

Dinosaur Safari Junior

Introduction:

The rules are a simplified variant Of the *Saurian Safari* rules developed by Chris Peers and originally published by HLBS publishing 2002, this an instructional aid used for the Smithsonian Summer camp program. The rules were developed for grades K – 5 but fun with older age groups. The instructor will act as a Game Master (GM) and will be responsible for preparing the character sheets and setting up the map. This custom version is for a fast moving with minimal book keeping or rolling on charts. Game time recommended for 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 and character sheet. 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.

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

2. Help gamers create a character.

GM 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

Note all these guns automatically penetrate the Jurassic Dinosaurs.

3. Shuffle and set out encounter cards. Alternatively roll dice for occurrence based on percentage.

B. Turn process 3 has parts. Note GM option means that the process is optional and the GM can just decide issues like Spotting, Range, Crocodiles or *Allosaurus* or coelosaurs attracted to kill. Use this to keep action going and make the experience challenging.

- GM reads 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.

Spotting: Determine what the hunters can see. If all in the same hex then if one person sees a dinosaur they all do. All hunters have an awareness of 80%. Subtract 10% for each 3 hexes distance. Subtract 40% if hunter not facing. Subtract 10% if trees intervene between hunters and dinosaur. Add 10% is *Allosaurus*, *Ceratosaurus* or adult sauropod. GM option.

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 loaded 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.

Range: same as for spotting. GM option.

Next calculate penetration roll a D6 add the characters weapon penetration if equal or greater it does the damage for the weapon type. When damage equals the dinosaur damage it dies. If dinosaur damage $\frac{1}{2}$ 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.

Sauropods will stampede away from meat eaters or hunters. Meat eaters will move directly towards hunter if they see them. If a 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 characters are all dead, exit map

or time runs out.

Late Jurassic Scenario:
A Walk in the Jurassic Park Europe.

The Lourinhã represents a widespread area in Portugal during the Late Jurassic. It was a flood plain characterized by rivers, small ponds and lakes in the wet season. The semiarid Lourinhã Formation formed as a series of streams, lakes, and rivers and was seasonally wet and dry. The Lourinhã is famous for its fossils of theropod dinosaurs; *Allosaurus*, *Stokesosaurus*, *Ceratosaurus*, *Lourinhanosaurus*, and *Torvosaurus*. The theropod assemblage of Portugal is similar to that of the Morrison Formation. Plants were giant conifers, ginkgo, cycads, and horsetails, ferns. No flowering plants are present. Three theropod genera are shared between Portugal and the Morrison Formation of the USA (*Allosaurus*, *Torvosaurus*, *Ceratosaurus*), as well as all other non-avian dinosaur families. During the Late Jurassic, The existence of typical Late Jurassic American theropod genera such as *Ceratosaurus*, *Torvosaurus*, *Allosaurus* and *Stokesosaurus*. This shows that there were Late Jurassic land connections with Europe. During the Late Jurassic, changes in sea levels led to the isolation of continents. This may have contributed to speciation, i.e. in regions as the Iberian block and local species appeared.

This scenario is designed to teach the gamers what animals and plants lived in the Late Jurassic of Europe. The Game Master (GM) will manage a group of campers, four is

suggested but the 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 each hunter's kills.

Scenario Background.

The GM will set up the hex map. 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 Pines and fir models to represent the conifers. Further away from water set up the palms to represent the cycads and cycadoids. A limited number of smaller broader leafed trees can be set up to represent the ginkgos. There are more common at the higher latitudes.

- *Camptosaurus* 1- 3 Occurance 5%
Uncommon planteater. It moves 3 hexes, toughness 3, damage 6.
- Stegosaur Occurance 10%
Stegosaur are common through out the Lourinhã and may have preferred the better-watered river areas.



Dacentrurus It moves 1 hex, toughness 7, damage 12. It charges if hit with a tail attack the character rolls $-2 < \text{Agility}$ or is killed.



Miragaia It moves 1 hex, toughness 7, damage 12. It charges if hit with a tail attack the character rolls $-2 < \text{Agility}$ or is killed.

- Sauropods Occurance 35%
The enormous four legged plant eaters called sauropods were the dominant animals of the period. At least six kinds of sauropods are known to have lived in Europe in the Late Jurassic period. These are ***Lusotitan***, ***Lourinhasaurus*** and ***Dinheirosaurus***. 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 stampede roll d6 for direction.

- *Lourinhasaurus* Occurance 10%

Lourinhasaurus may have been solitary.

Lourinhasaurus, is related to *Apatosaurus* (*Brontosaurus*). It moves 2 hexes, toughness 6, damage 40.



- *Lusotitan* Occurance 10 %

Lusotitan is a brachiosaur, more common than in North America perhaps because high browsing is more common. It projected as a social herd animal. It move 3 hexes, toughness 6, damage 80



- *Dinheirosaurus* Occurance 10%

Dinheirosaurus was about 88 feet long but lighter, more common and more social than *Lourinhasaurus*. *Dinheirosaurus* is a relative of the American *Diplodocus*. It moves 2 hexes, toughness 6, damage 20.



- Young sauropods x 3 - 6 Occurance 5%

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.

- Carnivores Occurance 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 scavengers are attracted to kills. Allosaurus or coelursaur can appear within two hexes of recent sauropod or stegosaur kill by hunters.



- *Allosaurus 1 - 3*

Allosaurus the dominant carnivore of the Lourinhã is 30 - 36 feet, perhaps larger. It moves 3 hexes has toughness of 7 and takes a damage of 15.



- *Ceratosaurus x 1*

Ceratosaurus is smaller and rare possibly favoring a swampy environment. It has a distinctive nose. It moves 3 hexes toughness 5, damage 10

-  ***Lorinhanosaurus*** x 1

Lorinhanosaurus is medium size hunter and rare. It has a distinctive nose. It may be related to the North American ***Marshosaurus***. It moves 3 hexes toughness 4, damage 5.



Compsognathus are the generic small pack hunters could be baby allosaurs too. They are attracted by the smell of killed dinosaurs. One turn after the hunters kill a plan eater 2 – 12 coelursaur will appear on an even roll of the die all in one hex. GM optional. Will attack if fired on or if hunters in 2 hexs of pack. –10 to hit. Hand to hand combat starts when they enter the same hex as the hunters. Each coelursaur attacks the hunter; roll a D6 1 – 2 killed it, 3 – 4 runs away, 5 – 6 bites does 1 damage to hunter. They move 1 hex with toughness of 2 and take damage of 1



Crocodile

Crocodile relatives become widespread in the Jurassic and really big in the Cretaceous. They are present in all bodies of water. When party is in river roll D20 if 20 crocodiles

attack 1 – 6. GM optional. Each croc does 1 D6 damage to a hunter.

They move 1 hex, toughness of 5, takes damage of 8.