

# DINO~~PROOF~~PROOF

## Hold Fire

With more and more species being found every day in the Dino Zones, Slayers are having to adapt to the new dangers they might face. Luckily, with a bit of training, a Slayer can learn new combat techniques and survive the hazards of the Dino Zones...For another day at least.



### Set Up

Set up the board as described in the Dinoproof rulebook, page 31.

### Special Rules

In this scenario Slayers can make an Attack of Opportunity.

Instead of making their two actions as normal, a Slayer can firstly make a Move 3 inches (normal movement rules apply), they then hold their second action.

If they are armed with a Firearm, they can make a n attack against the first dinosaur that comes within range during the Dino Herd phase as soon as it's in range.

If they are armed with a Melee weapon and a dinosaur moves into base contact with the Slayer during the Dino Herd phase, the Slayer making an Attack of Opportunity can make an attack against the dinosaur before it gets to attack the Slayer.

If at the end of the round, the Slayer hasn't made their attack of Opportunity, the action is wasted, and the next round begins as normal.

### Victory Condition

The game lasts for 8 rounds or until all dinosaurs have been killed, at which point the game ends. The winner is the Slayer who has earned the most dinosaur kills. Any Slayer that has been removed from the game keeps everything they have earned, but can never be declared the winner, no matter how many dinosaurs they have killed.

### Optional Advanced Rule

If you wish, you can use the Attack of Opportunity special rule in any other Dinoproof scenario if all players agree to do so.