

BIG GAME HUNT

Set Up

- Players choose one or more Hunters to play.
- Place 1 carnivore and d3 herbivores for every hunter onto the table.
- Make a scatter roll for each dinosaur's starting position.
- Place all Hunters on the same board edge, up to 8" in.
- Begin the game.

Turn Sequence

- Turn over top card of initiative deck.
- If it represents a Hunter, that hunter may act.
- If it represents a dinosaur, a random player chooses which one and rolls for its action. They then carry out the action.

Hunter Actions

When activated a Hunter may move d6 inches and;

- Move another d6 inches (this is a *run*).
- Shoot at a dinosaur that they can see.
- Fight with a dinosaur they are in base contact with.

Herbivore Dinosaur Actions

When a herbivorous dinosaur is activated roll a d6 to determine it's action;

- 1-2 Nothing.** The dinosaur continues to eat plants and does nothing else.
- 3-4 Hide.** It moves d6 inches towards/into the closest terrain feature.
- 5 Curious.** It moves d6" towards the closest Hunter. It may attack.
- 6 Run away.** It moves 2d6 inches directly away from the nearest Hunter.
- 7+ Stampede!** This dinosaur and all other herbivores within d6" moves 2d6" in a random direction. Hunters moved through must roll under Survival score or lose d3 wounds.

Add +1 to the dice roll for every wound the dinosaur has suffered.
Add +1 if one or more Hunters or carnivorous dinosaurs are within 5".

Carnivorous Dinosaur Actions

When a carnivorous dinosaur is activated roll a d6 to determine it's action;

- 1 Nothing.** The dinosaur continues to eat plants and does nothing else.
- 2-3 Hide.** It moves d6 inches towards/into the closest terrain feature.
- 4-5 Approach.** It moves d6" towards the closest Hunter. It may attack.
- 6+ Attack!** It moves 2d6" towards the closest Hunter and attacks.

Add +1 to the dice roll for every wound the dinosaur has suffered.
Add +1 to the dice roll if one or more Hunters are within 5".

Dangerous Terrain

Whenever a Hunter ends their move in a piece of dangerous terrain (jungle, swamp, rocky outcrop, etc.) roll a die. If you roll *less than* their Survival score, nothing happens. Otherwise roll 1d6;

- 1-2 Tangled.** Hunter cannot do anything else this turn.
- 3-4 Lost.** Hunter cannot do anything else this turn or next.
- 5-6 Attacked!** Hunter loses 1 health.

Red Joker:

1 carnivorous dinosaur.

Black Joker:

d3 herbivorous dinosaurs.

Face cards:

one for each hunter.

Shooting

To shoot a dinosaur roll 2d6 and add the Hunter's Aim score. If the total is 10 or higher, the shot hit.

The following factors can modifier the die roll;

- 1 Target more than 10" away
- 1 Target concealed
- 1 Shooter moved
- * Weapon's accuracy rating

Fighting

If a Hunter and dinosaur are in base contact at the end of a move, they immediately fight.

- The player controlling the Hunter rolls 2d6 and adds the Hunter's Fight score.
- Another player rolls 2d6 and adds the dinosaur's Fight score.
- The model with the highest score wins the fight.
- If the Hunter wins, the dinosaur loses 1 health. If the dinosaur wins, the Hunter loses d3 health.

Damage

When a Hunter loses health, mark it off their character sheet. When they have lost 2 health all their stats are reduced by 1 point. When they have lost 3 health they are dead.

When a dinosaur loses health, place a token next to the figure. When they have lost all their health they are dead. The hunter that deals the killing blow "bags the trophy".

Dinosaur Name

Type

Fight

Health

Special Rules

Triceratops	Herbivore	3	2	-1 when shooting at its front. It gets +1 Fight if it initiates combat by moving into contact with a Hunter.
Brontosaurus	Herbivore	2	4	-1 per die to all movement rolls.
Velociraptor	Carnivore	4	2	Extra -1 to shoot Velociraptor when it is concealed. +1 per die to all movement rolls.
Tyrannosaurus	Carnivore	4	3	

NAME:

AIM

FIGHT

SURVIVAL

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HEALTH



Weapon

Range

Accuracy

Damage

Notes

KILLS

Herbivores

Carnivores

Herbivores are worth 1 point each, Carnivores 2 points. The Hunter with the most points at the end of the game wins the fame and prestige they were after.

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HEALTH



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CREATING YOUR HUNTER

- Give your Hunter a suitably rugged name, like Chuck Wallis or Lord Roxton.
- Roll 1d6 each for Aim, Fight and Survival. Rolls of 1 count as 2 and rolls of 6 count as 5. Alternatively, divide 10 points amongst the three traits, with no score greater than 5.
- Give each hunter up to two weapons, based on what the model is equipped with.

Weapon	Range	Accuracy	Damage	Notes
Rifle	20"	0	d3	
Elephant gun	16"	-1	d3+1	On a double 6 the gun does d6 +1 damage. On a double 1 the Hunter loses 1 health!
Pistol	10"	0	1	On a double 6 the pistol does d3 damage.
Shotgun	10"	-1	1	The shotgun hits all models with 2" of the target.
Saber	Fighting	-	+1	Dinosaurs lose 2 health if the wielder wins combat

Option: Roll a d6 for each gun. On a 6 increase its accuracy by +1. On a 1 reduce its accuracy by -1.