

Dinosaur Safari Junior: A Walk in Jurassic Park

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Introduction

The rules used are a simplified variant of the *Saurian Safari* rules developed by Chris Peers and published by HLBS publishing 2002. This is an instructional aid used for the Smithsonian Summer camp program. Read Dino Safari Jr rules.

Early Cretaceous Scenario: A Hike in Cedar Mountain.

The Early Cretaceous stretched from 146 Ma to 100 Ma. The continents continue to separate into north and southern assemblages. Sauropods, stegosaurs and allosaurids that characterized the Late Jurassic are replaced by ornithiscians, armored polacanthids and tyrannosaurs in northern Laurasian continents. Iguanodonts are common and widespread. Brachiosaurs some of them giants are present but uncommon. In the Berriasian stage flora begins to transition from one dominated by conifers and cycads to angiosperms.

Initially flowering plants play minor roles. Plants were giant conifers, ginkgo, cycads, horsetails, and ferns. Flowering plants are present but are not yet the dominate flora as they will be later. The Cycadoids and cycads are declining leaving conifers and ferns as the most important plants species.

This scenario is designed to teach the gamers what animals and plants lived in the Early Cretaceous of western North America. The Game Master (GM) will manage a group of campers, four is suggested but the GM can vary it and walk them though the scenario by setting a goal. Find a dinosaur egg, find a rare dinosaur species, or reach a certain location and return to camp. Keep simple goals and use GM options to keep action going. Set turn order before the game (i.e., who shoots/moves first). Note the rules intentionally make it harder if the team splits up. Optionally, track the hunter kills.

Scenario Background

The GM will set up the hex map. Broken forests and open prairies that existed along the Gulf Coast, the interior is arid with the north dominated with conifer forests. Vegetation should be denser closer to the water. Horsetails and ferns should be set up around river hexes, fewer if you are doing the dry season. Next, use pine and fir models to represent the conifers. A limited number of smaller, broader leafed trees can be set up to represent the ginkgos. These are more common at the higher latitudes.

Encounters

Armored Dinosaurs



Saurapelta or *Gastonia*

Polcanthines are rare members of the preceding Late Jurassic fauna. They survive and are moderately diverse in the Early Cretaceous. They are armored low feeders with shoulder spikes.

Occurrence: 10%

It moves 1 hex, toughness 9, damage 12. It charges if character within 3 hexes a shoulder spike attack the character rolls $-2 < \text{Agility}$ or is killed.

Sauropods

Occurrence: 20%

The enormous four-legged plant eaters called sauropods were the dominant animals of the Jurassic period. The sauropods continued to dominate in the Southeast coast and Mexico in the Early Cretaceous. A remnant of the long bodied boom feeding diplodocids may have held out in Mexico but short bodied, long necked high browsers were now the favored body style for Cretaceous sauropods.

Astrodon (also known as *Pleurocoelus*) appears to be a medium sized brachiosaur (or possibly a titanosaur).

Astrodon was a smaller relative of the Jurassic

Brachiosaurus and about 30 feet tall weighing 20 tons.

Besides being smaller it also seems to have lost the toe claw of brachiosaurs. Fossils of related forms have been identified in England and Madagascar. When shot or stampeded, roll

d6 for direction with 1; begin at the top of the hex count clockwise.



Astrodon

Occurrence: 10 %

Astrodon is uncommon. It is thought to be social. It moves 3 hexes, toughness 6, damage 20.



Young sauropods occurrences: 10%.

Remains of many young have been found. From track evidence, some sauropod young seem to have lived in groups separate from adults. It moves 2 hexes, toughness 3, and damage 10.

Iguanodonts 55%

Basal, or non-hadrosaurid, members of Iguanodontia are among the most widespread, diverse, and numerous dinosaurs in Early Cretaceous terrestrial deposits. Basal iguanodonts from the Barremian–Aptian of western North America are more basal than contemporaneous taxa from Europe and Asia. Basal iguanodontian dinosaurs were extremely successful medium herbivores, found in great abundance and diversity almost worldwide during the Early Cretaceous.



Dakotadon (Iguanodon) 15%

The only well-accepted North American iguanodont dinosaur

is *Dakotadon*. It is found northern boreal forests. It was 13–16.5 ft.

It moves 2 hexes, has a toughness of 6, and takes a damage of 12.



Tenontosaurus 30%

It was 21 to 26 ft long and 9.8 ft high in a bipedal stance, with a mass of somewhere between 1 to 2 short tons. It had an unusually long, broad tail, It moves 2 hexes, has a toughness of 5, and takes a damage of 8.

Carnivores

Occurrences: 15%

They can see everything and always charge unless the hunter is blocked by trees or no hunter moves in which case there is a 30% chance of not be seen. GM determines sight.

GM option: Scavengers are attracted to kills.

Acrocanthosaurus can appear within two hexes of recent sauropod kill by the hunters else *Deinonychus* for any other kills.



Acrocanthosaurus

Occurrences: 5%

Acrocanthosaurus (high spine lizard) was the large predator, 30 - 40 feet long, for this period. Large like the later

Tyrannosaurus but related to the Jurassic *Allosaurus* and African *Carcharodontosaurus*. It was characterized by long vertebrae that probably supported a hump. It moves 3 hexes, has a toughness of 7, and takes a damage of 15.



Utahraptor occurrences: 5%.

Utahraptor was found about the same time Jurassic Park was released. It is actually a much better fit for the movie raptor than the actual turkey sized *Velociraptor*. This was a medium size predator around 21 feet long the largest known official dromaeosaurid. It moves 3 hexes toughness 5, damage 5.



Deinonychus occurrences: 5%.

7 - 13 feet long the small pack predator.

It moves 3 hexes, has a toughness of 4, and takes a damage of 2. Will attack if fired on or if hunters get within 2 hexs of pack. They are small and fast so -10 to hit. Hand to hand combat starts when they enter the same hex as the hunters. Each raptor attacks the hunter(s); roll of D6: 1 – 2 kills it; 3 , it runs away; 4 – 6 bites does 1 damage to hunter.

GM Options

 *Deinosuchus*, lurks in rivers and swamps waiting for prey to come by the water's edge. It would then have grabs

its prey in its massive jaws, containing large but somewhat blunt teeth, and then drags it into the water to drown. Roll of 20 on D20 when character is next to or in river. Place behind hunter (40% to spot). It grabs hunter and returns to water if it gets there hunter drowns. If killed before 1 D6 damage. This is a GM option. Moves 1, has toughness 9 and takes of damage 20.

Alternative to Cards

Roll D10 twice.

Name	Encounter	Occurrence
 <i>Saurapelta</i> or <i>Gastonia</i>	01 - 10	1
 <i>Astrodon</i>	11 - 20	D6 - 3
 Young sauropods	21 - 30	D6
 <i>Dakotadon</i>	31 - 45	D6
 <i>Tenontosaurus</i>	46 - 65	D6
 <i>Acrocanthosaurus</i>	66 - 70	D6 - 4
 <i>Utahraptor</i>	71 - 75	D6 - 3
 <i>Deinonychus</i>	76 - 80	D6

Name	Encounter	Occurrence
 <i>Deinosuchus</i>	GM option	D6