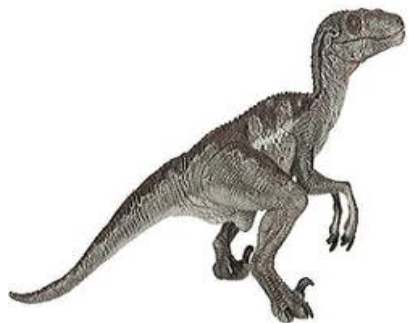


Utahraptor



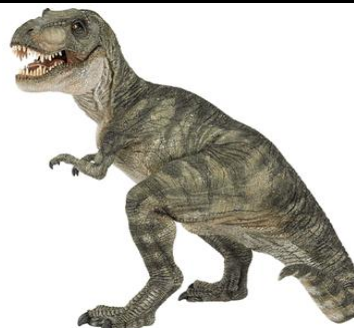
Move 2

Infantry 3

Wounds 4

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Teeth	1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
Talons	1	2/1	2/1	1/1	1/1	2/1	2/1	2/1	1/1	-	-	-
Claws	C	1/1	1/1	-	-	1/1	-	-	-	-	-	-
					Agile - extra 3" per move							
					Ambush							
					Jump							

T-Rex



Move 2

Armor 4

Wounds 10

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Jaws	1	4/2	2/2	2/1	2/1	6/2	4/2	3/2	2/2	1/2	1/1	1/1
Stomp/talons	C	4/1	2/1	2/1	1/1	4/1	3/1	2/1	2/1	1/1	1/1	-
					Berserk							
					Charge							
					Massive charge impact							

Spinosaur



Move 2

Armor 4

Wounds 10

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Jaws	1	4/2	2/2	2/1	2/1	6/2	4/2	3/2	2/2	1/2	1/1	1/1
Claws	1	2/1	2/1	1/1	1/1	2/1	1/1	-	-	-	-	-
Stomp/talons	C	4/1	2/1	2/1	1/1	4/1	3/1	2/1	2/1	1/1	1/1	-
					Berserk							
					Charge							
					Massive charge impact							

Allosaur



Move 2

Armor 3

Wounds 8

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Jaws	1	3/2	2/2	2/1	1/1	4/2	3/2	2/2	2/1	1/1	1/1	-
Claws	1	1/1	1/1	-	-	1/1	-	-	-	-	-	-
Stomp/talons	C	3/1	2/1	1/1	-	3/1	2/1	1/1	1/1	-	-	-
					Fast							
					Ambush							
					Massive impact vs Armor 3 or less							

Brontosaurus



Move 2

Armor 4

Wounds 12

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Tail	2	4/1	3/1	2/1	1/1	5/2	4/2	3/2	3/2	2/2	2/1	1/1
Bite	2	1/1	1/1	-	-	1/1	-	-	-	-	-	-
Stomp	C	4/1	4/1	3/1	2/1	4/1	3/1	2/1	1/1	1/1	1/1	-
					Passive - roll "+" to charge if un-wounded, or " " if wounded.							
					Massive tail impact							

Brachiosaur



Move 2

Armor 4

Wounds 12

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Tail	1	4/1	3/1	2/1	1/1	5/2	4/2	3/2	3/2	2/2	2/1	1/1
Bite	2	1/1	1/1	-	-	1/1	-	-	-	-	-	-
Stomp	C	4/1	4/1	3/1	2/1	4/1	3/1	2/1	1/1	1/1	1/1	-
					Passive - roll "+" to charge if un-wounded, or " " if wounded.							
					Massive tail impact							

Stegosaur



Move 2

Armor 2

Wounds 8

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Beak	1	1/1	1/1	-	-	1/1	-	-	-	-	-	-
Spike tail	1	3/1	3/1	2/1	1/1	3/1	2/1	1/1	1/1	-	-	-
Stomp	C	2/1	2/1	1/1	1/1	2/1	1/1	1/1	-	-	-	-
					Passive - roll "+" to charge if un-wounded, or " " if wounded.							
					Massive vs Armor 3 or less							

Triceratops



Move 2

Armor 5/3

Wounds 10

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Beak	1	2/1	2/1	1/1	-	2/1	1/1	1/1	-	-	-	-
Horns	1	6/1	4/1	3/1	2/1	6/1	5/1	4/1	4/1	3/1	1/1	-
Stomp	C	2/1	2/1	1/1	1/1	2/1	1/1	1/1	-	-	-	-
					Assault							
					Damage Resilient (front only)							
					Massive charge impact							

Ankleosaur



Move 2

Armor 6

Wounds 6

		Infantry				Armor						
Weapons		1	2	3	4	1	2	3	4	5	6	7
Bite	C	2/1	1/1	-	-	1/1	-	-	-	-	-	-
Club tail	1	6/1	4/1	2/1	1/1	6/1	4/1	2/1	2/1	1/1	-	-
Stomp	C	2/1	1/1	-	-	-	-	-	-	-	-	-
		Damage resilient										

Dilosphosaur



Move 2

Infantry 2

Wounds 2

		Infantry				Armor						
Weapons		1	2	3	4	1	2	3	4	5	6	7
Spit poison*	2	2/1	2/1	2/1	1/1	-	-	-	-	-	-	-
Bite	1	4/1	2/1	1/1	-	2/1	1/1	-	-	-	-	-
Talons	C	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-
		Ambush										
		Agile										
		*spitting is 1/1 against protected face gear										

Rhamphorhyncus



Move 4

Infantry 2

Wounds 3

		Infantry				Armor						
Weapons		1	2	3	4	1	2	3	4	5	6	7
Teeth	1	4/1	2/1	1/1	-	2/1	1/1	1/1	-	-	-	-
Talons	C	4/1	2/1	1/1	-	2/1	1/1	1/1	-	-	-	-
		Ambush										
		Agile										

Parasaurolophus



Move 2

Armor 3

Wounds 8

		Infantry				Armor						
Weapons		1	2	3	4	1	2	3	4	5	6	7
Bite	1	2/1	1/1	-	-	1/1	-	-	-	-	-	-
Stomp	1	2/1	1/1	-	-	1/1	-	-	-	-	-	-
Tail	1	4/1	2/1	1/1	-	4/1	2/1	1/1	1/1	-	-	-
		Passive - roll "+" to charge if un-wounded, or " " if wounded.										
		Massive tail impact vs Armor 3 or less										

Arcocanthosaurus



Move 2

Armor 3

Wounds 6

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Jaws	1	3/2	2/2	2/1	1/1	4/2	3/2	2/2	2/1	-	-	-
Claws	C	1/1	1/1	-	-	1/1	-	-	-	-	-	-
Stomp/talons	C	3/1	2/1	1/1	-	3/1	2/1	1/1	1/1	-	-	-
					Fast							
					Ambush							
					Massive impact vs Armor 3 or less							

Baronyx



Move 2

Armor 3

Wounds 6

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Jaws	1	3/2	2/2	2/1	-	4/2	3/2	2/2	1/1	-	-	-
Claws	C	1/1	1/1	-	-	1/1	-	-	-	-	-	-
Stomp/talons	C	3/1	2/1	1/1	-	3/1	2/1	1/1	-	-	-	-
					Fast							
					Ambush							
					Massive impact vs Armor 2 or less							

Raptor



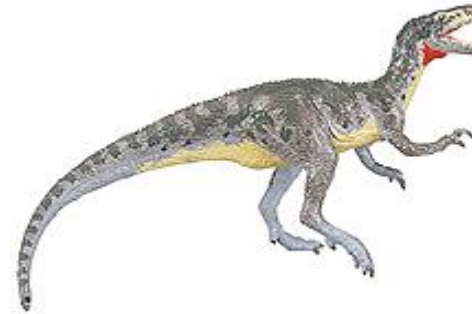
Move 2

Infantry 3

Wounds 3

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Teeth	1	2/1	2/1	1/1	-	1/1	1/1	1/1	-	-	-	-
Talons	1	2/1	2/1	1/1	-	2/1	2/1	2/1	-	-	-	-
Claws	C	1/1	1/1	-	-	1/1	-	-	-	-	-	-
					Agile - extra 3" per move							
					Ambush							
					Jump							

Deltadromosaur



Move 2

Infantry 3

Wounds 3

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Teeth	1	2/1	2/1	1/1	-	1/1	1/1	1/1	-	-	-	-
Talons	C	2/1	2/1	1/1	-	2/1	2/1	2/1	-	-	-	-
Claws	C	1/1	1/1	-	-	1/1	-	-	-	-	-	-
					Agile - extra 3" per move							
					Ambush							
					Jump							

