

Dinosaur Safari Junior Rules



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. Major changes include use of area movement, fixed weapon choices, and simplified firing and sighting rules. Finally, dinosaurs and plant choices will be consistent with the period you want to introduce. Designed for grades K – four but usable for older students.

Dinosaur Safari is intended to teach team skills while learning that over the 160 million years of the Mesozoic plants and animals gradually evolve and change with time.

The instructor will act as a Game Master (GM) and will be responsible for preparing the character sheets and setting up the map. Game ends when mission is accomplished, the dinosaurs eat everyone, or time runs out.

Game time: 45 – 60 minutes per scenario.

A. Preparation

Choose and read the Smithsonian Dinosaurs and Diorama camp scenario in advance. The GM will have printed character sheets and have one or more six-sided die (D6) and ten-sided die (D10). Each gamer will need a figure. Each camper should create a molded hunter figure and paint it at the paint and molding station. A large vinyl hex map crossed with a river is used for the camp.

1. Set up the 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 to represent the environment of the period.

2. Help gamers create a character.

Game Master will help gamers to calculate the following and record on sheet:

- Each figure has 12 life points to track.
- For name, write gamer's name.
- For Shooting Skill, roll 1 D6, multiply by 10, and add 40.
- For Agility, roll 1 D6 and add 4.
- Chose one weapon:

➤ **Dinosaur Gun**

Penetration: 12

Damage: 8

Note: You have to reload after every shot. This is a good choice if you are expecting to run into armored dinosaurs. Good choice for the Cretaceous.

➤ **Nitro Express**, double barrel, -5 subtracted from character accuracy. Each barrel loads and fires as a separate action.

Penetration: 8

Damage: 8

Notes: You get two shots before you have to reload. The penetration is good for everything but armored dinosaurs. Not as accurate but good choice for character with a high shooting skill.

➤ **Lee Enfield**, +5 added to character accuracy. Clip holds 5 rounds, 1 action to replace.

Penetration: 8

Damage: 2

Note: Good choice if you run into packs of small meat eating dinosaurs, like raptors. You get 5 shots before

reloading and improved shooting skill. Low damage so not a good choice for large carnivores.

Character Sheets

Dinosaur Safari Jr: Character Sheet				
Name:				
Shooting Skill: (D6x10 + 40)				
Agility: (D6+ 4)				
Weapon:	Range:			
	Penetration:		Damage:	
Trophies:	Species Taken	Other Information		

Dinosaur Safari Jr: Character Sheet

Name:				
Shooting Skill: (D6 x 10 + 40)				
Agility: (D6+ 4)				
Weapon:	Range:			
	Penetration:		Damage:	
Trophies:	Species Taken	Other Information		

Dinosaur Safari Jr: Character Sheet

Name:				
Shooting Skill: (D6 x 10 + 40)				
Agility: (D6 + 4)				
Weapon:	Range:			
	Penetration:		Damage:	
Trophies:	Species Taken	Other Information		

3. Shuffle and set out cards. Alternatively use die from occurrence list.

B. Turn process

- GM draw and read encounter card(s) and place dinosaurs.

Encounters: Draw a card for each hex occupied by hunters place dinosaurs. **Note for GM:** This encourages teams to move as a group; otherwise, you can have many more predators attacking.

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.

GM option: Increase number of cards drawn around rivers or other areas to challenge campers.

- Character actions: The GM runs each gamer through actions one at a time. GM determines hits, penetration, and tracks damage.

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.

Next, calculate **penetration:** Roll a D6; add the character's 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 in one turn is $\frac{1}{2}$ total

damage value of the dinosaur, then it is stunned. Animal falls over and cannot attack or move. It can be shot and killed and the dinosaur recovers next turn.

- Dinosaur reaction executed by GM.

Meat eaters will move directly towards hunters if they see them. If 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 all dead; exit the map or time runs out.

GM should use the options to keep game interesting and moving and challenging. The game favors teams that stay together and work together. Typically, it takes 2 or more shots to kill a large predator that hunt in groups of 1 – 3 animals. Most weapons only allow 1 shot per turn.

With older campers, you may want to have the campers keep track of their kills. Potentially this is a game where everyone wins. Campers should have fun, make friends, and learn.

Summary

These rules replace the use of rulers and tape measures with area movement. If no large hex map is available, an inexpensive vinyl tablecloth can be used to create a play mat. Recommend brown or green. Use a marker to create roughly even areas about the size of a CD. Use a selection of prepared terrain CDs and miscellaneous trees to create the scenario. Place terrain CDs made by campers in the areas to indicate river/lake, forest, scrub/savannah, or swamp; the rest is treated as open terrain. As the class progresses, this is an opportunity for the campers to use the diorama terrain and figures they have created and painted at the other class workstations.

The goal of the simulation is make a fast moving game, with little or no bookkeeping. The GM is the final rules judge and should work to keep the game moving rather than enforcing rules strictly. The GM options are there to counter uneventful random encounters. Reward groups that work together and vary the team goals each game but keep them simple. This is potentially a game where everybody wins.

Campers will master social basics like taking turns, making plans as a group, and communicating with courtesy. They should know where the scenario is taking place as in the continent, when as in the Late Jurassic or Late Cretaceous and who lives there, the kinds of plants and animals they can expect. Start the game with a quick review of the where, when, and who. At the end of the scenario, remind the campers of what they learned.

Sample Game

<http://www.dinosaurcollectorsitea.com/SaurianSafari1.htm>

These variant rules were developed for use by the Smithsonian Summer Camp, Dinosaur and Diorama classes in conjunction with specific scenarios as part of the lesson plans created for the program. We recommend buy a copy of Saurien Safari by Chris Peers for more detailed information and realistic RPG rules.

Credits

Rules development

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