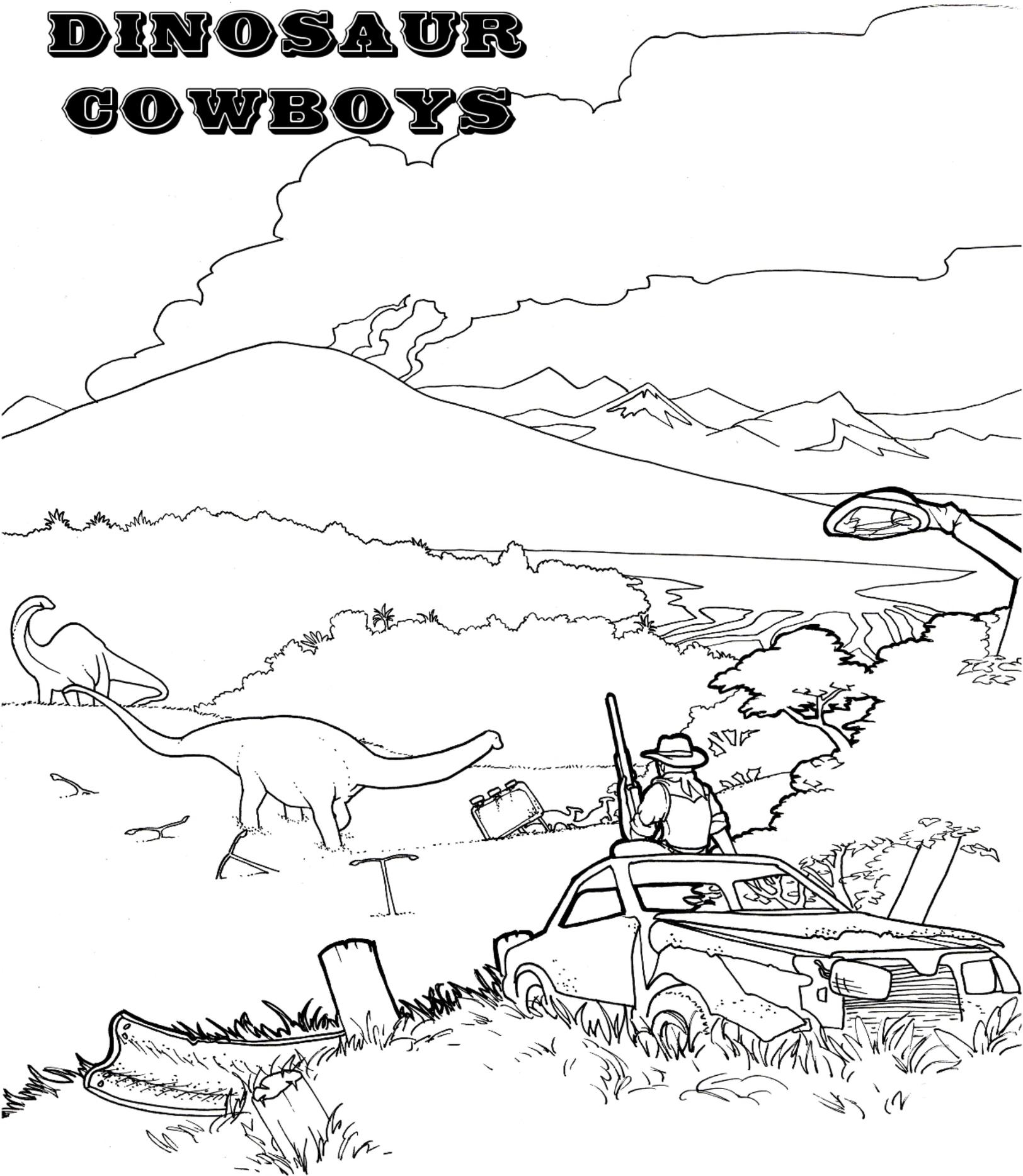


DINOSAUR COWBOYS



Adventure in the new wild west full of dinosaurs, lasers, and danger!

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TABLE OF OBJECTS

GAME OVERVIEW

You will need D12s.

The game is best played with 1 Sheriff (Game Master) and 5 Player Characters (PCs). More PCs and turns can become lengthy due to the vast array of Skills available. Fewer PCs provide a more intimate experience but reduce the challenges the Posse can overcome.

POSSE CREATION

Every Posse consists of the player characters plus any dinosaurs they have.

Dinosaurs start small and young and grow in power and size as you train and adventure with them. Each posse can have a single dinosaur.

CHARACTER CREATION

Use the blank, single page **Character Sheet** to track your information.

1. Choose a character Name, Gender, Age
2. Write down your real world Player name and Date, to help with campaign organization
3. Choose an Allegiance for your character. These modify attributes and statistics and provide roleplaying hints and direction.

Duster: -2 Speed, +3 Hitpoints

Neotechnoist: +1 Agility, -3 Hitpoints

Crusader: +1 Agility, -1 Defense

Savage: +1 Might, -1 Agility, +2 Speed, -1 Defense

Ashlander: +1 Might, -1 Sense

Ascendant: +1 Defense, -1 Bravery, -1 Hitpoint

Slum Dweller: +1 Grit, -1 Sense, -1 Hitpoint

Vagrant: +1 to chosen attribute, -1 to chosen attribute

Nomad: +1 to a random attribute at the start of each encounter, -2 Hitpoints

4. Write down Attributes and Statistics, remembering to modify for Allegiance.

Attributes:

Might: -1

Physical ability, strength, and endurance

Agility: -1

Quickness, perception, and dexterity

Sense: -1

Intelligence, willpower, and smarts

Bravery: -1

Fortitude, mental toughness, and ability to overcome adversity

All Attributes have a minimum of -2 and a maximum of +4. Always write the +/- sign in front of Attributes as they are used directly as dice modifiers.

Statistics:

Speed: 8

How fast a character is on their feet, directly corresponds to number of squares

Defense: 5

How wily and difficulty a character is to hit with an attack

Grit: 6

How tough and resilient a character is to suffering damage

Hitpoints: 12

How much vitality and vigor a character has before succumbing to their wounds

5. Acquire equipment. Everyone starts with:

Two Tier 1 items

One Tier 2 item

These can be mixed and matched to suit your character. For example a Tier 2 Weapon, Tier 1 Holster, and Tier 1 Hat. Or instead Tier 2 Armor, Tier 1 Weapon, Tier 1 Weapon.

6. Start with 20 Improvement Points (written as 0 of 20 IP, since we haven't spent any yet). These represent how experienced and knowledgeable a character is.

Now choose Skills by spending IP to buy them from any Job.

The first Skill you buy from the Job matching your Affinity costs 5 IP less (to a minimum of 0).

IP can be saved and spent at anytime outside of an encounter. IP cannot be transferred between characters or refunded once spent.

7. Skills

Of 27 Jobs: 7 Might, 7 Agility, 7 Sense, 6 Bravery

Generic

Cowboy (generic)

Heal

Doctor (Sense based, single target heal focusing on restoring Hitpoints)

Preacher (Bravery based, focuses on preventing damage via protection)

Shaman (Might based, heals self then transfers HP to allies)

Musician (Sense based, big heals in a group, but hard to use, like Sense vs 9 compared to vs 3)

Buff

Cook (Sense based, ally buffer)

Prospector (Might based, put down lasting zone buffs, can't overlap?)

Lawman (Bravery based, aura effects that buff adjacent allies)

Undertaker (Bravery based, short activations but spend HP for bonus effects and buffs)

Ranged Damage

Gunslinger (Agility based, uses pistols and shotguns)

Sharpshooter (Agility based, uses rifles with improved distance)

Hunter (Agility based, uses bows and repeaters)

Melee Damage

Bruiser (Might based, slow melee, single big damage attacks, focus on Slash and Blunt)

Barber (Might based, melee fast low damage attacks, focus on Stab and Pierce)

Boxer (Agility based, bare handed melee and some effects)

Mixed Damage

Thief (Agility based, stealth guy, focuses on back attacks)

Gambler (Sense based, mixed based damage dealer, random effects based on to-hit dice)

Trapper (Bravery based, puts zones that harm enemies)

Judge (Might based, enter stances with effects)

Scout (Agility based, super fast, damage based on speed moved that turn?)

Bounty Hunter (Bravery based, combo skills work off each other)

Soldier (Agility based, aoe grenadier)

Rustler (Sense based, is good with group dinosaur and while mounted)

Tank

Miner (Might based, high defense)

Laborer (Might based, sorta high defense with retaliation)

Pioneer (Bravery based, okay defense but really good Grit)

Debuff/Control

Industrialist (Sense based, move allies and enemies)

Baron (Sense based, debuff enemies)

ENCOUNTERS

As the group travels the world they will experience adversity and conflict. These situations are quantified into encounters. Encounters can vary but will generally pit the group against enemies or the environment.

An encounter could be hunting a dinosaur, fending off bandits, opening a locked building, persuading a guard, or jumping across a moving train.

Starting an Encounter: There are two broad types of encounters: grid and non-grid.

Grid encounters use a board/map of 1" squares and quantify movement and positioning. The most common grid encounter is combat related. Miniatures/figures/tokens are used to designate characters and other entities.

Non-grid encounters are abstracted and don't have as strict of rules around timing and positioning. These types of encounters are normally environment or conversation related.

Grid encounters begin by the Sheriff setting up the map and defining where the Player Characters can start. At the Sheriff's discretion the enemies may be present and setup already, or the enemies will appear after the PCs.

Non-grid encounters begin as the Sheriff describes a situation and challenge and the related skills that could be used to overcome it.

Positioning: After all PCs and enemies have setup on the map there is a special round of Turns called "Positioning". This allows both sides to adjust and prepare for the encounter.

The enemies go first, followed by the PCs, then the normal Turn structure begins. During Positioning only Movement related Skills can be used.

Shotcaller: The Player Characters decide what their group will do in a cooperative fashion. This keeps every player focused and involved during the turn, instead of having long downtime. However sometimes there can be too much analysis or deliberation. For that reason a Shotcaller is appointed.

At the start of each encounter the Shotcaller is designated by the Sheriff. Normally this is the player to the Sheriff's left. The Shotcaller is designated by a large token physically placed in front of them. At the start of each Player Character turn the Shotcaller token is passed to the left. Whenever there is a discussion or issue that is taking too long the Shotcaller has the final say for that turn.

Turn: Enemies or the environment generally get the first turn, followed by the PCs, then back to the enemies and so on in a round-robin fashion until the encounter is over.

The Sheriff can choose that the players get the first turn if the situation or encounter calls for it.

On each turn the related entities can spend their Activations. Activations are very important to encounters, and are spent to use Skills. Activations cannot be carried forward between turns.

Generally enemies receive 2 Activations each, but some powerful foes may have more (such as a lone Titan dinosaur or powerful warchief). The Sheriff will perform all these Activations, and generally tries to be as fast and efficient as possible to get the focus back on the players. These Activations can be spent in any order.

The Posse receives 2 Activations per character, per turn. These are pooled on the **Group Sheet** and traditionally given to the Shotcaller at the start of each turn. Track these Activations by using tokens (or glass beads, poker chips, whatever works and can easily be handed out).

For example 5 PCs would have a total of 10 Activations, whereas 2 PCs would get 4 Activations. Activations can be spent by anyone, in any order.

If a character does not receive any Activations in a turn apply Short Effect Rested to them.

For example Quidel and Trista are hunting a Raptor, and have 4 Activations at the start of their turn. Trista spends 2 Activations for a Standard Crippling Attack to try to kill a Raptor. After resolving that the Raptor still lives, so Quidel spends another 1 Activation to Move into melee, then 1 Activation to

try a *Hasty Skullsmash*.

After activations have been spent any Short Effects from previous turns are applied and cleared.

For example from a previous enemy turn Quidel has the Status effects of Burn 5 and Heal 1. At the end of this turn he would take 5 damage, heal 1 Hitpoint, then clear both Status effects.

Similarly on the Sheriff turn an enemy Rancher has Stun and Knocked Down. Both of these effects would have reduced the Rancher's effectiveness during the turn, and then are cleared and removed at the end.

SKILL RESOLUTION

Skills are resolved by using D12s. The number of dice are set by *how* the Skill is activated. These D12s are rolled as part of a Check against a Target number, of which there are 4 types. These checks are normally written using the X vs Y annotation for each Skill.

1. Opposing

The Target is set by an opponent rolling 1D12+Attribute. Written as Might vs Bravery.

For example using your Might (+2) to bully a farmer into running away (Bravery, which is -1). The farmer rolls first with 1D12-1 and gets a 6. This means the Target for success is a 6+.

2. Statistics

The Target is set based on an opponent's Statistic. Written as Agility vs Defense.

For example using your Agility (+1) to shoot a bandit. The bandit has a Defense of 4, which means the Target to succeed is 4+.

3. Set

The Target is set by the Skill. Written as Sense vs 3.

The Target can also be set by the Sheriff if the conditions of difficulty can vary. Written as Bravery vs Sheriff.

For example using your Sense (+0) with the Apply Bandage skill which has a Set Target of 3. This means the Target to succeed is 3+.

Another example is trying to use your Bravery (+1) to descend into a dark cave filled with poisonous snakes. The Sheriff decides on a Set Target of 8 for the attempt. This means the Target to succeed is 8+.

4. Passive

There is no Target because this Skill is Passive and therefore always active and in effect.

For example Basic Speed Training which provides a Passive bonus of +1 Speed.

All Skills have an Activations cost minimum of 1 and maximum of 4. To use a Skill spend the associated number of Activations, with the option to use more or less to change the style of dice rolled for the Check.

Hasty: Spend 1 less Activation (minimum 1), roll 2D12 and choose the lowest

Standard: Spend listed Activations, roll 1D12

Focused: Spend 1 more Activation, roll 2D12 and choose the highest

Resolve the dice, including any modifiers. If the result is greater than or equal to the Target work through whatever the "Success" feature of the Skill is. Otherwise the Skill failed and does nothing.

Attack Skills

Some skills are specifically used for combat encounters. These will say "Attack" in the Success line.

The Check roll for Attack skills can have modifiers. These modifiers are applied to any dice rolled during the Check.

Back Shot: +1

The attacker is behind the target, which means a straight line to the target crosses the back (opposite their facing) quadrant of their square.

Crossfire: +1

The attacker is in a crossfire with an ally, which means the target is diagonally between the attacker and ally

Ideal Distance: +1

The number of squares between the attacker and target is exactly the Ideal Distance of the weapon (if applicable)

Cover: -1

The target is in cover if they are obstructed from the attacker in any way, such as a tree, wall, dinosaur, other character, etc. in the way

If an Attack skill is successful you need to roll damage afterward. The Attack skill will either specify a Damage Pool (DP) in the Success line, or say "Weapon" which means use the DP value of your weapon.

The attacker allocates their Damage Pool between Fickle and Flat damage, with the goal of getting at least one successful Fickle roll against the target's Grit.

Fickle damage means roll 1D12 per point. Any result greater than or equal to the target's Grit is a success.

Flat damage is not rolled but instead automatically added if at least 1 Damage rolls succeeded.

Calculate the total damage and subtract it from the target's Hitpoints.

Any Fickle rolls of 1 are a Fumble and apply a Short Effect Fumble to the attacker.

Any Fickle rolls of 12 are a Critical and count as 2 damage.

For example Khulan is using his Tier 1 Six-Shooter (ID 4, DP 5) to try to shoot a bear. He decides to use the basic Ranged Attack skill (Agility vs Defense). Khulan has +1 Agility and the bear has 7 Defense and 6 Grit. Khulan is also positioned behind the bear (+1 for Back Shot) and is exactly 4 squares away (+1 for Ideal Distance).

Khulan doesn't have any extra Activations so he just does a Standard Ranged Attack, rolling 1D12 and adding +3 (Agility, Back Shot, Ideal Distance). He rolls a 5, but with the +3 modifiers the result is an 8, which is greater than or equal to the bear's Defense of 7. The shot is a success.

Now Khulan allocate his Damage Pool of 5. The bear has 6 Grit, so Khulan decides for 3 fickle and 1 flat damage. This means he rolls 3D12, looking for 6+ (the bear's Grit). He gets a 2, 7, and 10 which means 2 successes. He chose 1 flat damage as well for a total of 3 damage to the bear. The bear had 8 Hitpoints which are now reduced to 5 (8-3=5).

Next turn Quidel wants to stab the bear with his Tier 1 Spear (ID Melee, DP 4). He had moved adjacent to the bear last turn, so now he uses a Standard Melee Attack (Might vs Defense). Quidel has +2 Might and the bear still has 7 Defense and 6 Grit.

Quidel is at Ideal Distance so he'll get +1, but the bear is in Cover (hiding behind a tree) so a -1 is also applied. Which means no modifiers besides his Might (+2).

Quidel rolls 1D12 and gets a 9 with +2 Might for a total of 11, which hits the bear.

Now he allocates his Damage Pool of 4. Quidel decides to be risky and only does 1 fickle damage and 3 flat. So he only rolls 1D12, looking for 6+ because of the bear's Grit.

Luckily he gets a 7, which is 1 hit. Combined with the 3 flat damage the total damage to the bear is 4.

The bear further reduces their Hitpoints from 5 to 1, and is barely clinging to life.

ITEMS

Tiers: Buying items uses an abstract Tier system instead of tracking individual units of currency.

Tiers are numerical, starting at 1 and going to 10. The higher the Tier the better the Item.

The number of available items for each Tier will be listed on the Group Sheet.

Buying and Selling: 3 Items of a lower Tier can be upgraded to 1 of a higher Tier. Alternatively 1 Item of a higher Tier can be downgraded to 2 of a lower Tier.

For example a group has 5 Tier 4 Items. They could upgrade 3 of those to 1 Tier 5 item. Or they could choose to downgrade 1 Tier 4 Item to 2 Tier 3 Items.

Slots: Each character has a set of "slots" that various Items are attached to.

Hat: Classic cowboy equipment

Neckwear: Can be a locket, bow tie, bandana, etc.

Holster: Every cowboy needs a way to carry their weapons

Clothing: Defensive boosts from clothing

Weapon: Various tools of the trade

Minor items like food, bandages, lockpicks, etc. are not tracked. Either they are available via a Skill, or not important enough to hassle with.

Encumbrance: Carrying capacity and weight is abstracted into "slots". Each character can carry 1 Item for each slot, except for Weapons which have 3 slots. There is 1 slot for a ranged weapon, 1 slot for a melee weapon, and 1 mixed slot that can be either.

Any excess Items are stored in the group Inventory, which is marked on the Group Sheet, and

represent equipment carried by the dinosaur.

Transfer: Items can be transferred between PCs and the group Inventory anytime outside of an encounter.

WEAPONS

Ranged Weapons

Pistol: ID 4, DP 5, no effect
Shotgun: ID 3, DP 4, Wave effect
Rifle: ID 6, DP 4, Line effect
Repeater: ID 5, DP 4, Multi 3 effect
Laserbow: ID N/A, DP 4, Cross effect
Lasso: ID 5, DP 2, Force Move 3 effect

Melee Weapons

Slash: ID Melee, DP 4, Wave effect
Pierce: ID Melee, DP 4, Line effect
Blunt: ID Melee, DP 4, Multi 1 effect
Stab: ID Melee, DP 5, no effect

Area Effects

Wave: Target and left and right square
Line: Target and 2 squares behind
Multi X: Target and another within X squares
Cross: Target and 1 square front, back, left, right

Flat damage is done to all other affected targets

Tier

The above values are for Tier 1. Increase Damage Pool by +1 per Tier.

BRAINSTORM

- Have status effects be double sided tokens. At start of turn flip all Short Effects to back side of token, which says "Expiring" or something. Then at end of turn clear all Expiring tokens. This helps keep it clear what tokens were added this turn compared to last. Could alternatively keep single sided but move Expiring tokens to edge of board or something?
- Clothing can provide different types of +Defense and +Grit beyond just flat, static. Like +1 on 8+ (rolled for each attack) and so on, sort of like Drylands. Or +1 if HP < 5, or +1 vs back shots
- Can add weapon mods with a Tier cost?
- Maybe have dinosaurs more like Pokemon, with set size/skills (or choose from a small branch of skills). Then dinosaurs can be chosen at the start of each encounter depending on the situation.
- Dinosaurs don't provide their own Activations, have to sacrifice from the player pool
- Provide some bonus if a character sticks to a single Job or two (kind of like devotion in EoTE)
- Get Improvement Points (like XP) and can spend right away, no concept of "level up"
- Maybe set IP per session instead of per encounter?
- Maybe have minimum for some abilities, like "Need 40IP in Runner job" to use "Marathon"

- Could be tedious to figure out options though
- Max IP is around "level 10" in an equivalent RPG, so no epic level stuff
- Every combat situation should have an objective? Compared to traditional "kill all" approach?
- Can save Activations for enemy turn to do interrupts? (downside is it's pretty easy to mess up an enemy plan with a simple Push. Could maybe have ability cost be 2x during enemy turn?)
- If enemies are built using the same powers we could get comparable IP costs for balance
- Have Threat for maintaining aggro? Need to beat an Intelligence roll or something to move away from Threat area? Or just standard Snap Attack stuff?
- Or maybe only one PC at a time can maintain Threat, and the highest Threat is used, and that sets a Difficulty for a Sense vs Threat roll for an enemy to avoid PC and attack someone else? Need a way to have tank/defender have variety of abilities instead of just using the same two or three Threat maintaining mechanisms
- Also does a tank/defender even fit in a cowboy type world? Or is it just too standard an RPG trope?
- Have minion type enemies that can be Knocked Down or Wounded or something, shown by putting their mini face down. Then recover (like a status) at end of next turn? Or basically is a Short Effect instead of a separate system?
- One radical idea is PC dinosaurs are unkillable, they can just go down or be stunned for most of the fight maybe?
- Dinosaurs should have specific attacks/skills related to their type and size, and get set +1 IP per encounter (slow learners as compared to variable IP). Should have more advancement than Skirmish where the power level varies a lot.
- Need environmental stuff on the board, similar to Features in skirmish
- This is especially useful if they appear randomly throughout the fight to encourage movement
- Sort of like airdrops in other games that move and change around. They can only be placed \geq 5 squares from anyone?
- If you "die" during an encounter suffer an effect for the next one? Enemies could still attack downed allies to really kill them? Makes for a panic situation of trying to defend ally or drag them to safety. Balance of enemies killing someone before the players get a turn
- Need to make status tokens and have a quick reference sheet for them? Or info is on the token itself
- Some skills could have a bonus effect from flank/behind, beyond the normal bonus. Like more Push on a shotgun
- Forced movement should allow into dangerous terrain, to be on par with a straight up attack
- Have a group power similar to Yeehaw that allows a single re-roll per encounter?
- Just have it on the group sheet, not listed like a normal power but a token or big checkbox or something?