

SAVAGE STAR FRONTIERS!



CRASH ON VOLTURNUS

SF-0 by Mark Acres and Tom Moldvay with Doug Niles



SAVAGE STAR FRONTIERS!



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CRASH ON VOLTURNUS!

PART 1 SPACE PIRATES!

SF-0

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This document is free to all who wish to use it, change it, publish it, sell it, burn it, etc ...

So, kick back with some old 80's music in your iTunes and relive one of the best settings TSR came out with.

I'll see you on the edge of the Xagy Dust Nebula!

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This Adventure uses the Savage Worlds Game Rules. It is available from RPGNow.com as well as directly from the Pinnacle Web Site at www.greatwhitegames.com.

You can use the Test Drive Rules to play this, but the full version rules are well worth the money.

It is not necessary to have the original Adventure module, but if you wish to see it, visit www.starfrontiers.com, an online community of hard-core SF fanatics (like me ☺).

Also, not to toot my own horn, but I have posted a free conversion outline for Star Frontiers on my web site.

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

Please feel free to go there and download a copy of it. It might prove useful (but, then again, it might not ☺)!

I hope you enjoy this as much as I had in recreating it.

If you have any suggestions (and/or snide remarks!) email me:

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cya
jp

Proudly Created on a Mac!



Yes I still have mine, and it still works great!



SAVAGE STAR FRONTIERS!

WELCOME TO THE UNIVERSE OF SAVAGE STAR FRONTIERS!

YOU ARE NOW A STAR-ROVER, ONE OF THE LUCKY FEW WHO SPENDS THEIR LIVES TRAVERSING THE BLACK VOID OF DEEP SPACE. THOUGH YOU OFTEN PASS LONG HOURS ABOARD CRAMPED, UNCOMFORTABLE STAR LINERS, YOU SPEND MOST OF YOUR TIME EXPLORING MYSTERIOUS NEW WORLDS. ON THESE PLANETS, YOU WILL FIND STRANGE RACES OF INTELLIGENT BEINGS, ANCIENT ALIEN CULTURES, AND CREATURES MORE DEADLY THAN ANY IN THE KNOWN UNIVERSE!

PLAYER CHARACTER BACKGROUND REPORT

The Zebulon star system was first investigated 20 years ago by an unmanned exploration probe launched by Truane's Star. This probe indicated that Volturnus was the only inhabitable planet in the Zebulon system. It also indicated that great mineral wealth might exist on the planet in the form of molybdenum, tungsten, gold, and other heavy metals. Truane's Star soon made a legal claim to the ownership of Volturnus, and completed exploration of a star route to the Zebulon system one year ago.

The first manned expedition to Volturnus from Truane's Star was launched nine months ago. The four-member team of specialists was instructed to set up an outpost, gather data on the possible colonization and mining of Volturnus, and report back.

After passing into the star system, the starship carrying the specialists was never heard from again. The four members of this lost exploration expedition were:

Commander Louis V. Jameson, Truane's Star Military Exploration Force

RACE: Human
HEIGHT: 1.9 meters
WEIGHT: 88 kg.
AGE: 43

BACKGROUND:

22 years service Truane's Star military forces; combat veteran, Truane's Star Medal of Valor; commander two previous exploration missions

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Geeko-sur-Mang, professor of geology, Capital University

RACE: Yazirian
HEIGHT: 2.1 meters
WEIGHT 50kg.
AGE: 52

BACKGROUND:

Recognized authority in geophysics, specialist in planetary crust formation

Itklikdil, cartographer, Vrusk Atlas Manufacturing Corporation

RACE: Vrusk (female)
HEIGHT: 1.5 meters
WEIGHT 85 kg.
AGE: 32

BACKGROUND:

Ph.D., Capital University; experienced explorer and cartographer; loaned to exploration mission by employer in exchange for rights to produce maps of Volturnus.

Grod, technician, Truane's Star Civil Service

RACE: Dralosite
HEIGHT: 1.3 meters
WEIGHT: 65 kg.
AGE: 85

BACKGROUND:

Developer, hydro-magnetic stabilization system in Dralosite air cars; author, "The Metaphysical Foundations of Dralosite Morality"

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Truane's Star has found itself short of personnel and funds due to colonial troubles and associated police action on Cygnus Omicron IX recently. They have hired you, a team of unknown adventurers, to mount a relief expedition to Volturnus. Your mission is to explore Volturnus, gathering as much information as possible about mineral deposits, life on the planet, and other items of interest to future colonists. You are also to find and rescue the members of the original exploratory mission if possible.

The government has provided you with a minimal amount of equipment, and transportation to Volturnus aboard the star liner *Serena Dawn*. After dropping you on Volturnus, the *Serena Dawn* will return in three months to transport you (and, with luck, the original exploration team) back to Truane's Star.

SYSTEM BRIEF

SYSTEM NAME: Zebulon

STAR COLOR: Yellow

HABITABLE PLANETS: Volturnus

MOONS:

- 1.) Leo: Completes one orbit every three days, reddish-orange in color
- 2.) Lulu: Completes one orbit every 27 hours, bluish-silver in color

CLIMATE RANGE: Hot, arid to humid

ATMOSPHERE: 78% nitrogen, 21% oxygen, and 1% argon

GRAVITY: 1.0013

DIAMETER: 12,895 kilometers

LENGTH OF DAYS: 24 hours, 03 minutes

AVERAGE SURFACE TEMPERATURE: 25 degrees C

COLONIZERS:

Unsettled...presently claimed by the government of the Truane's Star, explorers of the Zebulon star route.

NATIVE POPULATION:

- 1.) The Ul-Mor, desert-dwelling novepi (nine-limbed creatures). Number and range unknown.
- 2.) The Kurabanda, forest-dwelling bipeds similar to tarsier monkeys. (Encountered in a later module.)
- 3.) The Edestekai, hill-dwelling bipeds, bilaterally symmetrical. (Encountered in a

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later module.)

4.) The Mechanons, a mysterious race of intelligent machines. (Encountered in a later module.)

5.) The Eorna, a race of dinosaur-like bipeds. The original intelligence on Volturnus. (Encountered in a later module.)

PLANET HISTORY

Named after the Greek god of the southwest wind, Volturnus is a hot, dry world with many types of hostile terrain. The endless deserts, rugged mountains, volcanic wastes, and dangerous salt flats are constantly scoured by a strong southwesterly wind. Despite these harsh conditions, rare patches of forest and even a few lakes have managed to maintain a perilous existence.

The government of Truane's Star opened a star route to the Zebulon system recently, sending an expedition to the planet nine months ago. Unfortunately, all communication with the starship ceased shortly after it passed into the system. No clues as to the whereabouts of either the crew or the ship have been found.

Because of the cost and time involved in preparing an expedition, nine months have passed since the original mission disappeared. Nonetheless, the player characters have been assigned to locate the remnants of the first expedition, if any can be found. In addition, they are also charged with exploring and mapping the planet.

Only the future can tell what they will find, but the story of Volturnus is a strange one. Once the home of a gentle race of intelligent dinosaurs, it is now a barren, harsh world. The history of its downfall is outlined below for your reference.

The story of the fall of Volturnus begins when the Eorna, a race of intelligent dinosaurs, developed star travel. As soon as the Eorna launched their first colonization starships, a Sathar space armada attacked them. Like most Sathar attacks, this one came with no warning; the Eorna were not even aware of the presence of the Sathar until the mysterious worms invaded their system.

The Sathar space armada quickly overwhelmed the Eorna, wreaking destruction across the planet. Within a matter of days, the worms had nearly driven the gentle Eorna to extinction. Still, the Eorna fought valiantly, and were able to resist complete annihilation because the Sathar had overextended their supply lines.

The Sathar retreated, hoping they had destroyed enough of the Eorna civilization to prevent the gentle creatures from ever attempting interstellar travel again. In case they had failed, however, the Sathar left a mysterious artifact behind to alert them of any interstellar travel in the Zebulon system that might occur in the future.

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Less than 150 Eorna survived the Day of Death. They soon realized they were doomed as a race, for they knew that their numbers were not large enough to provide a viable gene pool. The survivors chose to dedicate what remained of their lives to the evolution of other intelligent races on Volturnus. The Eorna hoped to prepare these races to meet and defeat the Sathar.

The Eorna are using a subtle process of hypnotic indoctrination and DNA manipulation to accelerate the development of three races toward intelligence. Most of the Eorna survivors have undergone cryogenic sleep, waiting to be awakened until they are needed to continue the project. Despite the fact that most of their young are born physically or mentally deficient because of the limited gene pool, the Eorna continue to breed, relying upon the few normal children to help continue the project.

The development of the star route by Truane's Star has completely upset Eorna plans. Though three races are intelligent, they have advanced only to a primitive state of technology.

More importantly, the presence of Truane's Star starships has triggered the Sathar's artifact, and, unknown to any, the Sathar are already traveling to Volturnus as the adventure begins. This time, the worms are determined to annihilate all life on Volturnus.

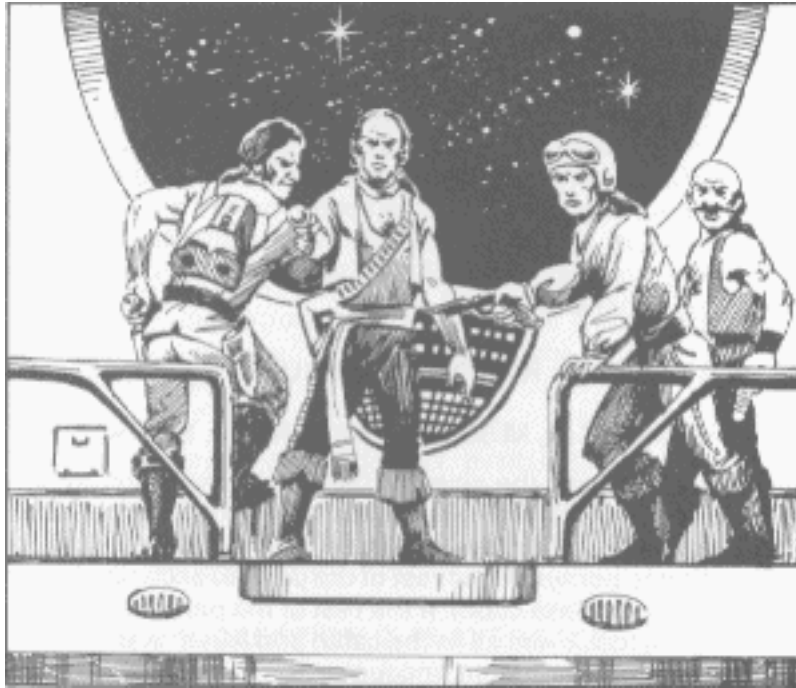
Meanwhile, a race of intelligent machines has evolved in the secret caverns. These machines, the Mechanons, are determined to eliminate or control the organic life forms infesting Volturnus. They will stop at nothing to insure their utter and total domination of the planet.

Yet, as merciless as the Mechanons and as wicked as the Sathar are, neither of these races had anything to do with the disappearance of the first Volturnian expedition. A ruthless band of space-pirates have established an illegal mining operation on the planet, and have enslaved Edestekai farmers and many members of the first expedition to work in their mines.

As the player characters explore Volturnus, they may discover all of this information, or none of it. As the referee, you must decide how much of this background information to release to them.

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SPACE PIRATES!



Part One The Serena Dawn

To be read to the Players! The Dreaded Flavor Text! Aaaauggghh! Run Away!

The government of Truane's Star has hired you to carry out a preliminary exploration of a newly discovered planet. You are to journey by star liner to Volturnus and map as much of the planet as possible. The government is especially interested in contacting and studying any intelligent races living on the planet. If you meet an intelligent race, you are to make friendly contact and learn as much about them as possible.

The first expedition to Volturnus disappeared without trace as soon as it entered the Zebulon system. If possible, you are to locate and rescue any survivors of this mission.

As you boarded the star liner that would take you to Volturnus, the steward gave you an interior plan of the starship and urged you to study it carefully. He also searched your luggage and placed all weapons and power packs in the weapons locker. His assistant placed your other heavy gear, such as the military skein-quits given to you by the government of Truane's Star, in the cargo hold. The only items you were allowed to take to your tiny cabins were your non-weapon tool kits.

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During your journey, you have toured the area of the ship not shown on the map. It contains recreation areas, the observation dome, the galley, the first class living quarters, and fuel storage. There is nothing else of interest in that area.

In the event you must evacuate ship, you have been instructed to proceed immediately to the escape bay, where two of the *Serena Dawn's* lifeboats are stored. Each lifeboat holds up to eight persons. If it becomes necessary to use the lifeboats, you have been instructed not to open the hatch until all persons using the lifeboat are assembled and ready to enter it. This is because the lifeboats automatically launch one minute after the hatch is opened. They then seek the nearest inhabitable planet and land in the first safe spot.

Random Character Actions

Anyone who has been a GM, even once, knows that characters act in all kinds of wild and wooly ways. Allow the characters to explore the ship, up to the bridge area. If they insist on going off the map, or visiting the bridge, go to Random Encounter #5.

Interrogation

The characters may want to interrogate any captured Space Pirates. The pirate will cooperate only if he feels that the characters will injure him if he does not. Even then, he will reveal only two things; the weapons locker has been destroyed and that the bridge is guarded. Any self-respecting pirate would rather die that reveal anything more about himself or his home.

Computers

If a character with computer skills attempts to use the computer to gain information, they will find it is engaged in an emergency program. The computer will display only the following information:

EMERGENCY ALERT! EMERGENCY ALERT! SECURITY VIOLATION ON BRIDGE. REPEAT: INTRUDERS ON BRIDGE!

EMERGENCY ALERT! EMERGENCY ALERT! EXPLOSION REPORTED IN WEAPONS LOCKER. REPEAT: WEAPONS LOCKER DESTROYED.

Random Encounters

After the pirates capture the ship, there is a 10% chance each turn the characters will meet one or more of them. Roll 1d10 each turn. If you roll a "1," consult the random encounter table below. This table is used sequentially, so encounter 1 takes place

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first, encounter 2 takes place second, and so on.

These encounters take place as soon as logically possible, ideally in the same turn rolled. Do not, however, have pirates suddenly appear where there is no chance they could appear. Pirates should appear as the characters round a corner, open a door, or move into any area not previously visible. If the characters are stationary, the pirates should appear at the closest possible entrance.

RANDOM ENCOUNTERS TABLE

Pirates A – M use the Standard Mook Package Below. Individual weapons are noted in each encounter number.

Mook Pirates

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, and Vigor d6

Pace: 6"; **Parry:** 5; **Toughness:** 5

Guts d6; **Notice** d6; **Stealth** d6

Intimidation d6; **Persuasion** d6; **Taunt** d6

Skills:

Knowledge Skills: Streetwise d6, Tracking d6, Gambling d6

Talent Skills: (Driving d6, Fighting d6, Repair d6, Shooting d6 and Throwing d6)

Common Knowledge: Looting, Pillaging, Pirate Stuff, Star Law Routines

Edges: They are mooks, assign if needed

Hindrances: Same thing.

Gear: See the individual encounter.

1.) Pirate A (Vibro Knife)

Pirate A will attack the closest character, attempting to hold this character hostage. If he succeeds in grabbing any character, he will draw a vibro-knife and threaten to kill this character, attempting to persuade the rest of the party to accompany him to a passenger- class cabin. If the rest of the party cooperates, Pirate A will lock them all in the cabin and leave. In this event, go immediately to random encounter 5.

2.) Pirate B (Night Stick STR +1)

Pirate B will attack the closest character with his nightstick. As soon as he has taken more than two wounds, he will attempt to flee toward the bridge.

3.) Pirate C (Auto Pistol)

Pirate C will attack the entire party with his automatic pistol. Use the rules for firing a

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burst. If he runs out of ammunition, he will attack with his gun butt until dead or unconscious. He has enough ammunition to fire two bursts.

4.) Pirate D (Tangler Grenade, Blackjack STR +1) Pirate E (Laser Pistol)

Pirate D will throw his tangler grenade immediately. Any party members within its range must make an Agility check. If the check is successful, they must move 2 “ away from the center of the tangler grenade explosion. If they fail the check, the tangler grenade affects them normally. After throwing the tangler grenade, pirate D will attack the closest party member with his blackjack.

Pirate E has set his laser pistol energy dial at 2 SEU and will not change it. He thus has a maximum of 10 shots. If he uses all his shots, he will melee using the pistol butt as a weapon.

5.) Ship explosions!

The ship begins to vibrate badly. The characters hear three loud explosions, and the ship lurches. Each character must make an Agility check or fall to the ground. The second turn, pieces of the ship begin to fly throughout the entire area. There is a 1 in 6 chance each character will be struck by one of these pieces, taking 1d6 damage.

If the characters run toward the lifeboats, they will meet no pirates anywhere; all other beings have abandoned ship. There will be one lifeboat left when they reach the escape bay.

PLANNED ENCOUNTERS

Review the following information carefully. You must read the flavor text entries aloud to your characters as you begin each encounter, but it is not necessary to provide them with the information below the flavor text unless they have done something to acquire this information.

1.) BEGINNING

Read the following description to any character:

You hear the sound of scuffling outside your cabin. After the scuffling continues for two seconds, a man cries "Help!" A loud thump follows the man's cry.

The space pirates are hijacking the *Serena Dawn*. One of them is attacking a crewman in the corridor. When the characters investigate, the pirate will attack with his Brass Knuckles. If the pirate is reduced to two wounds, he will surrender (most

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pirates will continue to fight until reduced to unconscious).

Pirate F (Brass Knuckles STR +1)

2.) FIGHT IN THE CORRIDORS

As the characters enter the corridor between the two rows of passenger-class quarters, read the following description to them:

You see three space pirates in the corridor between the two rows of passenger-class cabins. The first pirate, carrying a bullwhip, stands at the top end of the corridor. The second pirate, carrying a club, stands at the junction of the corridor leading from the airlock and the corridor running between the passenger-class cabins. The third pirate, wearing shock gloves and a power belt, is at the bottom end of the corridor.

Each pirate will attack the first character he sees, and continue attacking until the character or he has been rendered unconscious.

Pirate G (Bullwhip STR +2, Entangle)

Pirate H (Club STR +1)

Pirate I (Shock Gloves)

Space pirate I wears a fully charged belt pack to power the shock gloves.

3.) SEARCHING THE CARGO BAY

If the player-characters wish, they may search the cargo bay for useful equipment. Read the following description as they enter either cargo bay:

You have entered a cargo bay. There are many boxes piled in every square, with just enough room for you to walk between them. You can also see several rows of cargo cabinets. Apparently, these cabinets are unlocked.

As the characters search each square, roll on the cargo search table below. All items are stored in clearly marked cargo boxes. It requires one turn to open a cargo box, and another turn to remove the contents.

Each character may search 1 square per turn. A square may be searched only once; if more than one character searches a square, the second will find the same thing as the first.

If the characters have searched all squares in both cargo bays without finding their

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skein suits, they will find the skein suits in the last square.

CARGO SEARCH TABLE

% Roll	Type of Cargo Found
01-05	Character's military skein suits*
06-10	10 Laser rifle clips*
11 -15	12 Packets of dehydrated food***
16-20	1 Computoy
21-25	Ship doctor's spare medic kit*
26-30	Crates of hand axes
31 -35	Costume jewelry
36-40	Holographic fireworks projector
41-45	Chronocom
46-50	Boxes of ball bearings
51-55	Chocolate Anchovies in a Spicy Sauce
56-60	Steam bath perfume
61-65	Prize Vrusk statue
66-70	Characters' non-weapon equipment
71-75	Bolts of silk
76-80	Galacticana Encyclopedia
81-85	Yazirian punching bags
86-90	Large machine gears
91-95	Vrusk body wax
96-00	High fashion Human dresses

*Can be found only once.

***Each packet will feed the entire group for one day.

There is one pirate guard in each cargo bay. Pirate J guards the left bay, and pirate K guards the bay on the right. Each will stand near the center of his cargo bay. Both pirates will fight until they are knocked unconscious or they win the fight.

Pirate J (Gyro jet Pistol)

Pirate J will fire his gyro jet pistol until out of ammunition, then use the pistol butt in melee. Assume he begins the combat with a fully loaded clip.

Pirate K (Axe STR +2)

Pirate K will attack with his axe until he wins or is knocked unconscious.

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4.) GUNFIRE IN THE AIRLOCK CHAMBER

As the characters enter the airlock chamber closest to the escape bay, they will see two space pirates.

There are two pirates in this airlock chamber. One holds a grenade, and the other holds a sonic stunner. They move to attack you immediately.

The pirates will attack as soon as they see the characters.

Pirate L (Frag Grenade, Blade STR +1)

Pirate L will throw his fragmentation grenade immediately. Each character within the blast radius should make an Agility Roll; any characters that make their checks take only take 1/2 of the damage from the grenade. One or both pirates may be caught in the blast radius of the grenade. (Each character should roll damage from the grenade separately.)

Pirate M (Sonic Stunner)

Pirate M will attack with his sonic stunner. Any character hit by the sonic stunner should make a Vigor Roll. If the check is successful, he is not stunned.

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5.) RETREAT FROM THE BRIDGE

If the characters enter the bridge area, read the following description to them:

As you open the door, you immediately realize a struggle has taken place. Chairs, instruments, and even unconscious officers lie strewn about the floor. You see four armed space pirates on the bridge. The first holds an automatic pistol, the second holds a needler pistol, the third holds an electro stunner, and the last holds a laser pistol.

If the characters have entered the bridge section with the weapons locker, read the following statement:

From your vantage point, you can see the weapons locker has been destroyed, along with everything it once contained.

The pirates have orders to guard the bridge at all costs. They will open fire as soon as they see the characters. The guards will not follow the characters if they leave the bridge area.

Pirate Henchmen

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, and Vigor d6

Pace: 6"; **Parry:** 6; **Toughness:** 6 (+1 Armor added in)

Guts d6; **Notice** d6; **Stealth** d6

Intimidation d6; **Persuasion** d6; **Taunt** d6

Skills:

Knowledge Skills: Streetwise d6, Tracking d6, Gambling d6

Talent Skills: (Driving d6, Fighting d8, Repair d6, Shooting d8 and Throwing d6)

Common Knowledge: Looting, Pillaging, Pirate Stuff, Star Law Routines

Edges: They are mooks, assign if needed

Hindrances: Same thing.

Gear: See the individual encounter. All henchmen wear Leather Vests (+1 Armor)

Pirate N (Auto Pistol)

Pirate N will fire two shots each turn until he has used the 10 shots remaining in his clip. He will then use the pistol butt in melee.

Pirate O (Auto Pistol)

Pirate O will fire two shots each turn until he uses his 10 shot clip. He will then use the pistol butt in melee.

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Pirate P (Electro Stunner)

Pirate P will place the electro stunner on the damage setting and fire until he has used his 20 SEU clip. He will then use the pistol butt in melee.

Captain Slag (Wild Card)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, and Vigor d8

Pace: 6"; **Parry:** 7; **Toughness:** 7 (+1 Armor Vest added in)

Guts d8; **Notice** d10; **Stealth** d6

Intimidation d10; **Persuasion** d8; **Taunt** d8

Skills:

Knowledge Skills: Streetwise d6, Tracking d6, Gambling d6

Talent Skills: (Driving d8, Fighting d10, Repair d6, Shooting d10 and Throwing d8)

Common Knowledge: Looting, Pillaging, Pirate Stuff, Star Law Routines

Edges: Command, Level Headed, Trademark Weapon (Cutlass)

Hindrances: Bloodthirsty, Greedy, Ugly, And Mean

Gear: Laser Pistol, Leather Vest (+1 Armor), Cutlass (STR +2)

Choose any pirate counter to represent Captain Slag. He will fire one 3 SEU shot from his laser pistol each turn until he exhausts its 20 SEU clip. He will then use the pistol butt in melee.

6.) ESCAPE!

As the characters enter the escape bay, read the following description to them:

The escape bay is empty except for one lifeboat. Looking into it, you notice an item inside labeled "Survival Pack." This seems to be locked in some sort of cabinet.

Suddenly, the Serena Dawn lurches, and you hear three loud explosions coming from the bridge. The ship trembles for several seconds then lurches again and you hear another explosion. You hear various squeaks and groans as the ship twists and buckles beneath your feet.

The lifeboat is large enough for eight characters. As soon as the first character opens the entry hatch, a computerized voice will say, "One minute to launch. Please fasten your seat belts." Ten game turns later, the lifeboat will blast out of the escape bay. All characters should be in the lifeboat by this time. (Two characters may enter the lifeboat every turn.) If the characters do not wish to enter the lifeboat immediately, tell them the ship is about to explode. They will see pieces of metal flying about inside the escape bay, and they will notice a crack forming in one of the walls of the escape bay.

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After the characters secure themselves inside the lifeboat, it will automatically launch itself. As the lifeboat starts to move, four space pirates armed with automatic rifles will enter the escape bay and shoot at the lifeboat. There is no chance this fire will injure any characters, but they will feel the lifeboat shudder and lurch as the bullets strike it.

The lifeboat will then seek the nearest inhabitable planet and find a safe place to land.

EXPERIENCE POINTS

It is now time to award experience points. Players who took an active part in the adventure receive 2 experience points. Players who were extremely helpful or active in this section receive 3 experience points. Players who managed to escape, but who did not show any initiative, receive only 1 experience point.

Remember, characters may use these experience points immediately only if acquiring a skill they have been practicing or utilizing during the adventure. If they have any Bennies left, roll 1d6. If a "6" is rolled then they can turn that in for an extra XP.

Next installment... Part 2, Crash in the Desert!