

LASER DINOSAUR CAVALRY HERO SHEET

NAME
VIBE
SPECIALITIES
DECORATIONS

HP
XP
FLEX

STRENGTH
DEXTERITY
COOLNESS

PROFICIENCIES

INVENTORY

-
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SUMMONS

LASER DINOSAUR CAVALRY DINO SHEET

**NAME
SPECIES
BACKGROUND
DECORATIONS**

**HP
BOND
LASER CHARGE**

**ATTACK BONUS
INNATE ARMOR**

PERSONALITY

UPGRADES

EQUIPMENT

-
-

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.

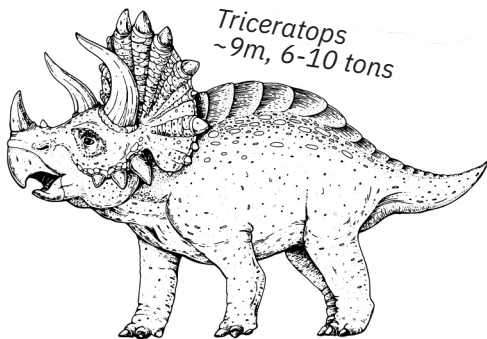
Allies behind you count as in small Cover.

Upgrade: Blast Shield

Shield Crest also reduces AoE dmg by 1.

Passive: Immovable.

Immune to push.



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.

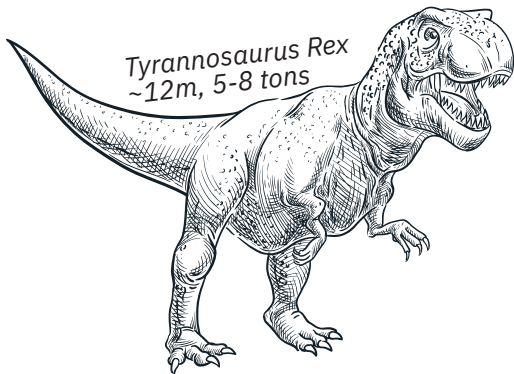
When you drop an enemy to 0 HP, a small enemy in zone flees.

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.



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

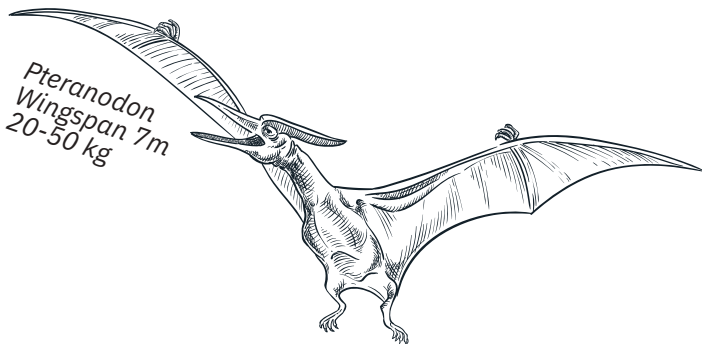
Hit up to three enemies in different zones.

Special: Aerial.

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

Passive: Dive.

Move before attacking for +1 dmg on Dive Attack.



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.

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.

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.

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.