

Dinosaur Safari Junior
version 1.1 06/15/09



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. See Dino Safari Jr rules.

Late Cretaceous Scenario: The Dinosaurs of Mongolia.
version 061609

This scenario is designed to teach the gamers what animals and plants lived in the Late Cretaceous of Mongolia and China. One of the odd things about the dinosaurs of the Cretaceous period is that many animals seem to have duplicated themselves between North America and Asia.

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.

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

Encounters

Armored Dinosaurs



Saichania occurrence 10%. The ankylosaur charge if it sees hunters with a tail attack the character rolls $-2 < \text{Agility}$ or is killed. It moves 1 hex, has a toughness of 12 and takes damage of 12.

Pachycephalosaurs



Prenocephale occurrence 10%, bonehead pachycephalosaur dinosaur will charge if fired at character . It moves 2 hexes, has a toughness of 4 and takes damage of 8. It charges if hit the character rolls $-2 < \text{Agility}$ and if fails they are knocked down and lose a turn.

Protoceratops Occurrence 20%, at about 6 feet long was very common. This is a primitive style of dinosaur and probably much like the ancestors of ***Triceratops***. It moves 2 hexes, has toughness of 4 and takes damage of 1. It charges if hit the character rolls $-2 < \text{Agility}$ and if fails they are knocked down and lose a turn.

Duckbills 30%

The duckbills can be divided into three broad families. The lambeosaurines 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. Hadrosaurs will stampede away from meat eaters or hunters. If they stampeded through a hunters hex an agility role to escape trampling is made, character rolls $-2 < \text{Agility}$ and if fails they are knocked down losing a turn and 1 life.

Hadrosaurine 20%



Shangtungosaurus, occurrence 10%, was flat-headed social animal that lived in herds. It was one of the largest duckbills. Very much like Edmontosaurus from North America. Its main defense is speed. It moves 3 hexes, has toughness of 4 and takes damage of 10.

Lambosaurines occurrence 10 %



Tsingtaosaurus occurrence 10 %, related to the more famous North American, ***Parasaurolophus*** It moves 3 hexes, has toughness of 4, and takes damage of 10.



Olorotitan occurrence 10 %, related to the more famous North American, ***Parasaurolophus*** It moves 3 hexes, has toughness of 4, and takes damage of 10.

Theropods

There are rare large plant eating theropods.

Occurrence 10 % GM choice



Therinzosaurus large rare clawed animals.

Will charge if attacked. Claw attack it charges if hit he character rolls $-2 < \text{Agility}$ and if fails they are dead. It moves 1 hex, has toughness of 8 and takes damage of 18.



Gigantoraptor large rare clawed Oviraptor. Will charge if attacked. It charges if hit he character rolls $-2 < \text{Agility}$ and if fails they are knocked down and lose D6 life. It moves 2 hexes, has toughness of 5 and takes damage of 6.



Deinocheirus rare giant ornithomimid with giant claws. Will charge if attacked. It charges if hit he character rolls $-2 < \text{Agility}$ and if fails they are knocked down and lose D6 life. It moves 2 hexes, has toughness of 5 and takes damage of 6.

Ornithomimid the bird mimics fast running, toothless omnivore, flocks and assumed to live like modern ostriches in flocks. They can herbivores or



Gallimimus occurrence 10 % largest ornithomimid It charges if hit he character rolls $-2 < \text{Agility}$ and if fails they are knocked down and lose a turn. It moves 3 hexes,

has toughness of 2 and takes damage of 2.

Carnivores occurrences 15%, large theropods like T rex can see every thing 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.



Tarbosaurus, occurrence 10 %, looks like and some people think it is a ***Tyrannosaurus***. 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.










Alioramus 5% medium size predator. Not very common. Smaller relative of ***Tyrannosaurus***




and *Tarbosaurus*. They move 2 hexes; have toughness of 4, and takes damage of 6.



Velociraptor, 5% occurrence, was an agile and man-sized predator. Some think it was the main predator of the environment they come in packs of 6 – 8. They move 4 hexes with a toughness of 2 and take a damage of 1. It charges if hit he character rolls $-2 < \text{Agility}$ and if fails they do D6 –3 then run away.

Roll D10 twice

NAME	ENCOUNTER	OCCURANCE
 <i>Saichania</i>	<i>01 – 10</i>	1
 <i>Prenocephale</i>	<i>11 - 20</i>	<i>D6 - 2</i>
 Gallimimus	61 - 70	D6
 <i>Shangtungosaurus</i>	<i>41 – 50</i>	<i>D6 –2</i>
 <i>Charonosaurus</i>	<i>51 – 60</i>	<i>1</i>
 <i>Therinzosaurus</i>	<i>71 – 75</i>	<i>1</i>
 <i>Gigantoraptor</i>	<i>76 – 80</i>	<i>1</i>

 <p><i>Tarbosaurus</i></p>	<p><i>85 – 90</i></p>	<p><i>D6 - 4</i></p>
 <p><i>Alioramus</i></p>	<p><i>91 - 95</i></p>	<p><i>1</i></p>
 <p><i>Velociraptors</i></p>	<p><i>96 – 100</i></p>	<p><i>D6 x 2</i></p>

