



OLD ONE EYE DORIS

AN EYE FOR AN EYE

Start the game with one red Dino Eye marker. Once per game, after Old One Eye is wounded by an enemy figure you may place the Dino Eye marker on that figure's card. For the rest of the game, all Dinosaur and Pterosaur figures you control roll 1 additional die when attacking normally an adjacent figure with a Dino Eye marker on its card.



DINOSAUR

EVENT HERO

MATRIARCH

VENGEFUL

HUGE 15

THUNDERING T-REXES

After revealing an Order Marker on this card and taking a turn with Old One Eye, you may move up to 10 figures you control that are Dinosaurs or Pterosaurs. Any figure moved this way must end its move within 3 clear sight spaces of Old One Eye.

DINO DOMINANCE

When Old One Eye attacks or defends against an attack from an adjacent huge figure, roll one additional die.



13
LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 3

230
POINTS

