

Savage Star Frontiers
1/14/05

Adventure 2: ALIEN CREATURE ON THE LOOSE

Playing the Adventure again.

It is possible to play this adventure again. You can make several changes so there will be surprises each time you play.

Team. You can vary the equipment the characters start the game with by using the method explained at the end of Adventure #1.

Creature. The creature player can design a whole new creature. The creature will have 10 Toughness points and one attack per player character. The person controlling the hydra then gets to select it's Pace, Attacks, Defenses, up to three special abilities and it's goal.

Designing Your Own Creature.

Attacks (Roll 1d4)

1. Acid Spray 2d8 damage (Use the Cone Template) AP 3 5/10/20
2. Darts 1d10 AP 2 10/20/40
3. Sonic Beam 2d8 12/25/50
4. Gas Cloud (Vigor Roll or Unconscious for 1d6 hours, Success = Shaken, Success with Raise = No Effect) Use the Medium Burst Template. 5/10/15

Special Abilities (Roll 1d10 three times, re-roll repeats or double effects (your choice))

1. Smashes Through Walls

Walls don't effect movement; moving through a wall creates rubble where characters must stop before crossing.

2. Shakes Ground

Characters can move no faster than half their Pace

3. Teleport Creature can teleport up to 1d8" away every three turns. (Use a d12 and read like a clock face for Random Teleportation).

4. Spins Web

Creature can permanently block the square it is in by spending one turn standing still and spinning a web. Also can throw a web and catch a character for two turns (treat as a grenade for range and hits).

5. Doze Gas

Same as doze grenade but always misses target square.

6. Grows Stronger

Gains 10 Toughness points if hit by a weapon it is immune to; if hydra has no immunity it gains 20 points by damaging a monorail station*.

7. Grows New Attack

Gains one attack when hit by a weapon it is immune to; if creature has no immunity it gains one attack when hit by a skimmer.

8. Takes Extra Damage

Takes 2 extra points of damage when hit by a weapon other than one the creature is immune to (choose which weapon at start); if hydra has no immunity it takes 10 points of damage from each skimmer accident.

9. Loses One Attack

Loses one attack if a single shot causes 15 or more points of damage.

10. Changes One Ability

On its next turn after being hit by a weapon it is immune to, the creature can change its attack its defense or one special ability (by rolling dice); if it has no immunity this happens when it damages a monorail terminal.

* To damage a monorail terminal the creature must move into the terminal's space and stop. On the next turn the player controlling the creature rolls 1d10; on a roll of 1, 2, or 3 the creature has bitten through the terminal's power cables and shut down the terminal. The creature can move and fight normally on the next turn. No monorail cars can travel across that terminal for the rest of the game. If players ride the monorail to that terminal, they must get off there.

Pace (Roll 1d6+1)"

Defenses (Roll 1d4)

1. Layer of Insulation (Immune to Needlers)
2. Protective Shell (Immune to Gyro-jets)
3. Reflective Hide (Immune to Lasers)
4. Regenerates (Vigor Roll every turn to remove one wound level, +2 to recover from being Shaken)

Goals (Roll 1d6, Re-roll 6's)

1. Eat enough to lay eggs. The PGC players must pick 15 pieces to represent civilians in the downtown area. He places each piece in a different building on the map. When the alien creature moves into the same space as a civilian piece the

player rolls 1d10: on a roll of 1-4 the creature eats the civilian. The PGC player can move civilian pieces only if they are being attacked by a creature or are next to a PGC character. Civilians may not move off the board. PGC characters may not be eaten. The creature wins if it eats eight civilians.

2. Find someone. The PGC player chooses five counters and secretly marks one. He then mixes up the pieces and without looking places each face down in a different building that covers 16 spaces or more. The creature must search the buildings for the marked piece. Once in the building the hydra player must roll 1 2 or 3 on 1d10 to find the face down counter and reveal its identity. if the creature finds a dummy counter it discards it.

3. Build a nest. The creature selects a building that covers 16 or more spaces and writes its name on a piece of paper. The creature must wreck three buildings from a different complex and carry the rubble back to build its nest. To destroy a building it must move next to the building and roll a 1 2 or 3 on 1d10. The creature also must cause one accident and carry a destroyed skimmer back to its nest. The creature can carry only one load at a time. When carrying material back to its nest the hydra moves at half speed. The creature wins if it finishes its nest.

4. Destroy the town. The creature must destroy 40 or more points of buildings to win the game. The sizes of buildings. their point values and the numbers that must be rolled on 1d10 to destroy them are shown below:

BUILDINGS

No. of Spaces	Point Value	Die Roll
1-6	5	1-9
7-15	10	1-5
16 or more	15	1-3

5. Destroy all skimmers. The PGC player places five skimmers at different locations on the map. The creature can destroy a skimmer simply by moving into the same space with it. Player characters can drive skimmers but the skimmers can not be driven off the map.

There's Basic Adventure #2A. Hope you enjoy.

Up next ... Basic Adventure #3 Creating Your Own Adventures

cya
jp

cmdrcody_2000@yahoo.com

<http://cmdrcody.bravepages.com/>
<http://cmdrcody.bravepages.com/savage.html>

"Star Frontiers" is copyrighted and trademarked by Wizards of the Coast (a subsidiary of Hasbro).

Savage Worlds™ is Copyright ©2005 Great White Games & the Pinnacle Entertainment Group, Inc. The Savage Worlds logo & Smilin' Jack are trademarks of GWG and PEG, Inc.

No challenge to these ownership rights is intended or should be inferred. Proprietary material is used here without permission.