

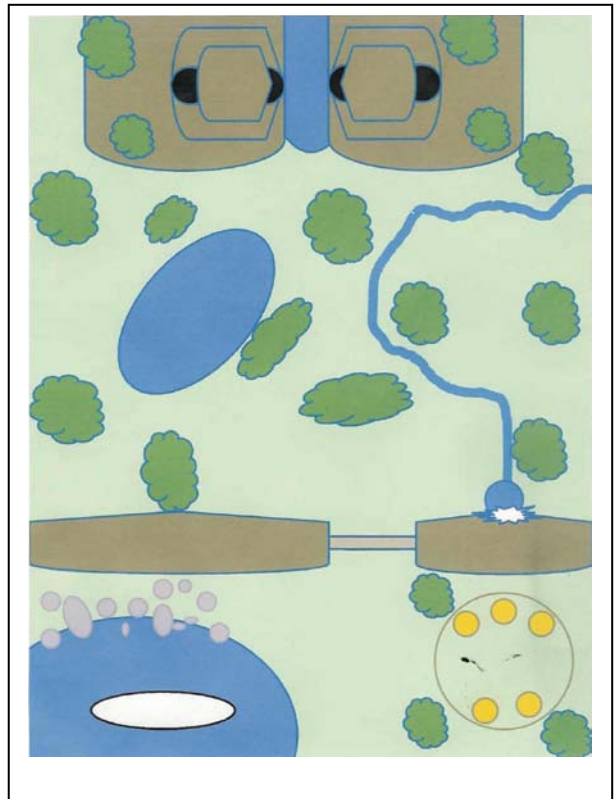
Simian Surprise

Well not much of a surprise. We all know the story—at least in one of its interpretations. Here's another beginning, but you write the ending.

After spending years in the shadow of his famous cousin, Cedric B. DeMille grasped the chance to prove himself as great filmmaker and showman. The fantastic legend of the prehistoric island proved to be true, but this expedition cost him every penny he could beg, borrow, or con, to hire a ship, actors, film crew, and armed mercenaries/extras, to make his epic.

After following the ancient map and actually finding the island, they anchored off the coast. His landing party paid a courtesy call on a native chief and were entertained by tribal women dancing with men in gorilla outfits. Next came a local beauty contest, but his pretty young starlet Anne, was called out and declared the winner. Things got tense when the visitors refused to trade her for the chief's daughter, and the party came to an abrupt end, but no shots were fired. Back on the ship, things settled down for the night. But, under the cover of a noisy demonstration on the shore, warriors snuck on board, overpowered the guards, and took the girl they had been refused, and offered her to their giant primate god.

Anne's kidnapping by the nasty natives outraged the soldiers and sailors enough to overcome their fear of the lands beyond the forbidden gate, and teams set off in pursuit, into the jungle to rescue her—the perfect setting to film the heroic quest: man against nature and the savage beasts—sure to be a crowd pleaser! But to capture the giant gorilla and bring it back to the modern world. Imagine!!!



The scenario starts with several rescue parties just beyond the gate in pursuit of the great ape and the kidnapped girl. The natives have returned to their village—for now, while the sailors are divided into a shore party charged with in control of the gate, and the remaining crew protecting the ship. Individual player descriptions, rosters and victory objectives are in the pages that follow.

Adventurer 1

Well, you've done it this time--fallen head over heels for the cute starlet, who has only shyly shown her interest in you, so far. And now the primitive islanders—whose offer to buy her as an offering to their simian god was forcefully rejected last night—have crept aboard the ship carried her off anyway. The men are all up in arms. Now is the time to lead them into the jungle and rescue Anne. You can count on your companion; but your rival will have the same desire. You must find her first and bring her back safe and sound. How could she resist you then?

Victory points:

Rescue Anne and bring her back safe to the ship	75 points
Lead majority of team back	10 points
Kill dinosaurs (d20+6; d20; d12, d10)	10; 8; 6; 4 points

Stats

Figure	#	Move			Range Weapon	# Attacks	Melee Dice	# Wounds	Other
		Open	Rough	Charge					
Self	1	8"	4"	12"	Pistols	1	d10	d100	Character
Sidekick	1	8"	4"	12"	BAR	1	d10	2	
Guard 1	1	8"	4"	12"		1	d10	2	
Guard 2	1	8"	4"	12"		1	d10	2	
Captain	1	8"	4"	12"	Pistol	1	d10+1	1	
Sergeant	1	8"	4"	12"	Rifle	1	d10+2	2	
Troops	10	8"	4"	12"	Rifle	1	d10	1	
Special Weapons	2	8"	4"	12"	Lewis gun	1	d10-1	1	

Special – expedition has one barrel with dynamite sticks and one with bottles of tranquilizer gas

- Tranquilizer Gas – each thrown bottle hitting a creature causes one non-fatal wound, reduces attack values
- Dynamite – use standard weapons chart

Adventurer 2

Well, you've done it this time--fallen head over heels for the cute starlet, who has only shyly shown her interest in you, so far. And now the primitive islanders—whose offer to buy her as an offering to their simian god was forcefully rejected last night—have crept aboard the ship carried her off anyway. The men are all up in arms. Now is the time to lead them into the jungle and rescue Anne. You can count on your companion; but your rival will have the same desire. You must find her first and bring her back safe and sound. How could she resist you then?

Victory points:

Rescue Anne and bring her back safe to the ship	75 points
Lead majority of team back	10 points
Kill dinosaurs (d20+6; d20; d12, d10)	10; 8; 6; 4 points

Stats

Figure	#	Move			Range Weapon	# Attacks	Melee Dice	# Wounds	Other
		Open	Rough	Charge					
Self	1	8"	4"	12"	Pistols	1	d10	d100	Character
Sidekick	1	8"	4"	12"	BAR	1	d10	2	
Guard 1	1	8"	4"	12"		1	d10	2	
Guard 2	1	8"	4"	12"		1	d10	2	
Captain	1	8"	4"	12"	Pistol	1	d10+1	1	
Sergeant	1	8"	4"	12"	Rifle	1	d10+2	2	
Troops	10	8"	4"	12"	Rifle	1	d10	1	
Special Weapons	2	8"	4"	12"	Lewis gun	1	d10-1	1	

Special – expedition has one barrel with dynamite sticks and one with bottles of tranquilizer gas

- Tranquilizer Gas – each thrown bottle hitting a creature causes one non-fatal wound, reduces attack values
- Dynamite – use standard weapons chart

Adventurer 3

Well, you've done it this time--fallen head over heels for the cute starlet, who has only shyly shown her interest in you, so far. And now the primitive islanders—whose offer to buy her as an offering to their simian god was forcefully rejected last night—have crept aboard the ship carried her off anyway. The men are all up in arms. Now is the time to lead them into the jungle and rescue Anne. You can count on your companion; but your rival will have the same desire. You must find her first and bring her back safe and sound. How could she resist you then?

Victory points:

Rescue Anne and bring her back safe to the ship	75 points
Lead majority of team back	10points
Kill dinosaurs (d20+6; d20; d12, d10)	10; 8; 6; 4 points

Stats

Figure	#	Move			Range Weapon	# Attacks	Melee Dice	# Wounds	Other
		Open	Rough	Charge					
Self	1	8"	4"	12"	Pistols	1	d10	d100	Character
Sidekick	1	8"	4"	12"	BAR	1	d10	1	Character
Guard 1	1	8"	4"	12"		1	d10	1	Character
Guard 2	1	8"	4"	12"		1	d10	1	Character
Captain	1	8"	4"	12"	Pistol	1	d10+1	1	
Sergeant	1	8"	4"	12"	Rifle	1	d10+2	2	
Troops	8	8"	4"	12"	Rifle	1	d10	1	
Special Weapons	2	8"	4"	12"	Lewis gun	1	d10-1	1	

Special – expedition has one barrel with dynamite sticks and one with bottles of tranquilizer gas

- Tranquilizer Gas – each thrown bottle hitting a creature causes one non-fatal wound, reduces attack values
- Dynamite – use standard weapons chart

Adventurer 4 - Suffragettes

Well, the stupid men have botched things again. Now your new friend, Anne, the cute starlet, has been kidnapped by the savages and offered to their simian god, who dragged her into the jungle. The besotted men are all up in arms, and want to play the knight errants, but it takes a woman to do a man's job right. Now is the time to lead your sisters into the jungle to rescue Anne before the men do, and show those Chauvinists once and for all what women are capable of.

Victory points:

Rescue Anne and bring her back safe to the ship	75 points
Lead majority of team back	10 points
Kill dinosaurs (d20+6; d20; d12, d10)	10; 8; 6; 4 points

Stats

Figure	#	Move			Range Weapon	# Attacks	Melee Dice	# Wounds	Other
		Open	Rough	Charge					
Self	1	8"	4"	12"	Pistols	1	d10	d100	Character
Sidekick	1	8"	4"	12"	BAR	1	d10	1	Character
Guard 1	1	8"	4"	12"		1	d10	1	Character
Guard 2	1	8"	4"	12"		1	d10	1	Character
Captain	1	8"	4"	12"	Pistol	1	d10+1	1	
Sergeant	1	8"	4"	12"	Rifle	1	d10+2	2	
Troops	8	8"	4"	12"	Rifle	1	d10	1	
Special Weapons	2	8"	4"	12"	Lewis gun	1	d10-1	1	

Special – expedition has one barrel with dynamite sticks and one with bottles of tranquilizer gas

- Tranquilizer Gas – each thrown bottle hitting a creature causes one non-fatal wound, reduces attack values
- Dynamite – use standard weapons chart

Ship Captain

This crazy expedition is really spiraling out of control. Well, times are tough, and so, despite personal misgivings, you've contracted with the crazy filmmaker to get his crew and mercenary force to their secret island and safely home again. Putting your crew at risk to enter the ghastly jungle went beyond anything you signed up, but now, with the pretty starlet stolen right off of your boat—that cannot be borne—you have little choice but to send some of your men to get her back. But you must have a ship to bring them back to, and the dastardly natives need minding, or punishing! Keep the ship safe and the gate accessible, and teach the primitives not to mess with your boat or passengers.

Victory points:

Control ship	25 points
Control gate	25 points
Shoot natives	1 point each
Destroy village	25 points

Stats

Figure	#	Move			Range Weapon	# Attacks	Melee Dice	# Wounds	Other
		Open	Rough	Charge					
Self	1	8"	4"	12"	Pistols	1	d10+1	d100	
Bodyguard	1	8"	4"	12"	Submg	1	d10+2	1	
Captain	1	8"	4"	12"	Pistols	1	d10+1	1	
NCO	1	8"	4"	12"	Carbine	1	d10+2	2	
Sailors	8	8"	4"	12"	Carbine	1	d10	1	
Sailors	10	8"	4"	12"	Carbine	1	d10	1	
MG Crew 1	3	8"	4"	12"	HMG	1	d10	1	
MG Crew 2	2	8"	4"	12"	HMG	1	d10	1	

Special – expedition has one barrel with dynamite sticks and one with bottles of tranquilizer gas

- Tranquilizer Gas – each thrown bottle hitting a creature causes one non-fatal wound, reduces attack values
- Dynamite – use standard weapons chart

Native Chief

The giant King must be kept happy. And you're running low on village maidens. You tried reasoning with the off-islanders. You offered a good price for the white woman. But they refused. You only took what was needed. And the giant King looked pleased. But the white men are angry. Not a surprise. Better them than the giant King. If they want to enter the jungle, let them feed the lizards. But not upset the giant King. Better to kill the outsiders than risk his wrath. Must keep the gate shut. Destroy the big boat. No more outsiders. Fill the stew pot. Nice change from lizard. Recapture the gate, destroy the ship and re-fill your larders.

Victory points:

Control gate	50 points
Destroy ship	25
Kill off-islanders	2 points each

Stats

Figure	#	Move			Range Weapon	# Attacks	Melee Dice	# Wounds	Other
		Open	Rough	Charge					
Self	1	8"	4"	12"	Club	1	d10	d100	
Bodyguard	1	8"	4"	12"	Spear	1	d10	1	
Witchdoctor	1	8"	4"	12"	Club	1	d10	1	
Spearmen	12	8"	4"	12"	Spear	1	d10	2	
Clubs	12	8"	4"	12"	Club	1	d10	1	
Bows	3	8"	4"	12"	Bow	1	d10	1	
Blowpipes	3				Blowpipe				
Spearmen (r)	30	8"	4"	12"	Spear	1	d10	2	

(r) – reinforcements – roll d6 + 2 for entry turn

Dinosaurs

It's bad enough having the giant ape around, always lording over you and looking down his evolutionary nose at you. Now he's flaunting a little pet (might be tasty), and there are more of the tiny creatures invading your land, shooting you with stinging things and making horrible noises. Enough! Your purpose is simple. Kill things and eat them.

Victory points:

Kill Giant Gorilla and eat him	50 points
Kill Giant Gorilla's pet and eat her	25 points
Kill little humans and eat them	1 point each
Kill other dinosaurs and eat them	1 point per wound value

Stats

Figure	Move			# Attacks	Melee Dice per Attack	Armor rating	# Wounds													
	Open	Rough	Charge																	
T Rex (r)	10"	5"	15"	4	D20 + D6	4+	8													
Allosaurus	10"	5"	15"	3	D20	4+	6													
Pterodactyl	16" fly	2" land	24"	2	D10	6+	2													
Pterodactyl	16" fly	2" land	24"	2	D10	6+	2													
Pterodactyl	16" fly	2" land	24"	2	D10	6+	2													
Stegosaur	8"	4"	12"	2	D12	5+	5													
Stegosaur	8"	4"	12"	2	D12	5+	5													
Stegosaur	8"	4"	12"	2	D12	5+	5													
Ankleosaur	6"	3"	12"	2	D12	2+	5													
Ankleosaur	6"	3"	12"	2	D12	2+	5													
Dilaphosaurs (r)	10"	5"	15"	2	D12	5+	3													
Dilaphosaurs (r)	10"	5"	15"	2	D12	5+	3													
Parasaurolophus	6"	3"	12"	2	D10	5+	5													
Giganitor (r)	10"	5"	15"	4	D20 + D6	4+	8													
Arcocanthosaur	10"	5"	15"	3	D20	4+	6													
Elasmosaur	8"	N/A	12"	2	D20	4+	8													
Deltadromosaur	10"	5"	15"	2	D12	5+	3													
Deltadromosaur	10"	5"	15"	2	D12	5+	3													
Deltadromosaur	10"	5"	15"	2	D12	5+	3													
Rhamphohynchus	16" fly	2" land	24"	2	D12	6+	2													
Rhamphohynchus	16" fly	2" land	24"	2	D12	6+	2													
Triceratops	10"	5"	15"	3	D20	3+/5+	5													
Carnataurus (r)	10"	5"	15"	2	D12 + D6	5+	5													
Corythosaurus	6"	3"	12"	2	D10	5+	5													
Corythosaurus	6"	3"	12"	2	D10	5+	5													
Spinosaur (r)	10"	5"	15"	4	D20 + D6	4+	8													
Allosaurus (r)	10"	5"	15"	3	D20	4+	6													
Baronyx (r)	10"	5"	15"	2	D12 + D6	5+	5													
Dimetrodon	6"	4"	12"	2	D12	4+	4													
Small Raptors 9	10"	5"	15"	2	D10	5+	2													
Pteranodons	16" fly	2" land	24"	2	D10	6+	2													
Pteranodons	16" fly	2" land	24"	2	D10	6+	2													
Pteranodons	16" fly	2" land	24"	2	D10	6+	2													
Styracosaur (r)	10"	5"	15"	3	D20	3+/5+	5													
Brontosaur	8"	4"	12"	3	D20	4+	10													
Plateosaurus	6"	3"	9"	2	D10	5+	5													
Plateosaurus	6"	3"	9"	2	D10	5+	5													

(r) reinforcement(s), roll d6 for entry turn; * roll d6 for entry turn – limit one at a time

Dinosaurs 1

It's bad enough having the giant ape around, always lording over you and looking down his evolutionary nose at you. Now he's flaunting a little pet (might be tasty), and there are more of the tiny creatures invading your land, shooting you with stinging things and making horrible noises. Enough! Your purpose is simple. Kill things and eat them.

Victory points:

Kill Giant Gorilla and eat him	50 points
Kill Giant Gorilla's pet and eat her	25 points
Kill little humans and eat them	1 point each
Kill other dinosaurs and eat them	1 point per wound value

Stats

Figure	Move			# Attacks	Melee Dice per Attack	Armor rating	# Wounds													
	Open	Rough	Charge																	
T Rex (r)	10"	5"	15"	4	D20 + D6	4+	8													
Allosaurus	10"	5"	15"	3	D20	4+	6													
Pterodactyl	16" fly	2" land	24"	2	D10	6+	2													
Pterodactyl	16" fly	2" land	24"	2	D10	6+	2													
Pterodactyl	16" fly	2" land	24"	2	D10	6+	2													
Stegosaur	8"	4"	12"	2	D12	5+	5													
Stegosaur	8"	4"	12"	2	D12	5+	5													
Stegosaur	8"	4"	12"	2	D12	5+	5													
Ankleosaur	6"	3"	12"	2	D12	2+	5													
Ankleosaur	6"	3"	12"	2	D12	2+	5													
Dilaphosaurs (r)	10"	5"	15"	2	D12	5+	3													
Dilaphosaurs (r)	10"	5"	15"	2	D12	5+	3													
Parasaurolophus	6"	3"	12"	2	D10	5+	5													

(r) reinforcement(s), roll d6 for entry turn; * roll d6 for entry turn – limit one at a time

Dinosaurs 2

It's bad enough having the giant ape around, always lording over you and looking down his evolutionary nose at you. Now he's flaunting a little pet (might be tasty), and there are more of the tiny creatures invading your land, shooting you with stinging things and making horrible noises. Enough! Your purpose is simple. Kill things and eat them.

Victory points:

Kill Giant Gorilla and eat him	50 points
Kill Giant Gorilla's pet and eat her	25 points
Kill little humans and eat them	1 point each
Kill other dinosaurs and eat them	1 point per wound value

Stats

Figure	Move			# Attacks	Melee Dice per Attack	Armor rating	# Wounds													
	Open	Rough	Charge																	
Giganitor (r)	10"	5"	15"	4	D20 + D6	4+	8													
Arcocanthosaur	10"	5"	15"	3	D20	4+	6													
Elasmosaur	8"	N/A	12"	2	D20	4+	8													
Deltadromosaur	10"	5"	15"	2	D12	5+	3													
Deltadromosaur	10"	5"	15"	2	D12	5+	3													
Deltadromosaur	10"	5"	15"	2	D12	5+	3													
Rhamphohynchus	16" fly	2" land	24"	2	D12	6+	2													
Rhamphohynchus	16" fly	2" land	24"	2	D12	6+	2													
Triceratops	10"	5"	15"	3	D20	3+/5+	5													
Carnataurus (r)	10"	5"	15"	2	D12 + D6	5+	5													
Corythosaurus	6"	3"	12"	2	D10	5+	5													
Corythosaurus	6"	3"	12"	2	D10	5+	5													

(r) reinforcement(s), roll d6 for entry turn; * roll d6 for entry turn – limit one at a time

Dinosaurs 3

It's bad enough having the giant ape around, always lording over you and looking down his evolutionary nose at you. Now he's flaunting a little pet (might be tasty). Now there are more of the tiny creatures invading your domain, shooting you with stinging things and making horrible noises. Enough already! Your purpose is simple. Kill things and eat them.

Victory points:

Kill Giant Gorilla and eat him	50 points
Kill Giant Gorilla's pet and eat her	25 points
Kill little humans and eat them	1 point each
Kill other dinosaurs and eat them	1 point per wound value

Stats

Figure	Move			# Attacks	Melee Dice per Attack	Armor rating	# Wounds															
	Open	Rough	Charge																			
Spinosaur (r)	10"	5"	15"	4	D20 + D6	4+	8															
Allosaurus (r)	10"	5"	15"	3	D20	4+	6															
Baronyx (r)	10"	5"	15"	2	D12 + D6	5+	5															
Dimetrodon	6"	4"	12"	2	D12	4+	4															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Small Raptors	10"	5"	15"	2	D10	5+	2															
Pteranodons	16" fly	2" land	24"	2	D10	6+	2															
Pteranodons	16" fly	2" land	24"	2	D10	6+	2															
Pteranodons	16" fly	2" land	24"	2	D10	6+	2															
Styracosaur (r)	10"	5"	15"	3	D20	3+/5+	5															
Brontosaur	8"	4"	12"	3	D20	4+	10															
Plateosaurus	6"	3"	9"	2	D10	5+	5															
Plateosaurus	6"	3"	9"	2	D10	5+	5															

(r) reinforcement(s), roll d6 for entry turn; * roll d6 for entry turn – limit one at a time

Gamemaster - Hazards

Stats

Figure	Move			# Attacks	Melee Dice per Attack	Armor rating	# Wounds															
	Open	On land	Charge																			
Kronosaur*	10"	N/A	15"	4	D20 + D6	4+	8															
Great White*	10"	N/A	15"	2	D12	5+	4															
Giant Tentacle*	10"	N/A	15"	2	D12	6+	4															
Giant Octopus*	10"	5"	15"	2	D12	6+	4															

(r) reinforcements (roll d6 for entry turn – limit one at a time)