

# EAT HITLER

## Turn Sequence

Players activate in random order

If player's dinos don't eat anything they may

Nazi move/shoot

Herbivores move

## Movement

Dinosaurs

Dinos must try to eat closest Nazi, can't bypass one to to another

Dinos won't chase herbivores, unless they're directly in front & no Nazis are in range

Smaller Herbivores will move out of way of Dinos

If player's dinos don't eat anything they may activate

Nazis

Move 3d6" in any direction other than directly into Dino's mouth

Or shoot nearest dino

Can use to block or screen high value targets from other Dinos

Herbivores

See Herbivore chart for move distance & limitations

Can be moved over Nazis, roll d6

1-2 Crushed Nazi, no points

3-4 Brushed against Nazi, figure survives but now only move 2d6"

5-6 Nazi jumps out of way, move d6" in random direction (reroll if still under Herbivore)

-1 for Sauropods

+1 for Small Herbivores

## Shooting

Activated Nazi may shoot instead of move

6 on die is 1 wound

## Melee

Both combatants roll Melee Dice

6 on die is 1 wound

Germans	Hits	Move	Range	Shooting Dice	Melee Dice
Pistols (Officers/Eva)	1	3d6"	6"	1d6	1
Rifle	1	3d6"	Board	1d6	1
SMG	1	3d6"	12"	2d6	1
MG	1	3d6"	Board	3d6	1
Blondi the Dog	3	4d6"	--	--	2

Herbivores	Move	Hits	Melee Dice	Special
Small	3d6"	1	3	Always move away from nearest predator
Sauropods	2d6"	50	6	Ignore all but TRex & Ally, stay 6" away from them
Tricerotops	2d6"	15	6	Won't move within 6" of predator, but won't move out of their way
Stegosaurus	2d6"	15	4	Too stupid to be aware of anything else