:

	AR			M	M	A			AR	B			M
	M			AR	A				B			X	

Box Notations:

AR = Reduce the bonus Armor Rating by 1.

M = Reduce the bonus Movement by 1.

A = Reduce the bonus Melee Attacks by 1.

B = Perform a Break Test (see the Break Test section below for details).

X = The Dinomount is Downed (see below for details).

Underline = The rider loses 1 Hitpoint. Note that because this effect is so common it can be in a box containing another notation.

How to Mark Damage: As a character riding a Dinomount takes damage, the Damage Track is updated to reflect these wounds. Move a marker along the current point on the damage track, from left to right and top to bottom.

For example if the Dinomount with the above Damage Track was hit for 7 damage, you would move a counter over to one box right of the first **M**. The character would lose 2 Hitpoints, 1 Armor Rating, and 1 Movement as a result of the damage.

Downed Dinomount: When a Dinomount reaches the end of its Damage Track, it is considered Downed and is removed from play for the current battle. Downed Dinomounts are on the brink of death, but can be revived after combat by using Sal Volatile (see the Equipment section

above).

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. *For example an 8 damage attack hits a wounded Ripper who has 2 points left on his Damage Track. 2 points of damage is applied to the Ripper, who is Downed as a result, and the remaining 6 damage transfers directly to the rider's Hitpoints.*

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.

This section will explain how and when to take Break Tests, and the consequences of failing them.

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 Dinomount may perform 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

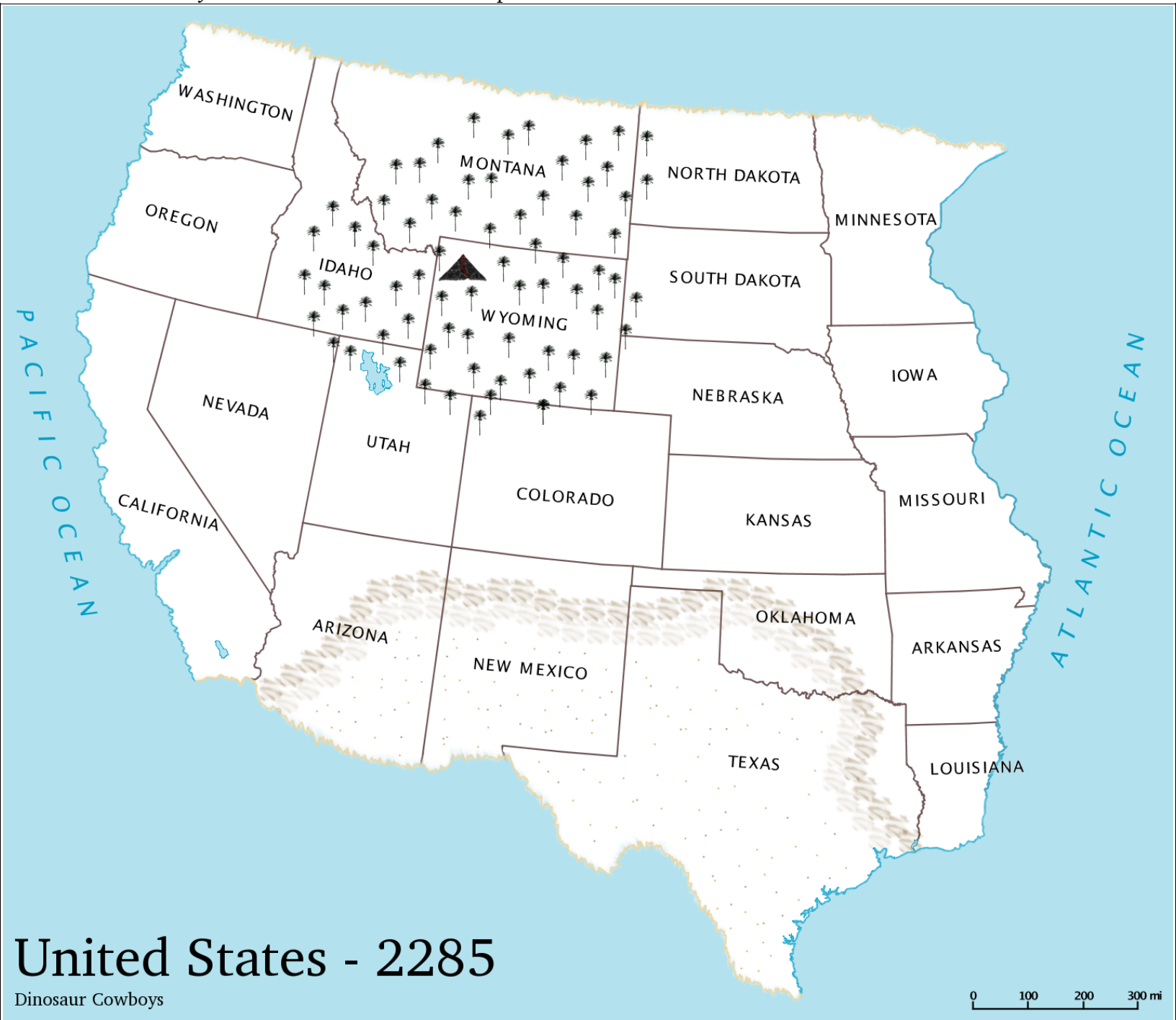
place on a different scale than Overland travel.

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 Dinomounts 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: When travelling on the Overland Map a character's total Movement is converted to Miles per Hour in a 1:1 to relationship. Remember that a travel segment consists of 6 hours. *For example, a character with a Movement of 4", and a Dinomount Movement of 6" (total 10") could move 10mph for 6 hours per day for a total of 60 miles on the Overland map.*

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

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.

Healing and Recovery

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

Wounded Dinomounts restore their original Damage Track state. The exception is if a Dinomount was Downed (see the Dinomount section above for details), in which case they must be revived using Sal Volatile (see the Equipment section above).

In any other case, a character or Dinomount recovers Hitpoints per day equal to D12 for every Level.

Towns and Cities

Safe points of civilization dot the landscape, providing respite and resupply for the weary traveller. The volcano jungle has numerous towns and cities whereas in the desert characters can go several days without seeing a building.

The composition and makeup of each town varies widely by area and population. Most are filled with crude wooden buildings built on top of the ruins and skeletons of the old world. Others contain barbaric thatched huts hanging from cliffsides, or curving rope bridges tied between massive jungle trees, or squat structures carved into mountains and hills.

Most locations provide a saloon for food and drink. A news and job board (of varying technological advancement) is normally near the town center. Weapon and equipment shops as well as doctor offices, stables, dinosaur ranches, and plain homes make up the rest of a standard town.

Larger towns, or those located at central junctions, normally provide a Flapper service for air travel.

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

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.

Weapons and Armor and Equipment

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

Sal Volatile: This is a critical recovery solution for Dinomounts made from an ancient mix containing ammonium. It is also called "Jolt Juice", "Sparker", or "Alarm Clock". A single dose of Sal Volatile will revive a Downed Dinomount after combat has concluded. If no doses are on hand, the Dinomount drifts from unconsciousness to death.

Maximum Burden: Because of the proliferation of Dinomounts, tracking of item weight is not done. Instead the only limitations are based on size. A character may carry a maximum of 2 Large weapons and 1 suit of Armor. Note that one Large weapon translates into 2 Medium weapons, or 4 Small weapons.

Improved Weapons: As a character explores they may come across improved version of the standard weapons they are accustomed to. These improvements are marked in the name of the weapon as follows:

Weapon +XA: X may be any number from 1 to 5, and specifies how many bonus Attacks the weapon grants.

Weapon +XD: X may be any number from 1 to 5, and specifies how much bonus Damage the weapon does.

Special Abilities

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

Both Barrels: Mark a loaded weapon as requiring a Reload and add +2 Attacks for one Action Phase.

Hail of Bullets: Reroll a single Attack dice, keeping the second result.

Scoped: Ignore the +1 Armor Rating bonus provided to targets in cover.

Seeking: No attack roll (Step 1 in the Combat section above) is made, instead the target is automatically hit.

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

Explosion: Resolve a normal attack against the target. If hit, any entity (friend or foe) within 2" take the base damage of the weapon.

Big Explosion: Same as Explosion, but with a 4" radius.

Knockback: On hit the target is moved directly backwards from the firer for 1D6 inches.

Blind: On hit the target is blinded and has -1 Attack (minimum 1) during their next Action Phase.

Stun: On hit the target is stunned and cannot make any attacks in their next Action Phase.

Web: On hit the target is paralyzed in place and cannot move in their next Movement Phase.
Cover Breaker: On hit remove 1 piece of vegetation based terrain (such as a tree). What constitutes a single piece is at the GM's discretion. Note trees use the default Armor Rating of 2.

Weapon Table Information

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

Name: The common name or designation of the weapon.

Cost: The cost (in Neodollars) of the weapon. This price may vary between locations.

Short: The short range of the weapon. See the Combat section above for details on what Short range does.

Med: The medium range of the weapon.

Long: The long range of the weapon. See the Combat section above for details on what Long range does.

Attack: The number of Attacks the weapon uses.

Damage: The base damage of the weapon. This value may be 0.

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

If the value is None the weapon never needs to be Reloaded.

If the value is Auto the weapon must be Reloaded after each use (an example would be grenades or a single shot rifle).

Size: The size of the weapon, either Small, Medium, or Large.

Req: The level requirement to use the weapon. A character can still carry (in their inventory) weapons they don't meet the level requirements of.

Type: The category of weapon, either Energy, Projectile, Grenade, or Melee.

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

Projectile weapons are likely gunpowder based and old fashioned, similar to the weapons of the 21st century. Typically these relics cost more than a comparable Energy weapon.

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

Melee weapons are used in close combat only, see the Combat section above for details.

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

Weapon Descriptions

Six-Shooter: By far the most common ranged weapon the ubiquitous six shot revolver has, on the surface, remained unchanged since the old wild west. However now in the place of solid lead bullets, incredibly high density batteries are used as ammunition. Each contain enough energy to generate a single laser blast of Kilowatt power, a level of drain that only battleship size cannons could propel earlier in the 21st century. These high tech revolvers are a daily reminder of the advancements in technology.

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 idealistic cowboy image most of the population strive for.

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

Bow: By drawing and enhancing the frictional energy created by pulling and releasing a bow string, these weapons allow the firer to propel laser beams without having to worry about reloading.

Shotgun: These common 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 independently or simultaneously. And finally the automatic shotgun which is powerful but tends to overheat quickly.

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

Twin Rifle: Similar to the lever-action rifle, this laser rifle has two vertically stacked barrels to increase firepower. Normally these come in a 200KW energy range.

Burst Rifle: By using smaller, lighter batteries the burst rifle trades penetrating power for a higher number of shots. Normally preferred by gunslingers who have poor accuracy, as the sheer count of laser beams being fired in a wild spray from this weapon is likely to hit something.

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

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

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

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

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 scouting parties of nobles for the loud report and bright muzzle flash. Unfortunately modern technology has outdistanced the large caliber bullets, and most scoped laser rifles do far better damage than this relic.

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 armor.

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

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.

Grenade Launcher: An elegant weapon to rapidly fire 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 Grenade: 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 Grenade: Similar to a boom grenade...just bigger.

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

Dazzler Grenade: With a deafening sound these grenades exploded into light, temporarily blinding human or dinosaur eyes.

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

Tangle Grenade: Commonly used to trap charging dinosaurs, these grenades shower a target with a chemical mix of fast bonding glue.

Defoliant Grenade: 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, Knife, Machete: Crude stabbing weapons used to slash at targets and sever limbs.

Swords: Ranging from the length of a hand to the size of a man, swords have been common since the early centuries of mankind. Aside from improving the materials used in construction, little has changed in the design since then.

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

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

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

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

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

Club: Simple and effective, this weapon can be anything from a sturdy wooden plank to a reinforced crowbar.

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

Glowlash: A modern version of the whip, this sparkling length of harnessed particles can rapidly be sliced and dashed across the surface of a target.

Electrolance: This weapon is a long steel lance tipped with a powerful electrical discharge unit.

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

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

Shudderlance: Vibrating several hundred times a second, the well known shudderlance can use stored kinetic energy to blast a target backwards.

Armor Table Information

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

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

Name: The common name or designation of the armor.

Cost: The cost (in Neodollars) of the armor. This price may vary between locations.

Armor Rating: The equivalent Armor Rating of each piece of armor, up to a maximum of 6. Without armor a character will have an Armor Rating of 2, which is the default and minimum.

MV Penalty: The amount of Movement a character loses when wearing a certain suit of armor.

Armor Descriptions

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

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

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

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

Mesh Shirt: Formed 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 Covering: A bulky vest useful in protecting the wearer from shrapnel and teeth.

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

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

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

Vectran Vest: An updated version of kevlar for 2285, the 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 Shirt: Woven from thin, lightweight fibers harvested from giant jungle spiders, biosteel is a perfect choice for maintaining mobility.

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

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

Equipment Table Information

Various common and uncommon items can be used by characters to help in their adventures. These sets of equipment are specified in the Items.odt file. Example equipment would be archaic items similar to their old west counterparts like sleeping bags, lanterns, and hemp rope, while their 2285 equivalents are also listed like spymics, heartbeat scanners, cybergills, and more. Only items that have a direct in game use are listed, but there are thousands of other minor items that characters are normally assumed to have on hand (like hats, boots, gloves, pins, belts, etc.). The statistic columns of the chart are outlined below, as well as detailed descriptive text for each piece of equipment:

Name: The name of the equipment.

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

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

Equipment Descriptions

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

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

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

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

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

Charcoal and Paper: Simple implements for writing.

Datapad: Small solar powered screen used for writing.

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

Dice: Standard pair of dice used in gambling.

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

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

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

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

Canteen: Represents any container that can hold liquid.

Binoculars (Lense): Traditional 20x magnifying lenses.

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

long lasting batteries.

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

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

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

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

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

Firesparker: Modern method of starting a fire using an electric coil that is solar powered.

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

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

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

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

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

Motion Detector: A small device ranging in style from a black sphere to a white box with a blinking light, the motion detector can be set up to trigger varying levels of alarm when motion is detected. Useful for preventing entry into certain areas, or securing a campsite at night.

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

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

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

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

Sal Volatile: A single dose used to revive a Downed Dinomount. See the Dinomount section for details.

Jolter: An unreliable self charging injection device used to dose a Downed Dinomount with Sal Volatile. Succeeds on a roll of 6+ on a D12. After a single failed roll the device will never work again.

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

IRP: A series of items (ranging from Small to Large, with a special Critical type also available) the IRP (or Instant Regenerative Product) are packaged as thick needles filled with liquid that fuses broken bones, rapidly restores skin, and stimulates the creation of blood. Restores either 1D6 (Small), 1D12 (Medium), 2D12 (Large), or 40 (Critical) Hitpoints instantly (in the Action Phase it was used).

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

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

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

Deathrattle (Drug): A strong stimulant similar to a shot of adrenaline, a dose of Deathrattle is only useful when a person is near death. If the user has 1 or 2 Hitpoints when used, they are instantly restored to full Hitpoints. Otherwise the dose is wasted. Can only be taken once per combat.

Shimmer (Drug): After taking this drug the user's speed and reflexes are boosted which provides them a higher probability of dodging the next attack. After taking a dose their Armor Rating is boosted by +4 until their next Movement Phase. Can only be taken once per combat.

Tower (Drug): This drug increases a user's pain threshold for a short time. After taking a dose they ignore any damage beyond 5 from a single source until their next Movement Phase (for example if they take 9 damage they still only suffer 5 of it, and ignore 4). Can only be taken once per combat.

Miscellaneous

Number Rounding: Unless specified otherwise, always round down (ie: 2.7 becomes 2).