

Prehistoric Pocket

A Dinosaur Hunt rule by Wing of Sephiroth

Materials

- 3'x3' play area marked
- 4x distinguishable markers around the size of a penny (2x dimes and 2x penny work)
- Quarter or marker the size of one
- 2 3x5 cards (Rules may be on it)
- Easily distinguishable terrain for all terrain types (Paper works)
- A couple coins
- 2 players

Basic Rules

With elements that use coins, a flip is successful with a result of heads, some elements require multiple successes.

Stats

- Attack (ATK): The number of coins used for each attack
- Defense (DEF): Number of successes an opponents attack needs to cause damage
- Wounds (WP): Amount of damage a unit can take before being defeated
- Action (ACT): Number of actions a unit can take each turn.

Actions

- Move: Move as per the rules of that unit, always calculated in a straight line.
- Attack: May make a single attack as per the units rules

Units

Hunters

- Hunters move with the short edge of the 3x5 card
- Whenever a character is defeated, each of the remaining characters must succeed at least once or flee directly away from the Rex until he leaves the area. He may flip a number of coins equal to the remaining allied characters still on the field (The Big Game Hunter counts as 2 characters for this purpose)
- Attack: 1 long length range, May only attack 1/turn unless adjacent to the Rex
- Big Game Hunter: ATK: 6, DEF: 5, HP: 4, ACT: 2
- Attack range is 2 long lengths
- Guide: ATK: 4, DEF: 4, HP 3, ACT 2
- Flip a coin, if a success all allies take 1/2 damage from the 1st attack on them this turn
- Doctor: ATK: 4, DEF: 4, HP 2, ACT 2
- Instead of an attack, you may flip coins as if you were attacking, for every two heads you may heal 1 Wound of an ally (Round Up)
- Paleontologist: ATK 4, DEF: 3, HP 4, ACT 2
- Allies within 1 long length gain +1 Attack

Tyrannosaurus Rex

Rex: ATK: 8, DEF: 4, HP: 8, ACT: 3

- The Rex moves the long edge of the 3x5 card
- Each round the Rex flips a coin, on a success, it recovers 1 wound
- Whenever the Rex defeats an enemy, it regains 1 wound
- The Rex may only attack adjacent enemies
- The Rex's attack deals 2 damage
- If a Rex moves over an enemy, flip a coin, if heads the enemy takes 1 damage

Terrain

Open: Movement as normal

Undergrowth: The Rex requires 2 moves to move 1 length

Dense: Impassable for Rex, Hunters require 2 moves to move one length and may not attack

Impassable: Impossible to move through

Setup

Characters: Setup on opposite corners of the field within one long length of both edges

Terrain: As agreed upon, no more than 1/2 the field can be covered in terrain. 1/4 in Undergrowth, 1/8 in Dense, and 1/16 Impassable

Play

- Flip a coin to determine who goes first.
- Alternate turns
- Play proceeds until all characters on one side are dead or fled (Leaving the area of play counts as a death)