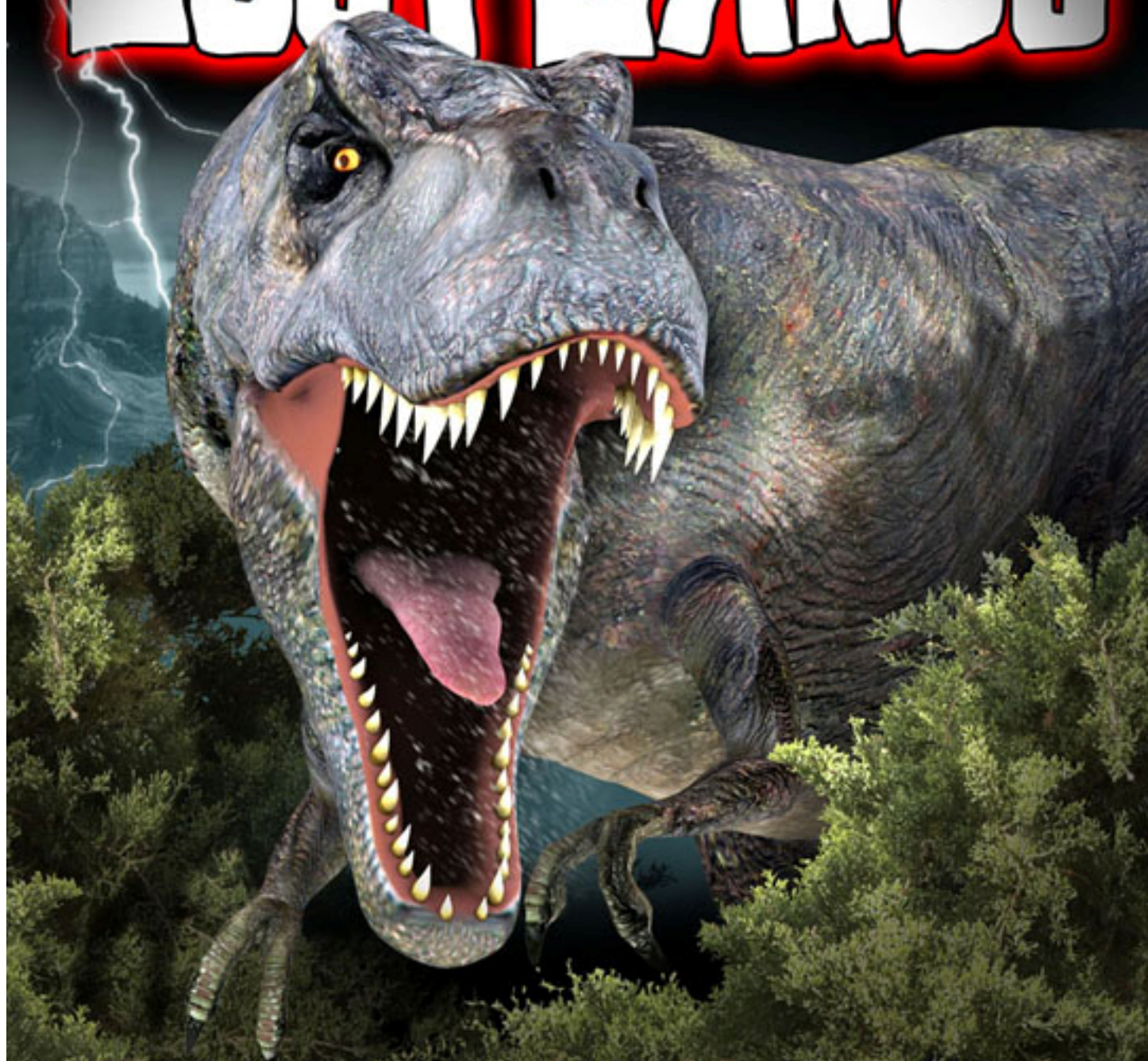


ADVENTURES IN THE
LOST LANDS



2Hour WARGAMES

JUST PLAY THE GAME

TAKE THE SHOT

You hear the whispers. Giant creatures from the dawn of time alive and walking the earth. Dinosaurs! How can it be? As a hunter you have to find out the truth so you follow the rumors to this God-forsaken corner of the world, Lemuria!

You've spent days and large sums of money in tracking the Beast and now it's come to this. Your bearer trembles as he pulls back the branch giving you a clear view of the Beast in all its splendor. As you steady your aim it turns, looks you in the eye and at that moment you wonder...

Who's hunting who?

Adventures in the Lost Lands, introduces you to a world like no other. A world of giant creatures and prehistoric men where you can:

- Be a Pulp Era hero exploring Lost Lands and searching for valuable treasure.
- Lead your tribe of primitive cavemen in a fight against other primitive tribes.
- Be a modern day big game hunter who travels to a pre-historic land that time forgot.
 - Command a Victorian Era expedition bent on discovery and conquest.
- Be a dinosaur, not only a dinosaur, but THE dinosaur, as you take on all others for supremacy.
- Or maybe command a squad of WW 2 GIs blasted into a strange pre-historic world while on maneuvers in Louisiana. *

In Adventures in the Lost Lands you can do all of this and more. We've included a number of linked scenarios forming a campaign which can be played solo, cooperatively with all players on the same side, or head to head against your friends. It's all up to you!

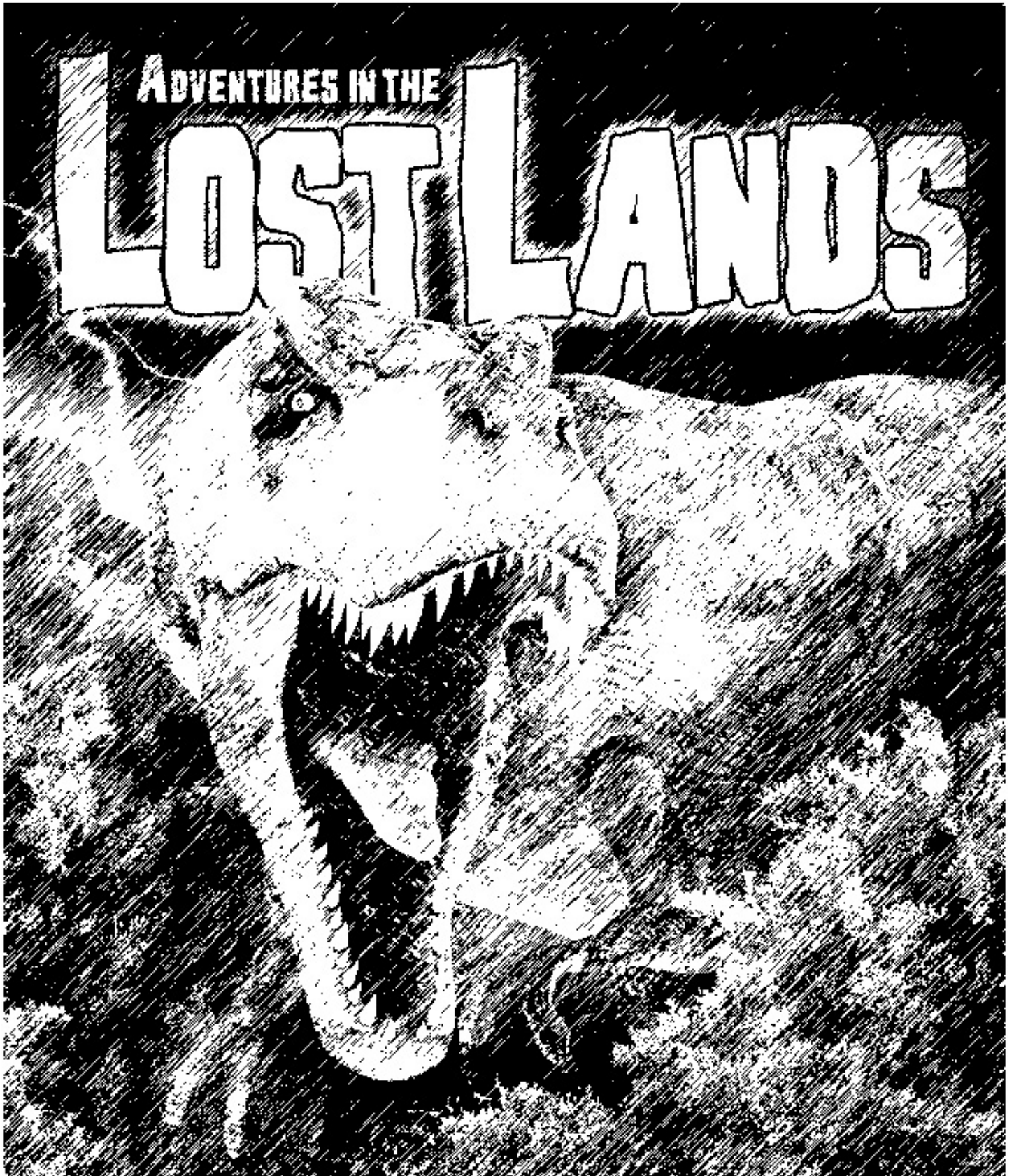
So have a seat, give the rules a read and prepare to enter a world like no other, the world of dinosaurs. But just remember one thing...

Who's hunting who?



Adventures in the Lost Lands is a stand-alone game and can be used with *Larger Than Life* and other Two Wargames rules.

* Really? Louisiana? Yep, it's a long story.



WRITTEN BY ED TEIXEIRA

ARTWORK BY RICHARD DEASEY

ADVENTURES IN THE LOST LANDS

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SPECIAL THANKS TO:

Rod Campbell: for dotting the "l" and crossing the "t" where needed.

Richard Deasey: for the raw data that allowed me to tell a Carnotaurus from a Centrosaurus and the great line of inspirational miniatures - Primaeval Design.

Paul Kime: for another bang up cover.

Tony Yates: for the awesome pictures of the King (page35) and Queen (page 48).

The Usual Suspects on the THW Yahoo Group: for always wanting something new.

Lil: for the continued support and helping hand.

PROLOGUE

You hear the whispers. Giant creatures from the dawn of time alive and walking the earth. Dinosaurs! How can it be? As a hunter you have to find out the truth so you follow the rumors to this God-forsaken corner of the world.

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INTRODUCTION

Adventures in the Lost Lands introduces you to a world like no other. A world of giant creatures and prehistoric men where you can:

- Command a Victorian Era expedition bent on discovery and conquest.
- Be a Pulp Era hero exploring Lost Lands and searching for valuable treasure.
- Lead your tribe of primitive cavemen in a fight against other tribes as well as the creatures that roam the land.
- Be a modern day big game hunter who travels to a pre-historic land that time forgot.
- Be a dinosaur, not only a dinosaur, but THE dinosaur, as you take on all others for supremacy.
- Or maybe command a squad of WW 2 GIs blasted into a strange pre-historic world while on maneuvers in Louisiana. *

**Really? Louisiana? Yep, it's a long story.*

Adventures in the Lost Lands includes a number of linked scenarios and can be played solo, cooperatively with all players on the same side, or head to head against your friends.

We'll also show you how to take your existing characters from other THW rules and bring them into these rules, into the Lost Lands.

Adventures in the Lost Lands. How you play it is up to you!

TWO HOUR WARGAMES YAHOO GROUP

Be sure to check out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads for other THW games.

<http://games.groups.yahoo.com/group/twohourwargames/>

WORD OF ADVICE

Be sure to read all of the rules before trying to play *Adventures in the Lost Lands*. And if you have a question about the rules just keep reading as the answer will be coming along shortly.

COMPATIBILITY WITH OTHER THW GAMES

With a little tweaking, if any, *Adventures in the Lost Lands* is compatible with all Two Hour Wargames rules, even NUTS! We've helped to get you started with conversions for *Larger Than Life* (page 3), *Colonial Adventures* (Page 3) and *NUTS!* (page 4).

EQUIPMENT REQUIRED

You will need a few things to play *Adventures in the Lost Lands*. They are:

- Six-sided dice, also known as d6. It is best to have at least a dozen of these, and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one device per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent woods and other terrain features.
- A flat surface at least 3'x3' with larger usually being better.

THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

PASSING DICE

This way to use the dice is to roll 2d6 and compare each result individually to the Reputation or Rep of each figure taking the test.

If the score is equal or less than the Rep then the figure has *passed* that die. If the score is higher than the Rep then the figure has *failed* that die. Figures may pass 2, 1, or 0d6 when the dice are rolled this way.

ADVENTURES IN THE LOST LANDS

Note that there will be times when the figure may roll more or less than 2d6 but the player can never score better than pass 2d6.

Example – Lord Jim Bob Joe (Rep 4) must take an In Sight Test. He rolls 2d6 and scores a 1 and a 5. He has passed 1d6.

COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*. When taking a test that uses this method a success is any score of 1, 2, or 3. A score of 4, 5, or 6 is a failure.

Example: The Triceratops enters melee and rolls 10d6. It scores a 1, 2, 2, 3, 3, 3, 4, 4, 5, and 5. This translates into six successes.

POSSIBILITIES

You may see numbers in parenthesis such as (1-2). This means that there is a chance of an event happening based on a d6 roll.

Example – The Ferocious dinosaur was found to be hunting (1-3) or feeding on a carcass (4-6). This means that on a result of 1-3 when rolling 1d6 the dinosaur was hunting when encountered.

READING AND ADDING THE DICE

And sometimes you simply read the result of the d6 for what it is and add the scores together.

Example – On the Terrain Generator Table I roll a 3 and a 6 for a total of 9.

HOW MANY D6?

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 should be rolled. This will usually be 3, 2, or 1 or maybe a word like Melee. That means roll 3, 2, or 1d6 for each point of whatever word it is.

Example – A Native (Rep 4) is approaching an Askari (Rep 4). The Askari must roll an In Sight Test so tosses 2d6. They later go into melee and see the word Rep on the Melee Table so they each roll 1d6 per point of Rep. They both roll 4d6 looking for successes, results of 1, 2, or 3.

FIGURES AND TERRAIN

Literally hundreds of figures can be used with Adventures in the Lost Lands. *There aren't any official figures so play with what you already have.*

To help you get started we've included some advertisements in the back from some very good manufacturers that we use.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6 mm to 54 mm and everything in between. The best part is that you can use any of them and still play Adventures in the Lost Lands. If you don't already have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

<http://games.groups.yahoo.com/group/twohourwargames/>

BASING FIGURES

Each figure represents one real man or beast. The easiest way to base your figures for Adventures in the Lost Lands is 1 human figure on a round or square base as either style will work.

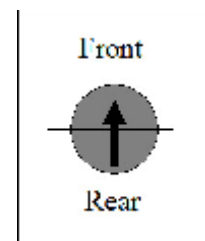
Beast should use the smallest base necessary and in some cases no base at all.

Figures previously mounted for other rule systems will also work.

DEFINING FACES

Charging onto the rear of an enemy or shooting to its rear depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target. The front facing is defined as 90 degrees to the left and right of the way the figure is facing.



ADVENTURES IN THE LOST LANDS

CONVERTING TO...

Adventures in the Lost Lands is made to be played as a standalone game but is ideal for use with other THW titles. We've included a few titles here to guide you in how to convert them.

LARGER THAN LIFE

Larger Than Life is our game of Pulp Adventures. LTL and Adventures in the Lost Lands share lots of common rules such as Stars and Grunts, weapons, etc. All you need to do is bring your character over. Here's what you need to know to merge the two together.

BRINGING OVER YOUR CHARACTER

You'll see that LTL and Adventures in the Lost Lands fit well together. Here's a quick rundown of the subject in LTL and how it works in Adventures in the Lost Lands.

- All the Roles (page 5 in LTL) are available.
- Extras (page 6 in LTL) are Grunts.
- Star Advantages (page 6 in LTL) work the same.
- Reputation, Attributes, Advantages, and Skills (pages 7 to 12 in LTL) work the same. Feel free to substitute Attributes from LTL for those in the Lists found in this book
- Professions (page 12 in LTL) work the same.
- All the People Lists (pages 18 to 20 in LTL) work the same.
- Challenges (page 23 in LTL) work the same.
- Traps (page 27 in LTL) work the same.
- The Story and how it is played out (pages 28 to 39 in LTL) works the same.
- Setting the Scene (page 40 to 42 in LTL) works the same.
- Actions (pages 43 to 45 in LTL) work the same.
- Combat (pages 46 to 52 in LTL) is replaced with the combat rules in Adventures in the Lost Lands but you will see the similarities.
- Weapons (page 49 in LTL) can be used in Adventures in the Lost Lands. Just replace Fire Dice with Impact
- Crisis Test in LTL is replaced with Reaction Test in Adventures in the Lost Lands.
- Magic (page 52 in LTL) can be used as it is written in Adventures in the Lost Lands.

That just about covers everything.

CRISIS TEST OR REACTION TEST?

In LTL characters take the Crisis Test. In Adventures in the Lost Lands they take Reaction Tests. This table will show you which Crisis Test is replaced with which Reaction Test.

The Crisis Test In LTL	Is replaced with the Reaction Test In Adventures in the Lost Lands
Adventurer	Adventurer
Beast	Dinosaur - Ferocious
Civilian	Civilian
Feeder	Dinosaur - Feeder
Ferocious	Dinosaur - Ferocious
Law Enforcement	Askari
Military	Adventurer and Askari

PLAYING WITH COLONIAL ADVENTURES

Now that you see how easy it is to use "Adventures in the Lost Lands" with Larger Than Life let's see how to use it with Colonial Adventures. When we're done you'll be able to use Larger Than Life AND Colonial Adventures in the world of Lemuria with the "Adventures in the Lost Lands" rules.

BRINGING OVER YOUR ARMIES

To start with we recommend bringing your units over from Colonial Adventures in five, ten, or twenty man units for infantry and five, ten, or fifteen man units for cavalry. We don't recommend using artillery but you can and it's pretty easy to figure out once you see the Army Lists starting on page 11. Leaders in Colonial Adventures become Stars in "Adventures in the Lost Lands". Let's go into a bit more detail.

- Class (page 4 in CA) works the same.
- Training (page 4 in CA) is handled by the different Reaction Tests used in "Adventures in the Lost Lands". This is handled in more detail by the Army Lists starting on page 11.
- Reputation (page 4 in CA) works are the same.
- Special Characteristics (page 4 in CA) are handled in the rules by Reaction Tests and other game mechanics.
- Units of troops (pages 6 and 13 in CA) are now skirmishing groups of individuals in "Adventures in the Lost Lands".
- Army Lists in CA are adapted to work in "Adventures in the Lost Lands" starting on page 11.

ADVENTURES IN THE LOST LANDS

- Weapons (pages 7 and 13 in CA) are included.
- Combat (pages 24 to 27 in CA) should be replaced with the combat rules in "Adventures in the Lost Lands" but you will see the similarities.
- If desired the scenarios in CA (Patrol, Raid, and Stand Up Fight) can be used in "Adventures in the Lost Lands" as written.
- Armor Piercing Weapons (page 22 in NUTS) will always count as "Score higher than size of target" on the Ranged Combat Damage - Dinosaur Table on page 40 or will count as outlined on the table when a "6" is rolled.
 - Each infantry APW weapon (bazooka etc.) is limited to 3 +1/2d6 rounds. Rounds may be swapped between like weapons.

That just about covers everything.

NUTS!

In this conversion you're in charge of a squad of WW 2 era soldiers who somehow have been blasted into a pre-historic Lost Land. How they got there is up to you but since you're going let's explain how it works.

BRINGING OVER YOUR SQUAD

To start with we recommend bringing your units over from squads over at full strength. Because, if you're going to play a campaign, there will be no more replacements coming. Ammo will become scarce as well. To reflect this each soldier will have a full weapon and three *reloads*. Each reload negates a result of Tight Ammo (page 23). When you score a result of Tight Ammo and do not have a reload you are out of bullets for that weapon. Reloads can be swapped out as desired but remember that they are limited.

Now let's go into a bit more detail for using NUTS in Adventures in the Lost Lands.

- Stars and Grunts (page 4 in NUTS) work the same.
- Star Advantages (page 5 in NUTS) work the same.
- Reputation and Attributes (pages 6 and 7 in NUTS) work the same. Feel free to substitute Attributes from NUTS for those in the Lists found in this book
- All the Lists (pages 9 to 12 in NUTS) work the same.
- All movement and actions (page 15 and 16 in NUTS) work the same.
- Leaders in NUTS will use the adventurer Reaction tests found in Adventure in the Lost Lands.
- Soldiers in NUTS will use the Askari Reaction tests found in Adventures in the Lost Lands.
- Weapons (page 19 in NUTS) can be used in Adventures in the Lost Lands just as they are.
- Grenades, as outlined in NUTS (page 25), can be used in Adventures in the Lost Lands. Every soldier is assumed to start with 1 grenade and there are no replacements available unless scavenged from others.
- Medics, as outlined in NUTS (page 28), can be used in Adventures in the Lost Lands.
- Vehicles are not recommended but if you choose to use them then the following rules apply.
 - Vehicles, as outlined in NUTS (pages 30 to 46), can be used in Adventures in the Lost Lands.
 - The Place Round Table (page 47 in NUTS) is still used. Do not count turret or hull. Any hit is counted as a hit.
 - When firing the main gun the Penetration Table (page 47 in NUTS) is not used. Instead roll on the Ranged Combat Damage - Dinosaur Table on page 40. Armor Piercing Weapons (page 22 in NUTS) will always count as "Score higher than size of target" on the Ranged Combat Damage - Dinosaur Table on page 40 or will count as outlined on the table when a "6" is rolled.
 - All vehicle mounted APW weapons are limited to 3 +1/2d6 rounds. Rounds may be swapped between like weapons.
 - All vehicle mounted machine guns will also only have three reloads.
 - All other vehicle rules outlined in NUTS (page 48 to 52) are used.
 - When vehicles are being used in a scenario the Scent of a Kill rule (page 42) is in play.
 - At the end of each scenario roll 2d6 versus the Front Armor of the vehicle and consult the Out of Gas Table. *If it is you can use it as a home base but it may no longer move.*

ADVENTURES IN THE LOST LANDS

2

Out of Gas

2d6 versus Front Armor of Vehicle

Any result of 6 is an automatic failure.

# D6 Passed	Result
2	Vehicle is out of fuel.
1	Vehicle running low on fuel. <ul style="list-style-type: none"> Count all subsequent tests at 1 point of Front Armor higher. If return to this table a second time then count as passed 2d6.
0	Vehicle has enough fuel for another scenario.

- All the Building rules found in NUTS (page 53) can be used in Adventures in the Lost Lands.
- Terrain rules in NUTS (pages 55 to 58) are replaced with those in Adventures in the Lost Lands.

That just about covers everything.

HUMANOIDS

Adventures in the Lost Lands is played both with humanoids (1) and dinosaurs. In this section we will cover all rules that apply to humanoids. Rules covering dinosaurs will be found on page 27.

(1) Humanoids include Cavemen and modern day humans.

DEFINING CHARACTERS

Each figure or *character* is defined in specific ways. Here's what defines a humanoid character.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What type of *weapon* does it have?
- Does the character have any *Attributes*?

STARS AND GRUNTS

There are two types of humanoid characters. They are *Stars* and *Grunts*.

STARS – Characters that represent you, the player. We suggest your Star begin with a Rep of 5.

GRUNTS – These are the *non-player characters* (NPC) or characters that do not represent a player. They may

be friends or foes and will come and go as the game progresses. NPCs are controlled by the game mechanics.

- Stars may recruit Grunts to form their force. This is done by rolling on the appropriate List starting on page 8.
- You are allowed to recruit figures up to twice your Rep to join your expedition. *Example - I am a Rep 5 Star so may recruit up to ten figures.*
- You cannot recruit anyone with a higher Rep than you. If you do, then he is the Leader and you're just along for the ride.

STAR ADVANTAGES

Being a Star in Adventures in the Lost Lands has four important advantages. These are:

- Larger Than Life
- Cheating Death
- Free Will
- Star Power

LARGER THAN LIFE (LTL)

Adventures in the Lost Lands can be used to capture the *cinematic flavor* of modern action movies where the Star is a larger than life character. This is represented in the following way.

- Stars cannot be killed by any *humanoid* with a Rep lower than the Star. Instead the worse result a Star could receive would be Out Of The Fight.
- The LTL rule cannot be used against any dinosaur regardless of its Rep.
- See the section on Star Power (page 6) as an alternative.

Example- Billy Pink (Rep 5) is stabbed by a Rep 4 Cro Magnon hunter. The Cro Magnon hunter scores an Obviously Dead result but Billy Pink is Out of the Fight instead.

CHEATING DEATH

A Star can be killed by any humanoid with an equal or higher Rep or any dinosaur regardless of its Rep. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the game and whisked safely home.

When a player chooses to *cheat death* his Rep is immediately reduced by one level.

ADVENTURES IN THE LOST LANDS

Example- Billy Pink (Rep 5) is attacked by a Rep 5 Velociraptor. The Velociraptor scores an Obviously Dead result so Billy should be dead. Instead he uses the Cheating Death rule and leaves the game. He is now a Rep 4.

See the section on Star Power (page 6) as an alternative.

FREE WILL

When a player must take certain Reaction Tests he may choose which of the three possible results he wants to do without rolling dice. This is noted on the test by an *.

Example – Billy is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and return fire.

STAR POWER

Usually reserved for Stars but sometimes found in Grunts, Star Power is the ability of a character to ignore normally disabling damage. Stars start with Star Power equal to their Rep. Whenever a character with Star Power takes damage from ranged fire or in melee combat it will roll 1d6 equal to its Star Power.

- Any result of 1, 2, or 3 reduces the damage by one level.
- Any result of 4 or 5 means the damage stays but the d6 is retained for future use.
- Any result of 6 means the damage stays but that die is removed from the character's Star Power for the rest of the scenario.
- Damage reduces as follows –
 - Obviously Dead goes to Out of the Fight
 - Out of the Fight goes to Stunned.
 - Stunned goes to no damage taken, character remains on feet and may function normally.

Example - Billy Pink, Rep 5, is in combat with a Rep 5 Velociraptor. The Velociraptor scores a result of Obviously Dead on Billy. Billy has a Star Power of 5 which is equal to his Rep. He chooses to use his Star Power and rolls 5d6. Billy scores a 1, 2, 3, 5 and 6. The 1, 2, and 3 can be used to reduce the damage that was taken.

- The 1 reduces the OD result to OOF.
- The 2 reduces the OOF to a result of stunned.
- The 3 reduces the stunned result to no effect. Basically Billy has escaped damage and will carry on.

- The 5 has no effect.
- The 6 is discarded and he now has only 4d6 Star Power for the remainder of the scenario.

REPUTATION

Reputation or Rep represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are six usual levels of Reputation-

- **Reputation 6** – These action heroes are few and far between. The stuff of legends.
- **Reputation 5** - These are veterans of numerous successful encounters. Big game hunters and cavemen hunters would have a Reputation of 5.
- **Reputation 4** - These are reliable men and women of some experience. Askaris and able bodied cavemen have a Rep 4.
- **Reputation 3** – These are people of unknown quality who have seen little or no action. Cave villagers and civilians are Reputation of 3.
- **Reputation 2** - These are people with little motivation or skill for combat. Children and the elderly would be Rep 2.

Note that Reputation is uncapped and as the character progresses its Rep can rise to over 6.

WEAPONS

Most characters are assumed to have a weapon of sorts while some characters such as civilians, villagers, and children do not.

It is possible for a character to have more than one weapon such as a rifle and pistol. Players are encouraged to count the figure to be armed with the weapon it has.

Weapons are covered in more detail in the appropriate sections entitled Ranged Combat and Melee.

Example – I choose three figures. One has a pistol and big game rifle, one a shotgun, and the third a spear.

ADVENTURES IN THE LOST LANDS

ATTRIBUTES

Adventures in the Lost Lands uses Attributes to further define characters. *Using Attributes is strictly optional but will greatly enhance your games.*

The Star is allowed two Attributes chosen from the lists.

Grunts have their Attribute assigned in the Lists starting on page 9.

2 ATTRIBUTES TABLE

2d6 added together

#	ATTRIBUTES
2	Born Leader: Adds 1d6 to all personal Reaction Tests except for the In Sight and Recover From Knock Down Tests. Any friendly character within 4" of it will react as the Born Leader does regardless of what their reaction would have actually been.
3	Inspire: Allows for all within 6" of the figure to count as one Rep higher than normal when taking the Received Fire, Wanting to Charge, Being Charged, and Man Down Reaction Tests.
4	Agile: When the character is fast moving he does not suffer any shooting penalties.
5	Slow: Rolls only 1d6 when taking the Fast Move test.
6	Melee: Adds 1d6 when in melee with humanoids.
7	Slow to React: -1 to Rep when taking the In Sight Test.
8	Athlete: Rolls 3d6 when taking the Fast Move Test.
9	Runt: Minus 1d6 when in melee.
10	Shooting: Will roll 1d6 extra when firing but counting the best results rolled. Will not exceed the Target Rating of the weapon.
11	Clumsy: When testing to Fast Move and rolls doubles will move 4 + 1d6" then fall in place counting as <i>stunned</i> .
12	Tracking: Allows for the party to add or subtract one, as desired, from their die rolls when on the PEF Resolution Table.

Example – Billy Pink is a Star and chooses the following Attributes, Agile and Born Leader. He recruits two Grunts, Charles and Dez. Charles rolls an 8 so is an Athlete while Dez rolls an 11 and is Clumsy.

INHERENT ATTRIBUTES

The following attributes are inherent and are reflected in the characters Reaction Tests as well as may add modifiers elsewhere.

Brute = Affects the character's reactions and allows for a +1d6 when in melee versus humanoids.

Fierce = Affects the character's reactions and allows for a +2d6 when in melee versus humanoids.

Docile = Affects the character's reactions.

Skittish = Affects the character's reactions.

GETTING STARTED

This section will explain how to play Adventures in the Lost Lands with humanoids only. How dinosaurs figure into the games will be covered on page 27.

TYPE OF GAME

The first thing that has to be determined is what type of game are you playing and what your group consists of. Here are the types of games you can play.

- **Dinosaurs** - In these games you are a dinosaur and only the Dinosaur and/or Mammal Lists starting on page 28 are used.
- **Caveman** - In these games only the Cavemen Lists starting on page 9 are used. You can use some or all of the lists.
- **Lost World** - In these games both the Dinosaur and/or Mammal Lists and the Cavemen Lists are used.
- **Lost World Expedition** - In these games you add one of the following lists and the Natives List found on page 17.
 - Victorian Era page 16.
 - Pulp Era page 16.
 - Present Day Man page 15.
 - Colonial Civilians and Military page 11.
- **Dino Safari** - These games are just like the Lost World Expedition except you do not use the Native or Cavemen Lists.

As you can see there is a wide variety of games that you can play with Adventures in the Lost Lands.

RECRUITING YOUR GROUP

To get started choose which list you will be playing.

Once you have decided on the list choose your Star's Attributes (page 7) and weapons.

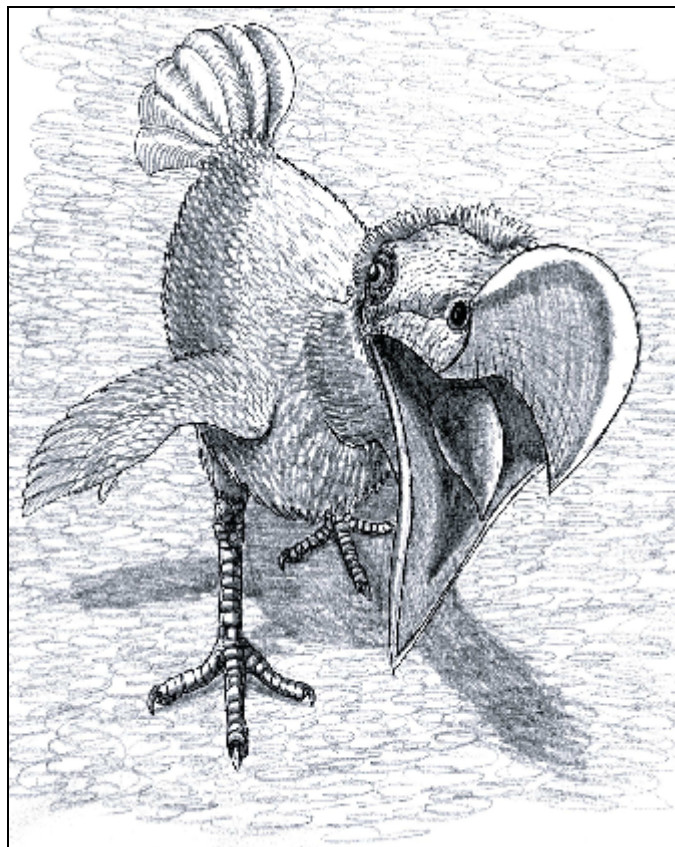
Next recruit the members of your group that you will lead. You can do it in one of two ways.

- Roll them up at random using 2d6 on the 2d6# column from the appropriate list.
- Pick the members of your group.

Regardless of which way you choose there are two restrictions.

- For each point of Rep the Star has he may recruit two Grunts.
- Stars may not recruit Grunts with a higher Rep than themselves.

When first starting out we recommend a maximum party of four figures until you familiarize yourself with the rules.



Dodo

THE LISTS

As mentioned earlier players may choose which type of game to play (page 7) and which lists are used in them. Here are the lists and how to read them.

EXPLAINING THE LISTS

Encountered - Used to determine how many of the characters will be encountered. This is based on a player party of three to seven. If playing eight or more, then double the number encountered. See page 1 for a note on how the dice are used.

2d6# - The column used when rolling at random to determine what character is to be used.

Type - This shows the type of character.

Reaction - This shows which of the Reaction Test classes the character will use.

Rep - Reputation of the character.

Attribute - The Attribute the character has.

Melee - The number of Melee d6 rolled *when fighting a dinosaur*. When fighting humanoids the character will use 1d6 per point of Reputation.

Move - Normal movement distance for the character.

Size - The relative size of the character in relation to dinosaurs and number of wounds it can take before becoming Out of the Fight (page 22).

CAVEMEN

For the purposes of Adventures in the Lost Lands the Cavemen lists cover the following pre-historic people and are grouped into three types.

- **Australopithecus** - Affectionately called monkey boys.
- **Cro Magnon** - One of the main types of early modern man.
- **Neanderthal** - Falling somewhere in between the other two.

AUSTRALOPITHECUS

In Adventures in the Lost Lands these are the *missing link*. Not quite an ape and not quite a human these creatures are *basically* pretty docile and timid. This is the hardest Caveman type to succeed with.

AUSTRALOPITHECUS (A)

Encountered
2 +1/2d6

(A) May be male (1-3) or female (4-6).

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Caveman	4	Brute	1	6	1	Choose from below
2 to 4	Able Bodied Villagers	Caveman	4	Brute	1	6	1	Stick used as club
5 or 6	Villagers	Caveman	3	Brute	1	6	1	Rock
7 or 8	Villagers	Caveman	3	Brute	1	6	1	Unarmed
9	Villagers	Caveman	3	Skittish	1	6	1	Unarmed
10 to 12	Children or elderly	Caveman	2	Skittish	0	4	1	Unarmed

CRO MAGNON

The Cro Magnon is the closest to early modern man. When you meet them they can be a tough foe if provoked. When playing Cavemen they are the best of the three types in Adventures in the Lost Lands.



ADVENTURES IN THE LOST LANDS

CRO MAGNON (A)

Encountered

1 (1-2) or 2 + 1/2d6 (3-6)

(A) Shaman and hunters are always male. Others may be male (1-2) or female (3-6).

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Caveman	5	Fierce	2	8	1	Choose from below
2	Shaman	Caveman	5	Inspire	1	8	1	Hand axe
3	Hunters	Caveman	5	Fierce	2	8	1	Hand axe & flint tipped spear
4	Hunters	Caveman	4	Fierce	1	8	1	Throwing spear and atlatls.
5	Hunters	Caveman	4	Fierce	1	8	1	Throwing spear.
6	Able Bodied Villagers	Caveman	4	Brute	1	8	1	Club
7 or 8	Able Bodied Villagers	Caveman	4	Brute	1	8	1	Flint tipped spears
9 or 10	Villagers	Caveman	3	Docile	1	6	1	Unarmed
11 or 12	Children or elderly	Caveman	2	Skittish	1	6	1	Unarmed

NEANDERTHAL

Not as advanced as the Cro Magnon and definitely tougher than the *monkey boys*. The Neanderthal is a very dangerous adversary.



Encountered

1 (1-2) or 2 + 1/2d6 (3-6)

(A) Hunters are always male. Others may be male (1-2) or female (3-6).

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Caveman	5	Brute	3	6	1	Choose from below
2	Hunters	Caveman	5	Brute	2	6	1	Hand axe & flint tipped spear
3	Hunters	Caveman	4	Brute	2	6	1	Hand axe
4	Hunters	Caveman	4	Brute	2	6	1	Flint tipped spear
5 to 7	Able Bodied Villagers	Caveman	4	Brute	1	6	1	Fire-hardened wooden spears
8	Villagers	Caveman	3	Docile	1	6	1	Rock
9 or 10	Villagers	Caveman	3	Docile	1	6	1	Unarmed
11 or 12	Children or elderly	Caveman	2	Skittish	0	4	1	Unarmed

MODERN MEN

These lists cover what we would call *modern man* and include the oldest list, Colonial, through the Pulp Era (between WW 1 and WW 2) and into present day man.

COLONIAL CIVILIANS (A)

Encountered
2 +1/2d6

(A) May be male (1-3) or female (4-6).

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Femme Fatale	Adventurer	4	Shooting	2	8	1	BA Pistol
3	Police Officer	Military	4	Shooting	1	8	1	BA Pistol
4	Tracker	Adventurer	5	Born Leader	1	8	1	Bolt Action Rifle
5	Merchant	Civilian	3	None	1	8	1	BA Pistol
6	Citizen	Civilian	3	None	1	8	1	Unarmed
7	Citizen	Civilian	3	None	1	8	1	Unarmed
8	Service class	Civilian	3	Occupation	1	8	1	Unarmed
9	Child or elderly	Civilian	2	None	1	8	1	Unarmed
10	Specialist	Civilian	5	Occupation	1	8	1	Unarmed
11	Militia	Askari	3	Shooting	1	8	1	Bolt Action Rifle
12	Militia Officer	Askari	4	Shooting	1	8	1	Bolt Action Rifle

MILITARY

FRANCE (A)

Encountered
2 +1/2d6

(A) All male unless specified.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Femme Fatale	Adventurer	4	Shooting	2	8	1	BA Pistol
3	Officer	Military	4	Shooting	1	8	1	BA Pistol
4	NCO	Military	5	Born Leader	1	8	1	Bolt Action Rifle
5	French Colonial Troops	Askari	3	Shooting	1	8	1	Bolt Action Rifle
6	Foreign Legion	Military	5	Fierce	1	8	1	Bolt Action Rifle
7	Foreign Legion	Military	5	Fierce	1	8	1	Bolt Action Rifle
8	Foreign Legion	Military	5	Fierce	1	8	1	Bolt Action Rifle
9	Algerian Troops	Military	4	Shooting	1	8	1	Bolt Action Rifle
10	Foreign Legion	Military	5	Fierce	1	8	1	Lewis Gun or similar
11	Algerian Troops	Military	5	Shooting	1	8	1	Bolt Action Rifle
12	Foreign Legion	Military	5	Fierce	1	8	1	Bolt Action Rifle

ADVENTURES IN THE LOST LANDS

GERMAN EMPIRE (A)

Encountered
2 +1/2d6

(A) All male unless specified.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Femme Fatale	Adventurer	4	Shooting	2	8	1	BA Pistol
3	Officer	Military	4	Shooting	1	8	1	BA Pistol
4	NCO	Military	5	Born Leader	1	8	1	Bolt Action Rifle
5	German Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
6	German Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
7	German Marines	Military	4	Shooting	1	8	1	Bolt Action Rifle
8	Askari	Askari	3	Shooting	1	8	1	Bolt Action Rifle
9	German Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
10	German Infantry	Military	4	Shooting	1	8	1	Lewis Gun or similar
11	Mounted Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
12	Shutzentrupp	Military	5	Shooting	1	8	1	Bolt Action Rifle

ITALY (A)

Encountered
2 +1/2d6

(A) All male unless specified.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Femme Fatale	Adventurer	4	Shooting	2	8	1	BA Pistol
3	Officer	Military	4	Shooting	1	8	1	BA Pistol
4	NCO	Military	5	Born Leader	1	8	1	Bolt Action Rifle
5	Infantry	Military	5	Shooting	1	8	1	Bolt Action Rifle
6	Infantry	Military	5	Shooting	1	8	1	Bolt Action Rifle
7	Bersaglieri	Military	5	Shooting	1	8	1	Bolt Action Rifle
8	Askari	Askari	4	Shooting	1	8	1	Bolt Action Rifle
9	Askari	Askari	3	Shooting	1	8	1	Bolt Action Rifle
10	Infantry	Military	4	Shooting	1	8	1	Lewis Gun or similar
11	Alpine Troops	Military	5	Shooting	1	8	1	Bolt Action Rifle
12	Alpine Troops	Military	5	Shooting	1	8	1	Bolt Action Rifle

ADVENTURES IN THE LOST LANDS

LUNG HO (A)

Encountered
2 +1/2d6

(A) All male unless specified.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Femme Fatale	Adventurer	4	Shooting	2	8	1	BA Pistol
3	Officer	Military	4	Shooting	1	8	1	BA Pistol
4	NCO	Military	5	Born Leader	1	8	1	Bolt Action Rifle
5	Chosen Men	Askari	3	Shooting	1	8	1	Bolt Action Rifle
6	Honor Men	Military	4	Shooting	1	8	1	Bolt Action Rifle
7	First Men	Military	5	Shooting	1	8	1	Bolt Action Rifle
8	Honor Men	Military	4	Shooting	1	8	1	Bolt Action Rifle
9	Chosen Men	Askari	3	Shooting	1	8	1	Bolt Action Rifle
10	First Men	Military	5	Shooting	1	8	1	Lewis Gun or similar
11	Honor Men Cavalry	Military	4	Melee	1	8	1	Bolt Action Rifle & Lance
12	First Men Cavalry	Military	5	Melee	1	8	1	Bolt Action Rifle & Lance

RUSSIA (A)

Encountered
2 +1/2d6

(A) All male unless specified.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Femme Fatale	Adventurer	4	Shooting	2	8	1	BA Pistol
3	Officer	Military	4	Shooting	1	8	1	BA Pistol
4	NCO	Military	5	Born Leader	1	8	1	Bolt Action Rifle
5	Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
6	Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
7	Seamen	Military	4	Shooting	1	8	1	Bolt Action Rifle
8	Askari	Askari	3	Shooting	1	8	1	Bolt Action Rifle
9	Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
10	Infantry	Military	4	Shooting	1	8	1	Lewis Gun or similar
11	Mounted Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
12	Askari	Askari	4	Shooting	1	8	1	Bolt Action Rifle

ADVENTURES IN THE LOST LANDS

SPAIN (A)

Encountered
2 +1/2d6

(A) All male unless specified.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Femme Fatale	Adventurer	4	Shooting	2	8	1	BA Pistol
3	Officer	Military	4	Shooting	1	8	1	BA Pistol
4	NCO	Military	5	Born Leader	1	8	1	Bolt Action Rifle
5	Foreign Legion	Military	5	Shooting	1	8	1	Bolt Action Rifle
6	Foreign Legion	Military	5	Shooting	1	8	1	Bolt Action Rifle
7	Foreign Legion	Military	4	Shooting	1	8	1	Bolt Action Rifle
8	Askari	Askari	3	Shooting	1	8	1	Bolt Action Rifle
9	Foreign Legion	Military	4	Shooting	1	8	1	Bolt Action Rifle
10	Foreign Legion	Military	4	Shooting	1	8	1	Lewis Gun or similar
11	Askari	Askari	4	Shooting	1	8	1	Bolt Action Rifle
12	Askari	Askari	4	Shooting	1	8	1	Bolt Action Rifle

UNITED KINGDOM – THE BRITISH EMPIRE (A)

Encountered
2 +1/2d6

(A) All male unless specified.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Femme Fatale	Adventurer	4	Shooting	2	8	1	BA Pistol
3	Officer	Military	4	Shooting	1	8	1	BA Pistol
4	NCO	Military	5	Born Leader	1	8	1	Bolt Action Rifle
5	Soldier	Military	5	Shooting	1	8	1	Bolt Action Rifle
6	Soldier	Military	5	Shooting	1	8	1	Bolt Action Rifle
7	Askari	Askari	4	Shooting	1	8	1	Bolt Action Rifle
8	Soldier	Military	4	Shooting	1	8	1	Bolt Action Rifle
9	Naval Brigade	Military	4	Shooting	1	8	1	Bolt Action Rifle
10	Soldier	Military	4	Shooting	1	8	1	Lewis Gun or similar
11	Mounted infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
12	Soldier	Military	4	Shooting	1	8	1	Bolt Action Rifle

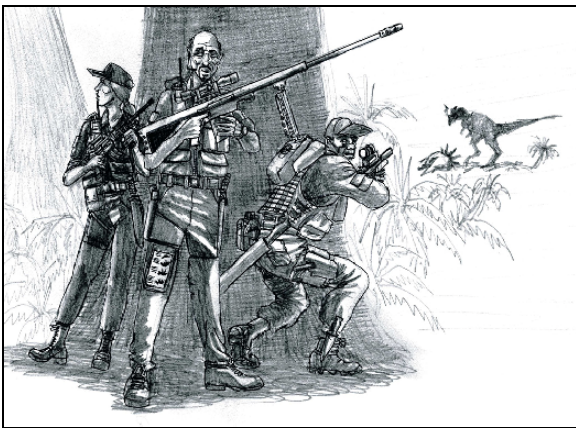
ADVENTURES IN THE LOST LANDS

UNITED STATES OF AMERICA (A)

Encountered
2 +1/2d6

(A) All male unless specified.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Femme Fatale	Adventurer	4	Shooting	2	8	1	BA Pistol
3	Officer	Military	4	Shooting	1	8	1	BA Pistol
4	NCO	Military	5	Born Leader	1	8	1	Bolt Action Rifle
5	Naval Seamen	Military	4	Shooting	1	8	1	Bolt Action Rifle
6	Naval Seamen	Military	4	Shooting	1	8	1	Bolt Action Rifle
7	Marines	Military	5	Ferocious	1	8	1	Bolt Action Rifle
8	Army Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
9	Army Infantry	Military	4	Shooting	1	8	1	Bolt Action Rifle
10	Army Infantry	Military	4	Shooting	1	8	1	Lewis Gun or similar
11	Askari	Askari	3	Shooting	1	8	1	Bolt Action Rifle
12	Askari	Askari	3	Shooting	1	8	1	Bolt Action Rifle



PRESENT DAY (A)

Encountered
2 +1/2d6

(A) May be male (1-4) or female (5-6).

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Big Game Hunter	Adventurer	5	Born Leader	2	8	1	Big Game Rifle & BA Pistol
3	Civilian	Civilian	4	Shooting	1	8	1	Big Game Rifle
4	Femme Fatale	Adventurer	3	Shooting	1	8	1	Big Game Rifle
5	Civilian	Civilian	5	Average	1	8	1	Big Game Rifle
6	Staff	Askari	4	Shooting	2	8	1	Assault Rifle & BA Pistol
7	Guide	Adventurer	5	Tracking & Shooting	2	8	1	Assault Rifle & BA Pistol
8	Staff	Askari	4	Shooting	2	8	1	Assault Rifle & BA Pistol
9 to 12	Staff	Askari	4	Shooting	1	8	1	Assault Rifle & BA Pistol

ADVENTURES IN THE LOST LANDS

PULP ERA (A)

Encountered
2 +1/2d6

(A) May be male (1-5) or female (6). Askari, Tracker, and natives are always male.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Adventurer	Adventurer	5	Born Leader	2	8	1	Big Game Rifle & BA Pistol
3	Big Game Hunter	Adventurer	4	Shooting	1	8	1	Big Game Rifle & BA Pistol
4	Civilian	Civilian	3	Any	1	8	1	Big Game Rifle
5	Femme Fatale	Adventurer	5	Any	1	8	1	Big Game Rifle
6 or 7	Native	Adventurer	4	Shooting	2	8	1	Semi-Automatic Rifle
8	Tracker	Adventurer	4	Tracking	2	8	1	Semi-Automatic Rifle
9 to 12	Native	Native	3	Any	1	8	1	Unarmed

VICTORIAN ERA (A)

Encountered
2 +1/2d6

(A) May be male (1-5) or female (6). Askari, Tracker, and natives are always male.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Adventurer	5	Choice x 2	3	8	1	Choose from below
2	Adventurer	Adventurer	5	Born Leader	2	8	1	Big Game Rifle & BA Pistol
3	Big Game Hunter	Adventurer	4	Shooting	2	8	1	Big Game Rifle & BA Pistol
4	Civilian	Civilian	3	Any	1	8	1	Big Game Rifle
5	Femme Fatale	Adventurer	5	Any	1	8	1	Big Game Rifle
6 or 7	Askari	Askari	4	Shooting	2	8	1	Bolt Action Rifle
8	Tracker	Adventurer	4	Tracking	1	8	1	Bolt Action Rifle
9 to 12	Native	Native	3	Any	1	8	1	Unarmed



NATIVES

NOBELONGGA TRIBE (A)

Encountered
2 +1/2d6



(A) May be male (1-3) or female (4-6).

Warriors are always male. If any Warriors and/or Askaris are encountered then there will not be any villagers in the same party.

2d6#	Type	Reaction	Rep	Attribute	Melee	Move	Size	Weapon
Special	Star	Native	5	Choice x 2	2	8	1	Choose from below
2	Chief	Native	5	Born Leader	2	8	1	Metal edged spear & knife (1)
3	Shaman/Witch	Native	4	Inspire	1	8	1	Knife or hand axe
4	Leader	Native	5	Melee	1	8	1	Metal edged spear & knife (1)
5	Warrior	Native	5	Shooting	1	8	1	Metal edged spear & knife (1)
6	Warrior	Native	4	Melee	1	8	1	Metal edged spear & knife (1)
7	Warrior	Native	4	Melee	1	8	1	Throwing spear & knife (1)
8 to 10	Villagers	Native	3	None	1	8	1	Unarmed
11	Children or elderly	Native	2	None	0	8	1	Unarmed
12	Askari	Native	4	Shooting	2	8	1	Bolt Action Rifle

(1) May also have shield

ORGANIZING YOUR FORCE

There are two special rules that can affect the organization of your figures and how you may move them. They are the Group and Leader rules.

GROUPS

At the start of the scenario each player must divide their figures into groups of one or more figures. Groups are those figures within 4" of one another and in clear Line of Sight of another group member. Note that Line of Sight or LOS is explained in detail later in the rules.

You may form up or break apart your group into smaller groups at anytime during the turn when you are active or when forced by reaction.

Example - Billy Pink, Charles, and Dez are in one group. They are all within 4" of each other and can see at least one other member of the group. They get fired on and Charles ducks back outside of 4" from Dez or Billy Pink. Although Charles can still see Dez or Billy he is now in his own group and will activate by himself. Later Billy moves to within 4" of him and he becomes part of the group and may immediately move with them.

LEADERS

Each group will start the scenario with a Leader, you. The Leader provides the following benefits.

- The Leader allows for all figures in his group to activate when he does.
- The presence of a leader can increase the chances of the members of his group passing a Reaction Test. This is called leader Die and a (LD) at the end of some Reaction Tests designates this.
- To use Leader Die throw 1d6 and compare the result to the *Rep of the Leader*. If the result is *pass 1d6 (page 1)* then this result may be added to the reaction results of figures in the group.

Example – A group wishes to take a Wanting To Charge test. The Leader has a Rep of 4 and 1d6 Leader Die is thrown. The score is a 3 so the result is pass 1d6. This is now added to the results of the other figures taking their tests. The group, all Rep 4, rolls 2d6 and scores a result of 3 and 6. This means that they normally would have passed 1d6. But adding the one passed d6 from the Leader Die means the group actually has passed 2d6.

REPLACING LEADERS - GROUP LEADERS

In real life there will always be someone in charge of a group. If the actual Leader is disabled or the group becomes split into more than one group someone will always *step-up* and replace him. When either of these occur the non-Leader figure with the highest Rep in each group is considered to be the Leader. In case of a tie the player may designate the Leader. The new figure allows the group to activate on his Reputation but does not provide Leader Die.

Example – The group splits into two groups. Once group does not contain the Leader. That group counts the highest Rep figure as the group leader.

THE RULES

Now let's go over the rules as you will use them during the game.

TURN SEQUENCE

Adventures in the Lost Lands is played in turns with one phase of activation per side. Although scenarios can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins select 2d6 of different colors.
- Designate one side as one color and the other side as the other color. *One of the d6 is called the dinosaur activation die whether the side contains dinosaurs or not.*
- Roll these two dice at the same time to start each turn. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them.
- If the die scores are not doubles then read each die individually. The higher score determines which side will activate its groups first.
- The die score also determines which Rep or higher group the corresponding side may activate. Groups activate from the highest to the lowest Rep.

Example: A Blue 4 and a Yellow 3 are rolled. The Blue side scored higher so it activates first. Blue may activate only groups that are led by a Rep 4 or higher Leader.

- After the first group has completed all its actions and any reactions it may have caused have been resolved the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated, the other side may activate one group at a time under the above Rep restriction and continue to do so until all groups have been activated.

Example: A Blue 4 and a Yellow 3 were rolled. The Blue side has finished activating all the groups he wanted to. It is now the Yellow sides turn. Yellow may activate only groups that are led by a Rep 3 or higher Leader.

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- After both sides have moved all of their eligible groups and all reactions have taken place the turn is over and Activation dice are rolled again.
- When more than two sides play just add additional colored die to the Activation roll. Any dice rolling doubles means those sides may not activate but the other sides may. If all dice roll the same number, simply re-roll.

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. Let's start with actions.

ORDER OF ACTIVATION

When a side is active it must activate its groups from the highest to the lowest Rep. In cases of a tie the player chooses the order of activation.

Any and all reactions caused by one group activating have to be finished before the next group may activate.

ACTIONS

When a character is *active* he may voluntarily do one of the following actions.

- Move up to full distance and fire if desired, at any time during his move. A character may fire once when active regardless of any previous firing due to a reaction result. This is called active fire.

Example – Billy Pink walks around a corner and an enemy gets an in Sight test, fires and misses. Billy takes the Received Fire test, fires, and takes out the enemy. Billy continues his move and decides to active fire at another enemy later in his move.

- Stay in place, changing the way he is faced if desired, and fire.
- Charge into melee in lieu of taking active fire.

MOVEMENT

There are two types of movement, voluntary, when the group is *active*, and involuntary when caused by a Reaction Test.

NORMAL MOVEMENT

Normal humanoid movement is 6" or 8" depending upon its type.

FAST MOVEMENT

If desired a figure may attempt to move at a faster speed than normal. Rolling 2d6 versus the Rep of the figure then consulting the Fast Movement Test does this. Note that one set of d6 are rolled and the results applied to each member of the group wishing to fast move. *This could result in the group breaking apart.*

Example – Billy Pink (Rep 5) decides to have the group take a Fast Move test. He rolls 1d6 versus his Rep of 5 but scores a 6 so fails his Leader Die. The group tosses 2d6 and scores a 5 and a 4. Billy passes 2d6 and moves 16". Dez (Rep 4) passes 1d6 and moves 12". Charles (Rep 3) passes 0d6 and moves only 8".

GOING PRONE

Figures may choose to go prone at anytime during their turn. This ends their movement. To regain their feet takes half of their movement distance.

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Active figures that choose to go prone may still fire a weapon. A figure forced to go prone by a reaction result may not fire when going prone.

Example – Charles moves 8" and declares that he is going prone. The figure is laid down and he can now fire if desired.

INVOLUNTARY MOVEMENT

Figures may be forced into involuntary actions and movement due to the results of a Reaction Test. The procedures for taking a Reaction Test will be described later (page 20). However, the possible involuntary actions and moves are as follows.

HALT

Cease movement and spend the next turn of activation in place.

DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover available within 6" then drop prone in place, ending your turn. Figures in Duck Back cannot see or be seen by the cause of the test.

FLEE

Turn from the cause of the result and make an immediate Fast Move away. The figure will continue to Fast Move until it exits the table.



Dinos purchased from the Dollar Store. It's all good!

REACTION

This section covers the heart of the Two Hour Wargames rules. It is called the Reaction System. Figures will take Reaction Tests during the game when called upon to do so for a variety of reasons. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight. How your Grunts perform will be based upon the situations you put them in and their subsequent reactions.

All of the tests are grouped together on the Reaction Tests Table in the rear of the book. Different characters will use different tables (pages 61-66).

HOW TO TAKE A REACTION TEST

To take a Reaction Test roll 2d6 for the group, add any Leader Die if allowed, and apply the results to all the figures in the group taking the test. This means that some figures taking the test in the same group could pass 2d6, 1d6, or 0d6 for the same test.

Not all humanoids will take all Reaction Tests.

THE TESTS

Let's look closer at each Reaction Test.

FAST MOVE – Whenever a figure wants to move farther than its normal move distance it will take this test. While not strictly a Reaction Test we have grouped it on the Reaction Table for ease of play.

- Taken when active or when called upon to flee.

IN SIGHT – Whenever a figure has an opposing group enter its LOS, and it was not been seen previously during this activation phase, the figure takes this test.

- Taken only when inactive.

The In Sight is taken after it has moved 2" into sight. If more than one figure is in the group the test is taken after all the figures that wish to move have done so and have moved no more than 2".

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IN SIGHT OR NOT

Figures are always either in sight or not.

A figure is in sight when –

- An enemy figure can trace a line of sight to that figure. This still applies even if that figure is in cover or concealed.

A figure is not in sight when-

- It cannot be seen because of intervening terrain. Figures ducked back or hunkered down fall into this category.
- It cannot be seen due to weather or light restrictions such as being farther than 12" from the enemy at night.

Example – Billy Pink is inactive and behind a rock. A Velociraptor is on the other side and not in sight. The Velociraptor is now active, moves around the rock and can now be seen by Billy. The Velociraptor is considered to be In Sight. Billy takes the In Sight Test, passes 2d6 and fires.

RECEIVED FIRE – Whenever a figure has been shot at and not hit it will take this test.

Any friendly figure within 4" and LOS to this figure will also take the test.

- Taken when active or inactive.

Example – Billy Pink is shot at. Charles and Dez are within 4" and can see Billy. They all take the test.

WANTING TO CHARGE – Whenever a figure has a LOS to an opposing group and wants to charge into melee (hand-to-hand combat) it takes this test.

- Taken only when active.

Example – Billy, Charles and Dez are in the same group. Billy and Charles want to charge while Dez stays put and provides fire. They roll 2d. Billy passes 2d6 while Char passes 1d6. They both are allowed to charge. Dez fires before her friends move.

BEING CHARGED – Whenever a figure is being charged the figure must take this test when the charging figure reaches 4" from contact.

Any friendly figure within 4" and LOS to the charging figure will also take the test.

- Taken only when inactive.

Example – Charles charges Carlos. Carlos takes the Being Charged Test and passes 2d6 so will fire then melee with Charles.

MAN DOWN – Any figure within 4" and LOS to a friendly figure that suffers a result of stunned, Out of the Fight, or Obviously Dead will take this test. *Figures with a higher Rep than the man down do not take the test.*

- Taken when active or inactive.

Example – Dez is hit by fire and is stunned. The group rolls 2d6. Both Charles and Billy are within 4" and sight of Dez but only Charles has the results applied to him as Billy has a higher Rep than Dez.

LEADER LOST – If a man down is the Leader this test is taken instead.

- Taken when active or inactive.

Example – The group comes under fire and the Leader goes down. The group now takes the Leader Lost Reaction Test and passes 2d6.

RECOVER FROM KNOCK DOWN – Whenever a figure is knocked down it will immediately take this test.

- Taken when active or inactive.

Example – Dez takes a hit and goes down. She rolls 2d6 on the Recover From Knock Down Test, passes 2d6, and is stunned.

HEROES ALL

Whenever double ones (snake eyes) are rolled for any of the following Reaction Tests the figure will go into *hero mode*.

- Received Fire
- Wanting To Charge
- Being Charged
- Man Down
- Leader Lost

This means they will always pass 2d6 whenever they have to take these tests for the rest of the game or until it is the last figure remaining. When this occurs then reactions are taken normally. Which figure goes into hero mode as Reaction Tests are taken by the group? Simply roll 1d6 for each figure and add the score to its Rep. High total is a hero with ties being rolled off.

Example – Charles takes a Man Down test and passes 2d6 with snake eyes. He is now in hero mode. Later Charles wants to charge and does so without needing to roll.

ADVENTURES IN THE LOST LANDS

REACTION STATUS

Here we will explain the terms found on the Reaction Tests Table.

CARRY ON

The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Stunned
- Obviously Dead
- Out of the Fight
- Ducked Back
- Flee

DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover available within 6" then drop prone in place, ending your turn. Figures in Duck Back cannot see or be seen by the cause of the test.

HALT

Cease movement and spend the next turn of activation in place.

OBVIOUSLY DEAD

The wound is so severe it is obvious that the character is dead.

OUT OF THE FIGHT

The figure is wounded and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by enemy he is considered to be captured.

SNAP FIRE

Figure will fire at full Target Rating and count as snap firing when rolling on the Ranged Combat Table (page 24). After snap firing and subject to reaction results, active figures can continue their move.

STUNNED

Figure may not act or react until having spent one full turn of activation doing nothing.

CHALLENGES

Use this procedure when a player wants to do something that is not covered by another rule.

1 – Decide on the *task* that the player wants to do.

Example – I want to jump from the roof of a moving truck to the roof of a building.

2 – Decide what the *consequences* of failure will be.

Example – If I fall I will damage a leg and reduce my movement by half.

3 – Decide the *degree of difficulty*.

Example – The truck will be moving so I decide it is highly difficult.

4 – If the task is highly difficult then subtract one from the Rep of the character attempting the task.

Example – My Rep is reduced from 5 to 4.

5 – If the task is very simple then add one to the Rep of the character attempting the task. Regardless of factors a roll of "6" is always a failure.

Example – The truck and roof are the same height and only three feet apart. If the truck was not moving the task would be very simple and I would have my Rep increased from 5 to 6.

6 – If there are circumstances that would increase or decrease the chance of success, then increase or decrease the Rep of the character by one point.

Example – I want to sneak by a guard and it is night time and his back is to me. I add one to my Rep.

7 – It is possible that there may be offsetting circumstances that would increase or decrease the chance of success.

Example – I want to sneak by a guard and it is night time and his back is to me. I add one to my Rep. However; he has a higher Rep than mine so I reduce it back to 5.

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2 CHALLENGE TEST

(Taken vs. Rep)

A score of "6" is always a failure

# Dice Passed	Result
Pass 2d6	Character completes the challenge successfully.
Pass 1d6	Character may chose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge.
Pass 0d6	Character fails and suffers consequences.

Basically after the challenger decides what the task will be the players must agree on the difficulty of the task and the consequences of failure.

RANGED WEAPONS

There are two ways to inflict damage in Adventures in the Lost Lands. The first way is through ranged weapons fire and the other is through melee (hand-to-hand combat). Trust me on this. Melee is considered to be a last resort.

Each weapon is defined by type and in some cases weapons have been lumped into broader categories. Weapons are defined by four characteristics.

Type – What they are

Range – The range listed for every weapon is its *effective range* or the range that *the firer feels he has a reasonable chance of hitting the target*.

Targets – The maximum number of d6 rolled when fired by the character. Each d6 has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the *spread* of the weapon.

Example – An assault rifle with Target of 3 may fire at up to three targets in a three-inch width.

Impact – The damage a hit from the weapon may do.

LIST OF WEAPONS

In this section we cover *modern weapons*. *Primitive weapons* are covered on page 25.

MODERN WEAPONS TABLE

Type	Range	Targets	Imp
Assault Rifle (1)	48 (60)	3	3
BA Pistol	12	2	2
Big Game Rifle - Victorian	48	1	4
Big Game Rifle (1) - Modern	48 (60)	1	5
Bolt Action Rifle	48	1	3
Lewis Gun or Similar	48	4	3
Semi-Auto Rifle	48	2	3
Submachine Gun	24	3	1

(1) 60" if used with scope.

TIGHT AMMO

Ammo in Adventures in the Lost Lands is pretty much unlimited. However, there is still a chance that the weapon may temporarily run out of ammo and must be reloaded. So anytime two or more "1"s turn up when firing the weapon is out of ammo and may not be fired again until one turn of activation is spent reloading it. Figures reloading weapons may not exceed their normal move.

The weapon is considered out of ammo after all d6 have been applied.

Example – Carlos fires with an assault rifle and rolls a 1, 1, and 5. He scores one hit with the 5 but the two "ones" mean he is out of ammo.

SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in Adventures in the Lost Lands to represent them.

LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by friendly figures, terrain, buildings, and sometimes weather.

- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS in woods or rough terrain is reduced to 12" in the daytime and 6" at night. If at the edge of

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the woods then the figure may see and be seen from outside the woods.

- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 6".

RESOLVING FIRE

Fire continues between two or more figures until one side is unable to return fire. This can happen for the following reasons.

- Run out of ammo by rolling two or more *ones* or using a one shot weapon like a throwing spear.
- One side has Ducked Back.
- One side has Fled.
- One side has been hit by fire.

It is common for figures to fire multiple times in one turn.

Example – Charles fires at Carlos and misses. Carlos takes the Received Fire test. Carlos fires back and misses as well. Charles takes the Received Fire test and passes 2d6 and returns fire. Carlos is hit and knocked down ending the exchange.

TARGET SELECTION

A figure may fire at up to one target per point of Target Rating of the weapon. The targets must not be more than 1" from each other.

- Before firing the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple hits.
- Roll the dice and arrange the dice from the highest to the lowest.
- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

Example – Carlos fires his assault rifle at Dez and Charles. He declares to fire 1d6 at the first target, Dez, and the rest at Charles. The dice come up 3, 5, and 2. The d6 are laid out from high to low (5, 3, and 2). The 5 will be applied to Dez and the rest applied to Charles.

SHOOTING A WEAPON

First establish a LOS between the shooter and the target figure. Then-

- Roll 1 to 4d6 depending upon the Target Rating of the weapon and add them individually to the shooter's Reputation.

- Compare these totals individually to the Ranged Combat Table. *There is no need to test any modifiers prior to rolling as the modifiers are already built into the hit table.*

Target	Ranged Combat <i>1d6 + Rep</i>
<i>A result of two or more "ones" means out of ammo.</i>	

1d6 + Rep	Result
3 to 7	Miss.
8	<ul style="list-style-type: none"> • Target concealed – miss. • Target in cover – miss. • Target prone – miss. • Target moved fast – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Second or higher target – miss. • Otherwise – hit.
9	<ul style="list-style-type: none"> • Target in cover – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Third or higher target – miss. • Otherwise – hit.
10+	Hit.

- **MISS** – The target was missed but must immediately take a Received Fire Test.
- **HIT** – The target was hit and damage must be determined.
- **CONCEALMENT** – If the target is behind an obstruction that can conceal it but cannot stop a bullet it was missed.
- **COVER** – If the target is behind a solid obstruction that can stop a bullet it is in cover and was missed.
- **PRONE** – If the target is prone it was missed.
- **TARGET MOVED FAST** – If the target passed a Fast Move test with 2d6 or 1d6, the target was missed.
- **SHOOTER MOVED FAST** – If the shooter passed a Fast Move test, with 2d6 or 1d6, the target was missed.
- **SHOOTER IS SNAP FIRING** – Shooter rushed his shot and the target was missed.
- **SECOND (THIRD) OR HIGHER TARGET** – If the target was the second (third) or higher target shot at by the same shooter then it was missed.

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- **OTHERWISE** – If none of the circumstances apply the target was hit.

Example - Billy Pink fires his BA pistol at Carlos who is in cover. Billy rolls a 3 and 6. Each die score is added individually to his Rep of 5. This means a score of 8, miss because Carlos is in cover, and an 11, which is a hit.

PITIFUL SHOT

Rep 3 figures and only Rep 3 figures are allowed to use the *pitiful shot* rule. Whenever a Rep 3 fires and rolls a six but still cannot hit the target, such as when a target is in cover, he is allowed to roll 1d6 again. If the score is equal to or lower than his Rep (3) then a hit is scored. Otherwise, treat the result as a Miss requiring the target to take a Received Fire Test.

Example – Charles (Rep 3) fires at a Do-do that is in cover. He scores a 6 but still cannot score a hit. He can use the Pitiful Shot rule and rolls another 1d6 and scores a 2. The Do-do has been hit.

DETERMINING DAMAGE

Each time a figure is hit the shooter must roll on the Ranged Combat Damage Table. Roll 1d6 and compare the score to the Impact of the weapon.

1 Ranged Combat Damage Table *1d6 per each hit*

Score	Result
"1"	Target Obviously Dead
Impact or less but not a "1"	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knock Down Test.

Example – Billy Pink has hit Carlos with his BA pistol. Billy rolls 1d6 and scores a 3. This is higher than the Impact of 2 so Carlos is knocked down and must take the Recover From Knock Down Test. Carlos passes 2d6 and is stunned.

AUTO-KILL OR CAPTURE

If an active figure comes into physical contact with a stunned or Out of the Fight figure he may choose to either automatically dispatch the figure or instead capture him (tie up, etc.)

Example – Billy Pink activates and runs up to the stunned Carlos and chooses to capture him.

MELEE

When figures come into contact they can enter into melee (hand-to-hand combat).

PRIMITIVE WEAPONS TABLE

Type	Range	Targets	Imp
Club	x	1	2
Fire hardened wooden spear	x	1	1
Flint tipped spear	x	1	2
Hand axe	2	1	2
Knife	2	1	2
Metal edged spear	2	1	3
Rock	6	1	2
Stick used as club	x	1	1
Throwing Spear (1)	6	1	1

(1) Lighter spear used for throwing. When used with atlatl range doubles and impact increases by 1.

IMPROVISED WEAPONS

Improvised weapons are those that are not designed as weapons but will work in a pinch. These can be used with one hand or with two hands but still have an impact of 1.

UNARMED COMBAT

Any result of Obviously Dead scored by a character that is unarmed is converted to Out of the Fight.

HOW TO MELEE

- The charger has LOS to the target, then takes and passes the Wanting To Charge test.
- The target of the charge takes and passes the Being Charged test.
- Each figure in melee starts with d6 equal to their Rep.
- Each figure adds or subtracts d6 when any of the melee modifiers apply.
- Each figure then rolls their d6 discarding any result of 4, 5, or 6.
- Each figure then retains any result of 1, 2, or 3 and re-rolls them.
- This continues until one or both sides have zero d6 left to roll.
- Consult the Melee Combat Table and apply the results.

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Rep

Melee Combat

Taken vs. Rep

- +2d6 if have *Fierce* attribute.
- +1d6 if have *Brute* or *Melee* attribute
- 2d6 if prone or attacked to rear
- 2d6 if retrieving wounded
- 1d6 if using an improvised weapon
- 2d6 if unarmed

A score of 1, 2, or 3 is a success
A score of 4, 5, or 6 is a failure.

When fighting multiple attackers must divide d6

Continue rolling until one side has any successes or all sides have zero successes.

# Successes	Result
Score 2+ more successes	Enemy Obviously Dead.
Score 1 more success	Enemy Out of the Fight
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

Example – Billy Pink (Rep 5) and a Warrior (Rep 4) are in melee

- *Billy starts with 5d6 for his Rep. He subtracts 1d6 as he is not using a melee weapon. His rifle does not count as a melee weapon.*
- *The Warrior starts with 4d6 for Rep and adds 1d6 for the Melee Attribute.*
- *Bill rolls a 1, 2, 3, and a 6. He keeps the 1, 2, and 3 and discards the rest. He will re-roll 3d6.*
- *The Warrior rolls a 1, 4, 4, 5 and 6. He keeps the 1 and discards the rest. He will re-roll 1d6.*
- *Billy rolls 3d6 and scores a 1, 2 and 6. He keeps the 1 and 2 and discards the rest. He will re-roll 2d6.*
- *The Warrior rolls 1d6 and scores a 5. He tosses the 5 and has zero d6 to re-roll.*
- *Billy has won the melee with 2 more successes so the Warrior is Obviously Dead.*

FIGHTING MULTIPLE ENEMIES

When fighting against more than one figure the outnumbered figure must divide their d6 and declare how many dice to apply to each attacker. If they lose any of the melees with any of the figures they will suffer the results. It is possible to win one melee but lose the other!

Example - Billy Pink is fighting against two Cro Magnon hunters. He splits his 5d6 into 3d6 versus one and 2d6 versus the other. He rolls all the d6 and scores 1 success versus one hunter but zero against the other. Billy has lost the fight.

You will always re-roll all your successes. If you defeat one opponent you are still allowed to re-roll any remaining successes from that combat and now apply them to the new combat.

BREAKING OFF MELEE

Anytime a figure that is locked in melee becomes active it may choose to end the melee by moving at least 1" away from the enemy. He can do this unless blocked by terrain such as when having a back to the wall. Once the melee has been broken off the other side will take an immediate In Sight Test and will carry out the result.

Example – Both Carlos and Char have scored zero successes previously so they are locked in melee. Char activates first and breaks off the melee by moving 6" away. Carlos takes an In Sight Test and passes 1d6 and can fire at Char but taking a snap fire.

RETRIEVING WOUNDED

When a figure is retrieving wounded figures it will behave as follows:

- Figures can voluntarily choose to retrieve wounded figures.
- Any figure may pick up a wounded figure and continue moving its remaining distance but may not exceed normal movement at any time.
- Figures may not fire weapons when retrieving wounded figures.
- Figures charged while retrieving wounded must drop the wounded or keep them but meleeing at -2d6. If they drop the wounded they may not recover them until next active.

AFTER THE BATTLE

If you decide that you would like to keep the same characters for more than one scenario this is an easy way to see if they recover from wounds or return after fleeing the table. Rolling 2d6 vs. the Rep of each figure that went *Out of the Fight or Fled* and consulting the After The Battle Recovery Table does this.

2 AFTER THE BATTLE RECOVERY

Taken vs. Rep of all OOF figures or those that Fled

A result of "6" is always a failure.

# Dice Passed	Result
Pass 2d6	All return at normal Rep.
Pass 1d6	All return at -1 to their Rep.
Pass 0d6	OOF becomes OD while those that Fled will not return.

Example – Charles (Rep 3) went Out of the Fight and after the game I roll 2d6 to see what happened to him. I roll a 4 and 2 passing 1d6. Charles comes back but is now Rep 2.

HOPELESS CHARACTERS

You may choose to *retire* and no longer use a character at anytime.

DINOSAURS

Adventures in the Lost Lands is played both with humanoid and dinosaurs (1). In this section we will cover all rules that apply to dinosaurs. Rules covering humanoids will be found on page 5.

(1) Dinosaurs include both Dinosaurs and Mammals and the terms are used interchangeably. References to one also apply to the other.

DEFINING DINOSAURS

Each dinosaur is defined in specific ways as outlined on their Lists starting on page 28. Here's what defines dinosaurs.

- Is it Ferocious or a Feeder?
- What is its Size?
- What is its Reputation?
- How many Melee d6 does it have?
- How many may be Encountered?

- How fast can it Move?

FEROCIOUS OR FEEDER

There are two types of dinosaurs. They are *Ferocious* and *Feeders*.

FEROCIOUS – These are terrifyingly aggressive meat eaters.

FEEDERS – These are tranquil plant eaters.

SIZE

Sizes range from 2 for smaller dinosaurs up to 10 for extremely large dinosaurs. To put it in perspective humanoids are size 1.

Dinosaurs can take one wound per each point of size. When they receive wounds equal to their size they will fall to the ground and bleed out.

REPUTATION

Reputation or Rep represents a combination of aggressiveness and attitude of the dinosaur and is an expression of a dinosaur's overall fighting quality. There are four possible levels of Reputation-

- **Reputation 5** - These are usually large, but sometimes small, aggressive dinosaurs. A Velociraptor has a Reputation of 5.
- **Reputation 4** - These are usually ferocious dinosaurs but are often aggressive plant eaters. An Ankylosaurus has a Reputation of 4.
- **Reputation 3** – These are docile dinosaurs not desiring to fight. A Megaceros has a reputation of 3.
- **Reputation 2** - These are skittish dinosaurs that will flee when given the chance. A Glyptodon has a reputation of 2.

MELEE D6

Dinosaurs do not use weapons and their attacks are bites, slashes, and bashing. The sizes of the dinosaur, its aggression, and the type of attacks it can make have been categorized and are represented by Melee d6. The more Melee d6 the more dangerous the dinosaur is in combat.

ENCOUNTERED

How many of these dinosaurs can you run into at a time? This is answered by reading the Encountered

ADVENTURES IN THE LOST LANDS

column on the appropriate List. Dinosaurs may be encountered by themselves or in multiples.

MOVEMENT

Unlike humanoids the normal move distance of dinosaurs vary from 4 to 20 inches.

GETTING STARTED

This section will explain how to play Adventures in the Lost Lands with dinosaurs.

RECRUITING YOUR GROUP

If not playing as a dinosaur the number of dinosaurs met is determined by rolling on the Encountered column of the appropriate List (page 28).

If playing as a dinosaur the player must choose which list he will be playing.

Next use the Encountered column to see if there are more dinosaurs of your type with you.

GROUPS

Dinosaurs follow the group rules as found on page 17. But they do not count any leader rules.

THE LISTS

Here are the Dinosaurs Lists. We have grouped the dinosaurs by like types and included two Generic Lists as well.

EXPLAINING THE LISTS

2d6# - The column used when rolling at random to determine what creature is to be used.

Ferocious - Could say Feeder instead. This shows the type of dinosaur.

Period - This is the time period that the dinosaur existed. In Adventures in the Lost Lands this is informational only. If you choose you can only play dinosaurs from the same period.

Size - The relative size of the creature and number of wounds it can take before dying.

Rep - Reputation of the creature.

Melee - The number of Melee d6 rolled when at full strength.

Encountered - Used to determine how many of the creatures will be encountered. See page 1 for a note on how the dice are used.

Move - The normal movement distance for the creature.

GENERIC DINOSAURS

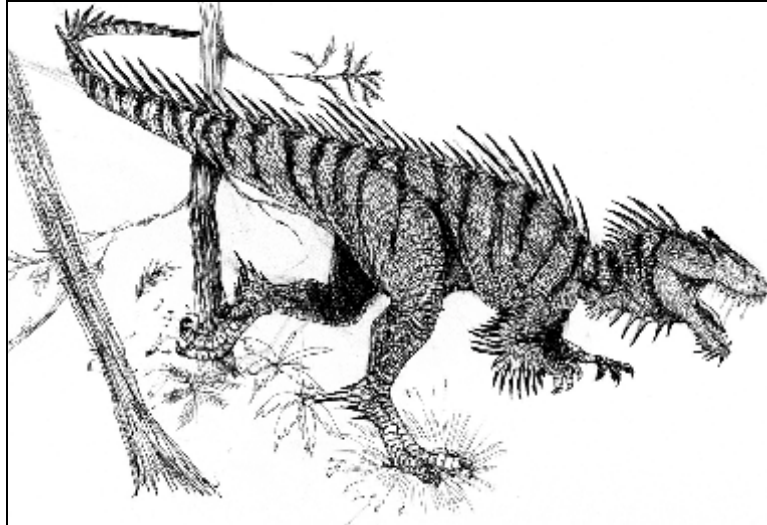
2d6#	Ferocious	Size	Rep	Melee	# Encountered	Move
2 or 3	Gigantic	8	5	14	1 (1-4) or 2 (5-6)	12
4 or 5	Large	6	5	12	1 (1-4) or 2 (5-6)	12
6 or 7	Medium	4	5	10	1 (1-3) or 2 + 1/2d6 (4-6)	20
8 to 12	Small	2	4	8	2 + 1/2d6	16

2d6#	Feeder	Size	Rep	Melee	# Encountered	Move
2	Behemoth	10	5	10	1 (1-3) or 2 + 1/2d6 (4-6)	12
3	Gigantic	8	4	8	2 + 1/2d6	8
4 or 5	Large	6	3	6	1 (1-3) or 2 + 1/2d6 (4-6)	12
6 or 7	Medium	4	3	4	1 (1-3) or 1 + 1d6 (4-6)	12
8 to 12	Small	2	3	2	2 + 1/2d6	8

ADVENTURES IN THE LOST LANDS

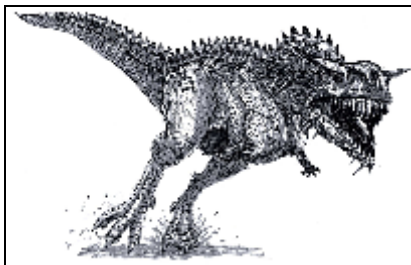
DINOSAURS - FEROCIOUS

2d6#	Gigantic Ferocious	Period	Size	Rep	Melee	# Encountered	Move
2 to 7	Giganotosaurus	Cretaceous	8	5	14	1 (1-4) or 2 (5-6)	12
8 to 12	Spinosaurus	Cretaceous	8	5	13	1 (1-4) or 2 (5-6)	12



Giganotosaurus

2d6#	Large Ferocious	Period	Size	Rep	Melee	# Encountered	Move
2 or 3	Baryonyx	Cretaceous	6	5	11	1	12
4	Gorgosaurus	Cretaceous	6	5	12	1 (1-4) or 2 (5-6)	16
5 or 6	T-Rex	Cretaceous	6	5	12	1 (1-4) or 2 (5-6)	12
7 or 8	Albertosaurus	Cretaceous	6	5	12	1 (1-4) or 2 (5-6)	16
9	Tarbosaurus	Cretaceous	6	5	12	1 (1-4) or 2 (5-6)	12
10	Saurophaganax	Jurassic	6	5	12	1 (1-4) or 2 (5-6)	12
11 or 12	Allosaurus	Jurassic	6	5	12	1 (1-4) or 2 (5-6)	12



Carnotaurus



Velociraptor

2d6#	Medium Ferocious	Period	Size	Rep	Melee	# Encountered	Move
2 or 3	Saurosuchus	Cretaceous	4	4	9	1	8
4 to 6	Utahraptor	Cretaceous	4	5	11	1 + 1/2d6	20
7	Carnotaurus	Cretaceous	4	5	10	1	16
8 or 9	Dilophosaurus	Jurassic	4	4	8	1	16
11 or 12	Ceratosaurus	Jurassic	4	5	11	1 + 1/2d6	12

ADVENTURES IN THE LOST LANDS

2d6#	Small Ferocious	Period	Size	Rep	Melee	# Encountered	Move
2 or 3	Dimetrodon	Devonian	2	3	5	1 (1-2) or 2 + 1/2d6 (3-6)	2
4 to 6	Nanotyrannus	Cretaceous	2	4	8	1 (1-2) or 2 + 1/2d6 (3-6)	16
7 to 9	Deinonychus	Cretaceous	2	5	9	1 (1-2) or 2 + 1/2d6 (3-6)	20
10 to 12	Velociraptor	Cretaceous	2	5	6	1 (1-2) or 2 + 1/2d6 (3-6)	20

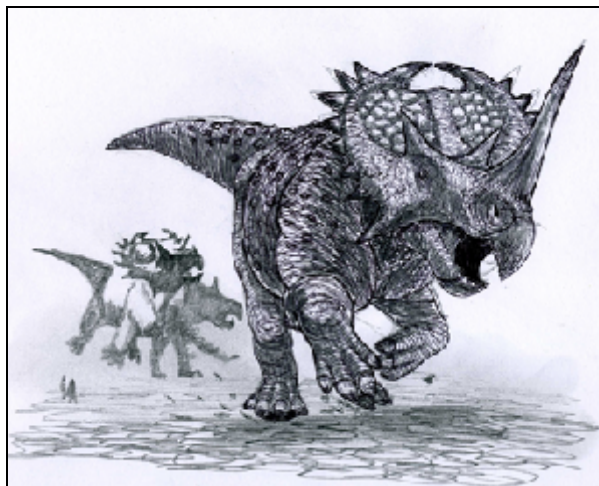
DINOSAURS - FEEDER

2d6#	Behemoth Feeder	Period	Size	Rep	Melee	# Encountered	Move
2 to 7	Apatosaurus	Jurassic	10	5	10	1 (1-3) or 2 + 1/2d6 (4-6)	12
8 to 12	Camarasaurus	Jurassic	10	5	10	1 (1-3) or 2 + 1/2d6 (4-6)	12

2d6#	Gigantic Feeder	Period	Size	Rep	Melee	# Encountered	Move
2 to 12	Stegosaurus	Jurassic	8	4	8	2 + 1/2d6	8

2d6#	Large Feeder	Period	Size	Rep	Melee	# Encountered	Move
2 to 3	Ankylosaurus	Cretaceous	6	4	7	1	8
4 to 5	Iguanadon	Cretaceous	6	3	6	2 + 1/2d6	12
6	Indricotherium	Triassic	6	3	6	2 + 1/2d6	8
7	Parasaurolophus	Cretaceous	6	3	6	1 (1-3) or 2 + 1/2d6 (4-6)	12
8	Therazinosaurus	Cretaceous	6	5	9	1 (1-3) or 2 + 1/2d6 (4-6)	8
9 to 12	Triceratops	Cretaceous	6	5	10	1 (1-3) or 2 + 1/2d6 (4-6)	16

2d6#	Medium Feeder	Period	Size	Rep	Melee	# Encountered	Move
2 to 3	Pachyrhinosaurus	Cretaceous	4	3	6	1 (1-3) or 1 + 1d6 (4-6)	12
4 to 6	Centrosaurus	Cretaceous	4	3	6	1 (1-3) or 1 + 1d6 (4-6)	16
7 (1-3)	Cotylorhynchus	Devonian	4	3	3	1 (1-3) or 1 + 1d6 (4-6)	4
7 (4-6)	Gompothorium	Triassic	4	3	4	1 (1-3) or 1 + 1d6 (4-6)	12
8 to 9	Pachycephalosaur	Cretaceous	4	3	6	1 (1-3) or 1 + 1d6 (4-6)	12
10	Plateosaurus	Triassic	4	3	4	2 + 1/2d6	8
11 to 12	Styracosaurus	Cretaceous	4	3	6	1 (1-3) or 1 + 1d6 (4-6)	16



Centrosaurus

2d6#	Small Feeder	Period	Size	Rep	Melee	# Encountered	Move
2 to 6	Kannemeyeria	Triassic	2	3	2	2 + 1/2d6	8
7 to 12	Protoceratops	Cretaceous	2	3	2	3+1/d6	16

GENERIC MAMMALS

2d6#	Ferocious	Size	Rep	Melee	# Encountered	Move
2 or 3	Gigantic	8	5	12	1	12
4 to 7	Medium	4	4	7	1	16
8 to 12	Small	2	4	7	1 (1-2) or 2 + 1/2d6 (3-6)	16

2d6#	Feeder	Size	Rep	Melee	# Encountered	Move
2 or 3	Gigantic	8	5	10	1 (1-3) or 2 + 1/2d6 (4-6)	8
4 or 5	Large	6	4	8	1 (1-3) or 2 + 1/2d6 (4-6)	8
6 or 7	Medium	4	3	3	1 (1-3) or 2 + 1/2d6 (4-6)	4
8 to 12	Small	2	3	2	2 + 1d6	16

MAMMALS - FEROCIOUS

2d6#	Gigantic Ferocious	Period	Size	Rep	Melee	# Encountered	Move
2 to 12	Kong	Quaternary	8	5	12	1	12

2d6#	Medium Ferocious	Period	Size	Rep	Melee	# Encountered	Move
2 to 5	Smilodon	Quaternary	4	4	7	1 (1-3) or 1 + 1/2d6 (4-6)	12
6 or 7	Short Face Bear	Quaternary	4	4	7	1	16
8 to 12	Cave Lion	Quaternary	4	4	7	1	16



Mammoth

2d6#	Small Ferocious	Period	Size	Rep	Melee	# Encountered	Move
2 to 4	Cave Bear	Quaternary	4	4	7	1	12
5 or 7	Dinofelis	Quaternary	2	4	5	1	12
8 to 12	Dire Wolf	Quaternary	2	4	7	2 + 1/2d6	16

MAMMALS - FEEDER

2d6#	Gigantic Feeder	Period	Size	Rep	Melee	# Encountered	Move
2 to 12	Woolly Mammoth	Quaternary	8	5	10	1 (1-3) or 2 + 1/2d6 (4-6)	8

2d6#	Large Feeder	Period	Size	Rep	Melee	# Encountered	Move
2 to 6	Elasmotherium	Quaternary	6	4	8	1	16
7 to 8	Megatherium	Quaternary	6	5	9	1	8
9 to 12	Mastodon	Quaternary	6	4	8	1 (1-3) or 2 + 1/2d6 (4-6)	8



Megaceros

2d6#	Medium Feeder	Period	Size	Rep	Melee	# Encountered	Move
2 to 12	Glyptodon	Quaternary	4	2	3	1 (1-3) or 2 + 1/2d6 (4-6)	4

2d6#	Small Feeder	Period	Size	Rep	Melee	# Encountered	Move
2 to 11	Megaceros	Quaternary	2	3	2	2 + 1d6	16
12	Do-do	Quaternary	2	2	1	1	4

THE RULES

Now let's go over the rules as they apply to dinosaurs and in the order you will use them during the game.

TURN SEQUENCE

Dinosaurs follow the same Turn Sequence as found on page 18.

ACTIONS

When a dinosaur is *active* it may voluntarily do one of the following actions.

- Move up to full distance.
- Charge into combat.

MOVEMENT

Dinosaurs also have two types of movement, voluntary, when *active*, and involuntary when caused by a Reaction Test.

NORMAL MOVEMENT

Normal dinosaur movement is from 4" or 20" depending upon its type.

FAST MOVEMENT

If desired a dinosaur may attempt to move at a faster speed than normal. Rolling 2d6 versus the Rep of the dinosaur then consulting the Fast Movement Test does this.

ADVENTURES IN THE LOST LANDS

INVOLUNTARY MOVEMENT

Dinosaurs may be forced into involuntary actions and movement due to the results of a Reaction Test. The procedures for taking a Reaction Test will be described later. However, the possible involuntary actions and moves are as follows.

HALT

Cease movement and spend the next turn of activation in place.

FLEE

Turn from the cause of the result and make an immediate Fast Move away. The figure will continue to move until it exits the table. If caught in melee will stop fleeing and fight instead.

REACTION TESTS

Dinosaurs also take Reaction Tests for a variety of reasons. The difference between dinosaurs and humanoids taking Reaction Tests *is that the dinosaurs take the test individually and not by the group.*

TAKING THE TESTS

Let's look closer at each Dinosaur Reaction Test.

FAST MOVE – Whenever a dinosaur wants to move farther than its normal move distance it will take this test.

- Taken when active or when called upon to flee.

IN SIGHT (DINOSAUR) - Taken when seeing a dinosaur and as outlined on page 20.

IN SIGHT (HUMANOID) - Taken when seeing a humanoid and as outlined on page 20.

RECEIVED FIRE – Whenever a dinosaur has been shot at and not hit it will take this test. Only the actual dinosaur shot at takes the test. This is different than how humanoids take the test.

- Taken when active or inactive.

BEING CHARGED (HUMANOID) – Whenever a humanoid is charging a dinosaur the dinosaur will take this test. The test is taken when the charging figure reaches 4" from contact. Charges by other dinosaurs are handled by the Entering Combat Test on page 34.

- Taken only when inactive.

PACK OR HERD MEMBER DOWN AND IN SIGHT –

Whenever a dinosaur sees a fellow pack or herd member go down to the ground it will take this test. All dinosaurs that can see the casualty will take the test individually.

- Taken when active or inactive.

RECOVER FROM KNOCK DOWN – Whenever a dinosaur is knocked down, is active and not in melee it will take this test.

- Taken when active.

COMBAT

Dinosaurs inflict damage in combat by physically touching their opponent. This is also referred to as melee or combat.

TYPES OF COMBAT

Dinosaur combat, whether against another dinosaur or humanoid is pretty straight forward. Lock into melee and winner take all!

WHO FIGHTS WHO

Not all dinosaurs will fight at all times.

Ferocious dinosaurs will always fight other dinosaurs whether Ferocious or Feeders and humanoids.

Feeders will always ignore other Feeders and sometimes humanoids.

DINOSAURS IN COMBAT

Whenever a dinosaur comes into sight of another dinosaur with a chance of combat *both* will take the Herd or Pack Test immediately followed by the Entering Combat Test.

HERD TEST

Feeder dinosaurs will either be found alone or in small groups of two more which we call *herds*.

1. When one Ferocious dinosaur is encountered the herd will *combine*.
2. When two or more Ferocious dinosaurs are encountered, roll on the *Herd Response Table* to see how the herd will behave. Roll 1d6 and add it to the number of dinosaurs in the herd.

ADVENTURES IN THE LOST LANDS

1 Herd Response (1d6 + number in herd)

Herd Total	2 Hunters	3 Hunters	4+ Hunters
3 - 5	Split in 2	Split in 3	Split in 2
6 - 8	Combine	Split in 2	Split in 3
9 - 10	Combine	Combine	Split in 2
11 +	Combine	Combine	Combine

COMBINE - Members move 2" towards center of the herd and end movement facing hunters.

SPLIT IN 2 - Herd splits into two groups, as equal in number as possible and move 6" away from each other. Members then move 2" towards center of their respective group and end movement facing hunters.

SPLIT IN 3 - Herd splits into three groups, as equal in number as possible and move 6" away from each other. Members then move 2" towards center of their respective group and end movement facing hunters.

PACK TEST

Ferocious dinosaurs will either hunt alone or in a pack. When a pack of dinosaurs (two or more), come into sight of more than one target dinosaur, they will roll on the *Pack Tactics Table* to see how they behave *. Roll 1d6 and add it to the number of dinosaurs in the pack.

* A lone dinosaur will always attack one target while one target will always be attacked by the whole pack.

1 Pack Tactics (1d6 + number in pack)

Pack Total	2 Targets	3 Targets	4+ Targets
3 - 5	Split in 2	Split in 3	Split in 3
6 - 8	Split in 2	Split in 2	Split in 2
9 - 10	Combine	Combine	Split in 2
11 +	Combine	Combine	Combine

COMBINE - Pack stays together and picks one target at random. Will move towards target when next active.

SPLIT IN 2 - Pack splits into two parts, as equal in number as possible and pick two targets at random. Will move towards target when next active.

SPLIT IN 3 - Pack splits into three parts, as equal in number as possible and pick three targets at random. Will move towards target when next active.

When the pack splits up place each group 6" from their target group and both sides now roll the Entering Combat Test.

ENTERING COMBAT TEST

Once the Herd and Pack tests are taken and the Packs placed 6" from their target groups all dinosaurs from both sides will individually take the test.

- Roll 1d6 for each Melee d6.
- Count each 1, 2, or 3 as a success and each 4, 5, or 6 as a failure.
- Compare the total number of successes to each dinosaur and move them as described on the Entering Combat Table.

Melee Entering Combat

(Counting successes)

Taken when facing off at a distance of 6"

+1 for each herd member within 3" up to 3
-1 per wound

Count 1/2 Melee d6 if advanced upon to the rear or if already in combat

1, 2 or 3 = success
4, 5, or 6 = failure

Roll once and no re-rolls

# Successes	Result
Score 3 or more successes	Loser not locked in combat will turn and flee away 1/2 their normal move if not already in combat. Loser locked in combat will count as if winner scored 2 successes more. Winner will chase normal move. If contact the fleeing creature will <i>lock onto enemy</i> .
Score 2 successes	Winner moves forward 6" and <i>locks onto enemy</i> .
Score 1 more successes	Winner moves forward 6" and enters combat with loser counting as forced back.
Score same # of successes	Dinosaurs remain in place stamping and braying. Take Entering Combat Test next turn.

ADVENTURES IN THE LOST LANDS

STAMPEDE!

There may come a time when taking the Entering Combat Test that one side flees and other gives chase. Any humanoids in the path of the pursuing or fleeing dinosaurs could get caught in the stampede and injured. (Hey, this happened to me during a play test so that's why the rule is being written!)

1. To see what happens move all the dinosaurs their full move.
2. Any humanoid that was within 1" of a passing dinosaur may have been trampled.
3. Count how many dinosaurs came within 1" of the figure.
4. Roll 1d6. If the score is greater than the number of dinosaurs that passed by, the humanoid is unhurt.
5. If the score is equal or lower than the number of dinosaurs that passed by, the humanoid was trampled.
6. Roll once on the Dinosaur Damage Table counting each dinosaur that passed as one success.

Example - A herd of five Stegosaurus are stampeding by a Cro Magnon villager. Only three pass within 1". He rolls 1d6 and scores a 4. He was missed.

MULTIPLE TARGETS

The target closest to the opposing dinosaur is the one that is attacked. After the each round of melee is fought and the dinosaurs activate-

- Other Ferocious dinosaurs will attempt to enter combat if not already involved. See Entering An Existing Combat on page 35.
- Other Feeders will move to 6" from the combat and take the Pack or Herd Member Down Test. See Entering An Existing Combat on page 35.

ENTERING AN EXISTING COMBAT

There will be times when a dinosaur may have a chance to enter an existing combat between dinosaurs. For example, one member of a herd is in combat with an opponent and there are other members that are not involved. When those members activate they will test to see if they join the combat.

To do this each will take the Entering Combat Test normally versus the opposing dinosaur that is in combat. Any dinosaur already in combat that is locked onto its opponent will not flee but will remain in the combat. Those not locked on may be forced to flee by the results of the Entering Combat Test.

DINOSAUR COMBAT

After the dinosaurs are moved into contact melee occurs.

- Each dinosaur rolls 1d6 for each Melee d6 it has.
- Modify this number as circumstances apply.
- Roll the modified number of d6 counting each result of 1, 2, or 3 as a success and each 4, 5, or 6 as a failure.
- Compare the number of successes scored by each dinosaur and carry out the results found on the Dinosaur Combat Table.
- Unlike humanoid combat successes are not re-rolled.



King of the Lost Lands

ADVENTURES IN THE LOST LANDS

Melee Dinosaur Combat

(Counting successes)

When fighting multiple attackers to the front must divide d6 prior to applying any modifiers.

1, 2 or 3 = success

4, 5, or 6 = failure

Roll once and no re-rolls

DINOSAUR COMBAT MODIFIERS

Circumstance	Mod
Knocked down (1)	Reduce Melee d6 by 1/2
Enraged	+2d6
Locked onto enemy	+2d6
Forced back	-1d6
Each wound	-1d6
Attacked to rear	Count zero Melee d6

(1) This modifier is taken first before any of the others.

# Successes	Result
Score 2 or more successes	Winner scores a hit, locks onto loser, and remains in combat. Roll on Damage Table.
Score 1 more success	Winner scores a hit and remains in combat while loser counts as forced back. Roll on Damage Table.
Score same # of successes	Same size dinosaurs both back up 1" and end facing. Take Entering Combat Test when either is next active. Smaller dinosaur moves away from attacker 2" and ends facing. Take Entering Combat Test when either is next active.

KNOCKED DOWN - Dinosaurs attacked while knocked down will have their Melee d6 reduced by half rounding down. Dinosaurs may only attempt to regain feet if not in combat.

ENRAGED - The attack enrages the attacked dinosaur to anger. Dinosaur will add 2d6 for next round of melee.

LOCKED ONTO ENEMY - The attack is so vicious that the attacker stays locked onto the defender. Attacker will add 2d6 for next round of melee.

FORCED BACK - Dinosaur lost last round of melee and was forced back 2" by the attacker. Dinosaur will subtract 1d6 in the next round of melee only.

EACH WOUND - Wounded dinosaurs will reduce their Melee d6 by one per wound.

ATTACKED TO REAR - Dinosaurs attacked to the rear are not allowed to fight back and will count as zero Melee d6. They can still apply all Melee d6 to any enemies to their front. Dinosaurs attacked to the rear may turn to face when active even if locked onto.

DAMAGE FROM COMBAT

Dinosaurs that score a hit during Dinosaur Combat will roll 1d6 and add the number of successes it scored then compare the results on the size of the target on the Dinosaur Damage Table.

1 Dinosaur Damage

(1d6 + # successes from combat if dinosaur)

(1d6 + Impact of weapon if humanoid)

Die score of "6" by a humanoid in melee means add and roll again

	2 (1)	4	6	8	10
2 to 4	I	I	I	I	I
5 to 6	E	I	I	I	I
7	W	I	I	I	I
8	W	E	I	I	I
9	KD&W	W	I	I	I
10	OD	W	E	I	I
11	OD	KD&W	W	I	I
12	OD	OD	W	E	I
13	OD	OD	KD&W	W	I
14	OD	OD	OD	W	E
15	OD	OD	OD	KD&W	W
16	OD	OD	OD	OD	W
17	OD	OD	OD	OD	KD&W
18	OD	OD	OD	OD	OD

(1) Includes size 1 as well.

I = Ignore

E = Enraged.

W = Wounded. Be sure to track the number of wounds.

KD&W = Knocked down and wounded. Be sure to track the number of wounds.

OD = Obviously Dead

ADVENTURES IN THE LOST LANDS

Example - A T-Rex scores a hit on a Triceratops. It now rolls 1d6 and adds the number of successes it scored (4). The die result is a 4 and when added to the number of successes (4) is a total of 8. Looking on the Size 4 column (the size of the Triceratops) gives a result of E or enraged. The Triceratops does not take any damage but instead will add 2d6 in the next round of combat.

CRAP! HERE IT COMES

It's hard for a dinosaur to sneak up on anything. So whenever a PEF (page 42) is resolved and it is a dinosaur all dinosaurs and humanoids will immediately turn to face the beast.

DINOSAUR VERSUS HUMANOID

When fighting humanoids the dinosaurs will take the applicable Herd or Pack Test but the Entering Combat Test is not taken. Instead the normal melee sequence is carried out with the Wanting to Charge Test and being Charged Tests being taken by the humanoids and the Being Charged (Humanoid) Test taken by the dinosaur. Dinosaur charges are taken care of by their In Sight (Humanoid) Test.

COMBAT

However, when the dinosaurs and humanoids come into contact the dinosaur still rolls 1d6 for each Melee d6 it has and the humanoid rolls 1 to 3d6 depending upon who it is. This is different than the Rep d6 rolled in normal humanoid to humanoid melee.

- Modify the number of Melee d6 for both sides as circumstances apply.
- Roll the modified number of d6 counting each result of 1, 2, or 3 as a success and each 4, 5, or 6 as a failure.
- Compare the number of successes scored by the dinosaur and humanoid and carry out the results found on the Dinosaur Combat Table found on page 36. Unlike humanoid versus humanoid combat successes are not re-rolled.

DAMAGE FROM COMBAT

Dinosaurs that score a hit during Dinosaur Combat will roll 1d6 and add the number of successes it scored then compare the results on the size of the target on the Dinosaur Damage Table.

Humanoids that score a hit during Dinosaur Combat will roll 1d6 and add the Impact of the weapon it used then compare the results on the size of the target on the Dinosaur Damage Table.

SPECIAL RULE OF "6"

Anytime a humanoid rolls a 6 on the Dinosaur Damage Table when in melee add the result and roll one additional time adding that result to the total.

(Impact + 1d6 + 1d6 (1))

(1) The second d6 is rolled if the first d6 scored a "6".

CONVERTING WOUNDS

Note that when in melee with dinosaurs any result of wound suffered by a humanoid from the Dinosaur Damage Table converts into a result of Out of the Fight.

ENRAGED HUMANS

Any result of enraged allows the humanoid to add 2d6 it's next round of melee.

FIGHTING MORE THAN ONE OPPONENT

When fighting more than one opponent, whether dinosaurs or humanoids, the dinosaur will divide its Melee d6 equally against all enemies.



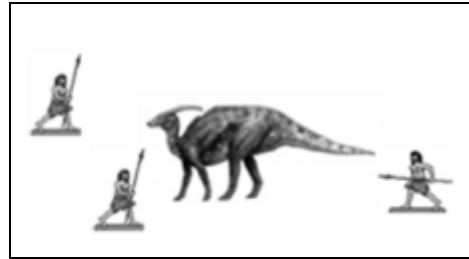
In the above illustration two Velociraptors (Rep 5) are attacking a Triceratops (Rep 5). The melee is carried out like this.

- Because there are two opponents there will be two separate melees.
- The Triceratops rolls 10d6 Melee dice.
- Defending attacks to the rear are always done at 0d6 so the 10d6 are applied to the front Velociraptor.
- Each Velociraptor has 6d6 Melee dice.
- This breaks down to 6d6 vs. 10d6 to the front and 6d6 vs. 0d6 to the rear. In effect the Velociraptor

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attacking the rear gets a free attack with no chance to receive damage.

- In the front melee (6d6 vs. 10d6).
 - The Triceratops scores a 1, 2, 2, 3, 4, 4, 4, 5, 5, and 5 for 4 successes.
 - The Velociraptor scores 1, 2, 2, 5, 6, and 6 for 3 successes.
 - The Triceratops scores 1 more success and scores a hit so will roll on the Dinosaur Damage Table. The Velociraptor is forced back and will count a -1d6 the next round of melee.
 - The Triceratops rolls 1d6 (5) and adds the number of successes it scored (4) for a total of 9. Consulting the table on the Size 2 column (the size of the Velociraptor) a 9 is a result of OD or Obviously Dead.
- In the rear melee (6d6 vs. 0d6).
 - The Triceratops does not have any d6 to roll so counts as zero successes.
 - The Velociraptor scores 1, 2, 2, 3, 3, and 6 for 5 successes.
 - The Velociraptor scores 5 more successes and scores a hit so will roll on the Dinosaur Damage Table. The Velociraptor also locks onto the Triceratops so will count a +2d6 in the next round of melee.
 - The Velociraptor rolls 1d6 (5) and adds the number of successes it scored (5) for a total of 10. Consulting the table on the Size 6 column (the size of the Triceratops) a 10 is a result of W or wound.
 - The Triceratops now must take the Received Wound Test versus its Rep of 5. As it has one wound it will subtract one from its Rep (4). It rolls 2d6 and scores a 3 and 5 so passes 1d6. As it currently has received only one wound during the combat it will carry on.



In the above illustration three Cro Magnon hunters are attacking a Parasaurolophus. The melee is carried out like this.

- Because there are three opponents there will be three separate melees.
- The Parasaurolophus rolls 6d6 Melee dice.
- Defending attacks to the rear is always done at 0d6 so the 6d6 are split between the hunters to its front.
- Each hunter has 2d6 Melee dice and a flint tipped spear with an impact of 2.
- This breaks down to 3d6 vs. 2d6 on each hunter to the front and 0d6 vs. 2d6 to the rear. In effect the hunter attacking the rear gets a free attack with on chance to receive damage.
- In the first front melee (3d6 vs. 2d6).
 - The Parasaurolophus scores a 1, 2, and 5 for 2 successes.
 - The hunter scores a 1 and 5 for 1 success.
 - The Parasaurolophus scores 1 more success and scores a hit so will roll on the Dinosaur Damage Table. The hunter is forced back and will count a -1d6 the next round of melee.
 - The Parasaurolophus rolls 1d6 (1) and adds the number of successes it scored (2) for a total of 3. Consulting the table on the Size 2 column (also used for the size 1 hunter) a 3 is a result of "I" or Ignored.
- In the second front melee (3d6 vs. 2d6).
 - The Parasaurolophus scores a 1, 2, and 5 for 2 successes.
 - The hunter scores a 5 and 4 for 0 successes.
 - The Parasaurolophus scores 2 more successes and scores a hit so will roll on the Dinosaur Damage Table. In addition it

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has locked onto the hunter so will add 2d6 next melee round.

- The Parasaurolophus rolls 1d6 (3) and adds the number of successes it scored (2) for a total of 5. Consulting the table on the Size 2 column (also used for the size 1 hunter) a 5 is a result of W or Wounded which converts to a result of Out of the Fight (page 22).
- In the rear melee (2d6 vs. 0d6).
 - The Parasaurolophus does not have any d6 to roll so counts as zero successes.
 - The hunter scores 1 and 4 for 1 success.
 - The hunter scores 1 more success and scores a hit so will roll on the Dinosaur Damage Table. The Parasaurolophus is forced back and will count a -1d6 the next round of melee.
 - The hunter rolls 1d6 (6) and adds the impact of the weapon used (2) for a total of 8. In addition he is allowed to toss another d6 and scores a 1 for a grand total of 9. Consulting the table on the Size 6 column (the size of the Parasaurolophus) a 9 is a result of "W" or Wound.
 - The Parasaurolophus now must take the Received Wound Test. It rolls 2d6 versus its modified Rep of 2 (-1 for the wound) and scores a 4 and a 5 for zero successes. It will now flee and dices for a Fast Move. It scores pass 0d6 so moves normally.
 - Activation is rolled and the hunters move first. They chase down the Parasaurolophus and both attack it from the rear.

BREAKING OFF MELEE

Melee between dinosaurs cannot be broken off unless both combatants scored the same number of successes.

WHEN A KILL IS MADE

When a pack makes a kill all members of the group will converge on it and feed. This will allow for their targets to flee.

Pack members of other groups will continue to hunt and ignore the kill made by the other group.

AFTER THE KILL

After a kill is made the killer(s) will spend their time eating it. Consult the Feeding Table to see how long this process will take. Note that if more than one killer be sure to add the sizes together.

DEFENDING A KILL

There may be times when one or more dinosaurs are feeding on a kill. During this time they may be approached by other Ferocious dinosaurs. See Scent of a Kill (page 42). This will trigger a Pack and Herd Test then the Entering Combat Test. There are two possible results.

1 - The feeding dinosaur wins the Entering Combat Test against all the new dinosaurs and combat takes place.

2 - One or more of the new dinosaurs wins the Entering Combat Test against the feeding dinosaur. This means the feeder dinosaur will flee from the kill and the winning dinosaurs will stop at the kill and begin to feed.

FEEDING

Size of Killer (1)	Size 1	Size 2	Size 4	Size 6	Size 8	Size 10
2	3	4	6	10	13	16
3	2	3	4	7	9	11
4	2	3	3	6	7	9
5	2	2	3	5	6	7
6	2	2	3	4	5	6
7	1	2	2	4	4	5
8	1	2	2	3	4	5
9	1	2	2	3	4	4
10 +	1	2	2	3	3	4

(1) In the case of humanoids as the killers this represents the time it takes to salvage the maximum amount of meat that the party can carry. Example - it would take a party of 6 humanoids 3 turns to salvage meat equal to 18 Food Units.

Note that a dinosaur will provide 3 times its size in Food Units (page 54).

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SHOOTING DINOSAURS

The best way to kill a dinosaur if you are a humanoid is by using a ranged weapon. Here's how it's done.

SHOOTING A WEAPON

First establish a LOS between the shooter and the target figure. Then-

- Roll 1 to 4d6 depending upon the Target Rating of the weapon and add them individually to the shooter's Reputation.
- Compare these totals individually to the Ranged Combat Table on page 24. *There is no need to test any modifiers prior to rolling as the modifiers are already built into the hit table.*

DETERMINING DAMAGE

Each time a dinosaur is hit the shooter must roll on the Ranged Combat Damage - Dinosaur Table. Roll 1d6 and apply the result.

1 Ranged Combat Damage - Dinosaur *1d6 per each hit*

Score	Result
"6"	Target may take damage. Roll 2d6 and add to Impact of weapon. Consult the Dinosaur Damage Table.
Score higher than size of target	Target may take damage. Roll 1d6 and add to Impact of weapon. Consult the Dinosaur Damage Table.
Score size of target or less	Target shrugs off hit and continues on.

AFTER THE BATTLE

If you decide that you would like to keep the same dinosaur for more than one scenario this is an easy way to see if they recover from wounds. Rolling 2d6 vs. the current Rep of the wounded dinosaur and consulting the After The Battle Recovery Table does this.

2 AFTER THE BATTLE RECOVERY *Taken vs. current Rep of wounded dinosaurs*

# Dice Passed	Result
Pass 2d6	All wounds heal.
Pass 1d6	Only one wound heals.
Pass 0d6	No wounds heal

Wounds that do not heal are counted by the dinosaur in future scenarios.

PLAYING THE GAME

Now that you know all the rules it's time to set up and play your first game. First start with a flat space at least 3'x3'.

SETTING UP TERRAIN

Unless previously determined by the scenario, players should use the following system to generate terrain for the battlefield.

- 1 - Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

- 2 - Determine the overall terrain type of the board. Roll 1d6 counting a score of one, two, or three as clear, four or five as wooded, and a six for mountainous.

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TYPES OF TERRAIN

There are three types of terrain.

Clear: This terrain is primarily flat with small sight-obstructing hills and irregular folds in the land.

Mountainous: These are legitimate large mountains that hinder or prevent movement through them.

Wooded: Although trees may be found almost everywhere, this represents dense wooded areas such as jungles that slow travel and obscure vision.

HOW MANY PIECES OF TERRAIN?

After you have determined the overall type of terrain on the board it's time to see what the table will look like. Start from section number one and work your way to section number nine.

Roll 2d6 for each section on the Terrain Generator Table. This tells you the type of terrain that occupies each section.

2 TERRAIN GENERATOR *2d6 added together*

2d6	Clear/Hilly	Mountainous	Wooded
2	Hill	Impassable	Woods
3	Clear	Woods	Woods
4	Hill	Clear	Wooded Hill
5	Clear	Rough w/Road	Woods w/Road
6	Clear w/ Trail	Rough	Clear w/ Trail
7	Hill	Impassable	Woods
8	Clear	Rough	Woods
9	Woods	Rough	Wooded Hill
10	Clear	Clear w/ Trail	Clear
11	Hill w/River	Impassable	Clear w/River
12	Hill	Clear w/River	Woods

Example – I have determined that the overall terrain type of the board will be clear. I then roll 2d6 on the Terrain Generator Table for section one and score a 7. Looking down the Clear column I see that this means I have a hill. I then roll a 9 for section two so that's full of woods. I continue until all nine sections are full.

EFFECTS OF TERRAIN

This section describes terrain and what effects it may have on your figures. For ideas on terrain and buildings I suggest watching movies of the appropriate genre.

Each terrain piece should be represented by at least a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be easy to distinguish. A piece of felt works well for this purpose. It is also possible to blend terrain, such as a wooded hill. No matter what, make the terrain work for you with whatever you have. The types of terrain are as follows:

Clear terrain: Open, empty area with perhaps low-lying bushes that provide concealment but not cover.

Impassable rock formations: Base of inaccessible mountains or sheer cliff side. Movement not allowed.

Wooded area or rough terrain: Either wooded areas, jungles, or those with broken rocks, etc. across them. Movement reduced to half speed through these areas. Visibility inside these terrain features is limited to 12" in the daytime and 6" at night. Those at the edge of these terrain features count as in cover and *can see and be seen*. Those 1" or farther inside from the edge cannot.

Trail: Obvious trail that runs either up and down (1-3) or left to right (4-6) in the center of the section. When trails occur in adjacent sections they are connected. Trails can die anywhere. Movement on a trail is at normal speed for clear terrain.

Hills: Sight blocking elevations that slope down in two directions.

River: Rivers will be 1d6 + 3" wide. You must place a river over an existing piece of terrain such as a river going through a clear area or down a hill. If a river is called for in section 5 then it is a lake instead. In any other section it is placed running from the table edge to the opposite edge of the section. After placing a river roll 1d6. On a 1 or 2 the river is not fordable and a bridge must be placed across it at some point. On a 3 or higher the river is fordable. Forging is performed as follows:

- The group must stop at the riverbank and forfeits any remaining movement.
- Next turn it moves to the middle of the river expending its whole move.
- The third turn it exits out of the river and stops at the opposite riverbank expending its whole move.

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- The fourth turn the group moves normally.
- Those in the middle of the river are considered to be in cover.

EASY TERRAIN GENERATION

Split the table into nine sections. Place any terrain feature (*clear* is a terrain feature) that you want in as many or few sections as you want. Basically set up the table how you like!

ENCOUNTER RATING

Once you have determined the terrain you have to generate the Encounter Rating for the scenario. The Encounter Rating (ER) is a number assigned to a scenario that determines the probability of encountering someone or something.

Unless already specified, generate the Encounter Rating of the *scenario* by rolling 2d6 and consulting the appropriate column of the type of game you're playing.

2 ENCOUNTER RATING (Add the two scores together)

#	Dinosaurs Caveman Dino Safari	Lost World	Lost World Expeditions
2	1	1	1
3	1	1	1
4	1	2	2
5	2	2	2
6	2	2	2
7	3	3	3
8	3	3	3
9	3	3	3
10	4	3	3
11	4	4	4
12	4	4	4

PEFs

In Adventures in the Lost Lands we use PEFs. PEF stands for Possible Enemy Force. A PEF can actually be enemy forces or nothing more than the mind playing tricks. It is used to reflect the uncertainty that one would feel in reality instead of the certainty that most wargames have. Here's how PEFs work.

GENERATING PEFs

PEFs are generated before the scenario starts and also during the scenario.

BEFORE THE SCENARIO

After the terrain has been placed it's time to place the PEFs on the table. Place 1 PEF on the table for each point of Encounter Rating.

Go to page 40 to see how the table is divided. Roll 1d6 for each PEF to determine which section of the table it is placed on. Place a marker on the table to represent each PEF. This can be an enemy figure or anything that you choose. I prefer using a different colored d6 with the ER on top.

DURING THE SCENARIO

During the scenario any activation dice total of 7 *may* generate a new PEF. If the *dinosaur activation d6* (page 18) is equal or less than the scenario Encounter Rating a PEF is placed on the table.

Roll 1d6 to see which section the PEF is placed in. If the section has been previously explored by a player then move it to the closest unexplored section rolled at random. If all sections have been explored or hunted then no PEF is generated.

SCENT OF A KILL

Whenever a dinosaur is killed during any scenario this will trigger the Scent of a Kill rule. What this means is that *any* activation dice total of 7 will generate a new PEF regardless of the score of the dinosaur d6.

Roll 1d6 to see which section the PEF is placed in. If the section has been previously explored then move it to the closest unexplored section rolled at random. If all sections have been explored or hunted then no PEF is generated.

PEF REPUTATION

Just like each figure has a Reputation so does each PEF. The Rep of the PEF is equal to the ER of the

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scenario. Once the PEF has been resolved (page 43) the figures will use their real Reputations.

Once the dinosaur is revealed on the board it will move as if a PEF but with its real Rep if it is a Ferocious dinosaur while Feeders will remain in place and graze.



Spinosaurus

MOVING PEFs

When the PEF side activates roll 2d6 for each PEF to determine if and how the PEF will move.

PEFs have a normal movement of 12" and are not penalized by terrain.

2	PEF MOVEMENT <i>(Taken versus the ER of the area)</i> <i>Also used for Ferocious dinosaurs already on table.</i>
----------	---

# Dice Passed	Result
Pass 2d6	PEF moves normal distance directly towards cover closest to the closest player group or dinosaur. Does not trigger an In Sight test!
Pass 1d6	PEF moves normal distance directly towards closest player group or dinosaur. May trigger In Sight Test.
Pass 0d6	PEF doesn't move.

RESOLVING PEFs

Whenever you move into a section that contains a PEF and have a LOS (page 23) to it, it is time to resolve the PEF. When resolving a PEF we use the appropriate *PEF Resolution Table* based on the type of game you've chosen to play (page 7).

PEF RESOLUTION - DINOSAURS

To use the *PEF Resolution Table* determine which number PEF you are resolving. Note it and roll 2d6 on the table under the appropriate column across the top.

2	PEF RESOLUTION - DINOSAURS <i>+2 if players fast moved into the section</i> <i>(Add the two scores together)</i>
----------	---

#	1st PEF	2nd PEF	3rd PEF	4th + PEF
2	A	A	A	A
3	A	A	A	A
4	B	A	A	A
5	B	B	A	A
6	C	B	B	A
7	C	C	B	A
8	C	C	C	B
9	D	C	C	B
10	D	D	C	C
11	D	D	D	D
12	D	D	D	D

A = Nothing is contacted. Remove the PEF.

B = Nothing is contacted but there *is* something moving about as you can hear it. The *next* PEF you resolve is automatically one or more dinosaurs. It's a Feeder (1-3) or Ferocious (4-6).

C = The PEF is Feeders. Roll 2d6 on the *Feeder Contact Table* for specifics.

D = The PEF is Ferocious dinosaurs. Roll 2d6 on the *Ferocious Contact Table* for specifics.

2	FEEDER CONTACT <i>(Add the two scores together)</i>
----------	---

#	Dinosaurs Game
2	Behemoth
3	Gigantic
4	Large
5	Large
6	Medium
7	Medium
8	Small
9	Small
10	Small
11	Small
12	Small

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2 FEROCIOUS CONTACT *(Add the two scores together)*

#	Dinosaurs Game
2	Gigantic
3	Large
4	Large
5	Large
6	Medium
7	Medium
8	Medium
9	Small
10	Small
11	Small
12	Small

PEF RESOLUTION - CAVEMAN

To use the *PEF Resolution Table* determine which number PEF you are resolving. Note it and roll 2d6 on the table under the appropriate column across the top.

2 PEF RESOLUTION - CAVEMAN *+2 if players fast moved into the section* *(Add the two scores together)*

#	1st PEF	2nd PEF	3rd PEF	4th + PEF
2	A	A	A	A
3	A	A	A	A
4	B	A	A	A
5	B	B	A	A
6	C	B	B	A
7	C	C	B	A
8	C	C	C	B
9	C	C	C	B
10	C	C	C	C
11	C	C	C	C
12	D	D	D	D

- A** = Nothing is contacted. Remove the PEF.
- B** = Nothing is contacted but there *is* something moving about nearby. The *next* PEF you resolve is automatically a Caveman. Roll on the Cavemen Types Table to determine which type it is. Then roll on the Contact Table on page 47.
- C** = The PEF is the same type of cavemen as the player. Roll on the Contact Table on page 47.
- D** = You have come upon a caveman camp. See the Raid scenario (page 50) for the specifics. Roll on the

Cavemen Types Table to determine what type of cavemen occupy it.

2 CAVEMEN TYPES *(Add the two scores together)*

#	Caveman Game
2	Australopithecus
3	Australopithecus
4	Australopithecus
5	Neanderthal
6	Neanderthal
7	Neanderthal
8	Neanderthal
9	Cro Magnon
10	Cro Magnon
11	Cro Magnon
12	Cro Magnon

PEF RESOLUTION - LOST WORLD

To use the *PEF Resolution Table* determine which number PEF you are resolving. Note it and roll 2d6 on the table under the appropriate column across the top.

2 PEF RESOLUTION - LOST WORLD *+2 if players fast moved into the section* *(Add the two scores together)*

#	1st PEF	2nd PEF	3rd PEF	4th + PEF
2	A	A	A	A
3	A	A	A	A
4	B	A	A	A
5	B	C	A	A
6	C	C	B	A
7	C	D	B	A
8	D	D	C	A
9	E	E	D	A
10	E	F	E	B
11	F	F	F	B
12	G	G	F	E

- A** = Nothing is contacted. Remove the PEF.
- B** = Nothing is contacted but there *is* something moving about as you can hear it. The *next* PEF you resolve is automatically one or more dinosaurs. It's a Feeder (1-3) or Ferocious (4-6).
- C** = The PEF is Feeders. Roll 2d6 on the *Feeder Contact Table* for specifics.

ADVENTURES IN THE LOST LANDS

D = The PEF is Ferocious dinosaurs. Roll 2d6 on the *Ferocious Contact Table* for specifics.

E = The PEF is Cavemen. Roll on the Cavemen Types Table to determine which type it is. Then roll on the Contact Table on page 47.

F = The PEF is the same type of cavemen as the player. Roll on the Contact Table on page 47.

G = You have come upon a caveman camp. See the Raid scenario (page 50) for the specifics. Roll on the Cavemen Types Table to determine what type of cavemen occupy it.

2 FEEDER CONTACT (Add the two scores together)

#	Lost World Game
2	Behemoth
3	Gigantic
4	Large
5	Large
6	Medium
7	Medium
8	Small
9	Small
10	Small
11	Small
12	Small

2 FEROCIOUS CONTACT (Add the two scores together)

#	Lost World Game
2	Gigantic
3	Large
4	Large
5	Large
6	Medium
7	Medium
8	Medium
9	Small
10	Small
11	Small
12	Small

2 CAVEMEN TYPES (Add the two scores together)

#	Lost World Game
2	Australopithecus
3	Australopithecus
4	Australopithecus
5	Neanderthal
6	Neanderthal
7	Neanderthal
8	Neanderthal
9	Cro Magnon
10	Cro Magnon
11	Cro Magnon
12	Cro Magnon

PEF RESOLUTION - LOST WORLD EXPEDITION

To use the *PEF Resolution Table* determine which number PEF you are resolving. Note it and roll 2d6 on the table under the appropriate column across the top.

2 PEF RESOLUTION LOST WORLD EXPEDITION +2 if players fast moved into the section (Add the two scores together)

#	1st PEF	2nd PEF	3rd PEF	4th + PEF
2	A	A	A	A
3	A	A	A	A
4	B	A	A	A
5	B	C	A	A
6	C	C	B	A
7	C	D	B	A
8	D	D	C	A
9	E	E	D	A
10	E	F	E	B
11	F	F	F	B
12	G	G	F	E

A = Nothing is contacted. Remove the PEF.

B = Nothing is contacted but there *is* something moving about as you can hear it. The *next* PEF you resolve is automatically one or more dinosaurs. It's a Feeder (1-3) or Ferocious (4-6).

C = The PEF is Feeders. Roll 2d6 on the *Feeder Contact Table* for specifics.

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D = The PEF is Ferocious dinosaurs. Roll 2d6 on the *Ferocious Contact Table* for specifics.

E = The PEF is Cavemen. Roll on the Cavemen Types Table to determine which type it is. Then roll on the Contact Table on page 47.

F = The PEF is a party of modern men. Roll on the Modern Man Table to determine which type it is. Then roll on the Contact Table on page 47.

D = You have come upon a caveman camp. See the Raid scenario (page 50) for the specifics. Roll on the Cavemen Types Table to determine what type of cavemen occupy it.

2 FEEDER CONTACT
(Add the two scores together)

#	Lost World Expedition
2	Behemoth
3	Gigantic
4	Large
5	Large
6	Medium
7	Medium
8	Small
9	Small
10	Small
11	Small
12	Small

2 FEROCIOUS CONTACT
(Add the two scores together)

#	Lost World Expedition
2	Gigantic
3	Large
4	Large
5	Large
6	Medium
7	Medium
8	Medium
9	Small
10	Small
11	Small
12	Small

2 CAVEMEN TYPES
(Add the two scores together)

#	Lost World Expedition
2	Australopithecus
3	Australopithecus
4	Australopithecus
5	Neanderthal
6	Neanderthal
7	Neanderthal
8	Neanderthal
9	Cro Magnon
10	Cro Magnon
11	Cro Magnon
12	Cro Magnon

2 MODERN MEN (1)
(Add the two scores together)

(1) Will vary depending upon the list you are using.

#	Lost World Expedition
2	Modern Men
3	Modern Men
4	Modern Men
5	Natives
6	Natives
7	Natives
8	Cavemen
9	Cavemen
10	Cavemen
11	Cavemen
12	Cavemen

ADVENTURES IN THE LOST LANDS

PEF RESOLUTION - DINO SAFARI

To use the *PEF Resolution Table* determine which number PEF you are resolving. Note it and roll 2d6 on the table under the appropriate column across the top.

2 PEF RESOLUTION - DINO SAFARI (Add the two scores together)

#	1st PEF	2nd PEF	3rd PEF	4th + PEF
2	A	A	A	A
3	A	A	A	A
4	B	A	A	A
5	B	B	A	A
6	C	B	B	A
7	C	C	B	A
8	C	C	C	B
9	D	C	C	B
10	D	D	C	C
11	D	D	D	D
12	D	D	D	D

A = Nothing is contacted. Remove the PEF.

B = Nothing is contacted but there *is* something moving about as you can hear it. The *next* PEF you resolve is automatically one or more dinosaurs. It's a Feeder (1-3) or Ferocious (4-6). Subtract 3 from your score when rolling on the appropriate Contact Table.

C = The PEF is Feeders. Roll 2d6 on the *Feeder Contact Table* for specifics.

D = The PEF is Ferocious dinosaurs. Roll 2d6 on the *Ferocious Contact Table* for specifics.

2 FEEDER CONTACT (Add the two scores together)

#	Dino Safari
2	Behemoth
3	Gigantic
4	Large
5	Large
6	Medium
7	Medium
8	Small
9	Small
10	Small
11	Small
12	Small

2 FEROCIOUS CONTACT (Add the two scores together)

#	Dino Safari
2	Gigantic
3	Large
4	Large
5	Large
6	Medium
7	Medium
8	Medium
9	Small
10	Small
11	Small
12	Small

CONTACT - WHAT HAPPENS NOW?

Okay, so you've entered the table. Resolved the PEF and actually have made contact. So now what?

To determine what happens roll 2d6 and consult the Contact Table to see the results and follow the directions.

CONTACT

Type	Feed	Fer	Cave	Mod	Nat
Feeder (Feed)	A	B	C	F	C
Ferocious (Fer)	B	D	E	G	E
Cavemen (Cav)	C	E	H	J	H
Modern Man (Mod)	F	G	J	K	L
Natives (Nat)	C	E	H	L	H

A = Feeder vs. Feeder - Larger Feeder will push smaller Feeders into the adjoining section directly away. Equal sizes will remain in same section.

B = Feeder vs. Ferocious - Ferocious will attack. Go to Pack and Herd Tests.

C = Caveman or Native vs. Feeder - If hunters are present they will hunt the Feeders. If no hunters are present they will ignore the Feeders and gather food instead.

D = Ferocious vs. Ferocious - Dinosaurs will attack. Go to Pack Tests.

E = Ferocious vs. Cavemen or Native - Dinosaurs will attack. Go to Pack Tests then humanoids take Being Charged Test.

F = Modern Men vs. Feeder - If hunting then hunt the Feeders. If not hunting, then ignore instead. Players may choose to hunt or not.

ADVENTURES IN THE LOST LANDS

G= Ferocious vs. Modern Men - Dinosaurs will attack. Go to Pack Tests then humanoids take Being Charged Test.

H = Cavemen/Native vs. Cavemen/Native -

- **Cavemen meeting Cavemen or Natives**

- If cavemen meeting same type they will Meet & Greet (1-3) or are hostile (4-6).
- If cavemen meeting different types or cavemen meeting natives they will pass each other in peace and silence (1-2) or attack each other (3-6).
 - Cro Magnon will take In Sight whether active or inactive versus all other cavemen.
 - Neanderthal will take In Sight whether active or inactive versus Australopithecus.
 - Otherwise the Inactive side takes the In Sight.

- **Natives meeting Natives**

- They will Meet & Greet (1-3) or are hostile (4-6). If hostile inactive side will take In Sight.

J = Cavemen vs. Modern Man - They will Meet & Greet (1-2) or are hostile (3-6). If hostile the inactive side will take In Sight.

K = Modern Man vs. Modern Man - This depends how you want to play it. If the parties are of different nationalities and the nations are at war (1) then they will fight. Inactive side takes In Sight Test.

Otherwise sides will pass each other in peace, trade, and generally socialize. Use Meet & Greet on page 55 only if playing a campaign.

(1) If playing with other THW titles such as Larger Than Life, Colonial Adventures or Colonial Lemuria you may belong to different nations and they could be at war.

L= Natives vs. Modern Men - They will Meet & Greet (1-2), will attack if 1 1/2 times or more greater than the party (3-4) * or will move away next activation (5-6). If hostile the inactive side will take In Sight.

() If the natives do not outnumber the party by 1 1/2 times or greater then treat as if rolled a 5 or 6.*

CONTACTING MULTIPLE PEFs

There will be times when more than one PEF will be in the same section with a player and both must be resolved. To do this resolve each one normally (page

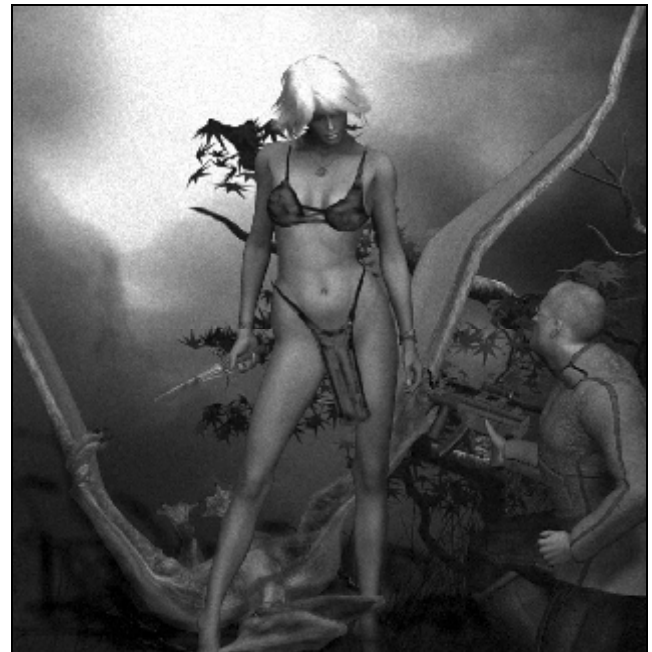
43). Then consult the Contact Table (page 47) to see how each one interacts.

The basic rule you need to know is that multiple resolved PEFs that are dinosaur take priority over all others.

Example - A Feeder and a Ferocious dinosaur are resolved in a section with cavemen. How the Feeder and Ferocious dinosaurs resolve their contact takes priority over how they react to the cavemen.

Note that some common sense may be needed in some situations.

Example - In the above example let's say the Feeder runs away. The Ferocious dinosaur will now deal with the cavemen. But if the Ferocious dinosaur kills the Feeder he will spend his time feeding on the kill and ignoring the cavemen. Which is a great time for the cavemen to try a sneak attack!



Queen of the jungle.

SCENARIOS

You've fielded your group, set up the terrain, and now it's time to play. You can pretty much play any of the scenarios with any type of game (page 7).

We've served up a great way to get you started. It's called the Hunt.

THE HUNT

In this scenario you are leading a group either big-game hunting on safari or hunting food for survival depending upon which list you choose to use. If desired, and give a try at least once, you can be a ferocious dinosaur looking for a meal. The players can be Dinosaurs, Cavemen, Natives, or Modern Men.

GOAL

- You must move through all the sections of the board hunting your prey. For each kill that you personally make you score the following points. The number of points you end up with determines how well you did. Kills are counted only if it can be verified. If the player did not see the dinosaur die the kill is not counted.
- If you are playing a campaign then you must protect your kill, (see Scavenger Hunt page 49) before the scenario can be completed.

KILL POINTS (1)

Type	Multiple Shot * Kill	One Shot *Kill
Ferocious		
Gigantic	7	20
Large	4	14
Medium	3	10
Small	1	3
Feeder		
Behemoth	7	4
Gigantic	4	13
Large	2	7
Medium	1	3
Small	0	1

(1) Triple points if killed by Cavemen or Natives.

(*) Substitute bite for shot if playing a dinosaur.

FORCES

- Your group can be as big or as small as you desire.
- The enemy forces will be based upon the type of game you are playing (page 7).

TERRAIN

- Set up terrain as outlined in the Setting Up Terrain section (page 40).

SPECIAL INSTRUCTIONS

- Your group will enter the board from the edge bordering sections 7, 8, and 9.
- Determine the ER of the scenario as per page 42.
- Place the PEFs as per page 42.

SCAVENGER HUNT

In this scenario you have just made a kill. However, the sound of the struggle and scent of blood has attracted unwanted visitors. The players can be Cavemen, Natives, Victorian Era or Modern Men.

GOAL

- You must protect you kill at all costs.

FORCES

- Your group can be as big or as small as you desire.
- The enemy forces will be based upon the type of game you are playing (page 7).

TERRAIN

- Set up terrain as outlined in the Setting Up Terrain section (page 40).

SPECIAL INSTRUCTIONS

- Your group starts in section 5.
- The ER of the scenario is 3.
- Place the PEFs as per page 42.
- Resolve PEFs as normal except any result of Feeder is Ferocious instead.
- Any humanoids you meet are handled on the Contact Table on page 47.

ADVENTURES IN THE LOST LANDS

GATHERING

In this scenario you are trekking across the land gathering food from the ground to survive. The players can be *Australopithecus*, *Cro Magnon*, or *Neanderthal*.

GOAL

- You must gather as much food (berries, roots, etc) as you can and exit the table.

FORCES

- Your group can be as big or as small as you desire.
- Decide which type of game you want to play (page 7).

TERRAIN

- Set up terrain as outlined in the Setting Up Terrain section (page 40).

SPECIAL INSTRUCTIONS

- Your group will enter the board from the edge bordering sections 7, 8, and 9. You may only leave the table from the section opposite from where you entered at the other table edge.
- Determine the ER of the scenario as per page 42.
- Place the PEFs as per page 42.
- Each section that you enter has a possibility of containing food that you can gather. To do so, once the section is empty, roll 2d6 versus the Encounter Rating of the scenario and check the Gathering Table to see if your labor has been fruitful.

2

GATHERING

(Taken versus the ER of the scenario)

# Dice Passed	Result
Pass 2d6	You have gathered food equal to 2 x the number of characters gathering.
Pass 1d6	<i>If you have gathered in this section previously then there is nothing to be gathered here.</i> <i>If this is your first time gathering in this section then you have gathered food equal to 2 x the number of characters gathering.</i>
Pass 0d6	There is nothing to be gathered here.

Each figure in your group can carry food equal to their Rep. However; if carrying a weapon you cannot gather or carry any food.

RAID

In this scenario you must raid a caveman camp with the goal of taking food, weapons, women and children. The players can be *Australopithecus*, *Cro Magnon*, or *Neanderthal*.

GOAL

- You must raid the enemy camp and exit with as much loot and captives that you can.

FORCES

- Your group can be as big or as small as you desire.
- The enemy forces will be determined by rolling on the Caveman Types Table on page 44.

TERRAIN

- Set up terrain as outlined in the Setting Up Terrain section (page 40).

SPECIAL INSTRUCTIONS

- Your group will enter the board from the edge bordering sections 7, 8, and 9. You must exit by the same section.
- Determine the ER of the scenario as per page 42.
- Place the PEFs as per page 42.

ADVENTURES IN THE LOST LANDS

FINDING THE CAMP

- The enemy camp will be in section 1, 2, or 3. This is determined as follows. When you enter the section roll 1d6. On a score of 1-3 the camp is located in that section. On a 4-6 it is not there. If you have not located the camp by the time you enter the last of the three sections it is there.

TAKING CAPTIVES

- If a PEF is resolved and it is any cavemen they belong to the camp you are trying to raid. If you capture one or more of their party then you have found the camp on a roll of 1-5 instead of 1-3 when searching sections 1, 2, or 3
- To capture another character you must score a result of stunned. If you reach the stunned character before it recovers you have captured it. Captured characters must be guarded by a character that stays within 1" to the captive. The captive may try to escape. To determine if it does when it is active roll 1d6. On a score of "1" it will attempt a normal move away. Captives may attempt a Fast Move while a prisoner but only with 1d6 on the first attempt. Captives leaving the table have escaped!

SETTING UP CAMP

- The camp will be either next to a mountain (1-3) or in a cave (4-6). Caves will be have only one entrance and exit so keep that in mind when going into them!
- Once the camp is discovered place 1 campfire in the center of the section. Next roll on the appropriate enemy list to determine who and how many cavemen there are in the camp. Roll 1d6 + 1/2 the size of your group times. *Example - if you have 5 members in your party then roll 1d6 + 3 times on the List.*
- After you have determined the number of enemy and their type roll 1d6. The result is the number of inches from the campfire that the first figure is placed. It may be placed wherever you desire.
- Next roll 2d6 for the placement of the next caveman. It is placed to the right of the previously placed caveman a distance in inches equal to the highest die score and away from the fire a distance in inches equal to the lowest die score.

- Continue in this cycle until all characters are placed.

WHO ACTIVATES FIRST

- Cro Magnon will take In Sight whether active or inactive versus all other cavemen. If same types then Inactive takes In Sight tests.
- Neanderthal will take In Sight whether active or inactive versus Australopithecus. If same types then Inactive takes In Sight tests.
- In all other cases the Inactive takes In Sight tests.

CONQUER

In this scenario you are intent on staking claim to your area and driving away all other cavemen. The players can be Australopithecus, Cro Magnon, or Neanderthal.

GOAL

- You must move through all the sections of the table and drive away any other cavemen that you encounter.

FORCES

- Your group can be as big or as small as you desire.
- The enemy forces will be based upon the type of game you are playing (page 7).

TERRAIN

- Set up terrain as outlined in the Setting Up Terrain section (page 40).

SPECIAL INSTRUCTIONS

- Your group will enter the board from the edge bordering sections 7, 8, and 9. You cannot leave the board.
- Determine the ER of the scenario as per page 42.
- Place the PEFs as per page 42.

ADVENTURES IN THE LOST LANDS

CONTACT

In this scenario you are on a quest to discover a race of primitive men rumored to live in this part of the world. The players can be any Modern Men.

GOAL

- You are trying to make contact with primitive people.

FORCES

- Your group can be as big or as small as you desire.
- The enemy forces will be based upon the type of game you are playing (page 7).

TERRAIN

- Set up terrain as outlined in the Setting Up Terrain section (page 40).

SPECIAL INSTRUCTIONS

- Your group will enter the board from the edge bordering sections 7, 8, and 9. You may only leave the table from the section you entered it.
- Determine the ER of the scenario as per page 42.
- Place the PEFs as per page 42.
- The primitive people are encountered by scoring a result of humanoid (E on the PEF Resolution Table). The PEF could be found by it moving into your section or by you moving into its section.
- Any of the cavemen humanoids that you meet fulfill the criteria. Your objective is to get them *gawk in wonder* (Meet & Greet) while you to capture them on film or make drawings of them.

RESCUE

In this scenario you must rescue one of your party from other humanoids. The players can be Cavemen, Natives, or Modern Men.

GOAL

- You are trying to rescue one member of your group.

FORCES

- Your group can be as big or as small as you desire.
- The enemy forces will be based upon the type of game you are playing (page 7).

TERRAIN

- Set up terrain as outlined in the Setting Up Terrain section (page 40).

SPECIAL INSTRUCTIONS

- Your group will enter the board from the edge bordering sections 7, 8, and 9. You may only leave the table from the section you entered it.
- Determine the ER of the scenario as per page 42.
- Place the PEFs as per page 42.
- The member to be rescued will be found by resolving a PEF and scoring a result of humanoid (E on the PEF Resolution Table). The PEF could be found by it moving into your section or by you moving into its section.
- If you roll a result of the same type of humanoid as you are then you have found the member but he/she is wounded and Out of the Fight. See page 26 on how to transport wounded figures.
- If you roll a result of a different type of humanoid than you are then you have found the member but he/she is a prisoner. You may have to fight to rescue them. The inactive side takes the In Sight Test.

CAMPAIGN

So you've played every encounter and scenario in the book, maybe some twice. Is that it? Heck no, it's time to try a Campaign.

TYPES OF CAMPAIGNS

Just like there are different types of games (page 7) there are different types of campaigns. The objectives of each campaign will vary based on the type you are playing.

- **Dinosaur** - Hunt enough food to stay alive and just survive.
- **Caveman** - Grow your tribe as big as you can and find enough food to keep it alive.
- **Native** - Grow your tribe as big as you can and find enough food to keep it alive.
- **Modern Day or Victorian Era or Pulp Interwar** - Cover yourself in Fame and Fortune growing your Rep to hideous heights!

TIME IN THE CAMPAIGN

Time in the campaign is counted in months. Day to day living in Adventures in the Lost Lands would be tedious if not impossible to cover. It's assumed that mundane things are happening on a daily basis but a scenario isn't a mundane thing. The Encounter Rating of the area, which you can choose, will determine the number of scenarios you will have per month. You will have one scenario per point of ER.

AREAS

Movement in the campaign is by *areas*. You can move from one area to another at any time during the campaign, even between encounters. Area movement is abstract and is unlimited. You will run out of food before you run out of areas to travel.

You do not need to play with a map but you can. I have included the following map for your use. It's part of Lemuria. Use it if you like and don't be surprised if you see it in other Adventures in the Lost Land supplements!



AREA ENCOUNTER RATINGS

At the start of the campaign roll on the Encounter Rating Table on page 42 to determine the ER of the area you are starting in.

When you enter a new area, roll 2d6 on the Encounter Rating Table to determine its Encounter Rating.

- If you are leaving an ER 3+ area then subtract 1 to your total.
- If you are leaving an ER 1 area then add 1 to your total.

HOME BASE

"Drizzle, drizzle, dradle, drone, time for this one to come home!"

Mr. Wizard

Everybody needs a home. In Adventures in the Lost Lands you have one. It can be anywhere you want it to be. It can be a cave, a camp, or a house in a city. The important thing is it's where your Stars go after their adventures.

It's where you are when you recover from wounds. Where you restock and recruit new members for your expeditions.

In Adventures in the Lost Lands we don't go into much detail. Just know it's your safe place.

But you still have to eat.

ADVENTURES IN THE LOST LANDS

FOOD

You will need food to survive. Each character in your group will require 1 *food unit* per month. * Food that is gathered in a Gathering scenario is on a 1:1 basis. Each food unit gathered can supply one character food for one month.

You can also gain food by hunting. Depending upon the size of the dinosaur killed you could get lots of food. The down side to this method, besides possibly getting killed, is that you have no way to store the food so that limits the dinosaur to food conversion like this.

For each point of size of the dinosaur you receive 3 units of food. So a size 6 dinosaur yields 18 food units.

The last way to gain food is to barter with other humanoids you may meet.

** For food consumption purposes a dinosaur counts as twice its size for characters. So a size 6 dinosaur would count as 12 characters to be fed.*

TRACKING YOUR RESOURCES

You will need to track the food and weapons that your group finds and uses. This is done by adding and subtracting them as you lose or gain them. I suggest using a piece of paper or if you're serious about campaigning a small notebook!

- You start the campaign with two food units per character in your expedition or tribe.
- You start the campaign with the weapons you rolled up for your characters.
- Each time you gain food units write it down in the Food section of your sheet.
- Each time you gain weapons write it down in the Weapons section of your sheet. Subtract weapons from this total as you lose them.
- At the end of each month subtract one food unit for each member of your group.
- If needed you can feed two members on one food unit but their current Rep is reduced by one for that month. If you do not get enough food your Rep will continue to reduce.

OVER FISHING

Each area is limited to the amount of food that can be gathered. Each time you gather food in an area it reduces the number of units left to be gathered from this area.

There are ten food units per each one point of Encounter Rating of the area. So an area with an ER of 3 would have 30 food units to start. Be sure to note this as you travel into and through different areas.

Each time you gather a food unit from the area, subtract it from the current food total.

When you have found gathered the food units available in the area it has been overfished and no more food may be gathered from the area.

It's time to move on.

FAST FOOD

Any dinosaur that you kill in an area does not count against the number of food units that can be gathered from that area. That's the good thing about hunting. The bad thing is sometimes the fast food is hunting you!

BARTERING

There may be times when you will need to barter to gain resources. In these cases you will use the Meet & Greet Table (page 55) to barter with them.

HOW TO BARTER

To barter for resources do the following.

- The other side will always have what you are looking except you cannot barter for what is not on the Exchange List.
- Decide what you wish to barter for.
- The maximum number of items that you can trade for is equal to twice the number of figures in the other group.

EXCHANGE LIST

Type	Exchange Value
Food	1
Club	3
Fire hardened wooden spear	2
Flint tipped spear	3
Hand axe	3
Knife	3
Metal edged spear	4
Stick used as club	2
Throwing Spear	2
Atlatl	2

ADVENTURES IN THE LOST LANDS

SCAVENGING

There are other ways to obtain food and other goods. You can take them from others.

MEET & GREET

You've contacted another humanoid and they haven't attacked you right off the bat. Well, let's see if you can negotiate with them. It's time to Meet & Greet.

After you determine who the different sides are use the following procedure to see if they are friendly or hostile.

- The two opposing groups will now match up against each other in case there is a chance of combat. Be sure to divide the hostile group equally against your group. After each figure has one hostile then you can double up on individual figures.
- Next determine the leader of the hostile group by picking the figure with the highest Rep and best weapon if more than one with the same Rep.
- The hostile leader and your leader now go to the Meet & Greet Table. This is your chance to Talk the Talk and try and convince them to join your group or maybe trade goods.
- Both leaders roll 1d6 for each point of Rep.
- Add 1d6 for each figure that one side has more than the other.
- Roll all the d6 and save any successes. That would be a result of 1, 2, or 3.
- Discard any result of 4, 5, or 6.
- Re-roll all successes until only one side has any successes remaining or both sides have ended up with zero successes.
- Read the result on the Meet & Greet Table.

REP MEET & GREET TABLE

(Counting successes)

+1d6 for each figure you have more than the other side
-2d6 if you are different humanoid types

Each die score of 1, 2, or 3 = Success
Each die score of 4, 5, or 6 = Failure

Discard all failures and keep rolling.

# Of Successes	Player	Hostile Leader
Score two or more successes than the other side.	If cavemen of same type will join your group. Gain 2 FFP. If different type will join your group, under your control, in exploring 1/2d6 areas. Gain 1 FFP.	Time to Walk the Walk. Both leaders roll 1d6. Add the scores to their Reps. The highest total leader gets to attack first. After the winner attacks and any reactions to his firing are resolved, roll Activation normally.
Score one more success than the other side.	If cavemen of same type will join your group. If different type will barter for resources. Then they will leave the area peacefully.	Other side will not join your group. May barter for resources. Then you can leave peacefully. May not hunt or gather in this area.
Both sides score zero successes.	The side with the highest failed die score, on the final roll, will count as if passed 1d6.	The side with the highest failed die score, on the final roll, will count as if passed 1d6.

ADVENTURES IN THE LOST LANDS

CHOOSING TO WALK THE WALK

Stars may choose not to Meet & Greet but instead decide to roll for Activation and attack instead.

To do this each leader will roll 1d6. Add the scores to their Reputations. The highest total gets to fire first. After the winner fires roll Activation normally.

AT THE MERCY OF THE ENEMY

Sometimes things don't work out quite like you planned. Somehow you (or a group member) find themselves Out of the Fight with an enemy standing over them. What happens next? Simply roll 2d6 versus the Rep of the hostile leader and consult the Mercy Table.

2	MERCY! <i>(Taken versus the Rep of the Hostile Leader)</i>
-1 to Rep if you attacked first -2 to Rep if they are opposite types from you	

# Of d6 Passed	Result
2	All - Takes all your belongings but let's you live. You are left behind as they leave the table. Game over!
1	Cavemen - Kills you. Native - Takes you prisoner. Time for a Rescue scenario. Modern Day or Victorian - If at war will take you as prisoner. Time for a rescue scenario. If not, then takes all your belongings but let's you live. You are left behind as they leave the table.
0	Cavemen - Kills you. Game over! Native - Kills you. Game over! Modern Day or Victorian - If at war will take you as prisoner. Time for a rescue scenario. If not, then takes all your belongings but let's you live. You are left behind as they leave the table.

WHEN KILLS YOU DOESN'T MEAN KILLS YOU

Kills you doesn't mean kills you when you're a female. It really means that you've been captured and your friends will mount a Rescue scenario (page 52).

IMPROVING REP

If you're playing a campaign then follow these simple rules. After each successful scenario it is possible that a character can raise his or her Rep. All of the following requirements must be met for the encounter to be considered a success. It is possible that a scenario may be a success for one character and not another!

- You did not encounter hostile dinosaurs or enemy humanoids but explored every section of the table.

OR

- You did encounter hostile dinosaurs or enemy humanoids and wounded, killed, or captured them.
- Did not receive a result of Out of the Fight.
- Did not flee.

If the scenario was a success then the character will roll 1d6.

- If the score is higher than the current Rep then the Rep will go up one level.
- If the score is a "6" the Rep will always go up one level regardless of the current level. Your character can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead.

REDUCING REP

Rep can go up when you have a successful scenario. It can also go down if the scenario was a failure. So if you didn't meet all the requirements for a successful scenario you had a failure. When you fail in a scenario you must roll 1d6.

- If the score is a "1" the Rep will always go down one level regardless of the current level or any modifiers you may have to the die roll. This can be attributed to stress, illness, or anything else you decide it to be. As a Star you can never have a Rep lower than "2" but Grunts can go as low as "1".

MODIFYING THE REP IMPROVEMENT ROLL

By accumulating and spending Fame & Fortune points it's possible to increase your Improving Rep dice rolls. Let's explain how Fame & Fortune works.

ADVENTURES IN THE LOST LANDS

FAME & FORTUNE

In Two Hour Wargames it's all about the Reputation of the character. The higher the Reputation, the better the character and the only way to raise its Reputation is by making a successful Improving Rep roll. To affect these rolls we use Fame & Fortune. Fame & Fortune represents accumulated wealth, personal favors that can be called in when needed, and fame acquired by deeds. Here's how you accumulate Fame & Fortune points (FFP).

WORDS

It's possible to gain (and lose) Fame & Fortune points by interacting with non-player characters or NPCs. See Meet & Greet page 55.

DEEDS

A character is defined by what he does and the more you do the higher your Fame & Fortune. Here's what to do to gain FFP.

- **Winning A Melee** - For each character you kill or knock Out of the Fight you receive FFP equal to the difference in Rep between your Rep and the enemy of the enemy, but never less than 1 FFP. So if you beat up on low Rep characters you still will get 1 FFP.
- **Ranged Weapon Damage** - For each character you kill or OOF with ranged weapons fire you receive 1 FFP. *Keep a running total the whole adventure and halve the total only once at the end.*
- **Capturing An Enemy** - For every enemy character or creature you capture and take off the table you receive FFP equal to their Rep. If it is a Star then you receive three times their Rep!
- **Kill Points** (page 49) - For every Kill Point you accumulate you gain 1 FFP.
- **Retrieving the Wounded**. If you retrieve an Out of the Fight party member you gain 3 FFP.
- **Retrieving the Dead**. If you retrieve an Obviously Dead party member you gain 5 FFP. There may be situations where burying the dead (3 turns of activation) would be more appropriate. If so then gain 3 FFP.

As you can gain FFP you can lose them by what you do. Here's what not to do.

- **Out of the Fight**. You will lose 3 + 1/2d6 FFP when going Out of the Fight.

- **Cowardice**. You will lose 6 + 1d6 FFP when you runaway or flee the field.
- **Abandoning**. You will lose 1/2d6 FFP for each live group member you leave behind in enemy hands or alone.
- **Fatalities**. You will lose 5 FFP for each member of your group that is killed while you are leading them.
- **Maintenance**. You will lose FFP for all members of your group that survive an encounter. This represents their pay or share of the spoils. Total their Reps of the surviving members at the end of the scenario and split it in half, rounding down. This is how many FFP you will lose.

WEALTH

While adventuring you may accumulate wealth which can translate into FFP. We're not going to bore you with costs of day to day material. Instead wealth represents significant gifts, jewels, and rare fines. These may be interspersed in the rules in a variety of ways and will appear in the upcoming Adventures in the Lost Lands supplements.

USING FAME & FORTUNE POINTS

So how do you use FFP? As you gain and lose FFP keep a running total for your Star and other members of your group as you like.

Whenever you have accumulated three times your current Rep you can *spend* it to increase your Improving Rep die score by 1 point. It cannot be used when you have failed in a scenario. Note that regardless of the number of FFP you use you cannot increase your Rep by more than 1 point at a time.

Example - Arizona Bob is currently a Rep 5. He has just had a successful scenario and it's time to take his Improving Rep die roll. AZ has 33 FFP. He decides to spend 30 to influence his die roll by 2. He rolls a 4 which becomes a 6 when modified by the spent FFP. AZ is now a Rep 6.

Note that FFP are not transferable between characters nor can it be gifted or gambled away. They can be saved and used as you desire.

ZERO FFP

Yes it is possible (probable) that you will be reduced to zero FFP. No biggie. At least you can't go into the negative side!

ADVENTURES IN THE LOST LANDS

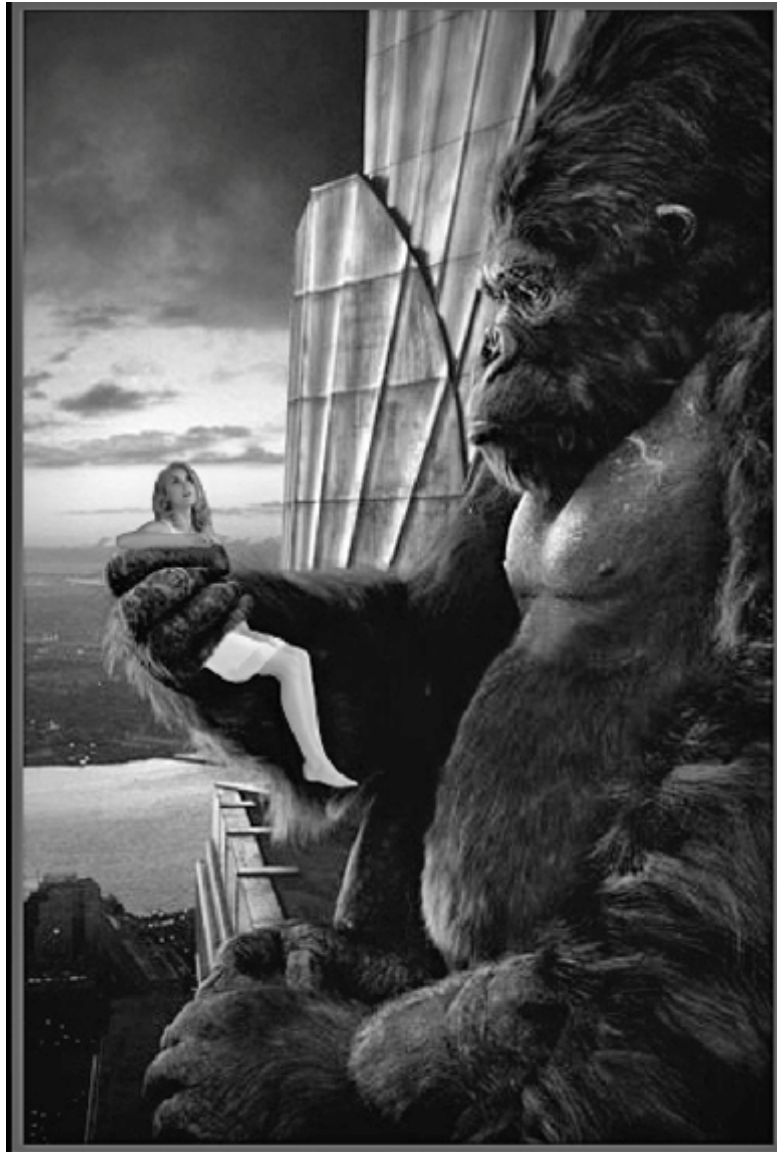
How Do I Win?

When it comes right down to it how you win is up to you. Maybe killing a Ferocious dinosaur means you won. Or maybe just getting off the board alive will do. Me? If I had a good time playing the game, that's good enough.

EPILOGUE

That's it. We hope you enjoy gaming in this unique period and be sure to use Adventures in the Lost Lands to spice up your Larger Than Life, Colonial Adventures, NUTS and even Chain Reaction 3.0 adventures. And remember...

Just Play The Game!



Carolee Gee the THW girl in the clutches of Kong!

ADVENTURES IN THE LOST LANDS

MODERN WEAPONS TABLE

Type	Range	Targets	Imp
Assault Rifle (1)	48 (60)	3	3
BA Pistol	12	2	2
Big Game Rifle - Victorian	48	1	4
Big Game Rifle (1) - Modern	48 (60)	1	5
Bolt Action Rifle	48	1	3
Lewis Gun or Similar	48	4	3
Semi-Auto Rifle	48	2	3
Submachine Gun	24	3	1

(1) 60" if used with scope.

Target Ranged Combat

1d6 + Rep

A result of two or more "ones" means out of ammo.

1d6 + Rep	Result
3 to 7	Miss.
8	<ul style="list-style-type: none"> Target concealed – miss. Target in cover – miss. Target prone – miss. Target moved fast – miss. Shooter moved fast – miss. Shooter is snap firing - miss. Second or higher target – miss. Otherwise – hit.
9	<ul style="list-style-type: none"> Target in cover – miss. Shooter moved fast – miss. Shooter is snap firing - miss. Third or higher target – miss. Otherwise – hit.
10+	Hit.

1 Ranged Combat Damage Table

1d6 per each hit

Score	Result
"1"	Target Obviously Dead
Impact or less but not a "1"	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knock Down Test.

HUMANOID QRS

1 Ranged Combat Damage - Dinosaur

1d6 per each hit

Score	Result
"6"	Target may take damage. Roll 2d6 and add to Impact of weapon. Consult the Dinosaur Damage Table.
Score higher than size of target	Target may take damage. Roll 1d6 and add to Impact of weapon. Consult the Dinosaur Damage Table.
Score size of target or less	Target shrugs off hit and continues on.

PRIMITIVE WEAPONS TABLE

Type	Range	Targets	Imp
Club	x	1	2
Fire hardened wooden spear	x	1	1
Flint tipped spear	x	1	2
Hand axe	2	1	2
Knife	2	1	2
Metal edged spear	2	1	3
Rock	6	1	2
Stick used as club	x	1	1
Throwing Spear (1)	6	1	1

(1) Lighter spear used for throwing. When used with atlatl range doubles and impact increases by 1.

Rep Melee Combat

Taken vs. Rep

+2d6 if have Fierce attribute.
 +1d6 if have Brute or Melee attribute
 -2d6 if prone or attacked to rear
 -2d6 if retrieving wounded
 -1d6 if using an improvised weapon
 -2d6 if unarmed

A score of 1, 2, or 3 is a success
 A score of 4, 5, or 6 is a failure.

When fighting multiple attackers must divide d6

Continue rolling until one side has any successes or all sides have zero successes.

# Successes	Result
Score 2+ more successes	Enemy Obviously Dead.
Score 1 more success	Enemy Out of the Fight
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

ADVENTURES IN THE LOST LANDS

1 Herd Response *(1d6 + number in herd)*

Herd Total	2 Hunters	3 Hunters	4+ Hunters
3 - 5	Split in 2	Split in 3	Split in 2
6 - 8	Combine	Split in 2	Split in 3
9 - 10	Combine	Combine	Split in 2
11 +	Combine	Combine	Combine

Melee Entering Combat *(Counting successes)* *Taken when facing off at a distance of 6"*

+1 for each herd member within 3" up to 3
-1 per wound

Count 1/2 Melee d6 if advanced upon to the rear or if already in combat

1, 2 or 3 = success
4, 5, or 6 = failure

Roll once and no re-rolls

# Successes	Result
Score 3 or more successes	Loser not locked in combat will turn and flee away 1/2 their normal move if not already in combat. Loser locked in combat will count as if winner scored 2 successes more. Winner will chase normal move. If contact the fleeing creature will lock onto enemy .
Score 2 successes	Winner moves forward 6" and locks onto enemy .
Score 1 more successes	Winner moves forward 6" and enters combat with loser counting as forced back.
Score same # of successes	Dinosaurs remain in place stamping and braying. Take Entering Combat Test next turn.

1 Pack Tactics *(1d6 + number in pack)*

Pack Total	2 Targets	3 Targets	4+ Targets
3 - 5	Split in 2	Split in 3	Split in 3
6 - 8	Split in 2	Split in 2	Split in 2
9 - 10	Combine	Combine	Split in 2
11 +	Combine	Combine	Combine

Melee Dinosaur Combat *(Counting successes)*

1, 2 or 3 = success
4, 5, or 6 = failure

Roll once and no re-rolls

DINOSAUR COMBAT MODIFIERS

Circumstance	Mod
Knocked down (1)	Reduce Melee d6 by 1/2
Enraged	+2d6
Locked onto enemy	+2d6
Forced back	-1d6
Each wound	-1d6
Attacked to rear	Count zero Melee d6

(1) This modifier is taken first before any of the others.

# Successes	Result
Score 2 or more successes	Winner scores a hit, locks onto loser , and remains in combat. Roll on Damage Table.
Score 1 more success	Winner scores a hit and remains in combat while loser counts as forced back. Roll on Damage Table.
Score same # of successes	Same size dinosaurs both back up 1" and end facing. Take Entering Combat Test when either is next active. Smaller dinosaur moves away from attacker 2" and ends facing. Take Entering Combat Test when either is next active.

1 Dinosaur Damage *(1d6 + # successes from combat if dinosaur)* *(1d6 + Impact of weapon if humanoid)*

Die score of "6" by a humanoid in melee means add and roll again

	2 (1)	4	6	8	10
2 to 4	I	I	I	I	I
5 to 6	E	I	I	I	I
7	W	I	I	I	I
8	W	E	I	I	I
9	KD&W	W	I	I	I
10	OD	W	E	I	I
11	OD	KD&W	W	I	I
12	OD	OD	W	E	I
13	OD	OD	KD&W	W	I
14	OD	OD	OD	W	E
15	OD	OD	OD	KD&W	W
16	OD	OD	OD	OD	W
17	OD	OD	OD	OD	KD&W
18	OD	OD	OD	OD	OD

ADVENTURES IN THE LOST LANDS

ADVENTURER REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move (LD)	All move up to 2X normal distance.	All move up to 1.5X normal distance.	Those in cover remain in place instead. Others move up to normal distance.
In Sight	If outnumbered by 2:1 or more may choose to normal move away and end facing with threat taking In Sight Test. Otherwise fire if can. Others duck back.	Those that can will snap fire. Others halt.	All may not fire and will halt.
Received Fire (LD) *	Chargers carry on. Retrieving wounded carry on. Others return fire.	Chargers halt and snap fire. Retrieving wounded carry on. Those in cover snap fire. Others will duck back.	All will flee.
Wanting To Charge (LD)*	All will charge into melee.	All will charge into melee.	Those that can fire will snap fire and halt. Others will halt.
Being Charged (LD)*	Those that can will fire and then melee. Those that cannot fire will melee.	All charged by dinosaur will flee. Otherwise will snap fire if can and will melee.	All will flee.
Man Down*	All carry on.	All carry on.	All will duck back.
Leader Lost*	All carry on.	All carry on.	All will duck back.
Recover From Knock Down	All may not act or react until having spent one full turn of activation doing nothing.	All are Out of the Fight.	All are Obviously Dead.



ADVENTURES IN THE LOST LANDS

ASKARI REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move (LD)	<i>All</i> move up to 2X normal distance.	<i>Those in cover</i> move normal speed. <i>Others</i> move up to 1.5X normal distance.	<i>Those in cover</i> remain in place instead. <i>Others</i> move up to normal distance.
In Sight	<i>If outnumbered by 2:1 or more</i> may choose to normal move away and end facing with threat taking In Sight Test. <i>Otherwise</i> fire if can. <i>Others</i> duck back.	<i>Those that can fire</i> will snap fire. <i>Others</i> halt.	<i>All</i> may not fire and will halt.
Received Fire (LD) *	<i>Chargers</i> carry on. <i>Others</i> return fire.	<i>Those in cover</i> snap fire. <i>Others</i> will duck back.	<i>All</i> will flee.
Wanting To Charge (LD)*	<i>All</i> will charge into melee.	<i>Those that can fire</i> will snap fire and halt. <i>Others</i> will halt.	<i>All</i> will halt and may not fire.
Being Charged (LD)*	<i>Those that can</i> will fire and then melee. <i>Those that cannot fire</i> will melee.	<i>All</i> charged by dinosaur will flee. <i>Otherwise</i> may not fire but will melee.	<i>All</i> will flee.
Man Down*	<i>All</i> carry on.	<i>All</i> duck back.	<i>All</i> will flee.
Leader Lost*	<i>All</i> carry on.	<i>All</i> duck back.	<i>All</i> will flee.
Recover From Knock Down	<i>All</i> may not act or react until having spent one full turn of activation doing nothing.	<i>All</i> are Out of the Fight.	<i>All</i> are Obviously Dead.



ADVENTURES IN THE LOST LANDS

CAVEMAN REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

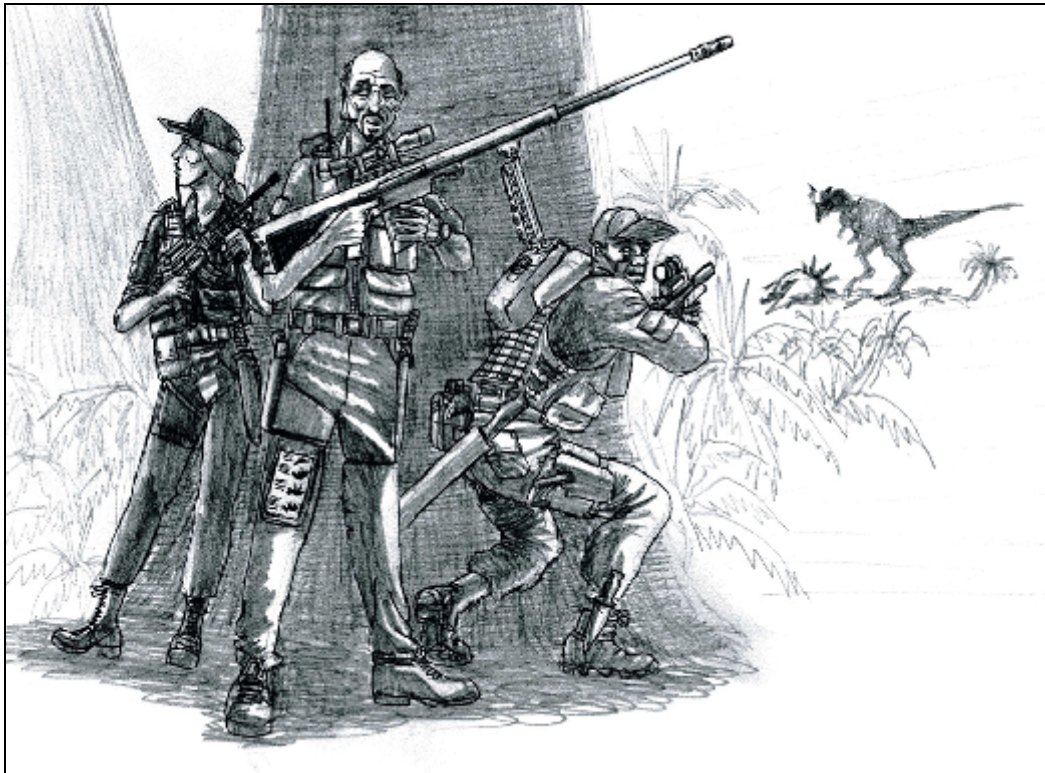
Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move	Fierce - Move up to 2X normal distance. Brute - Move up to 2X normal distance. Others - Move up to 1.5X normal distance if moving away from threat. Otherwise move up to normal distance.	Fierce - Move up to 2X normal distance. Brute - Move up to 1.5X normal distance. Others - Move up to normal distance.	Fierce - Move up to 1.5X normal distance. Brute - Move up to 1.5X normal distance. Others - Move up to normal distance.
In Sight	Fierce - Advance half move towards cause of test. Brute - Advance half move towards cause of test. Docile - Halt in place. Skittish - Halt in place.	Fierce - Advance half move towards cause of test. Brute - Halt in place. Docile - Halt in place. Skittish - Duck back.	Fierce - Halt in place. Brute - Halt in place. Docile - Duck back. Skittish - Flee.
Received Fire* <i>Not taken if charging while being fired on.</i> <i>Inspired figures count 1 Rep Higher than normal.</i>	Fierce - Advance half move towards cause of test. Brute - Advance half move towards cause of test. Docile - Halt in place. Skittish - Halt in place.	Fierce - Advance half move towards cause of test. Brute - Halt in place. Docile - Halt in place. Skittish - Flee.	Fierce - Halt in place. Brute - Halt in place. Docile - Flee. Skittish - Flee.
Wanting To Charge (LD)* <i>Inspired figures count 1 Rep Higher than normal.</i>	Fierce - Charge into melee. Brute - Charge into melee. Docile - Charge into melee. Skittish - Halt in place.	Fierce - Charge into melee. Brute - Charge into melee. Docile - Halt in place. Skittish - Flee.	Fierce - Halt in place. Brute - Halt in place. Docile - Halt in place. Skittish - Flee.
Being Charged* <i>Inspired figures count 1 Rep Higher than normal.</i>	Fierce - Charge into melee. Brute - Prepare to melee. Docile - Prepare to melee. Skittish - Prepare to melee.	Fierce - Prepare to melee. Brute - Prepare to melee. Docile - Prepare to melee. Skittish - Flee.	Fierce - Prepare to melee. Brute - Prepare to melee. Docile - Flee. Skittish - Flee.
Man Down <i>Inspired figures count 1 Rep Higher than normal.</i>	All - Carry on.	Fierce - Carry on. Brute - Carry on. Docile - Duck back. Skittish - Flee.	All - Flee.
Recover From Knock Down	All - Figure may not act or react until having spent one full turn of activation doing nothing.	Fierce - Figure may not act or react until having spent one full turn of activation doing nothing (1-2) or figure is Out of the Fight (3-6). Others - Out of the Fight.	All - All are Obviously Dead.

ADVENTURES IN THE LOST LANDS

CIVILIAN REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move (LD)	<i>All</i> move up to 2X normal distance.	<i>Those in cover</i> remain in place instead. <i>Others</i> move up to 1.5X normal distance.	<i>Those in cover</i> remain in place instead. <i>Others</i> move up to normal distance.
In Sight	<i>Those that can</i> will snap fire. <i>Others</i> duck back.	<i>All</i> may not fire and will halt.	<i>All</i> may not fire and will halt.
Received Fire (LD) *	<i>Chargers</i> carry on. <i>Others</i> return fire.	<i>Those in cover</i> snap fire. <i>Others</i> will duck back.	<i>All</i> will flee.
Wanting To Charge (LD)*	<i>All</i> will charge into melee.	<i>All</i> will halt and may not fire.	<i>All</i> will flee.
Being Charged (LD)*	<i>Those that can</i> will fire and then melee. <i>Those that cannot fire</i> will melee.	<i>All</i> charged by dinosaur will flee. <i>Otherwise</i> may not fire but will melee.	<i>All</i> will flee.
Man Down*	<i>All</i> carry on.	<i>All</i> duck back.	<i>All</i> will flee.
Leader Lost*	<i>All</i> carry on.	<i>All</i> duck back.	<i>All</i> will flee.
Recover From Knock Down	<i>All</i> may not act or react until having spent one full turn of activation doing nothing.	<i>All</i> are Out of the Fight.	<i>All</i> are Obviously Dead.



ADVENTURES IN THE LOST LANDS

DINOSAUR REACTION TESTS

-1 Rep for each wound taken

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move	All move up to 2X normal distance.	Ferocious move up to 2X normal distance. Feeders move up to 1.5X normal distance.	All move up to normal distance.
In Sight - Dinosaur	All dinosaurs, including those that triggered the test , will take Pack and Herd Tests then Entering Combat Test.	All dinosaurs, including those that triggered the test , will take Pack and Herd Tests then Entering Combat Test	All dinosaurs, including those that triggered the test , will take Pack and Herd Tests then Entering Combat Test
In Sight - Humanoid	Ferocious will charge. Feeders will turn to face and prepare to melee.	Ferocious will charge. Feeders will ignore and continue to do what they are doing.	Ferocious will halt in place and emit terrifying roar. Feeders will ignore and continue to do what they are doing.
Received Fire	Ferocious will charge. Feeders will move away from the noise 1/2 normal distance and end facing.	Ferocious will charge. Feeders will move away from the noise normal distance and end facing.	Ferocious will halt in place and emit terrifying roar. Feeders will ignore and continue to do what they are doing.
Being Charged - Humanoid	Ferocious will charge forward 3". Feeders will turn to face and prepare to melee.	Ferocious will turn to face and prepare to melee. Feeders charged to the flank or rear will melee counting 0d6 the first round. Subsequent rounds will turn to face and melee normally.	Ferocious charged to the flank or rear will melee counting 0d6 the first round. Subsequent rounds will turn to face and melee normally. Feeders charged to the flank or rear will melee counting 0d6 the first round then flee.
Pack or Herd Member Down and In Sight	Ferocious will halt in place and emit terrifying roar. Feeders if there is a herd member in combat with another dinosaur then will take Entering Combat Test. If not then will turn to face threat.	Ferocious will halt in place and emit terrifying roar. Feeders if there is a herd member in combat with another dinosaur then will take Entering Combat Test. If not then will flee.	Ferocious will move away at 1/2 normal move leaving the fight. Feeders will flee.
Received Wound	Ferocious with more than one wound will flee. Otherwise carry on. Feeders will carry on.	Ferocious with one or more wounds will flee. Otherwise carry on. Feeders with more than one wound or attacked to rear will flee. Otherwise carry on.	All will flee.
Recover From Knock Down	All will regain their feet and face in the current direction.	Small or Medium will regain their feet and face in the current direction. Large, Gigantic, or Behemoth will remain down.	All will remain down.

ADVENTURES IN THE LOST LANDS

NATIVE REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Fast Move (LD)	<i>All</i> move up to 2X normal distance.	<i>All</i> move up to 2X normal distance.	<i>All</i> move up to 1.5X normal distance.
In Sight	<i>If outnumbered</i> may choose to normal move away and end facing with threat taking In Sight Test. <i>Fierce</i> charge if in reach otherwise advance full move towards threat. <i>Otherwise</i> fire if can. <i>Others</i> advance 1/2 normal move.	<i>Those that can</i> will snap fire. <i>Fierce</i> advance 1/2 move towards threat but do not charge. <i>Others</i> halt in place.	<i>All</i> may not fire and will halt.
Received Fire (LD) *	<i>Chargers</i> carry on. <i>Fierce</i> charge if in reach otherwise advance full move. <i>Ranged weapons</i> return fire. <i>Others</i> advance 1/2 normal move.	<i>Chargers</i> carry on. <i>Fierce</i> charge if in reach otherwise advance full move. <i>Ranged weapons</i> duck back. <i>Others</i> halt	<i>Fierce</i> halt in place. <i>Others</i> will duck back.
Wanting To Charge (LD)*	<i>All</i> will charge into melee.	<i>All</i> will charge into melee.	<i>Fierce</i> will charge. <i>Others</i> will halt in place.
Being Charged (LD)*	<i>Those that can</i> will fire and then melee. <i>Those that cannot fire</i> will melee.	<i>All</i> charged by dinosaur will flee. <i>Otherwise</i> may not fire but will melee.	<i>Ranged weapons</i> will flee. <i>Others</i> duck back
Man Down*	<i>All</i> carry on.	<i>All</i> carry on.	<i>All</i> will flee.
Leader Lost*	<i>All</i> carry on.	<i>All</i> carry on.	<i>All</i> will flee.
Recover From Knock Down	<i>All</i> may not act or react until having spent one full turn of activation doing nothing.	<i>All</i> are Out of the Fight.	<i>All</i> are Obviously Dead.



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