

## 01 Egg-Hunt

*The soil is hot due to volcanic activities. This is the perfect nesting ground for Dinosaurs, the earth itself will hold their eggs warm. This is also the perfect chance to get some eggs and raise tamed dinosaurs. Or have a huge omelette...*

### Setup:

In the centre is a circle of 8". This is the nesting area. Put five 50mm objective markers into this area to represent the nests. Next to every nest is a Dinosaur. Ideally, you would use one of the five Dinos for each nest (so 1 Oviraptor, 1 Dilosophor, 1 Domehead, 1 Troodon, 1 Yuttaraptor). Or you and your opponent come up with an idea of your own. Use the small template and roll a D10 to determine the Dino's position at its nest. It will face outwards from the nest.

### Initiative:

Roll for Initiative. The player who wins might decide who is Player A and who is Player B. Rules for Dinos are below.

### Deployment:

- Both Players set aside any model with the Infiltrate ability.
- Player A chooses a deployment zone and starts deploying the rest of their models.
- Player B then deploys the rest of their models.
- Player A deploys the models with the Infiltrate ability in the Player A infiltration zone, then Player B deploys the models with Infiltrate ability in the Player B infiltration zone.

Then begin the game with Player B starting the activation.

### How to win:

At the end of round 6, the player with the most VP wins.

### Scoring:

Every not broken egg counts as 1 VP.

To collect an egg, the model has to be in Base to Base contact with a nest. If neither the model nor the nest is in contact with a Dino or an enemy, the model can spend 1 AP and declare an Interact Action. Then make an Agility Test.

**Pass:** you obtain one egg and therefore 1 VP. Roll another D10. If the result is 8-10, this nest is considered to be empty for the rest of the game. For every egg that is taken from this nest, this roll gets -1. When the second egg is taken, the nest is empty from 7-10 and so on. You can mark this with a dice.

**"Nailed it!":** Same as Pass. If the nest is not empty after the first roll, take another egg and roll again.

**Feat:** Same as "Nailed it!". Obtain 1 AP.

**Fail:** You break the egg. From now on, the Dinos will consider you as a nest robber and prefer to attack you. Roll a D10 to see if the nest is empty.

**Blunder:** Same as Fail. This nest is now considered empty and no egg can be obtained from here for the rest of the game.

## Special Rules:

### Fragile

The eggs are very fragile items. Whenever the model that carries one or more eggs is wounded, roll a D10 for every egg the model carries. With a result of 5-10, the egg is broken. From now on, the Dinos will consider this model as a nest robber and prefer to attack it.

This also happens when the model takes Fall Damage or is attacked with the Knockdown property.

### Dinos

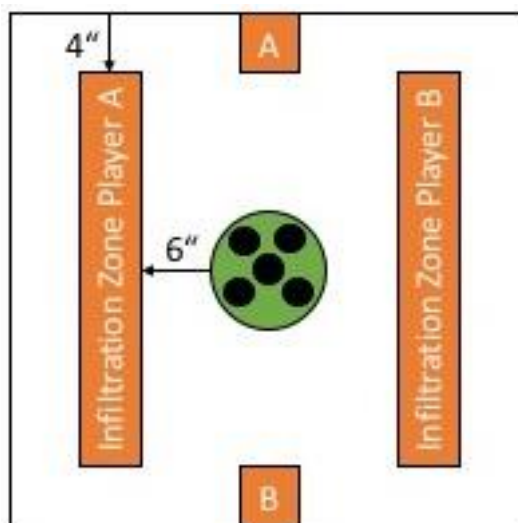
The Dinos have in their nesting area a similar ability like "Ambush".

Whenever a model enters the nesting area, stop its movement and keep in mind the remaining movement. Then move the Dinos that have line of sight to that model towards it. They have to spend 1 AP to do so. The attacked model might roll a Dodge test. If it is successful, it can move its remaining movement without the 1" from the Dodge. If it fails or does not want to evade, it is now in CC with the Dino. If more than one Dino attacks, use the nearest one first, then the second nearest and so on. Eventually, the model can't evade any further, because there is no more movement left.

The Dinos will hunt any intruder, but only 4" away from the nesting area. Then they will return to their nests.

If there is a model that smells of broken eggs, this model will always be attacked first, no matter any other potential intruder. If there is more than one model, roll a dice to see which one get attacked.

The Dinos will activate last. If no model is in the nesting area in their line of sight, they will slightly move around their nest in base to base contact. Use the small template and roll a D10 to determine where the Dino moves (1 is the Dino's current position). The Dino will face outwards from the nest.



### Bonus:

The winner of this game might deploy a dinosaur model during the next game for 5 points less.