DINOSAUR COWBOYS

A skirmish game where prehistoric dinosaurs 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. Scalding 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 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 called Yellowstone National Park. 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 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 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 in Nevada to Fargo in 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 big game 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 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 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 founders, and so the Neotechnoist civilization was born.
Harnessing the raw power of dinosaurs in the place of crude oil, 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 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 considers 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 up 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 images of the 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.

GAME OVERVIEW

The way you set up and play Dinosaur Cowboys will be familiar to anyone who has experienced other tabletop skirmish or roleplaying 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 sheriff, etc.) and immerses themselves in the futuristic world outlined above. 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, a Game Master (GM) is strongly recommended for campaigns. The GM's role is rule 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. Combat is represented using the rules below, and is managed by moving the figurines 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 Posse 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 Posse 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 standalone game of Dinosaur Cowboys a few common hobby items are needed:

– 30-60 minutes of time
– Pencils and erasers
– Measuring tape or stick
– A flat surface to play on
– Representations of terrain
– 28mm character figurines or miniatures
– Multiple 12 sided dice (referred to as D12s)
– Combat situation token markers (for Moved, Acted, Fleeing, Charged, Reload)
– This rulebook and one Posse Roster per player

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

Number Rounding
Unless specified otherwise, always round down (for example 18.7 becomes 18, or 7 divided by 2 is 3, etc.).

Re-Rolls
If a Trait, ability, or situation allows a re-roll the second result must be used, even if it's worse than the original.

Marker Tokens
Placing tokens can be done as follows:
The Moved and Acted tokens are placed on the Posse roster by the character's name.
The Reload token are placed on the Posse roster by the weapon's name.
The Fleeing and Charged tokens are placed by the figurine on the table.

THE TURN

Turn Process

The passage of time during combat situations is tracked using Turns. Each Turn allows Players to Activate their Entities and perform various actions.

1. Clear Tokens (except Fleeing and Reload)
2. Roll Initiative
3. Activate Entity
   A) Use any Active Traits
   B) Perform Movement and Action Phase
4. Repeat #2 and #3 until no un-Activated Entities remain

Step 1 - Clear Tokens
Clear all token markers (except Fleeing and Reload) 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 has Initiative and will Activate an entity first, followed by the Player with the second highest roll and so on.
Once every Player has finished their Activation they will repeat this step until no un-Activated entities remain, at which point the Turn is 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 6 characters and Sally only has 2 (3:1 ratio):
First Activation (Jim wins Initiative): Jim Activates 3 entities, Sally Activates 1 entity.
Second Activation (Sally wins Initiative. Now the count is 3 characters to 1, so still a 3:1 ratio): Sally 1, Jim 3.

Or if Jim has 5 characters 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, Sally Activates 1 entity.
Second Activation (Jim wins Initiative. Now the count is 4 characters to 2, so a 2:1 ratio): Jim 2, Sally 1. Sally kills 1 of Jim's characters.
Third Activation (Sally wins Initiative. Since Jim lost a character the count is now 1 character to 1, so back to a standard 1:1 ratio): Sally 1, Jim 1.

Step 3 - Activating an Entity
Activating is when an entity is roused and called to act, normally by moving and firing a weapon.

An Activated entity can use their Active Trait(s), and then perform the Phases of Movement and Action (in any order).
One or both Phases can be skipped if desired (for example an entity doesn't have to Move). They still count as having been Activated.

Movement Phase

During the Movement Phase an entity can maneuver and position around the terrain.

Option 1 - Standard Move
Move any number of inches in any direction up to the entity's Movement statistic. Moving targets are harder to hit.
Mark them with a "Moved" token.

Option 2 - Charge Move
Perform a Standard Move in a straight line directly towards a target. If the target is reached the attacker gains a Charge bonus in melee (see the Combat section below).
Mark them with a "Charged" token.

Facing: Entities can only see 180 degrees in front of them, which is based on which way the figurine is looking. Facing can be changed at any point during the Movement phase, but once set it remains the same until their next Activation.

Moving Through Entities: An entity can move through allied Entities, but not through hostile Entities.

Difficult Terrain: Any terrain except flat plains is considered Difficult Terrain (trees, hills, etc.).

Entities must use double the cost of Movement while in Difficult Terrain.
For example to move through a 6" wide forest (Difficult Terrain) a character would use 12" of Movement (6"x2). Alternatively a character would use 4" of Movement to climb a narrow slope 2" high (2"x2).

Action Phase

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

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

Option 1 - Use a Weapon
Perform an attack with either a ranged weapon or a melee weapon (see Combat section below).

Option 2 - Use an Item
Apply an item from your inventory to yourself or an adjacent allied entity.
For example a Medpack, Whiskey Drop, etc.

Option 3 - Reload a Weapon
A weapon is reloaded. Clear the Reload token.

Option 4 - Run
Perform a Standard Move using half your Movement statistic.
For example an entity with Movement 4 could move an additional 2".

Option 5 - 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 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 entities and the various people and creatures who wish them harm.

Ranged Attack

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

Melee Attack

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

General Combat Procedure

Step 1 - Attack Roll

Roll a D12 for each Attack of the ranged or melee weapon. Include any bonus Attacks.

Step 2 - Determine Hits

Use the Ranged Miss Chance for ranged weapons, and Melee Miss Chance for melee weapons. Apply any modifiers to the associated Miss Chance. Every Attack Roll greater than or equal to the modified Miss Chance is a Hit.

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Attack Roll >= (Miss Chance +/- modifiers) = Hit
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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.

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Hitpoints - (count of Hits + weapon Damage +/- modifiers)
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Automatic Hit and Miss: A roll of 12 is always a Hit, and a roll of 1 is always a miss, both regardless of Miss Chance and modifiers.

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

Surprise Hit: Any ranged attack against a target's back (180 degree arc opposite their front Facing) will be treated as a Critical Hit on 10+. This does not apply to target's in melee.

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

Modifiers

There are five categories of possible modifiers: Armor, Range, Movement, Cover, Elevation. See the table below for when and how they apply:

Name	Type	Affects	Amount	When
Armor	All	Miss Chance	+Armor	Always
In Melee	Ranged	Miss Chance	+1	Target in Melee
Short Range	Ranged	Miss Chance	-1	Target at Short Range
Long Range	Ranged	Miss Chance	+1	Target at Long Range
Movement	Ranged	Miss Chance	+1	Target moved
Cover	Ranged	Damage	-1	Target in cover
Elevation	All	Damage	+1	Attacker 2"+ above target

Ranged Combat Special Cases

Line of Sight

Ranged attacks can only be made on targets the attacker can see. Targets behind solid buildings, hills, etc. cannot be seen.

Firing Arc

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

Reloading

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.

If the count of unmodified Attack Roll dice that rolled 1 are greater than or equal to than the Reload value, the weapon needs to be reloaded and cannot fire until a "Reload a Weapon" action is performed. Mark them 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 has run out of ammo and needs to be reloaded.

A Reload value of "Auto" means the weapon must be reloaded after each attack, whereas "None" means you never have to reload.

Melee Combat Special Cases

Charge Bonus
+1 Attack for the first set of attacks if the entity performed a Charge Move to enter melee combat with the target.

Snap Attack
If a target voluntarily Dismounts or moves during close combat (including to leave the melee), any opponents can choose to perform a free melee attack against them.
This does not apply to movement due to Facing, Knockback, Fleeing, etc.

Firing in (or into) Melee Combat
Apply the "In Melee" penalty to ranged attacks made in close combat or when firing into an existing close combat. This replaces the Short Range modifier, where applicable.

Combat Examples

Basic Ranged Example
Firing a 200KW Six-Shooter (4 Attacks, 2 Damage) with 7 Ranged Miss Chance. The target has no Armor, is not in Cover, and is at Medium Range, 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 7 Ranged Miss Chance). 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 Ranged Example
Firing a 400KW Lever-Action Rifle (3 Attacks, 4 Damage) with 4 Ranged Miss Chance. The target has 2 Armor and is at Short Range behind a tree (in Cover). The total Miss Chance needed is 5 (4 base + 2 Armor - 1 Short Range).

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 7 (3 hits + 4 Damage). Target is in Cover, so modify the damage by -1, for a total of 6. Reduce the target's Hitpoints by 6.

Basic Melee Example
Using a melee Long Sword (2 Attacks, 4 Damage) with 8 Melee Miss Chance. The target has no Armor.

Step 1: Roll 2D12 (because of 2 Attacks) resulting in 5 and 11.
Step 2: Need a 9+ to hit (because of 8 Melee Miss Chance). So the roll of 11 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 Melee Example
Charge Move with a melee Spear (4 Attacks, 3 Damage) with 5 Melee Miss Chance. The target has 3 Armor. The total Miss Chance needed is 8 (5 base+ 3 Armor).

Step 1: Roll 5D12 (4 base Attacks, plus 1 for Charge Bonus) resulting in 1, 3, 7, 9, 11.
Step 2: Need a 8+ to hit. So the rolls of 9 and 11 hit.
Step 3: Add base Damage of the weapon (3) to the total hits (2) for 5 total damage. Reduce the target's Hitpoints by 5.

BRAVERY TEST

A Bravery Test represents an entity trying to maintain their will to stand and fight against tremendous and terrifying odds or situations. Failure represents running away like a coward or shaking in their boots.
This section will explain how and when to take Bravery Tests, and the consequences of failing them.

When to Bravery Test
If an entity suffers Damage greater than or equal to half their starting Hitpoint value (minimum 2) from a single ranged or melee attack, a Bravery Test is immediately required.
For example a character had 10 starting Hitpoints. They suffer 6 Damage from a Bolt Action Rifle. The Damage is higher than 5 (half their starting Hitpoints) and therefore they must perform a Bravery Test.

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Damage >= (starting Hitpoints / 2) = Bravery Test
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How to Bravery Test
Roll a D12 for the Bravery Test. If the result is greater than or equal to the tester's Bravery statistic, they have failed the Bravery Test and are Fleeing.
Mark them with a "Fleeing" token.

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D12 >= Bravery statistic = failed
```

Fleeing
When the Fleeing entity is next Activated they must automatically Standard Move directly away from the nearest enemy for their Movement Phase. After this remove the Fleeing token, adjust Facing as desired, and perform their Action Phase normally.
If the Fleeing character is mounted on a dinosaur, they Dismount for free and immediately act as specified above.

Multiple Bravery Tests
If an entity is already Fleeing, ignore any subsequent Bravery Tests until their Fleeing token has been removed.

CREATING A POSSE

A Posse is a group or gang of up to five characters and one dinosaur who travel across the wild plains and steaming jungles battling feral beasts and enemies 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 the 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.

Level: 1
Kills: 10
Improvement: 100
Dollars: $1,000

Step 3 - Recruitment
See the section below for detailed information on creating a character and dinosaur.

Posse Composition: Each Posse is composed of 1 Leader, 2-4 Members, and up to 1 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.
Each additional Member costs $200 initially, or $250 later.
See the Dinosaur section below for the cost of recruiting a Dinosaur.

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:

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Benefits: +2 HP, +1 BRV, Leadership ability
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Leadership (Ability)
This 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 taken out of action every allied entity must make 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 spent; any leftover points should be recorded in the "Improvement" field at the top of the roster (as "Current of Total" points, for example 4 of 1000).

See Step 3 under the Creating a Character section below for details on how to spend these points.

Step 5 - Allocate Traits
Each Posse begins with 3 Traits to choose and allocate to any character or set of characters (Leader, Members, or Dinosaur). See the Traits section below for details.
For example one character might get one Active Trait, another gets one Passive Traits and their dinosaur chooses an Active Trait. Or one character could be greedy and take two Active Traits and one Passive Trait.

Step 6 - Equip the Posse
Spend any remaining money on weapons, armor, and equipment for anyone in the Posse. Record leftover money in the "Dollars" 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.

CREATING A CHARACTER

Each person of a Posse plays an important role in the continued survival and advancement of the group. Some may be long ranged specialists, or melee bruisers, or supporting doctors, or any other role their statistics and personality bring out.
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 to 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 available four detailed below. This choice may have an effect on the statistics generated below in Step 3. Apply any modifiers to the base values for each statistic, and calculate improvement costs using the new value.
Characters in a Posse can be different Allegiances.
When marking the Allegiance on the Posse Roster, circle the corresponding letter in the box to the left of the "Name" field.

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.

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Effect: -1 MV, +2 HP
```

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

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Effect: -1 RMC, -2 HP
```

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.

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Effect: +1 MV, +1 RMC
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Bandit
Bandits come from all walks of life, and can be intentionally villainous or just trying to survive anyway they can. They are survivors, tinkerers, and jack-of-all-trades, and therefore have no glaring strengths or weaknesses.

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Effect: N/A
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Step 3 - Generate Statistics

There are 6 statistics for each character, described below. 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.

Statistic	Abbreviation	Desired	Default Base	Minimum	Maximum
Movement	Move, MV	Higher	4	1	18
Armor	AR	Higher	0	0	11
Ranged Miss Chance	RMC	Lower	8	3	12
Melee Miss Chance	MMC	Lower	8	3	12
Bravery	Brave, BRV	Higher	6	2	10
Hitpoints	HP	Higher	8	1	None

Improving Statistics: Changing statistics from their base value (either improving or decreasing) is done using an easy to understand scale that works from the base or default value of each statistic. See the tables below to find the cost (in Improvement Points) to modify a statistic. The cost is for each "step" of improvement.

For example raising Movement from 4 to 5 would cost 12 Improvement Points, and an additional 14 points for 5 to 6 (for a total of 26 points if someone improved right from 4 to 6).

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

For example voluntarily decreasing Movement from 4 to 3 would net 5 Improvement Points, similarly reducing Bravery from 6 to 5 would give 2 Improvement Points.

Movement

Number of inches a character can move using a Standard Move.

Movement Improvement Costs																	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
+7	+6	+5	X	12	15	18	21	24	27	30	33	36	39	42	45	48	51

Armor

Modifies attacker's chance of hitting the character. Normally determined by the suit of armor (if any) the character is wearing, although some Traits can help.

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

Ranged Miss Chance

Used to determine if ranged attacks hit.

Ranged Miss Chance Improvement Costs											
1	2	3	4	5	6	7	8	9	10	11	12
–	–	49	33	22	15	10	10	8	6	4	–

Melee Miss Chance

Used to determine if melee attacks hit.

Melee Miss Chance Improvement Costs											
1	2	3	4	5	6	7	8	9	10	11	12
–	–	49	33	22	15	10	10	8	6	4	–

Bravery

Used during Bravery Tests to determine if a character flees.

Bravery Improvement Costs											
1	2	3	4	5	6	7	8	9	10	11	12
–	+5	+4	+3	+2	X	6	8	10	12	–	–

Hitpoints

Represents how much damage a character can sustain before being taken out of action. Also affects when a Bravery Test is required.

Hitpoints Improvement Costs
Can be increased by 1 HP for 6
Can be decreased by 1 HP for +4

DINOSAURS

There are hundreds of dinosaurs to choose as mounts, allies, or beasts of burden. Having a loyal companion and steadfast 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 or a few battles involving them.
This section contains a list of dinosaur archetypes, recruiting details, and using a dinosaur in combat.

Types of Dinosaurs

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

Type	Size	Diet	Move	Armor	MMC	BRV	HP	Weapon A-D	Cost	Examples
Runner	S	H	10	0	8	5	10	2-2	$300	Ornithomimus, Struthiomimus, Elaphrosaurus
Ducky	M	H	6	0	7	3	16	2-2	$300	Hadrosaurus, Edmontosaurus, Prosaurolophus, Parasaurolophus
Thickskull	S	H	7	1	7	7	18	5-1	$500	Prenocephale, Pachycephalosaurus, Stygimoloch
Horned	L	H	6	2	6	7	20	4-3	$700	Monoclonius, Pachyrhinosaurus, Triceratops, Torosaurus
Plated	L	H	4	3	7	5	28	3-3	$500	Stegosaurus, Kentrosaurus, Lexovisaurus, Wuerhosaurus
Armored	L	H	4	4	7	4	26	3-3	$500	Nodosaurus, Polacanthus, Ankylosaurus, Euoplocephalus
Longneck	XL	H	5	2	5	10	35	10-1	$1,000	Barosaurus, Supersaurus, Seismosaurus, Brachiosaurus, Camarasaurus
Ripper	S	C	7	0	7	5	11	1-4	$300	Coelurus, Dromaeosaurus, Ingenia, Saurornithoides
Raptor	M	C	6	1	6	6	16	2-4	$400	Utahraptor, Deinonychus, Velociraptor, Troodon
King	L	C	5	2	5	7	24	1-7	$500	Acrocanthosaurus, Allosaurus, Ceratosaurus, Tyrannosaurus
Titan	XL	C	4	2	4	10	32	1-15	$1,000	Giganotosaurus, Spinosaurus, Carcharodontosaurus

<u>Recruiting a Dinosaur</u>

Recruitment Costs
The Cost column in the table above is how much a Posse must pay to acquire a dinosaur with the listed statistics.

Advancing
Dinosaurs cannot be modified using Improvement Points, but they can take Traits (exactly as described below, although some might not be applicable or useful to them).
Instead a training program can be purchased to increase the Dinosaurs Hitpoints using the formula below:

Dinosaur Hitpoint Costs
+1 HP for $50, max +10

For example a Posse might replace their old Ripper with an upgraded Horned Dinosaur with 23 HP for $850 (base price is $700 plus 3 HP at $50 per +1 HP).

Saddle Up

Number of Passengers
Dinosaurs can carry 1 human passenger for every Size category they are. So 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.
To do this they perform a Standard Move into contact with the dinosaur. Then they can use an Action Phase to Mount the dinosaur.

Dismounting
An Activated character riding a dinosaur can Dismount as their entire Action Phase. Place the character anywhere adjacent to the dinosaur.

Once Dismounted they can perform their Movement Phase, if they haven't already.

Dismounting provides a Snap Attack to any enemies in melee. In addition moving away would still provide a Snap Attack.

Mounted Combat
While mounted a character and the dinosaur Activate as one entity. Both use a single shared Movement Phase (using the dinosaur's Movement statistic), and either can take a single Action Phase.
For example the mounted dinosaur might Standard Move 8", then the rider might fire their ranged weapon. Or instead of firing maybe the dinosaur makes a melee attack.

While Mounted a character can use the special Lasso attack (see the Ranged Projectile Weapons list below).

If a dinosaur is taken out of action any passengers are placed (by the enemy) adjacent to where the dinosaur was downed.

TRAITS

Traits differentiate a character by providing a unique way of hampering enemies or boosting their own abilities.
This section deals with acquiring and managing Traits and lists all available Traits.

Maximum Traits
Each entity can have a maximum of 3 Traits.

Trait Categories
The two categories of Traits are Active (used to provide a temporary bonus during combat) and Passive (flat bonuses to statistics).

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

Trait Stages
Stronger version of Traits can sometimes be acquired. These are named the same but have numerals after the name (for example "Strain Weapon II").

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

Higher stage Active Traits replace their lower stage counterparts, while Passive Traits consecutively apply their effect at successive stages.
For example you wouldn't use or record Thick Skin I and Thick Skin II; you would just have 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).
Each Active Trait can only be used once per encounter.
Once used Active Traits last until the next Activation of the entity.
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").

List of Traits
Below is a list of 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.

Active		
Sprint	I, II	+3/+5 Movement
Thick Skin	I, II	+2/+4 Armor
Skilled Shooter	I, II	-2/-4 RMC
Skilled Stabber	I, II	-2/-4 MMC
Heroic Effort	I, II	+3/+5 Bravery
Speed Reload	I	Reload one weapon for free
Quick Hands	I	Use one item for free
Sniper Shot	I	Ignore Range penalties (In Melee or Long)
Clever Shot	I	Ignore Cover penalties on attack
Tracking Shot	I	Ignore Movement penalties on attack
Rally	I	Remove Fleeing token from self or ally in 6"
Ranger	I	Ignore Difficult Terrain penalties
Berserker	I, II	+2/+4 Melee Attacks
Rapid Fire	I, II	+2/+4 Ranged Attacks
Strain Weapon	I, II	+2/+4 damage to Melee or Ranged
Onslaught	I	+2 extra Melee Attacks on Charge
Go For the Eyes	I	Critical Hit on 10+
Escape	I	Do not provide Snap Attacks to opponents
Grit	I	Re-roll a Bravery Test
Try Again	I	Re-roll one set of Attacks
Lucky	I	Make enemy re-roll one set of Attacks against self
Get Up!	I, II, III	Heal +5/+10/+15 HP to ally in 2"
Passive		
Bonus MV	I, II, III	+1 Movement
Bonus RMC	I	-1 Ranged Miss Chance
Bonus MMC	I	-1 Melee Miss Chance
Bonus BRV	I, II, III	+1 Bravery
Bonus HP	I, II, III	+3 Hitpoints
Clear Sight	I, II, III	+1/+2/+4 to all ranges of any ranged weapon
Eagle Eye	I, II	+3/+6 to Long range of any ranged weapon
Awareness	I	360 degree facing and firing arc
Doctor	I	Heal 1.5 times the item amount on someone else
Runner	I	+1 Movement when using the Run action
Charger	I	+1 Movement when using the Charge action
Independent	I	Ignore Bravery Test if Leader taken out of action

LEVEL UP

As a Posse defeats enemies and completes daring jobs they will advance from a weakling gang to a pack of hardened veterans. This progress is tracked and represented by Levels.
This section deals with requirements and benefits of advancing in Levels.

Maximum Level
The highest achievable level for a Posse is 10.
By this point the characters in your Posse have learned almost everything they need to survive comfortably in the world.

Requirements to Increase a Level
A Kill statistic equal to the next Level multiplied by 10.
For example to reach Level 2 you need 20 Kills, Level 3 would be 30 Kills, etc.

Recording Kills: For ease of tracking, Kills are recorded after each encounter, instead of immediately as they happen.

Benefits per Level
At each new Level the Posse gains the following benefits:

```
Level Up Benefits: 30 Improvement Points, 1 Trait to select, $300
```

STANDALONE GAME

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

Step 1 - Decide on Details
You and your opponent need to agree on some details before the game can start.

Posse Level: Normally Posses start at Level 1, but a custom game could use any Level between 1 and 10.
Posse Improvement Points: Normally a Level 1 Posse has 100 Improvement Points available, but higher values could be agreed upon. The more IP each player gets, the deadlier their force will be.
Posse Dollars: Normally a Level 1 Posse has $1,000 to spend on recruitment and equipment. This value could be higher, and will allow for more advanced weaponry to be purchased earlier than would normally be possible.
House Rules: Double check with your opponent if they like to use any custom modifications to the rules.
Objective: Decide on an objective for the game, whether it is a standard "kill everyone" match or capturing a point, protecting a location or person, escorting a caravan, assassinating a target, demolishing a building, etc.
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 small tables.
Deployment Size: Agree on how deployment should be done. For rectangular tables should deployment be done on the short or long table edges? How far in should each Posse be allowed to deploy (normally 8") or how far apart should the Posses start (normally 30-35")?

Step 2 - Create a Posse
You and your opponent should now create a Posse using the Level, Improvement Points, and dollar values specified in the step above. Fill in a blank Posse Roster with the result.

Step 3 - Set Up Table
Using the table size agreed upon in Step 1, add terrain features to match the current objective or location of the battle.

Step 4 - Set Up Posses
Once the table is finished each player rolls a D12 (re-roll ties). Whoever rolls higher chooses the table edge to set up on and deploys there, followed by the second highest roll and so on. Each player places their Posse within the space of the deployment size agreed upon in Step 1.

Step 5 - Start the Game
Now the game can begin, so start the first Turn!

CAMPAIGN GAME

Linking battles and exploration into a continuing narrative is what separates a campaign from a standalone game. Exploring the desert wastelands, vibrant jungles, sunken cities, and underground caves is an important part of the campaign. Posses may travel place to place, or choose to wander and explore their surroundings as they go.

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

Overland Map

Battered by floods and rising temperatures, the United States of America circa 2285 looks different from the 21st century. What follows is a general map of the country, plus borders representing the Neotechnoist jungle and burning desert.

For tracking Overland progress it is recommended that standard real world roadmaps be used and modified to match the Overland map shown below:

United States - 2285

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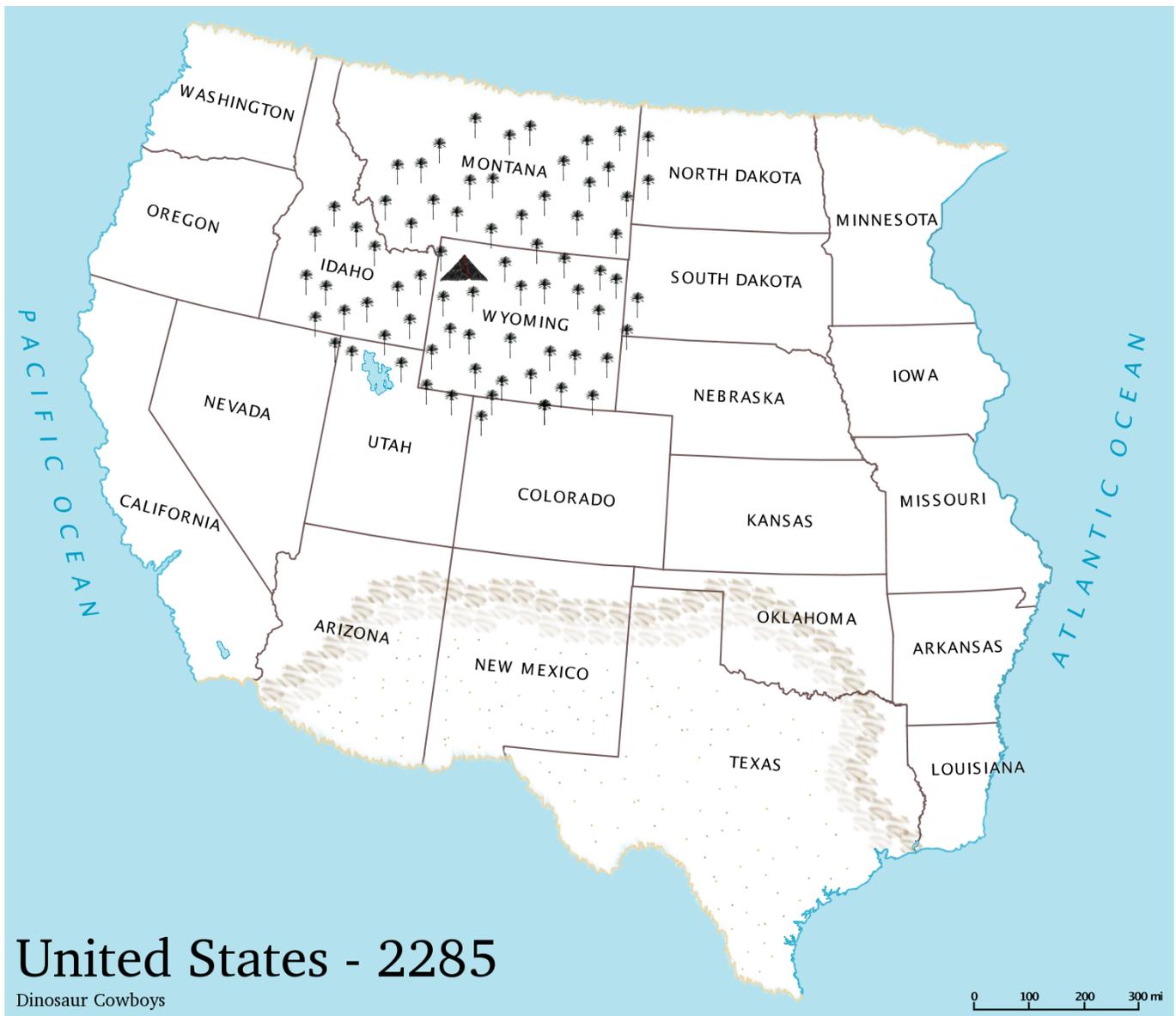
A Day of Travel
Travelling across the vast stretches of terrain that make up the future isn't as easy as it once was. Powerful land dinosaurs have replaced the automobile, and flying dinosaurs are used instead of airplanes.

Every day a Posse can travel 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 an entity's Movement statistic is converted to Miles per Hour in a 1:1 to relationship.
For example, a character with a Movement of 4" could move 4mph for 6 hours per day for a total of 24 miles on the Overland map. If they were riding a Dinosaur with a Movement of 10" they would instead go 10mph or 60 miles per day on the Overland map.

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 able to bear cargo and human passengers, they provide an ideal of service for quickly moving city to city.

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

The pilot and up to 6 passengers and all related gear can board a single flight. A Dinosaur takes the place of 1 human passenger per Size category (Small would take 1, Medium 2, Large 3, Extra-Large 4).

By Sea: 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.

Pay $10 per mile for up to 50 miles per trip.

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

Encounter Chance
Exploring the world is not as safe and 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 GM should roll a D12 per day of travel By Ground 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 Posse is on the Overland map. Then they deploy suitable enemies and combat begins.

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

In any other case, a character or Dinosaur recovers Hitpoints per day equal to D12+Level (for example D12+5 at Level 5).

Towns and Cities
Typically a Posse would stop at a town to fulfill a contract or job, acquire new work, restock supplies and rest, and basically escape the dangers of the 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 are recorded and maintained by the GM, with starting values and possible ranges of:

Time: Day or Night
Day: Current real world day, number 1-31
Month: Current real world month (for example December, January, etc.).
Year: 2285

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 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 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 $40 or over can be sold at 50% the listed price.

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.
Note that one item of a larger size category translates into two 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 accustom 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 weaker from wear and tear. The equipment carried by most unaligned enemies tends to be deficient in some way. Below are some general guidelines for prefixes applicable to any weapon:

Rusty: Lower Reload.
Old: Lower Range.
Dented: Lower Damage.

Weapon 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:

Blind: On hit the target is blinded and has -1 Attack until the end of their next Activation. If this reduces them to 0 Attacks they cannot attack during that Activation.

Both Barrels: Add +2 Attacks for the next attack, but mark with a Reload token.

Brawl: Considered natural weapons of humans, such as punches and kicks. Cannot be used while Mounted.

Cover Breaker: On hit remove 1 piece of vegetation based terrain (such as a tree or hedge). What constitutes a single piece is at the GM's discretion.

Explosion: Resolve a normal attack against the target. If hit, any entity (allied or hostile) within the listed inches suffer the base damage of the weapon.

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 (allied or hostile) the line passes over (even partially) suffers an attack from this weapon.

Hail of Bullets: Optionally re-roll one single Attack dice.

Knockback: On hit the target is moved 1D6" directly away from the attacker.

Mounted: This weapon or attack can only be used while Mounted on a Dinosaur.

Scoped: Ignore the penalty for attacking targets in Cover.

Seeking: No Attack Roll is necessary, instead the target is automatically hit.

Stopped: On hit the target is stopped in place and cannot move during their next Activation.

Stunned: On hit the target is stunned and cannot make any attacks during their next Activation.

Weapon Table Information

Over sixty weapons are outlined in the item tables below. 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.
Attack: The number of Attacks the weapon has.
Damage: The base damage of the weapon. This value may be 0.
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.
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. Used for carrying capacity.
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 similar to the weapons of the 21st century.
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 and thus have no ranges or reload.
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 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 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 that revolvers, and can even achieve Megawatt levels.

Twin Rifle: This laser rifle has two vertically stacked barrels to increase firepower. Due to the additional barrel these are normally available only in the 200KW energy range.

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. 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.

Lasso: The age old tradition of roping a target to hold them in place, lassoing and wrangling are still used from the saddle of dinosaurs.

Throwing Knife and Throwing 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.

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.

Blunderbuss: 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.

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 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.

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

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

Tangle Grenades: Commonly used to trap charging dinosaurs, these grenades shower a 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.

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 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.

Pickaxe: Reminiscent of the days of gold prospectors, the pickaxe is sometimes used as a crude weapon.

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

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

Whip: A modern version of the whip, this sparkling length of harnessed particles can rapidly be sliced and dashed across the surface of 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 well known weapon uses stored kinetic energy to blast a target backwards.

Armor Table Information

A variety of armors are available for use by characters. These range from a simple 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:

Material Name: The main material component of the armor. The style and shape varies.
Cost: The cost (in Neodollars) of the armor. This price may vary between locations.
Armor Rating: The level of protection and equivalent Armor Rating of each suit of armor.
MV Penalty: The amount of Movement a character loses when wearing a certain suit of armor. If this would reduce their Movement statistic to 0 or below then the character cannot wear the armor.

Armor Descriptions

Cloth: Thick cloth of various styles, 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 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 basically reverses the energy of an incoming attack to 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 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 the 2285 options 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 are 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 comfortably. 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 by a self heating 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 barbwire, 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.

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 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. 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 target's next Activation.

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 target's next Activation.

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 target's next Activation.

Ranged 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	
200KW Six-Shooter	$60	4	2	1-6	7-10	11-14	2x1	S	Energy	
300KW Six-Shooter	$80	4	3	1-6	7-10	11-14	2x1	S	Energy	
400KW Six-Shooter	$80	3	4	1-6	7-10	11-14	2x1	S	Energy	
Light Pistol	$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	S	Energy	
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	1-9	10-12	13-18	2x1	M	Energy	Both Barrels
400KW Lever-Action Rifle	$120	3	4	4-10	11-14	15-21	2x1	M	Energy	
500KW Lever-Action Rifle	$160	3	5	4-10	11-14	15-21	2x1	M	Energy	
600KW Lever-Action Rifle	$200	3	6	4-10	11-14	15-21	2x1	M	Energy	
700KW Lever-Action Rifle	$250	2	7	4-10	11-14	15-21	1x1	M	Energy	
1MW Lever-Action Rifle	$320	1	8	4-10	11-16	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	$600	7	3	1-6	7-11	12-15	3x1	L	Energy	Hail of Bullets
1MW Scoped Rifle	$600	1	10	4-6	7-18	19-24	1x1	L	Energy	Scoped
2MW Scoped Rifle	$620	1	10	4-6	7-20	21-28	1x1	L	Energy	Scoped
3MW Scoped Rifle	$750	1	11	6-8	9-20	21-30	Auto	L	Energy	Scoped

Ranged Projectile Weapons

Name	Cost	Attack	Damage	Short	Med	Long	Reload	Size	Type	Special
Lasso	N/A	1	0	N/A	1-6	N/A	None	S	Projectile	Mounted, Stopped
Throwing Knife	$40	3	2	1-6	7-10	11-13	Auto	S	Projectile	
Throwing Axe	$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	$150	4	4	1-8	9-14	15-16	1x1	S	Projectile	
Crossbow	$150	3	3	2-10	11-14	15-18	None	M	Projectile	
Sawed Off Shotgun	$120	2	6	1-2	3-6	7-9	1x1	S	Projectile	
Bolt Action Rifle	$150	1	6	2-8	9-15	16-22	1x1	M	Projectile	
Assault Rifle	$120	6	1	1-6	7-12	13-16	2x1	M	Projectile	
Needler Rifle	$400	N/A	2	N/A	1-13	N/A	None	M	Projectile	Seeking
Blunderbuss	$150	1	5	1-5	6-10	11-14	1x1	L	Projectile	Explosion 2"
Bazooka	$1,200	1	15	5-6	7-18	19-28	Auto	L	Projectile	Explosion 2"
Rocket Launcher	$1,300	1	12	5-6	7-16	17-25	1x1	L	Projectile	Explosion 2"
Grenade Launcher	$900	4	6	5-10	11-14	15-20	1x1	L	Projectile	Explosion 2"
Flamethrower	$1,500	1	8	N/A	1-6	N/A	Auto	L	Projectile	Fireline
Stick of Dynamite	$120	1	7	N/A	3-12	N/A	Auto	M	Grenade	Explosion 2"
Bundle of Dynamite	$170	1	7	N/A	3-10	N/A	Auto	M	Grenade	Explosion 4"
Boom Grenades	$120	1	7	N/A	3-12	N/A	Auto	M	Grenade	Explosion 4"
Kaboom Grenades	$170	1	7	N/A	3-10	N/A	Auto	M	Grenade	Explosion 4"
Riot Grenades	$100	1	0	N/A	3-12	N/A	Auto	M	Grenade	Knockback
Dazzler Grenades	$170	1	0	N/A	3-12	N/A	Auto	M	Grenade	Blind
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
Defoliant Grenades	$200	1	0	N/A	3-12	N/A	Auto	M	Grenade	Cover Breaker

Melee Weapons

Name	Cost	Attack	Damage	Short	Med	Long	Reload	Size	Type	Special
Punch	N/A	2	1	Melee	Melee	Melee	None	–	Melee	Brawl
Kick	N/A	1	2	Melee	Melee	Melee	None	–	Melee	Brawl
Shove	N/A	1	0	Melee	Melee	Melee	None	–	Melee	Brawl, Knockback
Trip	N/A	1	0	Melee	Melee	Melee	None	–	Melee	Brawl, Stopped
Broken Bottle	$5	3	0	Melee	Melee	Melee	None	S	Melee	
Machete	$10	1	4	Melee	Melee	Melee	None	S	Melee	
Hammer	$40	1	5	Melee	Melee	Melee	None	S	Melee	
Pickaxe	$60	1	6	Melee	Melee	Melee	None	M	Melee	
Tall Sword	$80	1	7	Melee	Melee	Melee	None	L	Melee	
Knife or Brass Knuckles	$10	2	3	Melee	Melee	Melee	None	S	Melee	
Long Sword or Flail	$40	2	4	Melee	Melee	Melee	None	M	Melee	
Shank	$10	3	2	Melee	Melee	Melee	None	S	Melee	
Short Sword or Axe or Club	$40	3	3	Melee	Melee	Melee	None	S	Melee	
Staff	$60	3	4	Melee	Melee	Melee	None	M	Melee	
Spear	$60	4	3	Melee	Melee	Melee	None	M	Melee	
Shudder Lance	$100	3	5	Melee	Melee	Melee	None	M	Melee	Knockback
Plasma Lance or Power Glove	$120	4	5	Melee	Melee	Melee	None	M	Melee	
Motor Blade	$80	5	3	Melee	Melee	Melee	None	M	Melee	
Whip	$80	6	2	Melee	Melee	Melee	None	L	Melee	
Dinoprod	$120	8	0	Melee	Melee	Melee	None	L	Melee	
Twin Lance	$120	7	2	Melee	Melee	Melee	None	L	Melee	

Armor

Material Name	Cost	Armor Rating	MV Penalty
Unarmored	N/A	0	0
Cloth / Padded / Quilted	$50	1	0
Clay / Wood / Bone	$100	2	0
Dinohide / Mesh / Flak	$300	3	0
Metal / Ceramic / Kevlar	$500	4	0
Vectran / Thermoplastic	$1,000	5	-1
Biosteel / Kinetic	$1,500	6	-2
STF / Ferrobone	$2,000	7	-3

Weapon Special Abilities
Blind: On hit the target is blinded and has -1 Attack until the end of their next Activation. If this reduces them to 0 Attacks they cannot attack during that Activation.
Both Barrels: Add +2 Attacks for the next attack, but mark with a Reload token.
Brawl: Considered natural weapons of humans, such as punches and kicks. Cannot be used while Mounted.
Cover Breaker: On hit remove 1 piece of vegetation based terrain (such as a tree or hedge). What constitutes a single piece is at the GM's discretion.
Explosion: Resolve a normal attack against the target. If hit, any entity (allied or hostile) within the listed inches suffer the base damage of the weapon.
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 (allied or hostile) the line passes over (even partially) suffers an attack from this weapon.
Hail of Bullets: Optionally Re-roll one single Attack dice.
Knockback: On hit the target is moved 1D6" directly away from the attacker.
Mounted: This weapon or attack can only be used while Mounted on a Dinosaur.
Scoped: Ignore the penalty for attacking targets in Cover.
Seeking: No Attack Roll is necessary, instead the target is automatically hit.
Stopped: On hit the target is stopped in place and cannot move during their next Activation.
Stunned: On hit the target is stunned and cannot make any attacks during their next Activation.

Equipment

Name	Cost	Purpose or Effects	Name	Cost	Purpose or Effects
Hemp Rope	$5	Thick sturdy rope, 50 feet long	Matches (Chemical)	$2	Start fires
Micro Rope	$10	Nearly invisible rope, 200 feet long	Firesparker	$5	Start fires
Grappling Hook	$1	To hook onto surfaces	Lantern (Oil)	$1	Wide area of light
Lockpick	$10	For unlocking a lock without damaging it	Lantern (Electric)	$10	Wide area of light
Locksplitter	$20	For destroying locks	Flashlight	$10	Long narrow beam of light
Charcoal and Paper	$1	For writing	Fold-a-Shovel	$1	Dig holes
Datapad	$50	For storing notes	Wirecutter	$1	Cut barbwire, fences, etc.
Deck of Cards	$1	For gambling	Motion Detector	$70	Warn when motion is detected
Dice	$1	For gambling	Heartbeat Scanner	$150	Determine location of entities within 100 feet
Musical Instrument	$1	Make music	Filter Mask	$80	Block harmful air
Sleeping Bag	$5	Protection while sleeping on the ground	Cybergills	$80	Breath underwater (in fresh water only) for 3 hours
Fold-a-Cot	$10	Raised platform to sleep on	Nightsight	$80	See in low-light or dark conditions
Tent	$20	Sleep in style	Whiskey Drop	$5	Restore 2 Hitpoints instantly
Canteen	$1	Store liquids	Small IRP	$10	Restore 1D6 Hitpoints instantly
Binoculars (Lense)	$30	Magnify distant sights (20x)	Medium IRP	$20	Restore 1D12 Hitpoints instantly
Binoculars (Electric)	$80	Magnify distant sights (1x-50x)	Large IRP	$50	Restore 2D12 Hitpoints instantly
Spymic	$50	Amplify and listen to distant sounds up to 500 feet away	Critical IRP	$150	Restore 40 Hitpoints instantly
Candles (Wax)	$1	Small area of light	Medpack	$15	Restore 1D12 Hitpoints over time
Candles (LED)	$2	Small area of light	Autosurgeon	$40	Restore 2D12 Hitpoints over time
Flinter and Tinder	$1	Start fires	Fold-a-Doc	$120	Restore 40 Hitpoints over time

Level										Improvement
Kills										Dollars

		#1	Leader Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B		☐ Leadership							
			Weapon Name	Statistics		Range		Reload	Current HP	Inventory
				A	D					
				A	D					

		#2	Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B									
			Weapon Name	Statistics		Range		Reload	Current HP	Inventory
				A	D					
				A	D					

		#3	Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B									
			Weapon Name	Statistics		Range		Reload	Current HP	Inventory
				A	D					
				A	D					

		#4	Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B									
			Weapon Name	Statistics		Range		Reload	Current HP	Inventory
				A	D					
				A	D					

		#5	Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
D	N									
S	B									
			Weapon Name	Statistics		Range		Reload	Current HP	Inventory
				A	D					
				A	D					

	#6	Dinosaur Name	MOVE	ARMOR	RMC	MMC	BRAVERY	HP	Traits
DINO									
	Type:								
		Weapon Name	Statistics		Current HP			Storage	
			A	D					
			A	D					