



New adventures with your childhood toys

Do you remember the games you played when you were a child, where you, as the general, directed massive battles? As your brave toy soldiers followed your orders? Or when incredible dinosaurs roamed, hidden in the dense, mysterious jungle of your backyard?

With Dino Soldiers, you can relive these adventures around a table in a tactical combat game, where only one player emerges victorious.

The Vietnam War. In the middle of the jungle, during a recon mission in a misty valley, a squad of soldiers of the Delta Sierra company comes face to face with dinosaurs from a bygone age. A savage battle ensues on a terrain full of traps and hazards, where everyone must fight to survive.

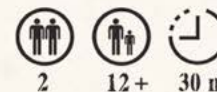


Print & Play Edition



DINO SOLDIERS Core Set

Tactical Combat Game with Toys



www.rafiot-fringant.com



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Legal disclaimer

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Goal

One player leads a squad of soldiers and the other plays the dinosaurs. One group plays strategically while the other is more primitive in its tactics. The game ends when all soldiers or dinosaurs are eliminated.

Required material

The material packaged with the rules includes:

- 27 Dinosaur cards
- 27 Soldier cards
- 30 Terrain tiles (28 Terrains and 2 Starting Tiles)
- 54 Printable cardboard figures you can assemble yourself or replace with toys

You will also need:

- 6-sided dice to reflect Hit Points

You can also use your own childhood toys, or if your parents (regrettably) threw them away, get one bag of toy dinosaurs and another of toy soldiers.

You can also add background elements (aquarium palm trees, rocks...) to make obstacles more real.

You are now ready to play.



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Playing the game

Setup

Any good game needs a good start. Decide which player plays first, either by yourselves or with the “T-Rex method”: both players stand side by side and extend their arms. The one with the shortest reach plays the dinosaurs. Being brainless, the dinosaurs go first, moved by the hunger consuming them.

Phase 0 – Creating your team

Before you start the game, determine which units make up your team. Each player will have to create their own teams.

Each unit has a Cost, and each team is composed of **36 points**. This will allow you to create teams with different styles of play. If you don’t want to create your own, several premade teams are suggested in the appendix, page 18. Their names aptly describe them.

Phase 1 – Setting up the field

The thick jungle only reveals its secrets as the pieces move through it.

The setup of the field is done with tiles placed **face down**, so neither player knows what secrets it hides. The **Starting Tiles** are marked on both sides with the faction symbol, and each player has one to place at the very end of this phase.



Example of a playing field set up with 3 Obstacles and the Starting Tiles



How to place tiles during setup



After having shuffled the tiles, they are placed face down on the table and each

player places one tile, taking turns, without looking at it.

The tiles must be adjacent to each other. Once the first one is placed, the next must have at least one side adjacent to one of the tiles already placed.

The aim is to create a playing field to one’s advantage. Empty spots (at least 2) represent **Obstacles**, which break the line of sight and block movements.

An **Obstacle** is created when a square consisting of 8 tiles is created, leaving the middle empty. An “enclosed” space cannot be filled with a ninth tile. Use surrounding elements (rocks, plastic palm trees, fruits, etc.) to represent the Obstacle and make the playing field more visually interesting.

Once all tiles are placed, each player puts their Starting Tile where they want in front of them. The tile must be adjacent to an already placed tile and not at the other end of the table.

Games with Toys

“Games with Toys” (GwT) are inspired by the urge to use toys from your childhood, long forgotten in the attic, lonely and abandoned, to give them a new life, even funnier than the previous one.

But, mostly, the aim is to make do with what we have.

You don’t need to have the precise model of toy or token, or to spend huge amounts of money to really enjoy a game.

Print and Play

The entire game is available in PDF format. You only need to print it—or to have it printed—and play. The cards and cardboard cutouts are included in the files: you can play with just the included game material (though you can add to it). Find tips and tricks about Print and Play on my website.

Print on Demand

The game material (excluding toys) may be available on Print on Demand once I complete player consultations, compile their feedback and refine the game into an optimized printed version. If you buy this version, you will receive all updated high-quality elements of the game directly at home.



Phase 2 - Combat

Once the playing field is set, it's time to discover it. Each player places their units (4 maximum) on their Starting Tiles, and can start to move them. The player with the dinosaurs goes first.

A tile can contain at most 4 soldiers, 4 small dinosaurs or 1 large dinosaur (these "groups" are called "units" from now on).



Tile occupancy

The size of a dinosaur is defined by the Massive special ability (see page 10).

Units not on the playing field are in reserve and can only enter through the Starting Tile. Players choose how many units to put in play during their turn.

Each time a unit is moved to a face down tile, it is flipped and the type of Terrain is revealed. Its effects are applied immediately.

Some slow down movement, others are deadly, others still are beneficial to either soldiers or dinosaurs. Effects are detailed on pages 10-11.

Combats can occur as soon as the first turn, if a line of sight is available and if a target is in range. A well-placed sniper can fire from one side of the board to the other if they have an enemy in sight. A dinosaur can mow down or charge at soldiers if the Terrain allows it.

During each turn, a player:

- Moves
- Submits to Terrain effects if applicable
- Attacks, if possible



Players can move all their units during their turn. Likewise, all units can attack during a single turn.

Once all units have moved and actions have been taken, the player's turn ends and the other player's turn starts.

Each unit has special abilities, detailed on pages 10-11 (bonus damages, artillery strikes, area attacks, accrued Hit Points, etc.).

How to win

To win the game, the enemy team must be eliminated. The player who still has units on the field at the end of the game is the winner.



Improve Dino Soldiers

A game is only as good as its players make it. Your feedback will help improve it.

By offering Print and Play games, we can post adjusted versions using players' feedback, accessible to everyone through the "my account" link on my website.

Please share your impressions, suggestions and possible improvements on my Discord. This lets us perfect the games together, and to truly make them yours.

Playing with music

To recreate the atmosphere of the era, a Dino Soldiers Spotify playlist is available here:

<https://open.spotify.com/playlist/4HmijkCFS1MjWeGI4i5Zaf>

Dino Soldiers takes place during the Vietnam War, a devastating conflict that resulted in millions of dead and a permanent scar on history. If you haven't already, you should read about this difficult era.

Terrains

Dino Soldiers includes four different types of Terrains: Open Terrain, which does not affect units; Rough Terrain, which hinders soldiers' movement; Cluttered Terrain, which provides hiding spots; and Unforgiving Terrain, which can prove deadly.

Open Terrain

Units can move freely through open jungles, trails and glades. These tiles do not affect unit movement. Starting Tiles are considered Open Terrain.

Rough Terrain

Unit movement is hindered when traversing rice paddies, marshes and rivers. It costs two Movement points to pass through Rough Terrain, versus one for all other types of terrain. If a unit does not have enough points to cross, it stays stuck on this tile. Units with the Massive special ability (see page 10) are immune to the effects of Rough Terrain.

Cluttered Terrain

Rocks, trees or a hut enable units to hide, as long as they don't have the Massive special ability (see page 10). A unit can stay hidden as long as it doesn't move or attack. But hiding forever is impossible, and hidden units are revealed under the following conditions:

- After 2 turns, hiding places become ineffective. Keeping track of time might be useful (see sidebar on the next page);
- When a new unit enters the tile where units are already hidden;
- When one or more units on the tile move or attack.

Unforgiving Terrain

The jungle contains dangers such as mines, hidden crevices, pits filled with spikes or even ambushes. Unforgiving Terrain tiles inflict damages to any unit going through or stopping on the tile. These damages apply even if the tile has already been revealed. The amount of damage is specified on each tile.



Keeping track of time

To simplify the countdown, place a 6-sided die when a unit enters the tile, with the 2 facing up. At the start of your next turn, change the die to show 1. Remove it on the turn after that. You can also use tokens or other objects.

Special abilities

General abilities



Agile: If a unit is attacked multiple times during the same turn, it can dodge one of the attacks. The target chooses which attack to ignore.



Area Attack: Damages are applied to every unit on the targeted tile.



Armour (X): Offers X points of protection that negate incoming damages. If the damage inflicted is less than the armour's value, they're ignored.



Armour Piercing: Negates the Armour ability.



Counter: Inflicts 1 point of damages when the unit is attacked at melee range.



Flight: Allows the unit to fly and to ignore Obstacles and Terrain effects.



Massive: Cannot hide in Cluttered Terrain but can ignore the effects of Rough Terrain. A dinosaur with this ability is considered large. Otherwise, it's considered small.



Reduced Mobility: Cannot move diagonally.



Stealthy: Can hide in Cluttered Terrain. By default, all soldier units are Stealthy, unless they are Massive (see Massive above).

Soldier abilities



Artillery (X): Enables an artillery strike. The unit with this ability needs to have a clear line of sight to its target, without any range limit. The (X) is the amount of damage inflicted.



Covering Fire: Enables attacks on targets on two adjacent tiles in a single attack. Both targets are damaged.



Crossing: Allows all soldier units to ignore the effects of Rough Terrain for as long as the unit with this ability is on the field.



Detection: Allows all soldier units on the field to ignore Unforgiving Terrain, for as long as the unit with this ability is in play.



Fire Wall (X): All tiles in a straight line catch fire. This attack damages all targets on these tiles for (X) turns.



Indirect fire: Can be fired over Obstacles, as long as another unit has a clear line of sight to the target.



Leadership (X): Bonus damages for units on the same tile as the unit with this ability. The (X) is the amount of the bonus.



Long Range: The unit with this ability has an unlimited range. It still requires a line of sight.

Dinosaur Abilities



Alpha: Negates the dinosaurs' Primal Instinct. The Alpha's presence among the dinosaurs allows them to act with coordination. This ability is the only one not to be linked to a single dinosaur. It's a separate card with its own Cost (see sidebar page 18).



Bite: One bite attack per dinosaur per turn. It allows them to regain one Hit Point per attack. The target is killed instantly.



Charge (X): Crush everything in a straight line of (X) tiles. The attack hits every unit on these tiles.



Claw (X): Allows for an additional attack on a tile near the dinosaur, with a range of (X).



Instinct: Allows to ignore the effects of Unforgiving Terrain and to detect enemies, even if an Obstacle obstructs the line of sight.



Leap: Enables the dinosaur to jump over any tile, including Obstacles. Counts as 1 movement.



Pack: Negates the dinosaur's Primal Instinct within a given species.



Sniff: Negates the effects of Cluttered Terrain.



Tail Sweep (X): A tail attack hits all targets in a tile adjacent to the dinosaur.



Trample: Crushes all targets on the same tile as the unit.

Units

In *Dino Soldiers*, each unit is defined by its attributes and its special abilities. If an attribute is not shown on a unit's card, it doesn't apply to this particular unit.



Damages

Each successful attack reduces the target's Hit Points by the amount of Damages the unit inflicts. All units have a Damage Score, but their weapons and special abilities will modify the range and uses of the attacks.

Attacks and onomatopoeias

Damages are inflicted through a successful attack. An attack is always successful if all conditions are met (range, line of sight, etc.).

The most important aspect for a successful attack is to imitate the sound it makes. Games should be filled with *TacTacTacs*, *Roars* and *Booms*. If the sound is not simulated, the attack fails.

Soldiers' attacks

Damages inflicted by soldiers are usually the result of long-range weaponry: assault rifles, grenades, machineguns, bazookas or even flamethrowers.

Maximum 1 attack per soldier unit per turn.

Dinosaurs' attacks

Damages inflicted by dinosaurs are mostly the result of bites, claws, horns or tail sweeps.

Maximum 2 attacks per dinosaur unit per turn.



Range

Range is the maximum distance, in tiles, from which a unit can hit an enemy. A range of 3 means a unit can hit an enemy 3 (or fewer) tiles away.

If a unit has no range value or if the range is 0, it can only attack enemies on its tile.

Some dinosaurs' attacks, like a tail sweep, have a specified range which enables to attack a distant tar-

Soldiers' coordination

A squad of soldiers is united and acts in a coordinated fashion. Special abilities are based on the exchange of information and on communication. This cooperation between units enables coordinated actions.



Dinosaurs' Primal Instinct

Dinosaurs are primitive creatures. Their Primal Instinct dictates whom to attack:

- They always chase the closest prey (including a dinosaur from a different species on a tile adjacent to them);
- When under attack, they attack the closest assailant, ignoring the closest prey.

The presence of an Alpha changes their behaviour (see the "Alpha" special ability, page 16).

get. In this case, the range symbol (and its value) is shown with the icon of the attack.

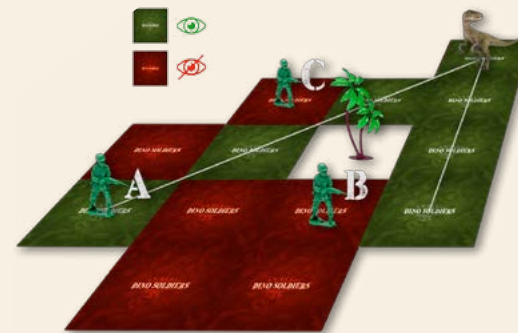
Lines of sight

To attack, a unit must have a clear line of sight (for long-range attacks) and be within range (for both melee and long-range attacks).

A clear line of sight implies that there are no Obstacles between the shooter and its target. To check if this is the case, trace an imaginary line between the centre of the shooter's tile and the centre of the target's tile. If it isn't blocked by an Obstacle, the target is in sight and can be attacked if within range.



Range and lines of sight



Units

1 Hit Points

Each unit has a certain number of Hit Points. By default, **all soldiers have 1 Hit Point**. In other words, any attack or any Unforgiving Terrain tile is enough to kill them. Dinosaurs, on the other hand, have more Hit Points (as they are bigger). To kill them, you will need to inflict enough damages to remove all their Hit Points.

Hit Points counters

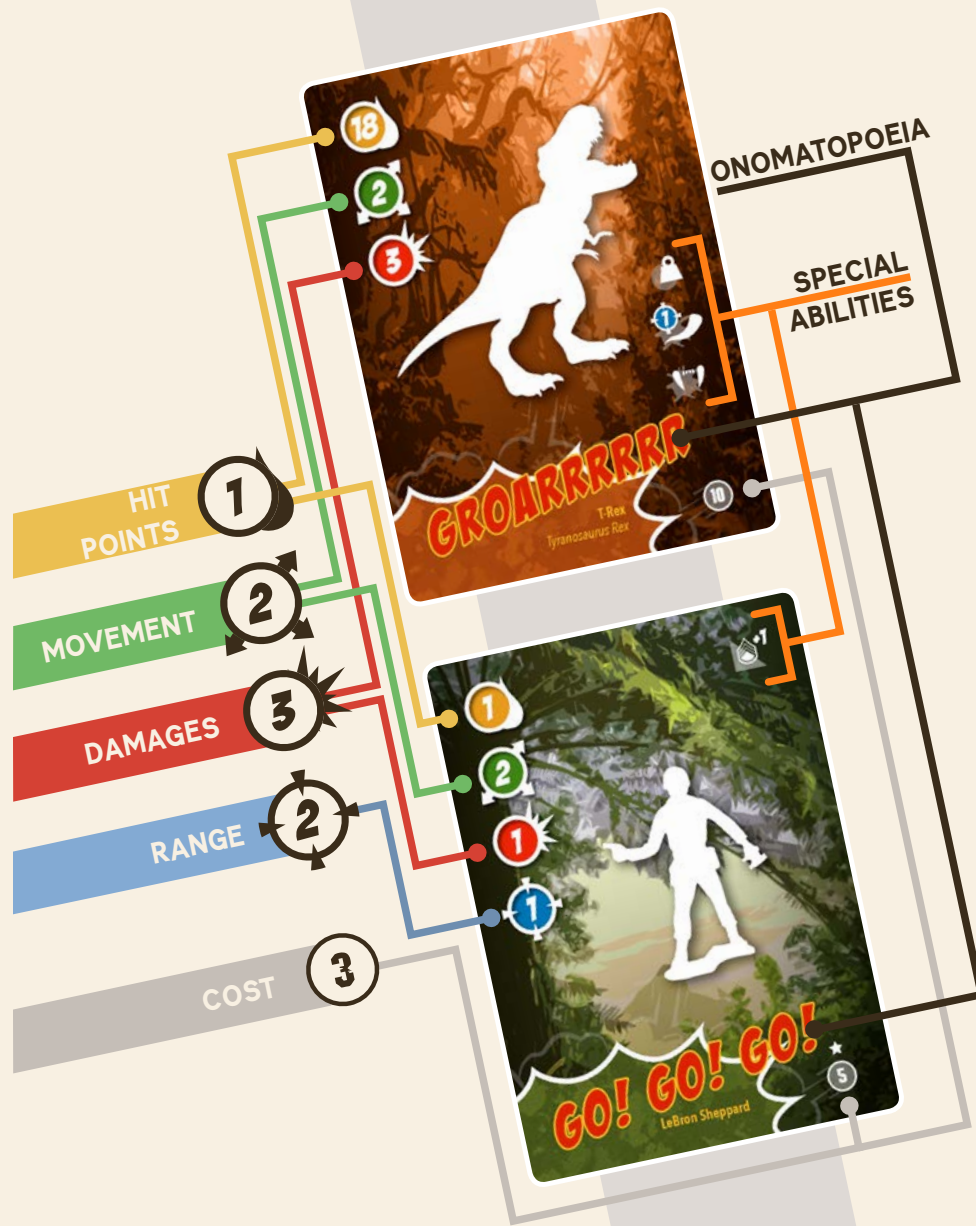
You can use 6-sided dice (D6) to keep track of Hit Points for each dinosaur. Place one D6 (or more if need be) on each dinosaur card. The number shown on the dice should be, at first, the amount mentioned on its card. For a dinosaur with 10 Hit Points, place two dice, one with the 6 face up and the other one showing the 4. Each time damages are inflicted, turn the die to show the new total of Hit Points. For example, if a unit suffers 3 damages, the die with the 4 would be turned to 1. If the damages exceed what's left on a die, remove it and adjust the total on the other. Once the last die is removed, the unit is eliminated and the card is discarded.

2 Movement

Each unit has a Movement Value, showing how many tiles it can move during its turn. A value of 2 indicates that the unit can move 2 tiles at most. The higher the Movement Value, the faster the unit. All units can move freely (diagonally, straight ahead, at right angles, forward, backwards, etc.) on all tiles. However, it's impossible to go over Obstacles without a special ability, such as Flight or Leap.



Exemple de déplacement et d'obstacle



Units

Similarly, some units have the Reduced Mobility special ability, and can only move in straight lines and never diagonally (this is the case for most vehicles or Massive dinosaurs).

3 Cost

This is the amount required to add a unit to your team (remember that you have 36 points to begin with).

Some units have a star next to their Cost, which indicates only one of these can be in your team.

Special abilities

These abilities add another aspect to *Dino Soldiers* as they make elaborate strategies possible during a game.

Abilities are explained in the middle of this rulebook so you can easily review them during your first few games, as you become familiar with the meanings of symbols on the cards.



The Alpha card

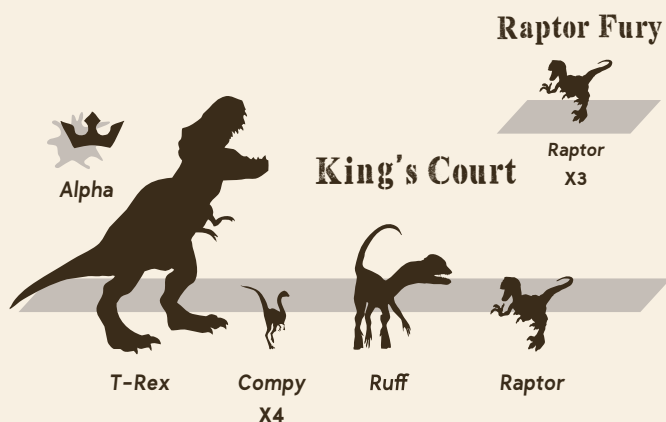
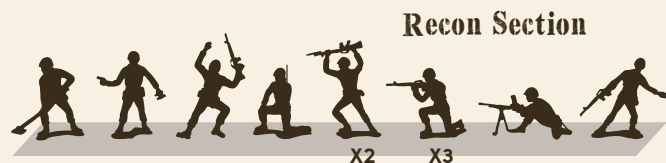
This card has the Alpha special ability and a cost. It's not its own unit, even if it is treated as such during the creation of your team. The player must pair the card with another unit, which then acquires the Alpha special ability.

The best option is to pair the Alpha card with your most powerful dinosaur (but you can make a small *Compsognathus* the Alpha of your team!) If the unit is killed, the Alpha card is discarded and the dinosaur's Primal Instinct takes over (see sidebar page 13).

If the team is made of dinosaurs of the same species, the Alpha card is useless.



Choose a team of soldiers and one of dinosaurs from the four suggested below and start playing!



Creating your own team

To create your own teams, use the Cost attributed to each unit and create a team worth a total of 36 points. A wide range of combinations of attributes and abilities will allow you to create all sorts of teams!

Test any combination you like and represent your teams with toys you have!

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Gasoline Outlaws

Party Game
2+ players, aged 10+

Quick, go and pick up your toy cars from the attic! Race against your friends in the comfort of your living room, or anywhere else. Based on cards and movements, it's a "fast and furious" game played in around 10 minutes.

Arkeos Adventures

Adventure Game
2+ players, aged 12+

You're a treasure hunter in the 1930s, embarking on an adventure where luck is useless, thanks to a bidding and risk-taking mechanism. Push the limits of your character by taking on successive perilous situations!



Tribute

Roleplaying Game
2-4 players, aged 12+

Make up your own adventures with a simple deck of 54 cards. Using the rules of Blackjack, create a character and live adventures where your imagination and creativity are the only limits.

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