

DINO~~PROOF~~PROOF

Training Montage

While competing for glory against other Slayers is all well and good, sometimes you to go back to basics and do a little trainings. Whether you want to try out a new weapon before you buy it, see which skill suits you or how best to take on a dinosaur you've never encountered in the field, practice makes perfect.



Set Up

Unlike other scenarios, Training Montage is designed to be played with just one Slayer. Set up the board as described on page 31 of the DinoProof rulebook. You must select at least 100 points worth of herbivores (as bait) and at least 100 points worth of carnivores (as the real challenge). You may not purchase traps when selecting your dinosaur pool. The composition otherwise is up to you. You must deploy at least 1 herbivore for every 2 carnivores until you run out of herbivores. When parachuting in you must aim for a point within 6 inches of the centre of the board.

Special Rules

The objective in a single player game is to defeat all the dinosaurs before they injure you so badly that you need to be airlifted out. You may choose any skills, any single Out of Hours events to have managed and any equipment to test out. Any effect rules in the standard game that refer to "the next Slayer" will affect the Slayer themselves. After that the game plays out under the standard rules.

Victory Condition

When either all the dinosaurs have been killed or your Slayer has been injured so badly they have been removed from the board, the game ends. Training Montages are not strictly suited to campaign play and while they can be played during a campaign, they do not award XP, Star Factor or cash and do not count as a game played, won, drawn or lost for any other purposes. Consumable equipment used during a Training Montages are always replaced in full at the end of the Montage.