## Failure to Communicate

Every now and then someone will put their nose where it doesn't belong, and this is why Slayers prefer to think of themselves as lone wolves rather than being made to stay in communication with their mission officers. It could be the government giving Slayers new instructions mid fight with a Triceratops, researchers yelling down the microphone that they've picked up a chicken egg rather than a Velociraptors egg or a network director telling them that they've forgotten to set up a cameras white balance.

Whatever the reason, this external communication often does more harm than good, and leads the Slayers to become easily confused by the flood of incoming orders.



### 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

Roll for the player turn as normal. At the start of next round, roll again for a new player turn sequence. For that round you then each go in the new order, controlling the dinosaurs who sense the new Slayer along. Continue these rolls at the start of each new round.

### Victory Condition

After 8 turns or until all dinosaurs have been killed the game ends. The Slayer who has killed the most dinosaurs is declared the winner. Any Slayers that have been removed can never be declared the winner, no matter how many dinosaurs they have killed.

### Optional Game Rules

If all players agree, the special rules for this scenario can be used in other scenarios. This can add more tactical choices when you control new dinosaurs sensing Slayers you wouldn't normally be able to control, as well as much more randomness to the player turns.