Dinosaur Safari Junior

Introduction:

The rules are a variant Of the *Saurian Safari* rules developed by Chris Peers and published by HLBS publishing 2002, this an instructional aid used for the Smithsonian Summer camp program. They are aimed at a grades K – 2. The instructor will act as a Game Master (GM) and will be responsible for preparing the character sheets and setting up the map. Game time 45 – 60 minutes per scenario.

A. Preparation:

The GM will have printer character sheets and a six-sided die (D6) and a ten-sided die (D10). Each gamer will need a figure. A large vinyl hex map crossed with a river is used for the camp.

1. Setup map.

   The GM will set up the hex map. Terrain types are forest, river or swamp, clear or hills. Follow guidelines for map set up listed for the scenario. The goal is represent the environment of the period.

2. Help gamers create a character.

   Game Master will to help gamers.
   Calculate the following and record on sheet.

For name write gamers name.
For Shooting skill roll 1 D6 multiple by 10 and add 40.
For Agility roll D6 and add 4.
Chose one weapon.

- **Dinosaur Gun**.
  - ✓ Penetration 12
  - ✓ Damage 8

- **Nitro Express**, double barrel, -5 subtracted from character accuracy. Each barrel loads and fires as a separate action.
  - ✓ Penetration 8
  - ✓ Damage 8

- **Lee Enfield**, +5 added to character accuracy. Clip holds 5 rounds 1 action to replace.
  - ✓ Penetration 8
  - ✓ Damage 2

SAURIAN SAFARI JR: CHARACTER SHEET				
Name:				
Shooting Skill: (D6x10 + 40)				
Agility: (D6+ 4)				
Weapon:	Range:			
	Penetration:		Damage:	
Trophies:	Species Taken	Other Information		

3. Shuffle and set out cards.

B. Turn process has parts.

- GM read encounter card and place dinosaurs.

  Encounters: draw a card for each hex occupied by hunters place dinosaurs. Place dinosaurs on map grid, Character hex is 0,0, roll D6 -3 X coordinate and D6 -3 for y coordinate with a default value of 1. For multiple occurrences GM displaces location by 1 hex.

- Character actions. The GM runs each gamer through actions one at a time. GM determines hits, penetration and tracks damage.

  Character gets 2 actions per turn

  Walk 1 action move character 1 hex.
  Fire 1 action
  Load 1 action
  Run costs 2 actions move character 2 hexes.

  If the gamer has a load gun they may fire. Fire action process: to shoot roll 2 D10 if it is equal or greater than the character shooting skill it is a hit.

  Next calculate penetration roll a D6 add the characters weapon penetration if equal of greater it does the damage for the weapon type. When damage equals the dinosaur damage it dies. If dinosaur damage ½ total damage value of the dinosaur then it is stunned. Animal falls over cannot attack or move. It can be

shot and killed recovers next turn.

- Dinosaur reaction executed by GM.

  Meat eaters will move directly towards hunters if they see them. If large meat eater enters hex with hunters it bites the head off one character and runs off. GM has choice of direction for dinosaurs.

  Repeat process until character all dead, exit map or time runs out.

Late Cretaceous Scenario: The Last of the Dinosaurs.

The Hell Creek formation of Montana and the Dakotas represents the only well studied terminal Late Cretaceous fauna. It contains a varied group of theropods, ornithipods, pachycephalosaurs, ankylosaurs and ceratopsids. The last of the dinosaurs are found here. Also the most famous dinosaurs ***Tyrannosaurus*** and ***Triceratops*** are from here. It has been the popular vision of dinosaurs and how they lived. The flowering plants dominate the flora; conifers are locally common with ferns and their allies primarily in an herbaceous role.

This scenario is designed to teach the gamers what animals and plants lived in the Late Cretaceous of North America. The game master will manage a group of campers, 4 is suggested but the Game Master (GM) can vary it, and walk them though the scenario by setting a goal. Find a dinosaur egg or reach a certain location and return to camp.
Scenario Background.

The GM will set up the hex map. The climate and vegetation would be similar to a modern bayou of the Mississippi dealt. Vegetation should be denser closer to the water. Cycads and conifers are present but not common.

 ***Ankylosaurus*** occurrence 10%**.** Ankylosaur fossils show up in the Hell Creek formation but probably lived in the upland areas that drained into the Hell Creek. ***Ankylosaurus magniventris*** (stiffened lizard) charges if

sees hunters with a tail attack the character rolls -2 < Agility or is killed. It moves 1 hex, has a toughness of 7 and takes damage of 12.

Pachycephalosaurus occurrence 10%**,** fossils show up in the Hell Creek formation but probably lived in the upland areas that drained into the Hell Creek. Will charge if fired at character rolls -2 < Agility or is killed. It moves 1 hex, has a toughness of 7 and takes damage of 12.

Triceratops occurrence 30% (Three Horned Face) fossils are very common leading us to believe Triceratops were very common. Unlike their earlier relatives we find no bone beds indicating large herds. Perhaps they had small family structures like deer or rhinos. It moves 3 hexes has toughness of 7 and takes a damage of 15.

Hadrosaurs occurrence 50%. The duckbills can be dived into tree broad families. The lambosaurines characterized by hollow head crests, high spines and narrow muzzles. The solid crested hadrosaurs had smaller solid head crests and a broader beak. The crestless hadrosaurs that were also broad beaked suggesting a less discriminating diet. Hardrosaurs will stampede away from meat eaters or hunters. If they stamped through a hunters hex an agility role to escape trampling is made.

Edmontosaurus, occurance 40%, was flat-headed social animal that lived in herds. It was one of the largest duckbills. Its main defense is speed. It moves 3 hexes, has toughness of 6 and takes damage of 40.

Parasaurlophus, occurrence 10 %, has been identified at Hell Creek from teeth. Lambeosaurines with their distinctive hollow crests have become rare and are thought to be solitary visitors. Lambeosaurines had narrow mouths indicating a different feeding strategy so perhaps something about the flora at Hell Creek was unattractive. It moves 3 hexes, has toughness of 6, and takes damage of 40.

Carnivores occurrences 10%, it can see every thing always charges unless hunter blocked by trees or a 30% chance to not be seen if no hunter move. GM determines sight. GM option 50% chance of meat eater showing up after a hunter kills a plant eater.

Tyrannosaurus, occurrence 5 %, seems to have been relatively common. ***Tyrannosaurus*** was one of the largest ever theropods. Its feet had 3-clawed toes pointing forwards with a smaller one at the back. The arms appear tiny and puny with 2 clawed fingers. The jaw was 4.5 ft long with saw-like teeth. It may

have lived and hunted in family groups. If we use modern predatory birds as a model they could have had family groups that consisted of a mated pair with several age groups of descendents living together. It moves 2 hexes, has toughness of 6, and takes damage of 40.

Young tyrannosaurs may have lived with their parents. They were more longed legged so could chase down faster prey. The more agile teenagers may have acted like female lions in a pride doing most of the real hunting. GM Option 1 –3 teenagers with every Tyrannosaurus card drawn. They move 3 hexes; have toughness of 6, and takes damage of 40.

Dromeosaurus, 5% occurrence, was an agile and man-sized predator. Some think it was the main predator of the environment and T rex was a scavenger. They come in packs of 6 – 8. They move 3 hexes with a toughness of 7 and take a damage of 15.

Cards: Safari

1 - 40 nothing found

6 cards ***Ankylesaurus*** 1
6 cards ***Pachycephalosaurus*** 1
18 cards 1- 3 ***Triceratops*** 1,1,2,2,3,3

24 Hadrosaurs:

18 cards ***Edmontosaurus*** 3,3,3,4,4,4
6 cards ***Parasurlophus*** 1

3 ***Tyrannosaurus*** 1,2,1

3 ***Dromesaurus*** 6,6,8