



Schlacht der Dinosaurier from Schmidt Spiele
by Roger Ford

This game flopped badly when it came out in Germany. It was part of the “Das Schwarze Auge” franchise (then “Schmidt-Spiele”) and was designed with a 10-year old audience in mind. Each player (maximum 4) has army of dinosaurs, with which he sets out to kill all other dinosaurs on the board. Movement and combat is governed by the play of action cards, which are linked to certain families of dinos –

Thyreophorans the armored are slow and ponderous, pterosaurs can fly far, but are weak fighters. Players learn about the major dinosaur families and the species in them.

players 2-4

age 10+

duration about 90 minutes

Components



5 Inch Hexes

1 gameboard

64 Dinosaurs (4 x 16)

Dinosaur families:

2 pterosaurs (flying relatives of dinosaurs)

4 coelurosaurs (small meat eating dinosaurs)

4 thyreophoreans (armored dinosaurs)

4 ceratopsians (horned dinosaurs)

2 carnosaurs (large meat eating dinosaurs)

2 sauropodomorph dinosaurs

4 Dice D10 optional 4 D6



55 action cards (63 with ornithopod option)

Winning the game:

The game ends, when the first dinosaur army is eliminated. The player with the most dinosaurs left is declared the winner.

Setup:

- put the game board on the table. Optional, GM can place a hill or lake in center as an obstacle.

- each player receives 4 combat strength cards which shows, how many dice a type of dinosaur uses for combat

- action cards are shuffled and each player is dealt 6 cards. The other cards form the draw-pile.

- players set up their dinosaur armies consisting of 16 dinosaurs each in their areas:

4 players use a 3x6 spaces area in the corners, etc.

- 2 players may choose one of the two setup possibilities (use 2 armies each)). Dinosaurs may be setup in any way as long as they are within the defined area, and there's only one

dinosaur per space. Note that three spaces remain empty.
after setup, roll a die to determine who begins the battle.

Sequence of play

- in your turn, you **have** to play three action cards from your hand one after the other.
- used cards go to the discard pile (reshuffle if draw pile is empty)
- draw sufficient cards, to fill your hand to six cards again.

Drawing cards ends your turn, and the next player in clockwise order takes his turn.

Cards

There are 3 different types of cards:

- Dinosaur card (picture of a dinosaur, with number and dice in the corner)
- Wild card (only a number on the card)
- X extinction card (picture of a dinosaur with a X in the corner)



Dinosaur cards

The picture shows the family, Coelurosaur, this card activates. All your dinosaurs of this kind may be activated. If you don't have any dinosaurs of the pictured kind left, you can/have to activate a different kind of dinosaurs with this card. Each activated dinosaur may do one action, it can move or fight:

1. Move: move the dinosaurs of the activated kind up to the number of spaces according to the number on the card. Dinosaurs may only be moved straight, (not diagonally if using a squares instead of hex board), but may change their direction any number of times during their turn. Movement points count for all dinosaurs of that kind together, but may be distributed among them. Movement points don't have to be used up. You may pass through spaces with dinosaurs of your own color, but not through other player's dinosaurs. EXEPTION: Pterosaurs may pass even hostile dinosaurs. Each movement has to end on an unoccupied space.

After all movement was done, activated dinosaurs which didn't move, might fight.

2. Combat: if a dinosaur is next to an enemy's dinosaur, the activated dinosaur may attack the neighbor (not diagonally if using squares instead of hex board!). The attacker rolls a number of dice according to the the dinosaur card which activated the dinosaur. Add the number of the activating dinosaur card to the rolled total. This is your combat strength.

Now the defender rolls a number of dice according to his type of dinosaur. Since it's not the defenders turn, he may *not* add a number according to a dinosaur card. Defenders have a disadvantage. The sum of his dice is his combat strength.

The player with the higher combat strength wins the battle. The other dinosaur is eliminated. If it's a draw, neither dinosaur is eliminated.



Joker cards

with this card, you may activate any one kind of dinosaurs (the same as if you don't have the pictured kind left).



Extinction cards

Each player, even the one who played the card, rolls a die for each of his dinosaurs of the pictured kind. On a roll of 6 it is eliminated (Hint: use this card, if you don't have any of this kind left).

End of the game

As soon, as one player is totally eliminated, all players count their

dinosaurs. The player with the most dinosaurs wins.
 If there's a draw, the game continues, until one player has more dinosaurs than any other. Cards

13 Wild card 1x10 4x6 8x3

Ceratopsian Horned Dinosaur 8	Carnosaurs Large meat eater 6	Coelurosauro Small meat eater 8	Sauropodomorphs Giant Long neck plant eaters 5	Thyreophorans Armored plant eaters 6	Pterosaurs 5
2	3	1	4	2	1
2x2 3x5 1x10	1x2 5x5	3x10 3x5 2x2	4x2 1x5	2x2 2x5 2x10	3x10 2x5
x	x	x	x	x	x

Wild cards 13

10 – 1

6 – 4

3 – 8

Advance or optional rules.

Add ornithopod and pachycephlasur families. These are large bipideal plant eaters that move in herds for defense and move at a faster speed.

Ornithopods & pachycephalosaurs 8
2
4x1 4x2
x
Optional : +1 next to another of same type defending. Move 1/2

Ceratopsian Horned Dinosaur	Carnosaurs Large meat eater 6	Coelurosaurs Small meat eater	Sauropodamorphs Giant Long neck plant eaters	Thyreophorans Armored plant eaters 6	Pterosaurs 5
+1 attack		+1 next target another coelusaur attacking 4 animals per hex	Cannot move through	+1 defense	