

**LASER DINOSAUR CAVALRY
HERO SHEET**

NAME
VIBE
SPECIALITIES
DECORATIONS

HP
XP
FLEX

STRENGTH
DEXTERITY
COOLNESS

PROFICIENCIES

INVENTORY

-
-
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SUMMONS

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**LASER DINOSAUR CAVALRY
DINO SHEET**

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LASER CHARGE

ATTACK BONUS
INNATE ARMOR

PERSONALITY

UPGRADES

EQUIPMENT
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TRICERATOPS

(big)

Bond: 5

HP: 7

AB: +3

Armor: 1

Equipment Slots: 2

Ten-ton pack herbivore. The horns alone grew to a metre long. A living shield wall.

Natural attack: Charge.

1 dmg to 2 enemies in zone, or move to adjacent zone first for 2 dmg to 2 enemies there. Pushes small enemies and breaks small cover.

Special: Shield Crest.

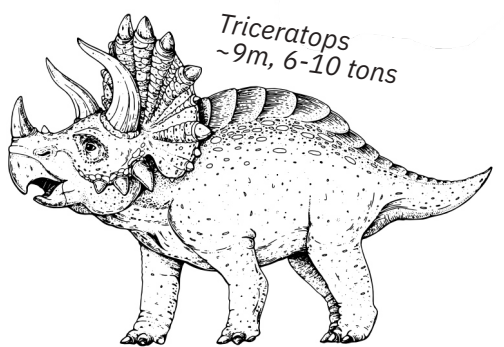
Allies behind you count as in small Cover.

Upgrade: Blast Shield

Shield Crest also reduces AoE dmg by 1.

Passive: Immovable.

Immune to push.



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T-REX

(big)

Bond: 4

HP: 6

AB: +4

Armor: 1

Equipment Slots: 1

Ambush predator with sharp binocular eyesight. Bite force that could crush a car.

Natural attack: Bite.

4 dmg to one target in same zone.

Special: Terror.

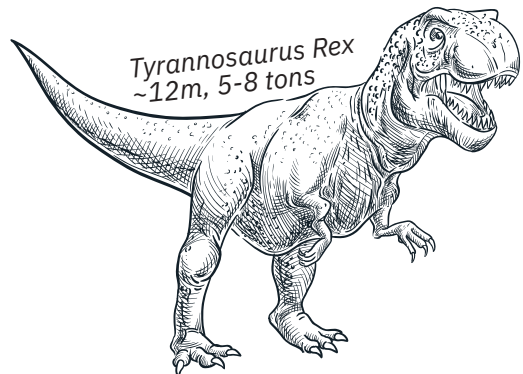
When you drop an enemy to 0 HP, a small enemy in zone flees.

Upgrade: Apex Terror

When Terror triggers, all small enemies in zone flee.

Passive: Ambush Predator.

If T-Rex hasn't moved this turn, Bite deals +1 dmg.



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PTERANODON

Bond: 3

HP: 5

AB: +2

Armor: 0

Equipment Slots: 0

Technically not a dinosaur. Technically still terrifying. (It's a pterosaur.)

Natural attack: Dive Attack.

2 dmg, then move to any adjacent zone.

Upgrade: Lightning Dive

Hit up to three enemies in different zones.

Special: Aerial.

Ignore Engaged & terrain; melee needs reach; enemy ranged -1.

Passive: Dive.

Move before attacking for +1 dmg on Dive Attack.



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PERSONALITY: LOYAL

Bonds through care and protection.

Riderless: Stays close to hero.

Common backgrounds: pack-bred, lab-grown prototype, awakened fossil

Bond Trigger

+1 Bond when you Recharge.

Benefit: In Sync

When you feed a die to BOND, -1 to enemy rolls against you until start of your next turn.

Reaction: Bodyguard

Any time, spend 1 Bond to intercept any attack against any ally in your zone.

Reaction: Dodge

Any time, spend 2 Bond to reduce incoming attack's dmg by 2.

While at full Bond or above, Stalwart

Allies in your zone get +1 to attack rolls.

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PERSONALITY: WILD

Untamed.

Riderless: 1d6: 3-: attacks nearest unit; 4+: moves randomly.

Common backgrounds: wasteland survivor, last of kind, feral hatchling

Bond Trigger

+1 Bond when dino's natural attack hits.

Benefit: Volatile

When dino takes damage, its next Natural Attack deals +1 dmg.

Reaction: Surge

When dino's natural attack hits, it may immediately move to any adjacent zone.

Passive: Frenzy

If dino destroys enemy, it may immediately make another Natural Attack against a small target in same zone for no Bond cost.

While at full Bond or above, Unleashed

Volatile deals +2 dmg instead of +1.

PERSONALITY: AGGRESSIVE

Thrives on violence.

Riderless: seeks and attacks nearest enemy.

Common backgrounds: old war-beast, arena champion, stolen Nazi asset

Bond Trigger

+1 Bond when dino's natural attack kills.

Benefit: Predator

Dino's natural attacks +1 dmg.

Reaction: Bloodlust

When your dino kills an enemy, immediately spend 2 Bond to move to any adjacent zone and make a free Natural Attack.

Action: Intimidate

Spend 1 Bond to force one small enemy in your zone to freeze (skip turn).

While at full Bond or above, Scary

Intimidate affects all small enemies in zone.

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PLAYER QUICK REFERENCE**Core roll**

- Pick Slot before rolling.
- Roll 3d6.
- Keep highest 2 + attribute vs TN.
- Lowest die goes to Slot.

Slots

- STYLE: gain XP equal to die.
- FLEX: bank number; spend before next turn.
- LASERS: add die to Laser Charge.
- BOND: add die to Bond.

Turn

- Take two different actions.
- Then Bond above starting drops by 1.

Actions

- Attack.
- Move. Twice per turn OK.
- Command Dino: Spend 1 Bond.
- Aim. Can't aim with Axe.
- Disengage.
- Recharge: Feed 1d6 to any Slot.
- Fire Laser.
- Use Item / Equipment.

Movement

- Same zone, not Engaged: any weapon.
- Engaged: melee only.
- Adjacent: ranged only.
- Mount/dismount free.
- Cover: -2 to attacks.

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GM QUICK REFERENCE**Enemy attacks**

- Roll 3d6, keep highest 2 + AB.
- Hit hero on 9+.
- Hit dino on 8+.
- On hit, low die triggers enemy effect.

Damage

- Armor reduces all damage except chainsaws.
- Hero 0 HP: out for combat.
- Dino 0 HP: flees mission.
- End combat: heroes full HP; Patch Up dinos: 1 Round, group rolls 1d6 HP.

Common TNs

- 7 baseline human
- 8-9 mooks
- 10-11 LDC standard
- 12 boss
- 13+ extreme

Sabotage

- 3 actions, TN 10.
- If saboteur loses HP, lose 1 progress.
- 2x in turn ok.
- Guard the Work: action in zone; take their HP losses.

FLEX tiers

- 1: small save / nudge / setup
- 2: free move / pull ally / shove enemy
- 3: reduce damage / suppress enemy effect / cancel small enemy
- 4: break terrain / reshape terrain / extra action
- 5: team swing
- 6: two effects or huge arena change

Don't worry about it.

If it's awesome, and the rules say nothing: allow it.

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