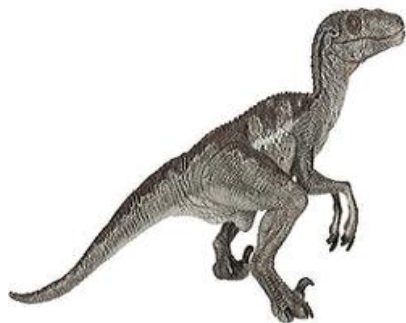


Utahraptor



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



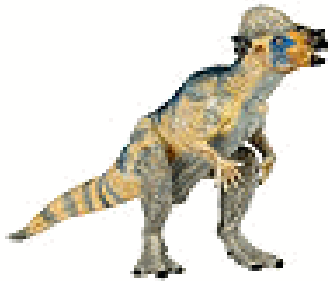
Move 2

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							

Pachycephelosaur



Move 2

Infantry 4/3

Wounds 3

Weapons		Infantry				Armor						
		1	2	3	4	1	2	3	4	5	6	7
Bonehead	C	4/1	3/1	2/1	1/1	4/1	3/1	2/1	1/1	1/1	-	-

Charge (on " " if unwounded)
Resilient (front only)

Oviraptor



Move 2

Infantry 3

Wounds 4

Weapons		Infantry				Armor						
		1	2	3	4	1	2	3	4	5	6	7
Bite	C	2/1	1/1	-	-	1/1	-	-	-	-	-	-
Claws	1	1/1	1/1	-	-	1/1	-	-	-	-	-	-
Talons	C	1/1	1/1	-	-	1/1	-	-	-	-	-	-

Agile
Charge (on " " if wounded; on "+" if unwounded)

Styracosaur



Move 2

Armor 5/3

Wounds 8

Weapons		Infantry				Armor						
		1	2	3	4	1	2	3	4	5	6	7
Beak	1	2/1	2/1	1/1	-	1/1	1/1	-	-	-	-	-
Horns	1	4/1	3/1	2/1	1/1	4/1	3/1	2/1	2/1	1/1	1/1	-
Stomp	C	2/1	1/1	1/1	1/1	2/1	1/1	-	-	-	-	-

Assault
Damage Resilient (front only)
Massive charge impact vs Armor 3 or less

Pachyrhinosaur



Move 2

Armor 5/3

Wounds 8

Weapons		Infantry				Armor						
		1	2	3	4	1	2	3	4	5	6	7
Beak	1	2/1	2/1	1/1	-	1/1	1/1	-	-	-	-	-
Head butt	1	4/1	3/1	2/1	1/1	4/1	3/1	2/1	2/1	1/1	1/1	-
Stomp	C	2/1	1/1	1/1	1/1	2/1	1/1	-	-	-	-	-

Assault
Damage Resilient (front only)
Massive charge impact vs Armor 3 or less

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

Alien Robot Troops



Move	1
Infantry	4/+
Wounds	5

Saves	
Soft Cover	+
Hard Cover	

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Warp Gun	2	2 ~ 3			1 ~ 6							
Power fists	C	4/1	3/1	2/1	1/1	1/1	1/1	-	-	-	-	-
					Damage resilient							
					Phaser weapon							

Alien Burners



Move	1
Infantry	3
Wounds	5

Saves	
Soft Cover	+
Hard Cover	

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Fusion gun	2	2/1	2/1	2/1	2/1	3/1	3/1	3/1	3/1	2/1	2/1	1/1
Fusion rifle	3	2/1	2/1	2/1	2/1	3/1	3/1	3/1	3/1	2/1	2/1	1/1
Close cmbt	C	2/1	2/1	2/1	-	3/1	3/1	3/1	2/1	2/1	1/1	-
					Fusion grenades (anti armor)							

Alien Jumpers



Move	1
Infantry	3
Wounds	5

Saves	
Soft Cover	+
Hard Cover	

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Laser rifle	4	2/1	2/1	1/1	1/1	2/1	1/1	1/1	1/1	-	-	-
Hv Laser rifle	4	4/1	2/1	2/1	1/1	4/1	2/1	1/1	1/1	-	-	-
					Jump							
					Fast							
					Lasers							

Alien Rocket Troops



Move	1
Infantry	4
Wounds	5

Saves	
Soft Cover	+
Hard Cover	

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Launcher	8	3/1	2/1	2/1	2/1	3/1	2/1	2/1	2/1	1/1	-	-
Missile Frag	8	5/1	3/1	3/1	3/1	1†		4/1	3/1	2/1	1/1	-
Missile Blast	8	1†			2/1	1/1	1/1	-	-	-	-	-
					Reload							
					Leader has missile frag/blast							

Elasmosaurus



Move 3

Armor 3

Wounds 6

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Bite	2	4/1	3/1	1/1	-	1/1	-	-	-	-	-	-
Flipper	C	2/1	1/1	-	-	-	-	-	-	-	-	-

Ambush
 Remain in water
 Massive Bulk against small craft

Plesiosaur



Move 3

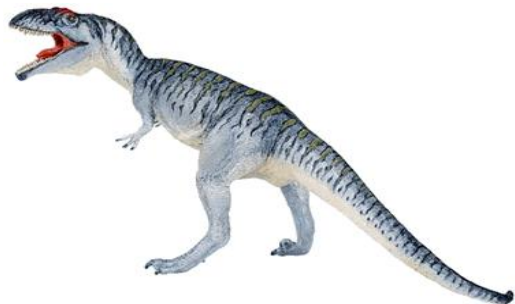
Armor 3

Wounds 6

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Bite	2	4/1	3/1	3/1	2/1	2/1	1/1	-	-	-	-	-
Flipper	C	2/1	1/1	-	-	-	-	-	-	-	-	-

Ambush
 Remain in water
 Massive Bulk against small craft

Giganitor



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	-	-
Stomp/talons	C	4/1	2/1	2/1	1/1	4/1	3/1	2/1	2/1	1/1	-	-
											-	-

Berserk
 Charge
 Massive charge impact

Spinosaur



Move 2

Armor 4

Wounds 8

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	-	-
Claws	C	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	-	-

Berserk
 Charge
 Massive charge impact

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



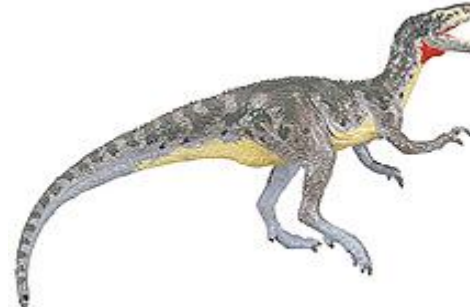
Move 2

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							

Pteradactyl



Move 4

Infantry 2

Wounds 3

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Beak	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	-	-	-	-

Fast
Agile

Corythosaurus



Move 2

Armor 3

Wounds 6

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Bite	1	2/1	1/1	-	-	1/1	-	-	-	-	-	-
Stomp	C	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

Pteranodon



Move 4

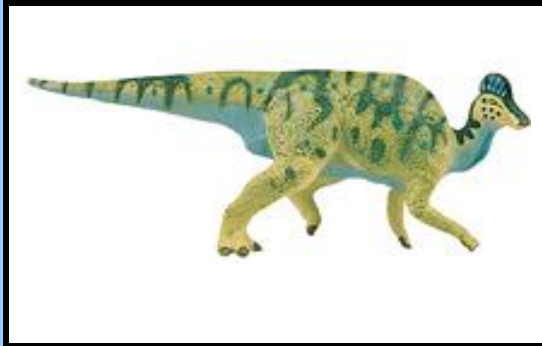
Infantry 2

Wounds 3

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Beak	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	-	-	-	-

Fast
Agile

Corythosaurus



Move 2

Armor 3

Wounds 6

Weapons	Infantry				Armor							
	1	2	3	4	1	2	3	4	5	6	7	
Bite	1	2/1	1/1	-	-	1/1	-	-	-	-	-	-
Stomp	C	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