

Dinosaur Safari Junior: South America in the Cretaceous.



Introduction:

The rules are a simplified 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. Please read Dino Safari Jr rules.

Cretaceous Scenario: South America.



Plants were

giant conifers,



Ginkgo,



Cycads,



Horsetails,



Ferns and



Tree ferns. No

flowering plants or grass.

There are no flowering plants until the latest Cretaceous. Small herbivores are the ornithomids and iguanodonts. Medium Herbivores are a range of sauropods, dicraeosaurs and saltasaurines that filled the roles of the armored dinosaurs and duckbills. There are also iguanodonts like *Ouranosaurus*. The large herbivores are the giant titanosaurs sauropods. The small predators are noosaurids, medium predators are abelisaurids and spinosaurids and the large predators carcharodontids. This scenario uses dinosaurs from the full range of the Late Cretaceous of South America and not all would have lived the same time but similar animals would have existed.

This scenario teaches the gamers what animals and plants lived in the Late Cretaceous of South America and how they differed from the fauna in the North American Hell Creek formation. The game master will manage a group of campers, 4 is suggested but the Game Master (GM) can vary it, and walk them through 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 game i.e. (who shoots/moves first). Note the rules intentionally make it harder if the team splits up. Optional track hunter kills.

Scenario Background.

The GM will set up the hex map. The terrain should be relatively sparse with tall conifers around water sources. Vegetation should be denser closer to the water. Horsetails and ferns should be set up around river hexes less if you are doing the dry season. Next use pine and fir models to represent the conifers. Further away from water set up the palms to represent the cycads. A limited number of smaller broader leafed trees can be set up to represent the Kauri.



Iguanodonts like *Ouranosaurus*

are small to medium size plant eaters. The size make them harder to hit so -5 to hit when shot at by campers.

They stampede if a shot is fired character rolls $-2 < \text{Agility}$ or is stunned for 1 turn.

Occurrence	10%
Moves	3
Toughness	4
Damage	6

Medium sauropods, salatasaurine and dicreasaurine:
Occurance 45%. Sauropods charge if hit character rolls $-2 < \text{Agility}$ or is killed.



- *Agustina*: a medium size dicreasaur. moves 2 hex, toughness 7, and damage 12.



- ***Saltasaurus*** armored sauropod.
It moves 2 hex, toughness 9, and damage 12.
- Large Sauropods Titanosaurs Occurance 25%
The enormous four legged plant eaters called titanosaurs were the dominant animals of the period. The biggest are ***Argentinosaurus***. Track ways have produced some interesting speculation about the behavior of sauropods. They seem to move in small groups indicating they were social to some extent. You would expect large animals to have large ranges and migrate regularly. The different size of the foot prints of some track ways have suggested that young animals traveled with the group perhaps even were protected by being in the center of the group. Other track ways seem to suggest young animals traveled in groups on their own. When shot or stampeded roll d6 for direction. If they stampeded through hunters hex the character rolls $-2 < \text{Agility}$ or is killed.



- ***Rebecasaurus*** a large sauropod with tall spines or hump on back, 1 – 3 animals.
It moves 2 hexes, toughness 6, damage 40.



1 – 2 animals. It moves 2 hexes, toughness 6, damage 150.



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- Young sauropods x 3 – 6. Remains of many young have been found and the young of the different sauropods looked very similar. From track evidence, some sauropod young seem to have lived in groups separate from adults. It moves 2 hexes, toughness 3, and damage 10.
- Big and medium predators Occurance 15%, 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 scavengers are attracted to kills. abeilasurs or noasaurids can appear within two hexes of recent sauropod kill by hunters.



- *Mapusaurus* D6 – 3. (1 – 3 animals)

The dominant carnivore is 30 - 36 feet, perhaps larger. It moves 2 hexes has toughness of 7 and takes a damage of 15. May have traveled in family packs. GM option 1 – 3 sub adults move 3 hexes toughness 7, damage 8. Note never more than one family encounter at a time.

Medium predators

Abelisaurids



- D6 – 4 (1 – 3 animals)
These were medium size predators like *Aucasaurus* and *Carnotaurus*. They move 3 hexes toughness 5, damage 10.
GM option 1 – 3 sub adults move 3 hexes with toughness 3, and damage 5.

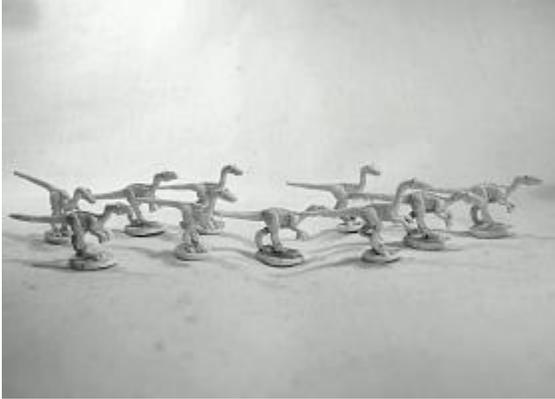


Megaraptor, single animal, was a close relative of *Australovenator* is a big-clawed allosaurid. It moves 3 hexes, has a toughness of 7, and takes a damage of 15.



- *Irritator*, rare spinosaurid, ate fish and scavenged. Opportunist hunter will attack humans. Found in lakes and rivers. Relative of the giant

Spinosaurus. It moves 2 hexes toughness 5, damage 10.



Noasaurids were a group of theropod dinosaurs from the Cretaceous Period. They ranged from small *Ligabueino* 2.3 ft long to larger animals. These are the generic small pack hunters. They are attracted by the smell of killed dinosaurs. One turn after the hunters kill plan eater 2 – 12 small predators will appear on an even roll of the die all in one hex.

GM optional. 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 noasaurid attacks the hunter; roll a D6 1 – 2 killed it, 3 – 4 it runs away, 5 – 6 bites does 1 damage to hunter.

They move 1 hex with toughness of 2 and take damage of 1



Crocodile relative *Sarcosuchus* lurks in rivers and swamps waiting for prey to come by the waters 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 next to or in river. Place behind hunter (40 to spot). It grabs hunter and returns to water if it get there hunter drowns. If killed before 1 D6 damage. This is a GM option. Moves 1, has toughness 9 and takes of damage 20.

Encounter Roll D10 twice

Name	Encountered on	Occurrence
 <i>Agustina</i>	1 thru 30	1
 <i>Saltasaurus</i>	31 thru 45	D6
 <i>Argentiosaurus</i>	46 thru 55	D6 - 3
 <i>Rebecasaurus</i>	55 thru 65	1
 Young sauropods	66 thru 75	D6
 <i>Mapusaurus</i>	76 thru 80	D6 - 4
 abelisaurs	81 thru 85	D6 - 3
 <i>Irritator</i>	86 thru 90	1

 Iguanodonts	90 - 95	D6
 <i>Megaraptor</i>	96 - 100	1