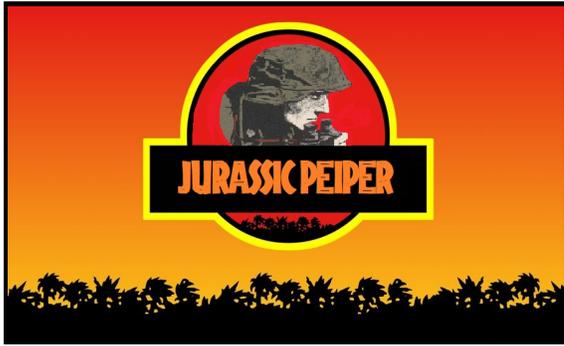


# "Jurassic Peiper"



## Earth, 65,000,000 year ago

In the Fall of 1943, the Germans had successfully used their "Die Glocke" device to time-travel. One expedition to locate an alien spaceship in what would become ancient Sumeria had met with trouble. The large expedition has included German scientist, Werner von Braun. According to those who successfully returned, the German team had been beset by ravenous dinosaurs of all types. Von Braun and others were trapped and needed immediate rescue. At the Fuehrer's specific direction, Joachim Peiper was pulled from the Eastern Front and tasked with leading a rescue force. An incredulous Peiper, soon found himself on a train to the mountains outside of Prague in the Bohemian Protectorate. Upon arrival he would drive a half-track beneath a bell shaped object and suddenly emerge in the steaming jungles of earth...65,000,000 years in the past...

### Board Configuration:

83	37	73	74
----	----	----	----

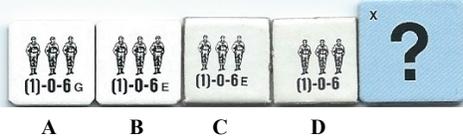


**VICTORY CONDITIONS:** The German Player wins immediately upon Werner von Braun's unit of scientists reaching Hex 83T4. Any other result is a Dinosaur Victory.

Dinosaur Player sets up first	1	2	3	4	5	6	7	8
German Player moves first								



### Surviving German Scientists (ELR 3) (SAN 0) (Set up: per SSR 5 below.)

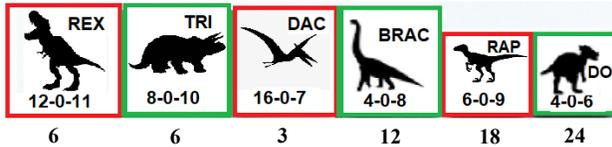


Prior to play German player secretly designates which German Scientist unit A, B, C, or D includes Werner von Braun.

### Taskforce Jurassic Peiper (ELR 5) (SAN 0) (Set up: on Board 83 within 3 hexes of T4)



### Prehistoric Predators (Setup: See SSR)



### Dinosaur Setup:

2 x REX on Board 37, 73 and 74 any non marsh/water hex  
 2 x TRI on Board 37, 73, and 74 any Kunai Hex  
 1 x DAC on Board 37, 73, and 74 any Hex as they are in flight  
 4 x BRAC on Board 37, 73, and 74 any marsh/water hex  
 6 x RAP on Board 37, 73 and 74 any Kunai Hex  
 8 x DO on Board 37, 73, and 74 any non marsh/water hex

## Special Rules/Notes:

- EC are moderate with no wind at start.
- Place a large German ? Counter in Hex 83T4. This is the entry point for all of all Peiper's task force. This is also the exit hex for the Germans. Werner von Braun must enter this hex by game end.
- PTO Terrain rules are in effect. (EX: All grain hexes are actually Kunai.) (EX: Hex 37O7 represents the German Scientists Advance Camp and provides the +2 TEM for wooden buildings.)
- All roads are animal paths.
- Each of Peiper's 3 half-tracks has a radio and each of the 4 teams of Scientists are equipped with a radio. The Scientists do not need to roll for radio contact. Peiper's half-tracks may attempt to contact the scientists to determine their location. This is done once per radio. A successful radio contact allows the German Player to place a Scientist counter on the map under concealment. For each successful contact, the German Players rolls 1d6 to determine where the Scientists are located. A 1-2 places them on Board 37, a 3-4 places them on Board 73 and a 5-6 places them on Board 74. Next the German Player rolls 2d6 to determine the hex. The colored die determines the row and the other die determines the hex number. On the colored Die 1 = Row C, 2 = Row G, 3 = Row K, 4 = Row O, 5 = Row S, 6 = Row BB. The other die determines which hex in the row between 1-6. NOTE: Dinosaurs may not attack Concealed Scientists Units. Scientists may move, but lose concealment if they move in the open or do not use assault movement in the line of sight of a Dinosaur unit. Dinosaurs may not bump Concealed Scientists, but can move through the hex without revealing the Concealed Scientists. Peiper's forces may not gain concealment during the game.
- Dinosaur Movement Rates (REX = 6 MF / TRI = 4 MF / DAC = 12 MF / BRAC = 3 MF / RAP = 8 / DO = 3) CX movement is NA for Dinosaurs. Dinosaurs pay 1 MF to enter any hex regardless of Terrain type. Only BRAC's may enter marsh/water hexes.
- Dinosaur Combat = RED Outlined Dinosaurs are Predators and will attack when they see a German Unit or unconcealed Scientist Unit. RED Dinosaurs can hear vehicle units which are 3 or less hexes from them and they may then move to attack those units. GREEN Outline Dinosaurs will only attack if a German or Unconcealed Scientist enter their hex using CC Reaction Fire.. They will not attack units which are adjacent to them. The DAC's are in flight and have a line of sight from Level 5.
- Dinosaurs have no range and may only attack in Close Combat. Dinosaurs do hold vehicles in Melee. Dinosaurs do not break. If they fail a morale check, they are removed from play.



**Aftermath:** Peiper quickly assessed his situation. All of his task force had made the trip successfully. The entry/exit point was in a bare hill side overlooking an incredible sight of jungle spreading out for as far as the eye could see. Somewhere in that expanse were members of the German team. Fortunately, the team was supplied with radios. Peiper quickly began checking for them and one after another the four surviving teams, including von Braun's radioed back. Peiper quickly ordered his force ahead to rescue the trapped scientists. Though Peiper would succeed in rescuing von Braun, he would lose many men in encounters with creatures, which Peiper himself would be wholly unwilling to discuss with anyone...for the remainder of his life.