

WELCOME to DINO WORLD

BREAKOUTS

1
2
3

2 =		BRACHIOSAURUS	7 7 (4) <input type="checkbox"/>	LEVEL THREE	FUSE BOX
3 =		TYRANNOSAURUS REX	6 10 (3) <input type="checkbox"/>	LEVEL TWO	<input type="checkbox"/> Apply damage here instead <input type="checkbox"/>
4 =		STEGOSAURUS	5 4 (3) <input type="checkbox"/>	LEVEL ONE	<input type="checkbox"/> + or -1 to a die <input type="checkbox"/>
5 =		VELOCIRAPTOR	4 6 (2) <input type="checkbox"/>	OPERATIONS	<input type="checkbox"/> or <input type="checkbox"/>
6 =		PROTOCERATOPS	3 1 (1) <input type="checkbox"/>	SECURITY	<input type="checkbox"/>
7 =		COMPSOGNATHUS	2 2 (2) <input type="checkbox"/>	VISITOR CENTER	<input type="checkbox"/> +2 VP if undamaged <input type="checkbox"/>
8 =			PHASES 1. ACQUISITION 2. PATHS 3. SECURITY		

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