

# DINO WARS!

The U.S. Army meets the dinosaurs—and the fight is on!

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Pvt. Bill Smith crouched behind a boulder—not that the rock offered much protection from dinosaurs. But old habits die hard, and a soldier is trained to seek cover. Out in the mists, he heard the great beasts roaring. Bill took a deep breath and double checked his loads. It wouldn't be long now.

The roaring grew nearer, and the ground shook. Bill wished he'd signed up for the tank corps. At least tankers had some protection.

The mist parted and a horror emerged. It was an Allosaurus, as high as a second-floor window and as long as a house. Its brownish-gray skin glistened in the misty light. But all Bill had eyes for were its daggerlike claws and gaping mouth, filled with teeth that could rip a man in half.

The rest of Bill's squad spotted the dinosaur and opened up. Sharp rifle cracks filled the air. Off to his right, the staccato sputtering of the squad's machine gun could be heard. Bill didn't bother to aim. He just pointed his rifle and fired. The Allosaurus was so big you couldn't miss. The problem was hitting a vital area. The beast didn't have any. Only massed fire would bring it down—if they were lucky. They weren't.

The Allosaurus lumbered right through the hail of gunfire, which merely made it angrier, and smashed into the skirmish

line a dozen yards to Bill's left. Bill heard a crunching sound, then a horrible scream that ended in the gurgling cry of "Mother!" It sounded like PFC Sam Moran, but the screaming was so different from Sam's normal voice that Bill couldn't be sure.

"You dirty lizard! You killed Sam! Eat lead, lizard spawn!" The shouting was from Sergeant Savage, who had been in line next to Sam. Cradling a Tommy gun in his meaty hands, the sergeant leapt from cover and ran straight for the Allosaurus, firing burst after burst until his weapon was empty. The bullets stitched into the monster, which bellowed in rage and pain.

Sergeant Savage ripped a hand grenade from his belt. Pulling the pin with his teeth, he lobbed the grenade at the dinosaur's head. Then he dove to earth.

The explosion ripped into the Allosaurus, blowing apart its jaw and half its neck. The dinosaur took one hesitant step forward—then it toppled. The earth shook with the impact of its fall.

A ragged cheer rang out from the squad. The Allosaurus was dead. They were still alive. But they had little time for celebrating. Out in the mists, Bill could already hear yet another wave of dinosaurs massing for the attack.

DINO WARS! is a set of miniatures rules that simulates combat between dinosaurs and Army men. The emphasis is on fictional combat as it appears in grade-B science-fiction movies and novels. The result is a set of rules that are easy to learn, with play that is both fun and fast.

All that's required for a game of DINO WARS! are these rules, some miniature soldiers and dinosaurs (cheap, colorful, plastic ones are best), a ruler or yardstick, and two six-sided dice. Two players are required (one for the Army and one for the dinosaurs), although more can be added (to run several squads of soldiers or groups of dinosaurs).

DINO WARS! is broken down into game turns. Each game turn has five phases which must be completed in order. The game continues until one side is completely eliminated or one side fulfills its mission.

## Sequence of play

1. Dinosaur Movement Phase
  - a. Closing fire
  - b. Overrun attacks
2. Regular Fire Phase
3. Dinosaur Attack Phase
4. Army Movement Phase
5. Secondary Fire Phase