

Dinosaur Safari Junior: Alamo ver060113



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.

Late Cretaceous Scenario: Alamo.

Late Cretaceous dinosaur found in the United States Southwest is superficially Jurassic. 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 Southwest 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 through the scenario by setting a goal. Find a dinosaur egg or reach a certain location and return to camp.
Scenario Background.

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The GM will set up the hex map. The climate and vegetation semi-arid inland plains patches of trees. Cycads and conifers are present but not common. Flowering plants are new common.

Encounters

Armored Dinosaurs 10%



Edmontonia (Glyptodontopelta)

occurrence 10%.

It is a large nodosaur. It charges if sees hunters the character rolls $-2 < \text{Agility}$ or is killed. It moves 1 hex, has a toughness of 12 and takes damage of 12.

Duckbills 25%

Hadrosaurs or duckbills can be divided into three broad families. The lamboosaurines 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 were broad beaked suggesting a less discriminating diet. Hadrosaurs will stampede away from meat eaters or hunters. If they stampeded through a hunters hex an agility role to escape trampling is made.



Edmontosaurus,

occurrence 20%,

Duck bills were flat-headed social animals that lived in herds. It was one of the largest duckbills. Its main defense is speed. It moves 3 hexes, has toughness of 4 and takes damage of 10.

Sauropods

Occurrence: 45%

Dominated by the sauropod ***Alamosaurus***. The appearance of ***Alamosaurus*** may have represented an immigration event from South America. It appears and achieves dominance in its environment very abruptly without any local ancestors. It seems most closely related to the South American sauropods.



Alamosaurus

Occurrences 25%

Alamosaurus is common. It is thought to be social. It

moves 3 hexes, toughness 6, and damage 80. **When** shot or stampeded, roll d6 for direction with 1; begin at the top of the hex count clockwise.



Young sauropods

occurrences: 20%.

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.

Horned dinosaurs 20%



Torosaurus

Occurrences 10%,

This may be the mature form of *Triceratops*. It moves 1 hex, has toughness of 4 and takes damage of 1. It moves 2 hexes has toughness of 10 head / 6 other and takes a damage of 30.



Triceratops(Ojoceratops)

Occurrences 15%

Three Horned Face fossils are uncommon leading. Unlike their earlier relatives we find no bone beds indicating large herds. Perhaps they had small family structures like deer or rhinos. It moves 2 hexes has toughness of 12 head / 6 other and takes a damage of 28.

Carnivores

Occurrence 10%

Large theropods like T rex can see everything and 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 10 %,

It 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 8, and takes damage of 15.

GM Options



Young tyrannosaurs (*Nanotyrannosaurus*)

GM option

They may have lived with their parents. The medium 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 4, and takes damage of 6.



Dromeosaurs,

Occurance GM option

It 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 4 hexes with a toughness of 3 and take a damage of 1. 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. They are attracted by the smell of killed dinosaurs. One turn after the hunters kill a plant-eater, a pack (2-12) raptors will appear on an even roll of the die and they will all be in one hex. It moves 1 hex with toughness of 2 and takes damage of 1.

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 coelurosaur attacks the hunter(s); roll of D6: 1 – 2 kills it; 3 it runs away; 4 – 6 bites does 1 damage to hunter.

Azhdarchid pterosaurs

Pterosaurs have become less diverse and very large. Giant azhdarchids were meat eaters and travel in flocks. Azhdarchids fore and hind limb proportions are more similar to modern running mammals than to their smaller cousins, implying that they were uniquely suited to a terrestrial lifestyle.



Quetzalcoatlus

Quetzalcoatlus had a very sharp and pointed beak wingspan 52.2 feet. It is a common member of the Alamo fauna. Move 5 hexes air or two 2 hexes on the ground, has toughness of 3 and takes damage of 4. It will swoop down on nearest hunter. There a 40% chance D10 1 – 4 it will succeed and take the hunter to its nest and eat them. If it

misses roll for agility and to see if hunter is knocked over (misses 1 turn). GM option roll each turn for

Quetzalcoatlus. D6 -3.







Or




They are attracted by the smell of killed dinosaurs



and will land to scavenge.

Alternative to cards roll D10 twice

Name	Encounter	Occurrence
 <i>Alamosaurus</i>	01 – 25	D6
 <i>Edmontonia</i>	26 - 35	1
 <i>Torosaurus</i>	36 - 45	
 <i>Triceratops</i>	46 - 60	D6 - 3
 <i>Edmontosaurus</i>	61 - 80	2 + D6 - 4
 <i>Tyrannosaurus,</i>	81 - 90	D6 - 4

 <p>Young tyrannosaurs</p>	<p>GM option</p>	<p>D6 - 3</p>
 <p><i>Dromeosaurus</i></p>	<p>GM option</p>	<p>D6 + 2</p>
 <p><i>Quetzalcoatlus</i></p>	<p>GM option</p>	<p>D6 -3</p>