

DINO~~PROOF~~

Team Building Exercise

While most Slayers tend to get competitive for the glory and bragging rights, it's not unheard of for the world governments to sanction Slayers to collaborate in various missions to ensure its success. This usually happens when a dinosaur population rises to a point that the government needs to wipe them out as quickly as possible. Sadly for the world's governments, most Slayers egos are far too large for team work and these alliances don't last for long.



Set Up

If all players agree, this scenario can be played, rather than the scenarios found in the rule book. Set up the board as described on page 31 of the DinoProof rulebook.

Special Rules

No traps can be bought in this scenario and when each Slayer lands, they should attempt to land no more than 6 inches away from one another (although they can be blown of course as normal). Slayers can benefit from works as a team, they gain a +1 to hit bonus for every Slayer in base contact with

Victory Condition

When all dinosaurs have been killed or if any Slayers are removed or yield, the game ends. The Slayers win if all Slayers involved are still on the board at the end of the game and all declared winners. If the game ends by a Slayer being removed from the board either by yielding or being too injured to continue. The Slayers can keep any XP or Cash they have earned as normal, but no Slayers are declared the winner.