

## Biomechanic Dino Battles:

### Provisional Card List:

100 cards + 3 types of Combat Cards (Attack, Evade, Defend)

25 Dinosaurs

25 Upgrades

30 Actions

20 Items

3 types of Combat Cards

### Dinosaurs:

Name	ATK	EVA	DEF	HP	Special	Retreat
Velociraptor	5	12	4	50	<ul style="list-style-type: none"> <li>- Jump Attack (AE): +2 ATK. If this attack damages opponent, you get another attack.</li> <li>- Counterattack (AEE): Only playable in response to an attack: + 4 ATK</li> <li>- Claw Slice</li> </ul>	-
Deinonychus	7	10	4	60	<ul style="list-style-type: none"> <li>- Claw Slice (AE): +2 ATK. If this deals damage to opponent, 50% chance of wound: 1.</li> <li>- Megabite (AA): +3 ATK</li> </ul>	1
Coelophysis	3	14	3	40	<ul style="list-style-type: none"> <li>- Jump Attack (AE): +2 ATK. If this attack damages opponent, you get another attack.</li> <li>- Screech (AED): Skip your attack. Opponent Dino gets – 3 DEF for the remainder of combat.</li> <li>- Triple Attack (AAA): Roll 2 dice. For each even number, throw an additional die for your ATK-throw.</li> </ul>	-
Herrerasaurus	6	8	6	70	<p>Camouflaged: Cannot be targeted by opponent.</p> <ul style="list-style-type: none"> <li>- Double Attack (AA): Roll 2 dice on your attack-throw.</li> </ul>	1
Struthiomimus	2	16	2	50	<ul style="list-style-type: none"> <li>- Agility (EE): Skip your attack. +3 EVA for the remainder of combat.</li> <li>- Screech (AED): Skip your attack. Opponent Dino gets – 3 DEF for the remainder of combat.</li> <li>- Triple Attack (AAA): Roll 2 dice. For each even number, throw an additional die for your ATK-throw.</li> </ul>	-
Dilophosaurus	7	8	5	70	<ul style="list-style-type: none"> <li>- Megabite (AA): +3 ATK</li> <li>- Poison Spit (AE): Skip your</li> </ul>	1

					attack: Target Dino is poisoned for 5 turns.	
Ceratosaurus	9	7	7	80	<ul style="list-style-type: none"> <li>- Horn Stab (AAA): +3 ATK. If attack damages opponent, inflict 1 wound.</li> <li>- Megabite (AA): +3 ATK</li> </ul>	2
Spinosaurus	12	6	4	100	<ul style="list-style-type: none"> <li>- Solar Charge (DDD): Skip your attack: +5 ATK on your next attack.</li> <li>- Megabite (AA): +3 ATK</li> </ul>	3
Carnotaurus	10	4	6	90	<ul style="list-style-type: none"> <li>- Double Horn (AAAA): +5 ATK. If attack damages opponent, inflict 2 wounds.</li> <li>- Berserk (AAA): +1 ATK for every 10 HP missing</li> </ul>	3
Tyrannosaurus	14	5	5	100	<ul style="list-style-type: none"> <li>- Tyrant's Maw (AAAA): +4 ATK. If attack deals damage to opponent, inflict 3 wounds.</li> <li>- Double Strike (AA): Roll 2 dice on your attack throw.</li> </ul>	4
Scelidosaurus	3	7	10	60	<ul style="list-style-type: none"> <li>- Stoutness (DD): Skip your attack: +3 DEF for the remainder of combat.</li> <li>- Double Strike (AA): Roll 2 dice on your attack throw.</li> </ul>	-
Kentrosaurus	4	4	12	80	Spiked: 5. <ul style="list-style-type: none"> <li>- Spike Blow (AEE): +2 ATK. Wound 1.</li> </ul>	2
Stegosaurus	5	3	10	100	Spiked: 10. <ul style="list-style-type: none"> <li>- Spike Blow (AEE): +2 ATK. Wound 1.</li> <li>- Smash (ADD): +1 ATK. If this damages opponent: Destroy random Upgrade attached to opponent.</li> </ul>	3
Polacanthus	3	5	12	70	Spiked: 5 Camouflaged: Cannot be targeted by opponent.	1
Ankylosaurus	5	1	14	90	Spiked: 15 <ul style="list-style-type: none"> <li>- Club Blow (AEE): +2 ATK. Paralyze.</li> <li>- Smash (ADD): +1 ATK. If this damages opponent: Destroy random Upgrade attached to opponent.</li> </ul>	3
Stegoceras	5	12	5	50	<ul style="list-style-type: none"> <li>- Head Butt (AD): +2 ATK. If this deals damage to opponent: Roll a die. On an even number: Paralyze.</li> <li>- Counterattack (AEE): Only playable in reaction to an attack: +4 ATK.</li> <li>- Screech (AED): Skip your attack: Opponent Dino gets -3 DEF for the remainder of combat.</li> </ul>	-
Pachycephalosaur	6	8	6	70	<ul style="list-style-type: none"> <li>- Megaram (AADD): +4 ATK. Paralyze.</li> <li>- Smash (ADD): +1 ATK. If this damages opponent: Destroy</li> </ul>	2

					random Upgrade attached to opponent.	
Plateosaurus	4	3	6	110	- Meditate (DDDD): Skip your attack: Heal 30 HP, no longer paralyzed, + 3 DEF for the remainder of combat.	3
Apatosaurus	2	1	7	130	- Concentrate (AD): Skip your attack: +4 ATK on your next attack.	4
Diplodocus	3	1	8	120	- Tail Swipe (ADD): +3 ATK. Deal 20 damage to each benched Dino.	4
Brachiosaurus	4	1	9	140	- Howl (AED): Skip your attack: Opponent gets - 3 ATK for the remainder of combat.	5
Shunosaurus	5	1	7	120	- Club Blow (AEE): +2 ATK. Paralyze.	3
Protoceratops	6	8	6	70	Camouflaged: Cannot be targeted by opponent. - Howl (AED): Skip your attack: Opponent gets - 3 ATK for the remainder of combat. - Stoutness (DD): Skip your attack: +3 DEF for the remainder of combat. - Head Butt (AD): +2 ATK. If this deals damage to opponent: Roll a die. On an even number: Paralyze.	1
Triceratops	12	1	8	100	- Double Horn (AAAA): +5 ATK. If attack damages opponent, inflict 2 wounds. - Howl (AED): Skip your attack: Opponent gets - 3 ATK for the remainder of combat.	3
Styracosaurus	10	2	7	80	Spiked: 5. - Horn Stab (AAA): +3 ATK. If attack damages opponent, inflict 1 wound - Smash (ADD): +1 ATK. If this damages opponent: Destroy random Upgrade attached to opponent	2

### Upgrades:

Name	ATK	EVA	DEF	HP	Text
Titanium Claws	+2				Claw Slice (AE): +2 ATK. If this deals damage to opponent, 50% chance of wound: 1.
Titanium Jaws	+3				Mega Bite (AA): +3 ATK
Titanium Horns	+4				Double Horn (AAAA): +5 ATK. If attack damages opponent, inflict 2 wounds.
Hydraulic	+3	+3			

Muscles					
Venomous Fangs	+1				Bearer is Poisonous: 5.
Shock Fangs	+1				Bearer is Paralyzing.
Flamethrower					Flame Burst (AAE): Skip your attack: Deal 2D6 damage to your opponent, and half that amount of damage rounded down to any benched Dino.
Acid Thrower					Acid Spit (AD): Skip your attack: Deal 20 damage to target Dino. Junk one randomly chosen Upgrade attached to it.
Carbonite Armor			+5		
Spike Armor	+2	-4	+4		Bearer is Spiked: 10.
Titanium Armor		-6	+8		
Energy Shield					Bearer is Camouflaged.
Speed Booster		+6			
Tail Club					Club Blow (AEE): +2 ATK. Paralyze.
Tail Spikes					Spike Blow (AEE): +2 ATK. Wound 1.
Extra Arms					Double Attack (AA): Throw 2 dice on your attack-throw.
Whip Tail					Tail Swipe (ADD): +3 ATK. Deal 20 damage to each benched Dino.
Destructive Sphere					Each time Bearer successfully damages an opposing Dino, its controller must discard 1 card.
Rocket Launcher					Comes into play with 3 Rocket Tokens. Once during Combat Phase, instead of performing a move, you may remove one Rocket Token and deal 30 damage to target Dino.
Plasma Gun					Once during Combat, instead of performing a move, you may deal 20 damage to target Dino.
Info Sphere					Each time this Dino successfully damages an opposing Dino, you may draw 1 card from your Main Deck.
Item Eater					Junk a face-down or Permanent Item: This Dino gets +3 ATK, +3 EVA or +3 DEF.
Venomous Horn					When you play this junk 2 cards from the top of your deck. If this Dino successfully damages an opposing Dino, that Dino is poisoned and receives 1 wound.
Shock Horn					When you play this junk 2 cards from the top of your deck. If this Dino successfully damages an opposing Dino, that Dino is paralyzed and receives 1 wound.
Nanite Swarm				+ 20	Regenerate (DD): Skip your attack: Bearer recovers 20 HP for each card you discard from your hand.

### Items:

Name	Text
Paralyzing Grenade	Junk this: The opponent's active Dinosaur is now paralyzed.
Shock Grenade	Junk this: Deal 10 damage to each Dinosaur, active and benched.

Venomous Grenade	Junk this: All Dinosaurs on the field are now poisoned.
Shrapnel Grenade	Junk this: All Dinos on the field receive one wound.
Small Healer	Junk this: Restore 20 HP to target Dinosaur.
Large Healer	Junk this and discard 2 cards: Restore 50 HP to target Dinosaur.
Med-Kit	Junk this: Target Dino is not poisoned any more and is no longer paralyzed or bleeding. You may draw 1 card.
Offensive Field Generator	Permanent: Dinos you control get + 2 ATK.
Evasive Field Generator	Permanent: Dinos you control get + 2 EVA.
Defensive Field Generator	Permanent: Dinos you control get + 2 DEF.
Upgrade Shield	Permanent: Upgrades you control cannot be targeted.
Field of Retrieval	Permanent: At the beginning of Startup-Phase you may put the top card from your Junk under your Main Deck.
Field of Destruction	Permanent: At the beginning of your Startup-Phase, target player must junk the top card of his Main-Deck.
Info Drone	Junk this: Draw 1 card. During your Startup-Phase, if Info Drone is in your Junk you may return it to your hand.
Recovery Drone	Junk this: Return target card from your Junk to your hand. During your Startup-Phase, if Recovery Drone is in your Junk you may return it to your hand.
Explosive Drone	Junk this: Deal 10 damage to target Dino. During your Startup-Phase, if Explosive Drone is in your Junk, you may return it to your hand.
Poison Drone	Junk this: Target Dino is now poisoned. During your Startup-Phase, if Poison Drone is in your Junk, you may return it to your hand.
Nuisance Drone	Junk this: Target player discards a card at random. During your Startup-Phase, if Nuisance Drone is in your Junk, you may return it to your hand.
Dampening Drone	Junk this: Prevent all damage from any one attack. During your Startup-Phase, if Dampening Drone is in your Junk, you may return it to your hand.
Shielding Sphere	Permanent: Dinos you control cannot be targeted by your opponent.

### Actions:

Name	Text
Greed	Draw 3 cards.
Data Loss	Target player discards 2 cards at random.
Data Recovery	Discard 1 card: Take any card from your Junk into your hand.
Teleportation	Switch target active Dinosaur with target benched Dinosaur controlled by the same player.
Frenzy	Shuffle any number of cards from your hand back into your Main:

	Target Dino gets + 2 ATK for each card you shuffled back into your Main Deck.
Speed Up	Shuffle any number of cards from your hand back into your Main: Target Dino gets + 2 EVA for each card you shuffled back into your Main Deck.
Defensive Stand	Shuffle any number of cards from your hand back into your Main: Target Dino gets + 2 DEF for each card you shuffled back into your Main Deck.
Form Fate	Reroll any one die. You may draw 1 card.
Second Chance	If one of your Dinosaurs would be knocked out, it is not. It has 30 HP.
Comp Exchange	Look at your Comp Cards and exchange two of them with cards from your hand. Then shuffle the Comp Cards and put them back face-down without looking at them. Draw 1 card.
Restock	Take any 6 cards from your Junk and put them under your Main Deck in any order.
Crumble	Destroy target Upgrade.
Corrosion	Discard 3: Destroy all Upgrades on target Dinosaur.
Rocket Volley	Deal 10 damage to target Dino, 20 damage if you discard 1 card, 30 damage if you discard 2 cards or 40 damage if you discard 3 cards.
Info Rush	Discard your hand: Draw 6 cards.
Computer Virus	Target player junks the top 6 cards from his Main Deck.
Pacify	Remove 2 randomly chosen cards from target Player's Combat Deck.
Combat Booster	Search your Main Deck for up to 3 Combat Cards and add them to your Combat Deck.
Item-Ex	Destroy target Permanent Item. You may draw 1 card.
Item-Sweeper	Destroy all Items in play.
Redirect	Discard 2 cards: All damage from one attack is dealt to one of your benched Dinosaurs or switch the target of a card effect to another target.
Manipulate	Look at the top 12 cards of your Main Deck and put them back in any order. Draw 1 card.
Search Engine	Search your Main Deck for any one card and add it to your hand.
Damage Buffer	All damage dealt during this Combat Phase is halved, rounded down.
Purge Memory	Remove up to 5 cards from target Player's Junk. Draw 1 card.
Revitalize	Take target Dino from your Junk and put it onto your bench.
Graft	Take target Upgrade from your Junk and attach it to target Dinosaur.
Repulse	Target benched Dinosaur is returned to its owner's hand. Do this only if owner has two or more benched Dinosaurs.
Steal	Discard 3 cards: Take control of target benched Dinosaur and put it onto your bench. Do this only if owner has two or more benched Dinosaurs.
Laser Shot	Discard 1 card: Deal 20 damage to target Dinosaur.