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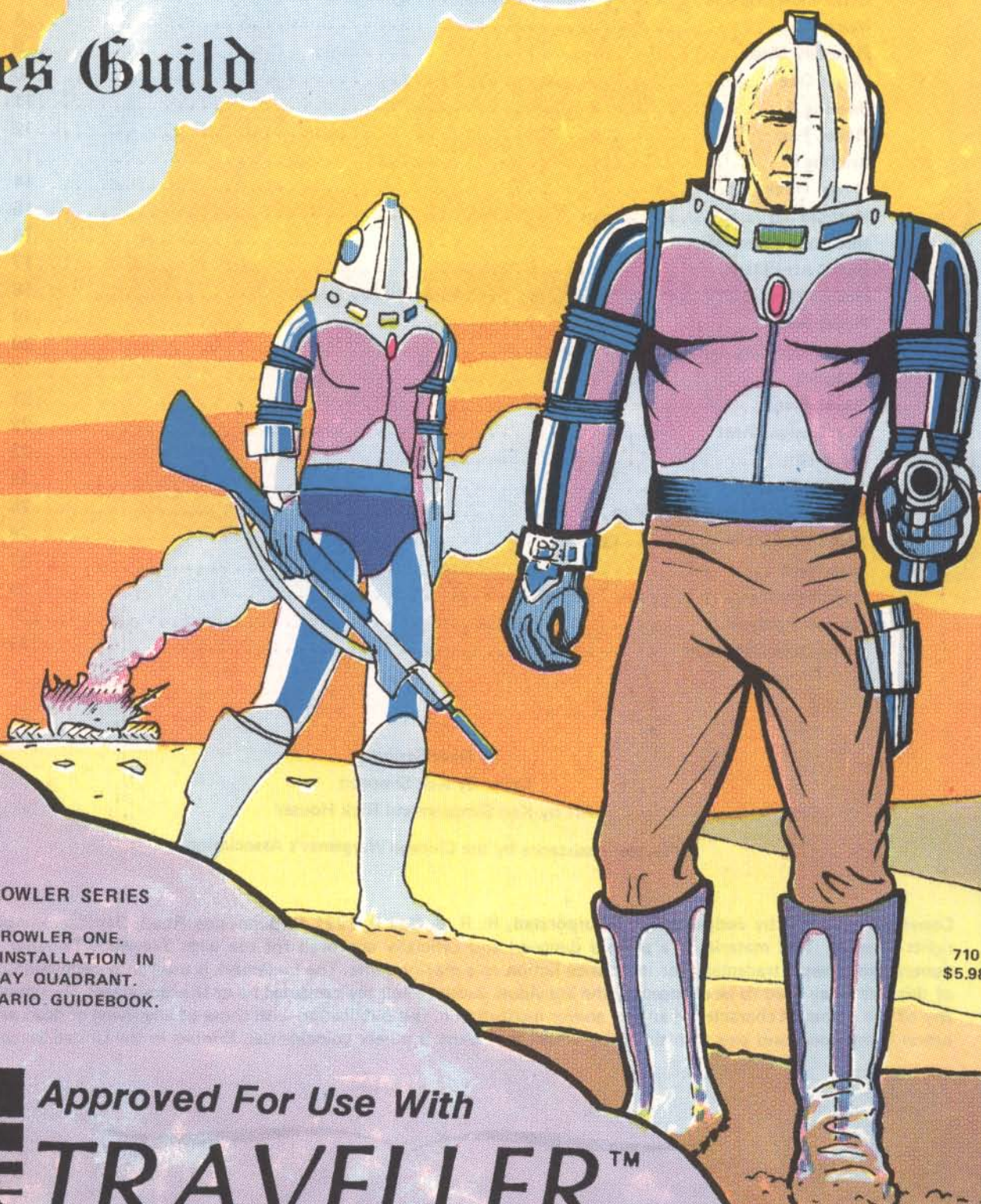
AMYCUS PROBE

Science Fiction Adventure in the Far Future

by

DAVE SERING

Judges Guild



BORDER PROWLER SERIES

BORDER PROWLER ONE.
MYSTERIOUS INSTALLATION IN
THE GATEWAY QUADRANT.
32 PAGE SCENARIO GUIDEBOOK.

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by Dave Sering

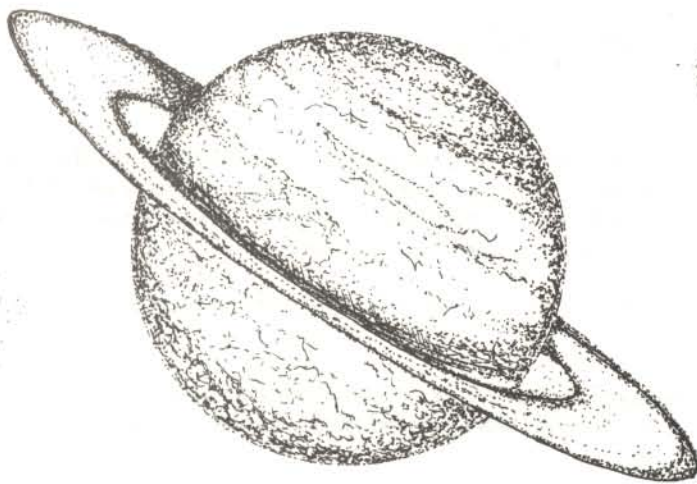
Cover by Ken Simpson

Art by Ken Simpson and Rick Houser

Playtest Assistance by the **Chicago Wargamer's Association.**

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Introduction

This scenario is the first portion in a series of connected adventures. The Border Prowler Series is designed to provide a Judge with a ready-made mini-campaign. This first adventure scenario is set up in tournament format, with handout sheets of equipment, and pre-generated characters. This particular mission can be accomplished with only a portion of the resources available in the crew and equipment of the Hrunta. Other crewmembers and other equipment will be called upon in subsequent scenarios. While this scenario is designed to be self-sufficient, and run with characters who are on active service, it can be set into an ongoing campaign. The Hrunta can become a free-lance security-type vessel run by a group of mercenaries, who hire your group of player characters, or vice-versa.

To prepare for play, gently bend the staples in the center of the book up. Remove pages 9 through 24, and bend the staples back down again. Cut the loose pages in half along the centerfold, except for 15/16/17/18.

The Judge should caution the players to examine the character sheets closely. Each group of characters has different specialist skills, but each group was set up to be as useful and playable as any other. The necessary reference information is given on the back of the sheets to eliminate time spent in choosing equipment and assigning gear to team members. The information sheets available to the players include pages 9 through 24, but not initially pages 16 (Picture A), and 17 (Picture B). Simply lay this sheet on the table with the ship plans facing up. As the game commences, it will shortly be turned over, exposing first Picture A and then Picture B.

In tournament play, this scenario required six players, and time of about four hours. In campaign play, the Judge will be required to split the teams up among the available players. In campaign play, take your time and enjoy yourself.

Encounters/Events

Throw 5+ on 1D for each hex entered to have an Encounter or Event happen. If one does occur, then move to the appropriate table for the Terrain and roll again.

Rough (D)

- 1 Dust Pool
- 2 Rocky Ground
- 3 Drifting Sand
- 4 Cave
- 5 Crevasse
- 6 Blocked Passage

Mountains (D)

- 1 Cave
- 2 Crevasse/Ravine
- 3 Loose Rubble
- 4 Crevasse/Ravine
- 5 Blocked Passage
- 6 Avalanche

Ocean (2D)

Shallows encountered on 10+; otherwise encounter is swarm of insects or floating plant debris.

Ice Cap (D)

- 1 Deep Snow
- 2 Crevasse/Ravine
- 3 Crevasse/Ravine
- 4 Concealed Gully
- 5 Pressure Ridges
- 6 Deep Snow

Clear (D)

- 1 Crevasse/Ravine
- 2 Dust Pool
- 3 Rocky Ground
- 4 Drifting Sand
- 5 Heavy Lichen
- 6 Dust Pool

EVENTS DESCRIPTION

Avalanche: The side of the mountain above and to the left/right/front/rear of the party is crumbling, and sliding down towards the party. Throw Dexterity or Intelligence (whichever is greater) or under for each character, to avoid 1D+1 hits in injury. Flying vehicles may avoid avalanches with a throw of 4+ on 2D (Pilot Skill DM applies). Players maintaining alertness for avalanches, decrease speed to 2/3 and gain an additional DM of 3 avalanche avoidance rolls.

Blocked Passage: The route being followed is blocked, and is impassable to ground travel. Foot passage may be discovered on a roll of 6+ on 2D per man-hours spent searching.

Cave: A dark shadow is noticed which proves to be the opening of a cave. It extends at least 5D meters, and has 1D passages. On a roll of 6+ there will be an encounter with an Insect Swarm. More detailed tables on cave formation are available on page 41 of the Judges Guild **Ready Ref Book**.

Concealed Gully: Snow has drifted smooth, and conceals a deep gully in front of the group. Characters on foot throw Dexterity or Intelligence (whichever is greater) or under to avoid falling in. If unsuccessful, suffer 1D-1 hit points in injury.

Crevasse/Ravine: The terrain ahead has crevasses and/or ravines. Throw 2D; on a roll of 8 or less, ground travel is slowed to half the normal speed. On a roll of 9 or greater, 2D+4 minutes must be spent travelling along the crevasse to find a suitable place for foot passage.

Debris: Washed up/floating ahead is a pile/tangle of debris. On a 6+ on 2D there is also an encounter of an Insect Swarm. Detouring to avoid will take 2D+3 minutes.

Deep Snow: Deep Snow covers the area ahead, reducing the ground travel rate to one-half normal for 1D hours.

Drifting Sand: Drifting Sand Dunes/Pockets cover the ground ahead, reducing travel rate to one-half normal for 1D hours.

Dust Pool: A low spot in the ground ahead is filled with fine dust, concealing whatever is in the hollow. The Pool is 2Dx100m in diameter, and takes 2D+4 minutes to find ground passage around. On 9+ on 2D there is also an encounter of an Insect Swarm.

Heavy Lichen: The area ahead is covered with a heavy growth of lichen, providing uncertain footing for ground travel. Ground travel speed is reduced to one-half for the next 2D+8 minutes. On a roll of 5+ on 2D there is also an encounter with an Insect Swarm.

Insect Swarm: The air is filled with a thick swarm of flying insects. These creatures are also scurrying about on all solid surfaces. Each weighs only a couple of grams, and is a centimeter or two long. Any hit is sufficient to kill them. Their internal fluids are somewhat corrosive, and a "splatted" bug will etch or frost plastic in 1D hours. These fluids will also contaminate lubricants, and cause an increased probability of mechanical malfunction (DM 1). The swarm extends for 3Dx10 meters.

Loose Rubble: Portions of the path ahead are strewn with loose rubble, reducing ground travel rate to one half for the next 4D+5 minutes. On a roll of 11+ on 2D, an avalanche will also occur.

Pressure Ridges: The ice ahead bulges up in a pressure ridge. Ground passage is found after 1D+3 minutes search.

Rocky Ground: Rocky areas ahead add one-half to the travel time of characters on foot. On a roll of 10+ on 2D an encounter with an Insect Swarm will also occur. The rocky area extends for 2D+1x100 meters.

Shallows: The water shoals ahead and rock poke above the surface. Small amounts of debris are usually present, and an encounter with an Insect Swarm will also occur on a roll of 6+ on 2D. The shallows extend for 1D kilometers.



The planet is third in a system of seven, and has a diameter of 5,013 km. The atmosphere is very thin, and tainted with ammonia, the 40% water being mostly in the form of snows and ices in the extensive icecaps, though several small and salty seas exist. Native lifeforms are restricted to lichens, mosses, and small insect-like creatures. The axial inclination is almost zero, and, combined with the very slight orbital eccentricity, produces a very even climate, with little weather and no seasons. The planet rotates in 21.5 standard hours, and has a surface gravity of .4 earth normal.

The installation is about a 1 kilometer diameter circle in the center of a 5 kilometer open area. The open area is a rough surfaced, rocky plain, covered with scattered patches of lichen, and occasional pools of sand or dust. The gently undulating surface of the plain would permit travel on foot at one-half normal rate, while keeping under cover, out of direct sight of the installation. The air raft or shuttles would be in continuous sight of the installation, once they pass the ridges and rough areas, and could be fired upon by the installation. See page

Judges note: Upon the players closing, on foot, to within 2 km, or a successful overflight by a drone, shuttle, or air raft, turn picture B face up, and permit them to study it. In a tournament, time the period they study the picture, and utilize this as elapsed turns in the game itself. The detailed description of the installation parts can only be given if a player gets within 500 meters of the item.

Installation Description:

The first item encountered will be a circle of small ceramic cones set into the ground. The installation is at the center of the circle, which is 1 kilometer in diameter. The cones are 43.5 cm high, 23.4 cm in diameter at the base, and come to a bluntly rounded tip. The cone is constructed of a pinkish ceramic material, and has the top 4.7 cm made of byrillium-copper alloy. From the center of the base, a round, pointed rod of 2.4 cm in diameter made of byrillium-copper alloy is sunk 1.43 m into the earth, holding the cone upright. Several of the cones visible to the players are broken open, and expose byrillium-copper filaments to the air. In the center of the cone is a crystal sphere 4.3 cm in diameter, which appears to be a monolithic integrated circuit chip. While resistant to weathering, the cones are fragile, and are fairly easily shattered, (2 Hit Points of impact Damage). Lasers will not affect them.

The area of the installation is guarded by several security robots (Type A). Only two of the five are still operational. Upon any material object crossing the circle of cones, roll two dice. That number of seconds later, one of the two surviving robots revs up its hover fans, and heads toward the disturbance at a relatively sedate rate of 8 - 10 kilometers per hour. It is armed with the equivalent of a laser rifle, protected by the equivalent of Battle Dress, fires with an equivalent Dexterity 9, and takes 10 hits to render unfunctional. If the first robot is fired upon, the second will also activate in the same fashion 2D seconds later. If the perimeter is crossed at two separate points, the second robot will also activate and move toward the other crossing point. If cones are destroyed, the robots will activate, and investigate for 2D minutes. Their sensor range to detect a human body is 700 m.

The main rectangular area of the installation is a single slab of concrete 20 cm high. It is coated with a thin layer of transparent ceramic or plastic, and continues down into the ground at least 2 meters. The surface of the coating is frosted and discolored. It is cracked in several places, and the underlying concrete is somewhat eroded, exposing a fine grid of byrillium-copper wires. It looks as if it has been here a long time.

Security Robot Type A



Feature A: At each corner of the slab is a 4 meter diameter, 3 meter high cone, with a tip chopped off flat. The cones are composed of a bluish ceramic material with a set of vertical 1 cm high ribs spaced at 2 cm intervals around the circumference. The cones appear to be "insulated" from the concrete base plate by a 3 cm wide ring of some black, rubbery substance. Many small scratches appear at random on the surface of the cones, but the rubbery base ring is a bright, glossy black, with a smooth, untouched surface.

These items are heavy energy weapons, and have only one more shot before they cease to function. The installation will fire at any item as large as, or larger than, a recon drone. The beam will attack with factor 6, as if fired by Computer 5. Assault Boats will be detected, and fired at if visible to the base at a 5 kilometer range. Recon drones will be detected and fired at if visible to the base at a 2 kilometer range. These beams will not fire on human-sized targets.

Feature B: A rectangular, pyramidal block of pinkish ceramic material, 3 meters wide by 7 meters long, 4.7 meters high, tapering to 1 meter by 3 meters at the top. The edges are rounded, and the blocks are also insulated from the base plate, by a 3 cm rubbery base ring. The surface of the blocks are worn and cracked. Two of the blocks are burnt and fragmented at the tip (as if struck by lightning). The interior of the block on these two damaged blocks shows a regular grid of fine byrillium-copper wires.

Feature C: These two features are hemispheres of dark grey metallic material 5.4 meters in diameter. The surface of the hemispheres is smooth and glossy, and is separated from the hemispheres by a 6 cm rubbery insulation ring.

Feature D: These two items are rectangular frames 2.69 cm by 5.3 meters, with a blackly shimmering force shield filling the frame. The frame itself is 2.41 cm thick, and is made of a dull golden metal. The northern frame has its northwest corner colored black, and its southwest corner colored white. The southern frame has its northeast corner colored white, and its southeast corner colored black. The effect of the field is to repel material objects, and absorb energy blasts.

Feature E: These areas are not noticeable from ground level. Nothing appears to be there. Digging or probing will find an underground antenna buried there, composed of 1.41 cm diameter byrillium-copper wires.

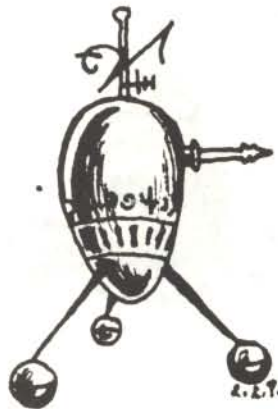
Feature F: At first glance, only a gently swelling earth mound covered with grass marks the spot. Closer inspection finds a large metal dome which has been overgrown with a thin layer of dirt and lichen. Walking over it produces a "hollow" sound.

Underground Area

Feature D: Feature D is the access to the underground area. Pressing the white corner turns the door field off, pressing the black turns it on. The door field absorbs, without damage, energy weapons up to Laser Cannon. Projectile weapons up to Auto Cannon will also be absorbed. Grenades or explosive charges will turn the field off. Heavy explosive charges will destroy the field and frame. With the field off, a gently sloping tunnel, 3 meters square is revealed.

The interior of the installation is guarded by several security robots (Type B). Only two of the original six are still functional. The type B robots move on a set of three ball-shaped wheels spun by compressed air jets, with a maximum speed of 15 kilometers per hour on smooth surfaces. It is armed with the equivalent of a laser rifle, protected by the equivalent of Battle Dress, fires with an equivalent of Dexterity 10, and takes 12 hits to render unfunctional.

Upon turning off of the entry field, two Internal Security Robots will leave the charging chambers at Rooms 9 and 11, and move toward the doors. One will leave from Room 9, and move east and then north. One will leave from Room 11, and move west and then north. The robots will halt at the intersection of the T - shaped corridors leading up to the doorways. They will aim their lasers up the ramp corridors. If player characters move past Rooms 1 and 2, or 3 and 4, the robots will flash a brilliant purple strobe light five times. If presented a proper Security Clearance Talisman, the robot would verbally acknowledge, and move out of the way. Since no such talisman exist anymore, the robot will commence fire with its laser.



Security Robot Type B

General Description

All corridors are 3 meters square, and have an inner lining of a whitish ceramic. Dimly glowing red spheres set into the ceiling, every 9 meters or so, provide some light. All doors are 1.43 meters wide, by 1.98 meters high. A small, black patch is set into the door next to the jamb on one side. The door hinges on the side opposite the patch, and swings either way.

All rooms, except for 14, are 6 meters high.

IMPORTANT!: The underground areas have been stripped. Only the following rooms have any contents different from the below description: 1, 2, 3, 4, 8, 9, 10, 11, 14, 39.

The following general description applies:

The room is x meters. The interior floor, walls, and ceiling are smooth, regular, and lined with whitish, ceramic coating. Silver spheres set into the ceiling glow red when a yellow, glowing rectangular patch by the door jamb is touched. The lights are turned off by touching the yellow patch again. Various rectangular patches of discolored floor areas show where equipment used to be. In one of the four corners is a scorched puddle of melted scraps of various colors of plastic. The room is otherwise completely bare.

Rooms 1, 2, 3, 4: At the far end of each corridor, a ladder of metal rungs is set into the wall. This ladder leads up the side of a 3-meter square shaft. The shaft ends after 5 meters in a heavy, grey metal ceiling hatch, welded shut. The metal is heavy armor plate, and is impervious to hand weapons. The plate is penetrable by oxyhydrogen torches, or very heavy explosive charges.

Room 8: Set into the back of the room is a 3 meter high by 3 meter deep by 6 meter long rectangular block of dark green metal. At the north end is a rectangular plate of dark blue glass. The lower half of the plate has a field of 63 brightly-colored buttons marked with strange symbols. This is the security computer. It runs the security robots, and has some limited ability to fire the heavy energy weapons. It can only be altered by a correct entry of a 7 symbol sequence. The odds of finding the correct sequence are 1 in 3,939,000,000,000. If an incorrect sequence is punched in, a self-destruct program activates, and will destroy the computer in 37.47 minutes, if not correctly countermanded. The destruction is accomplished by an internal thermite charge, which thoroughly slugs the computer. Being shot at, or otherwise damaged, for over 10 hit points will trigger the self-destruct immediately (protection is equivalent to Battle Dress).

Rooms 9 and 11: Each of these rooms has been divided into 6 booths by 4.51 x 1.51 m panels of plastic, which project from the walls. Set at the back wall of each booth is a .57 m square of blue plastic with two shiny, copper metal squares 1.31 cm square set 1.31 cm apart in the middle of the large square. These booths are recharging outlets for robots. Two non-functioning security robots are in each of the rooms. The terminals still have a low level of power flowing through them, but not sufficient to hurt anyone.

Room 10: This room houses a large heavy metal cylinder, which is 3 meters in diameter, and 6 meters high. It is slightly warm to the touch, and two heavy metal "pipes" run north into the wall. This is a thermionic electrical generator, which is the power source for the installation.

Room 14: This chamber is a hanger bay, or silo, for a shuttle-type spaceship, which it currently contains. The chamber extends to the surface, and has a large, circular metal hatch, made up of 6 segments. The controls for opening and closing the hatch are located in the southwest 3-meters-by-6-meters niche. Two 7.41 cm-square black plaques are set into the wall at shoulder height. Pressing the one with the open white circle on it opens the hatch. Pressing the one with the solid white dot closes the hatch. If the generator in Room 10 is undamaged, the buttons will operate the hatch mechanism. Owing to the dirt load on top, the first opening will take around 5 minutes to complete, the dirt breaking up into small clods and being shed off to the sides. Subsequent closings or openings will take slightly under 2 minutes. See the special section for a complete description of the ship.

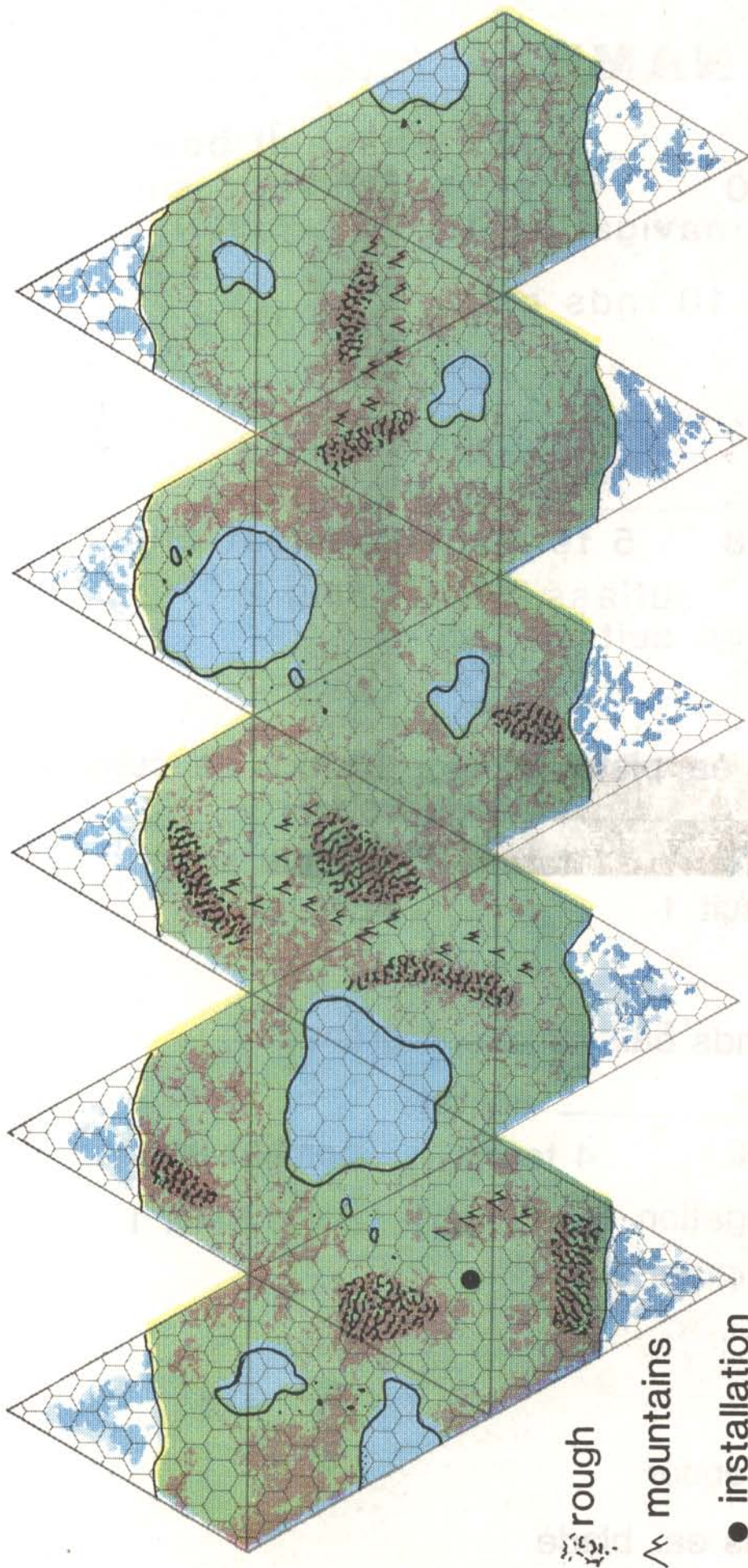
Room 39: Little is of interest in this room, except for the east wall. Close examination reveals that the entire wall has a dull finish somewhat different from the rest of the walls. The ceiling lights are out, and the room is dark, with only the yellow switch plate glowing. The first touch on the switch plate will display a hologram mural on the east wall. The switch is unreliable. Every time it is touched, roll a die. On odd numbers, it will change from dark to light, or vice versa, only. On even numbers, it will change from light or dark to mural. It will always change from mural to light or mural to dark.

The mural depicts a spectacular double sun (Red Sub Giant and Black Hole) as seen from the crystalline crags of a satellite of a large, ringed gas giant. Traceries of nebulae glow faintly in the background. Any crewmember of the Hrunta, upon seeing it, will remark, "Hey! I think I've seen that before." After a while, a crewmember will say, "There's a mural of that scene, from a slightly different viewpoint, on the back wall of a tavern outside our starbase!" (Note to JUDGE: a lead to the next scenario in the series.)

Judge's Note: Show following page to Players.



The mural depicts a spectacular double sun (Red Sub Giant and Black Hole).



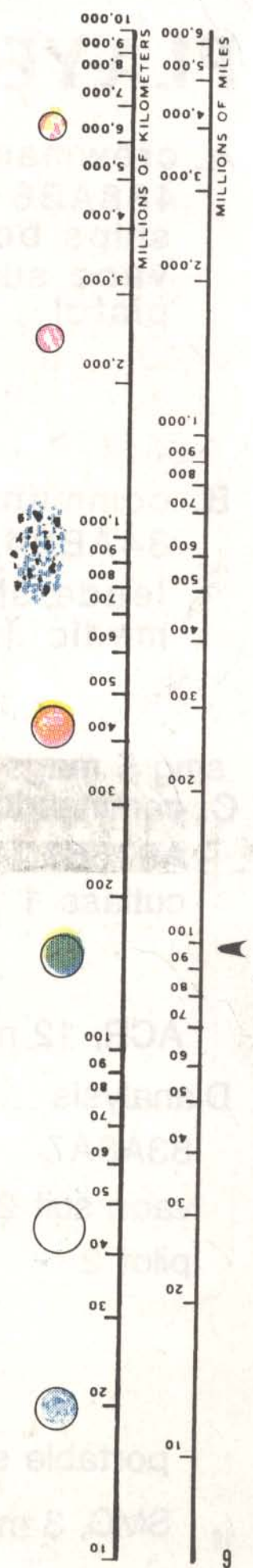
rough

mountains

● installation

AMYCUS X32400 -- Undeveloped

3115



PLAYER 1 NAME _____

A. crewman _____ pilot - assault boat one
488AB6 age 30 3 terms vacc suit
ships boat 2 navigation 1 pistol 1
vacc suit 1
pistol 2 mags 10 rnds ea.

B. commando _____ marine captain
84AB94 age 38 5 terms combat armor
leadership 2 cutlass 1 smg 2
medic 1 vacc suit 1

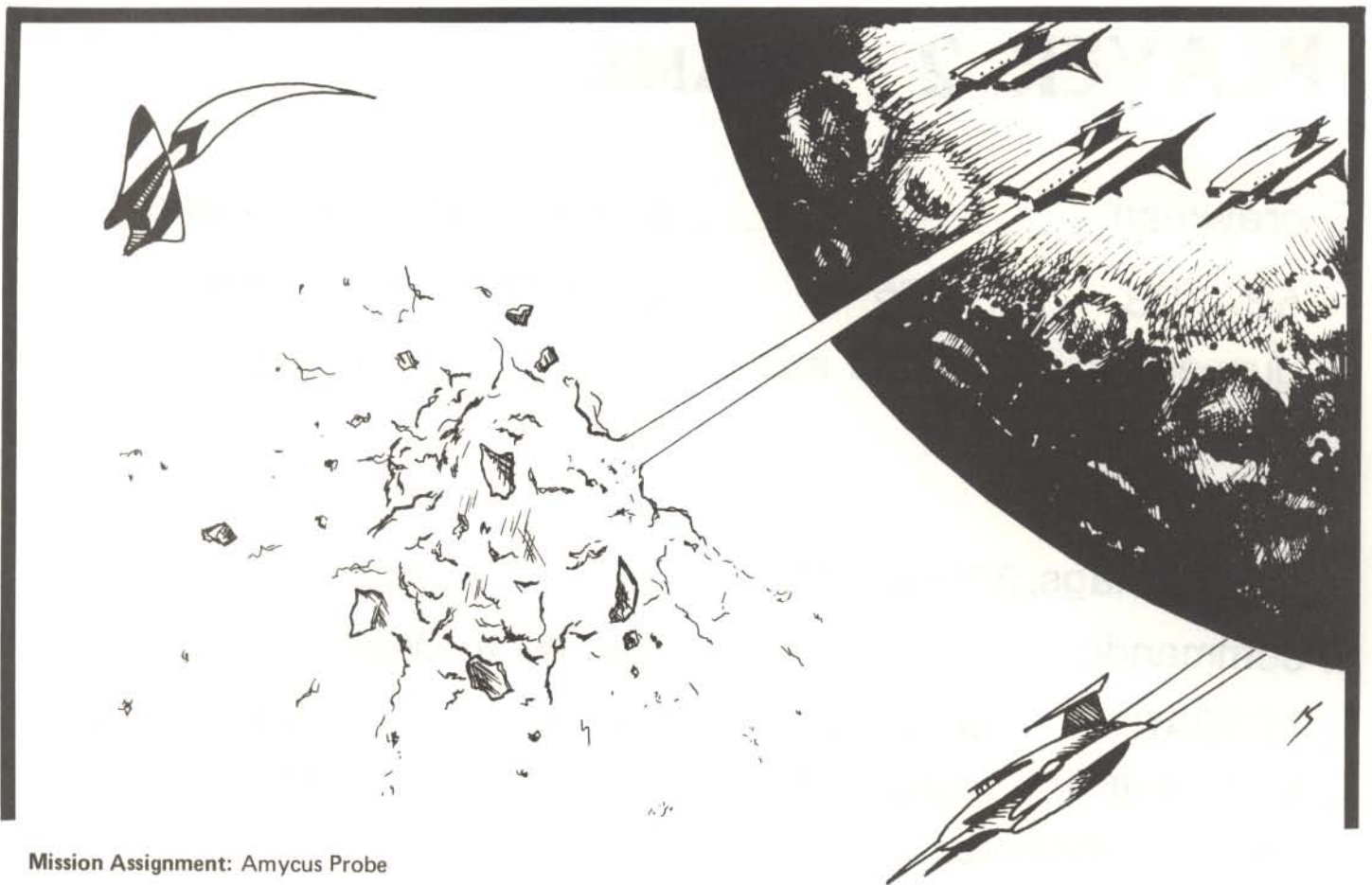
smg 5 mags 30 rounds ea. pistol, 2 mags, 10 rnds ea. cutlass
C. commando _____ marine trooper
A975B7 age 22 1 term combat armor
cutlass 1 vacc suit 1 ACR-1

ACR, 12 mags, 20 rnds ea., cutlass, 4 grenades

D. analysis _____ analyst
83A8A7 age 34 4 terms combat armor
vacc suit 2 navigation 1 JOT 1 SMG 1
pilot 2 computer 2

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade



Mission Assignment: Amycus Probe

Subject: Anomaly discovered in routine Planetary scan.

Anomaly Type: Ground Installation of unknown origin and function on an undeveloped planet, located in disputed region, on the border of the Imperium.

Briefing: Tiger Force Three

Activity by significant Imperial Military Forces is certain to draw undesirable political repercussions. Your special Commando Unit of the Provincial Armed Forces is herewith directed to immediately terminate its training mission. Tiger Force Three is directed to investigate the System, examine the installation, and determine its origin and purpose. If discovered to be hostile, Tiger Force Three is ordered to disable the installation and make a thorough report to Sector Headquarters.

Briefing: Analysis Team Beta 421

Swift, covert analysis of the installation is required. Maintain low profile. Incidents of political significance are to be avoided. Team leader to assume all necessary authority during analysis or any external negotiations.

Briefing: Auxillary Patrol Cruiser Hrunta

Transport Tiger Force Three and Analysis Team Beta 421 to Amycus system. Assist the Analysis Team as required. Information on this installation could be of critical import in on-going negotiations concerning this frontier region. It is likely that free access to this undeveloped system will become politically expedient. The military significance of this installation is of vital import to Imperial Sector Defense Command. EXPEDITE REPORT.

Overall Background: Routine analysis of the scan data brought back by the Survey Frigate Krimalda from the standard random update patrol revealed an anomaly. There was present on the surface of the third planet in the system a large surface installation of unknown type not noted in the preceeding scan ten years ago. Exhaustive record search shows no Imperial activity in this system. Detailed computer analysis of the previous update records, and the original survey data indicate subtle and sophisticated jamming of the scanning equipment. This jamming is of a type not previously encountered. Activity by unknown elements in this system must date back at least 150 years.

Urgent investigation to identify these unknown elements is required, as are the technical details of the jamming device. The Amycus system is located in a disputed frontier area concerning which important negotiations are currently underway. The political consequences of a significant Imperial Military presence in this system at this time would be serious.

PLAYER 2

NAME _____

E. crewman _____ gunner assault boat one

5BA7D8 age 26 2 terms vacc suit

gunnery 2 vacc suit 1 SMG 1

SMG 3mags,30 rnds ea.

F. commando _____ marine trooper

795BA6 age 26 2 terms combat armor

vacc suit 1 cutlass 1 ACR 1

forward observer 1

ACR, 12 mags, 20 rnds, ea. cutlass, 4 grenades

G. commando _____ marine trooper

A67334 age 26 2 terms combat armor

vacc suit cutlass 1 ACR 1

mech 1

ACR, 12 mags,20 rnds, cutlass, 4 grenades

H. analysis _____ team leader

777B67 age 46 7 terms combat armor

vacc suit 1 computer 3 SMG 1

medic 2 pilot 2 navigation 2

portable scanner/sensor

SMG, 3 mags, 30 rnds ea., blade

The planet is third in a system of seven, and has a diameter of 5,013 km. The atmosphere is very thin, and tainted with ammonia, the 40% water being mostly in the form of snows and ices in the extensive icecaps, though several small and salty seas exist. Native lifeforms are restricted to lichens, mosses, and small insect-like creatures. The axial inclination is almost zero, and, combined with the very slight orbital eccentricity, produces a very even climate, with little weather and no seasons. The planet rotates in 21.5 standard hours, and has a surface gravity of .4 earth normal.

Amycus Probe

The Hrunta was selected for this mission because she had just completed her annual maintenance check, and was certified to be in top condition. The Hrunta had recently been modified to serve as mother ship for a commando unit. Half of the cargo hold had been converted to living quarters and life-support, while the other half had been converted to carry two ships' vehicles in semi-external mounts.

As the Teams flew in from Camp Rantina and the Scout Base at Kanbinsport, the crew of the Hrunta topped off the tanks, while the captain and a couple of petty officers made a fast raid on the local supply depot. Aware that something was up, the Supply Officer "found" as many "surplus spare parts" and "excess equipment" as she possibly could. Rushing the teams and their equipment on board, the Hrunta lifted out in a perceptible hurry.

The three week voyage to the Amycus system was occupied at first in equipment inventory and familiarization, as the teams and crew settled in. The ship's officers and team leaders spent the time in reviewing data, procedures, and planning operations. Coming out of Jump on the fringes of the Amycus system, the Hrunta made a cautious run in to the planet in the sixth orbital position (X200000 -). Though a rock with no perceptible atmosphere, some water and ammonia ice deposits exist in the north polar region. Special sensors detected no deviations from previous records, and no evidence of the unusual type of jamming around either planets VI or VII. Since her tanks were still half full, her last segment being only Jump 2, it took but a short time for the crew to scoop together enough ice and snow to process for fuel. Completely refueled, the ship moved swiftly at maximum acceleration for planet III. Carefully timing her approach orbit, the crew of the Hrunta launched three recon drones ahead of the vessel. Each drone was set to approach a little closer to the mystery base. The first drone passed by safely, and returned to the Hrunta. The second drone returned with all external sensors burnt out and the outside of the drone heavily scorched by some type of energy weapon. The third drone didn't return at all. Readout of the first drone's sensor records provided Picture A. (JUDGE SHOW PICTURE A) All other scanning equipment returned garbled readings. Unable to risk exposing the ship to the ground fire, the Captain and the team leaders decided a sneak recon from the surface was the next step.

The 18 team members and 6 ship's crew boarded the two equipment-loaded Assault Boats, and launched free into space. A cautious entry to the atmosphere was successful, and the two Boats commenced a low-level flight in, toward the mystery installation. It is now dawn of a 21-hour day, and the 500 kph Assault Boats are two hexes to the southwest of the installation.



PLAYER 3

NAME _____

I. crewman _____ drone operator assault boat one

56A857

age 26

2 terms

vacc suit

elec 2

vacc suit 1

SMG 1

SMG, 3 mags, 30 rnds ea.,

J. commando _____ marine corporal

D75585

age 30

3 terms

battle dress

battle dress 2

cutlass 1

energy weps 2

(PGMP- 13)

PGMP-13, cutlass, 4 grenades

K. commando _____ marine trooper

C8C78A

age 22

1 term

combat armor

vacc suit 1

cutlass 1

ACR 1

ARC, 12 mags, 20 rnds ea., cutlass, 4 grenades

L. analysis _____ analyst

68B955

age 34

4 terms

combat armor

vacc suit 1

computer 1

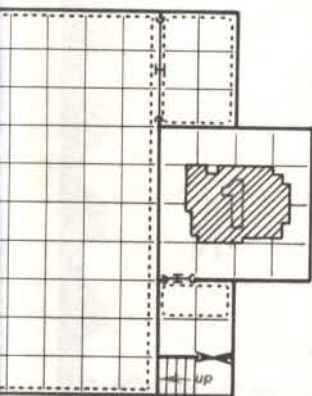
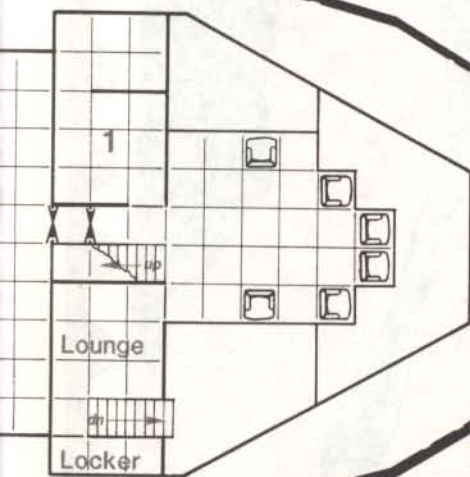
SMG 1

elec 3

pilot 1

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade



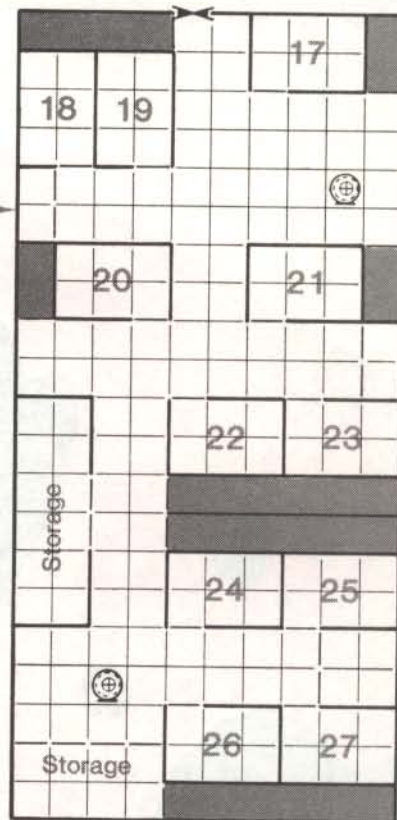
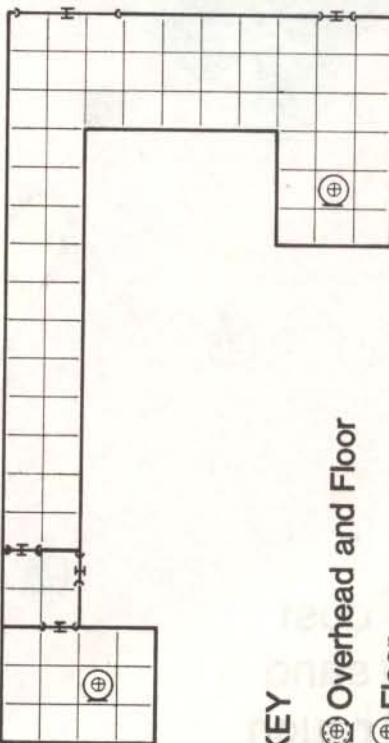
AVIONICS

AVIONICS

Fresher

Fresher

Fresher



KEY

⊕ Overhead and Floor

⊕ Floor

⊕ Overhead

⊕ Weapons

⊕ Hatch

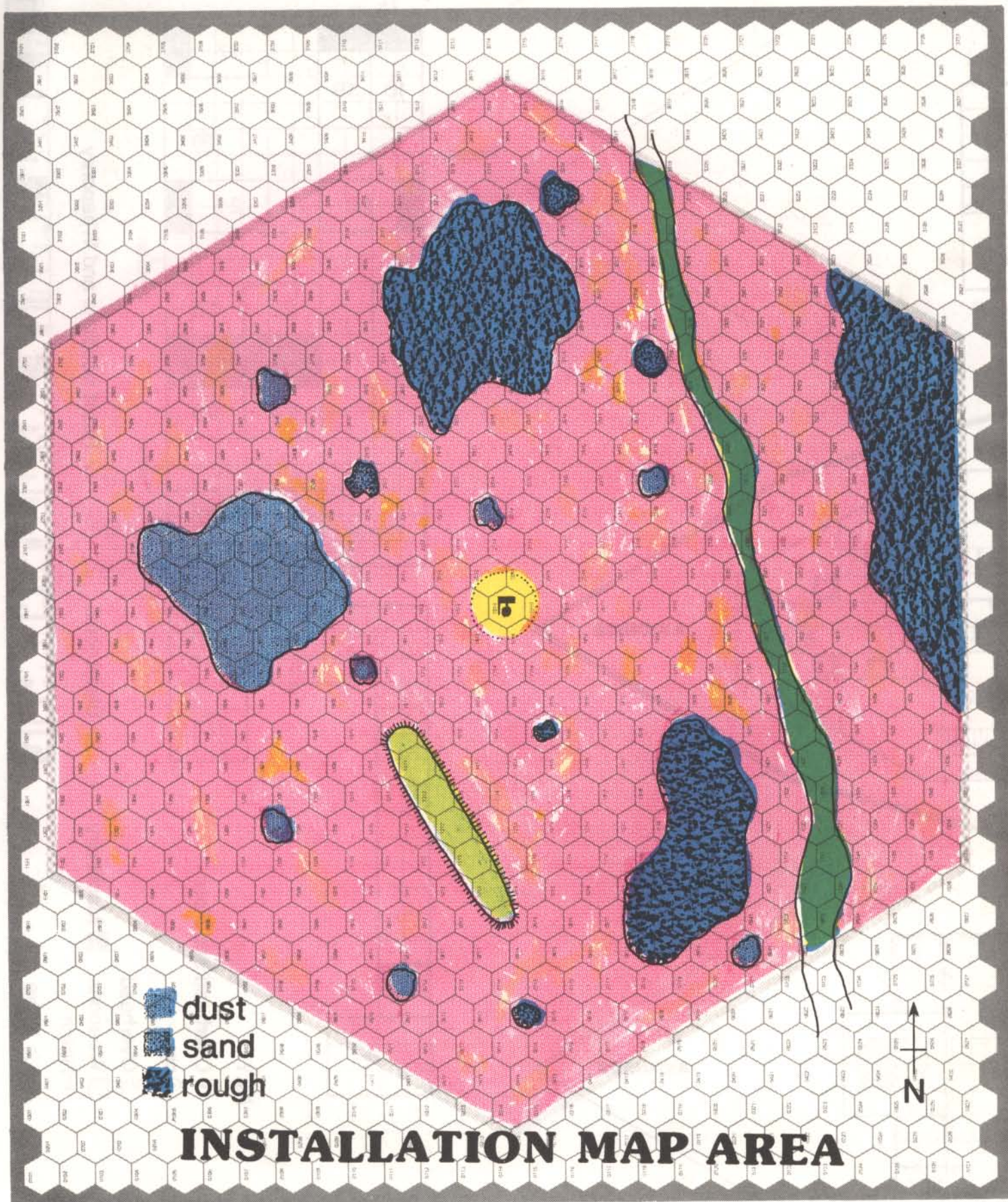
⊕ Iris Valve

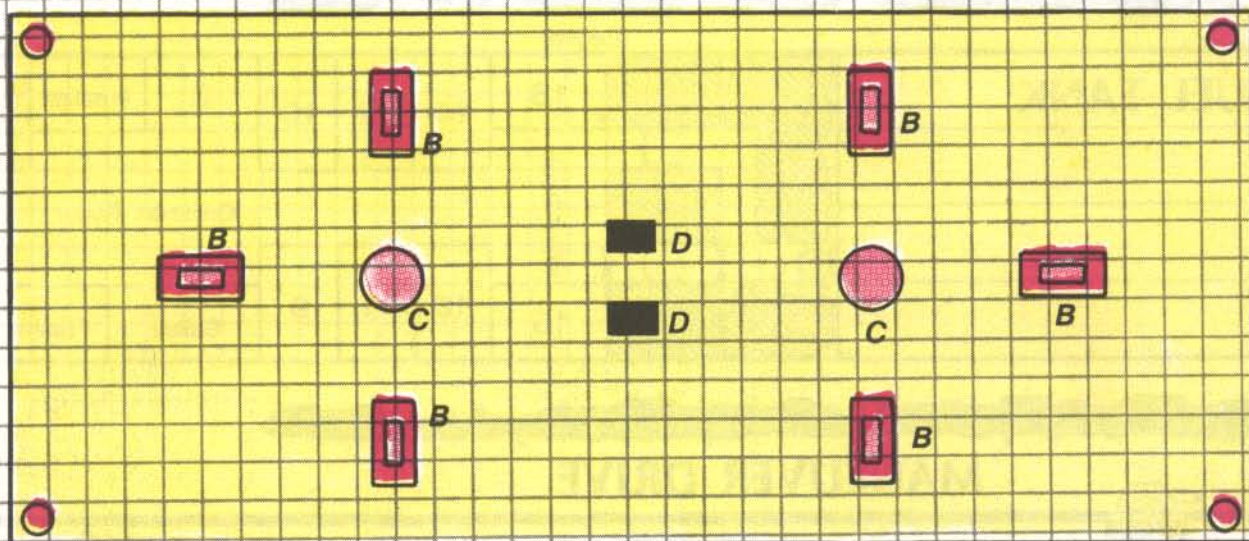
1, 2, 3 Turret positions and Weaponry

1 Square equals 1.5 meters

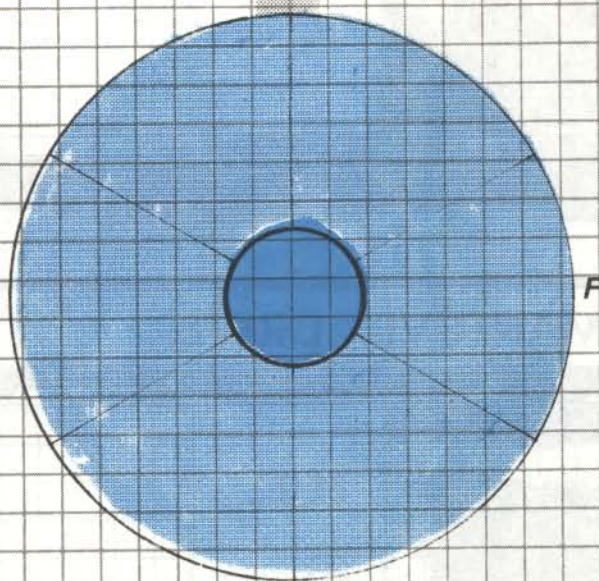
HRUNTA





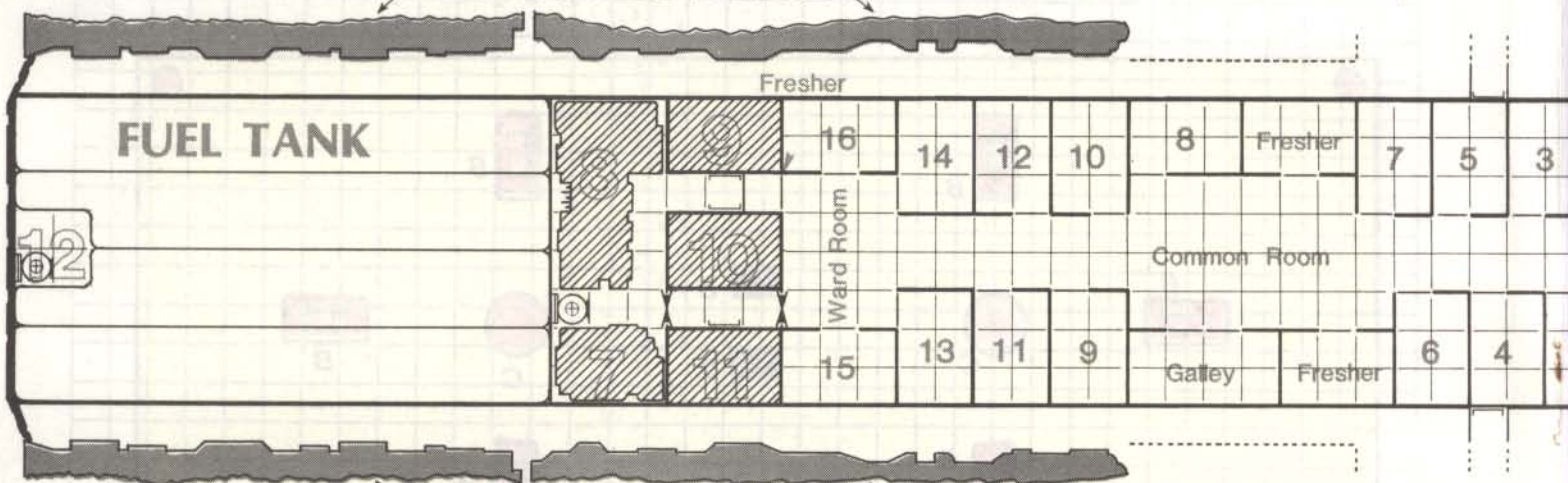


10 meters

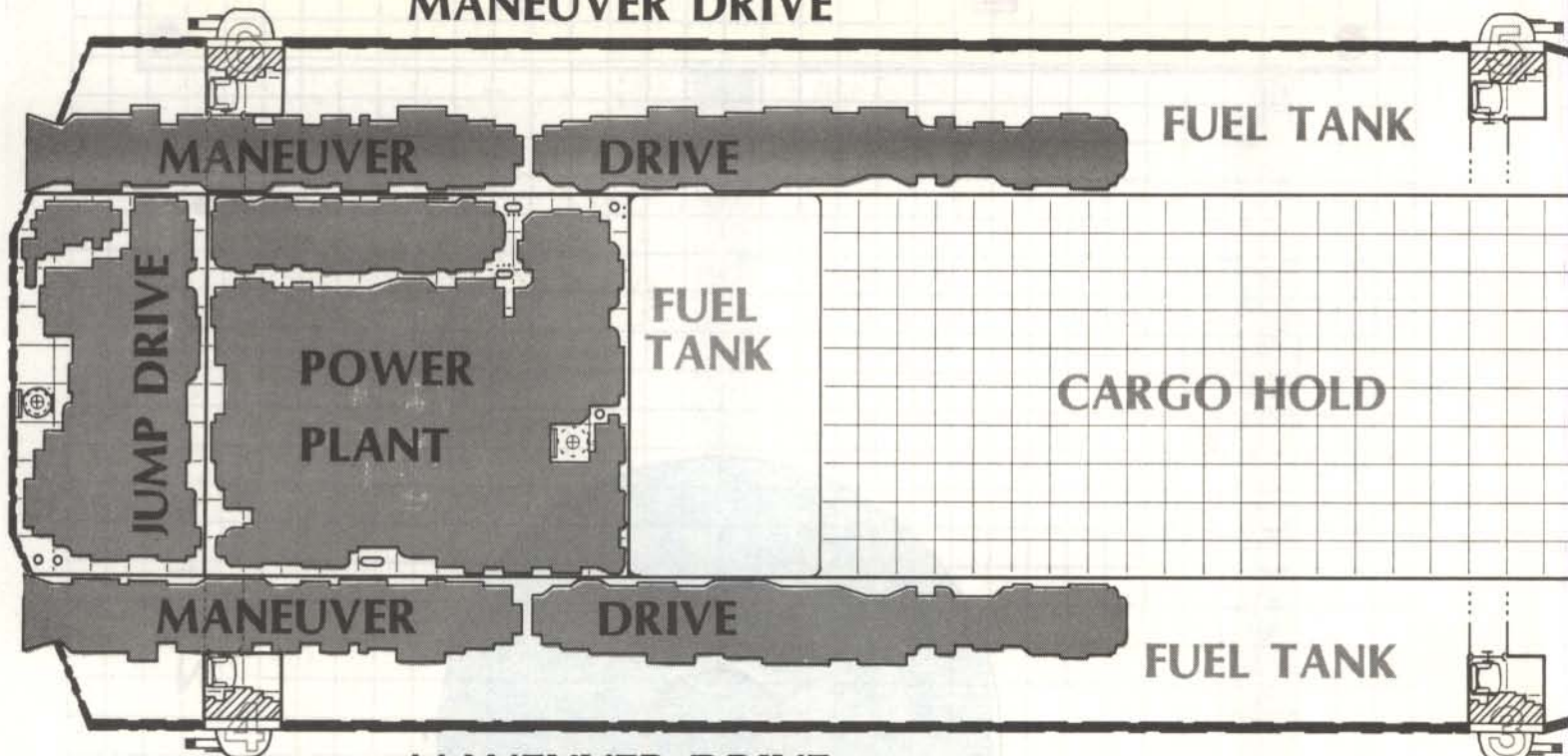


INSTALLATION MAP DETAIL

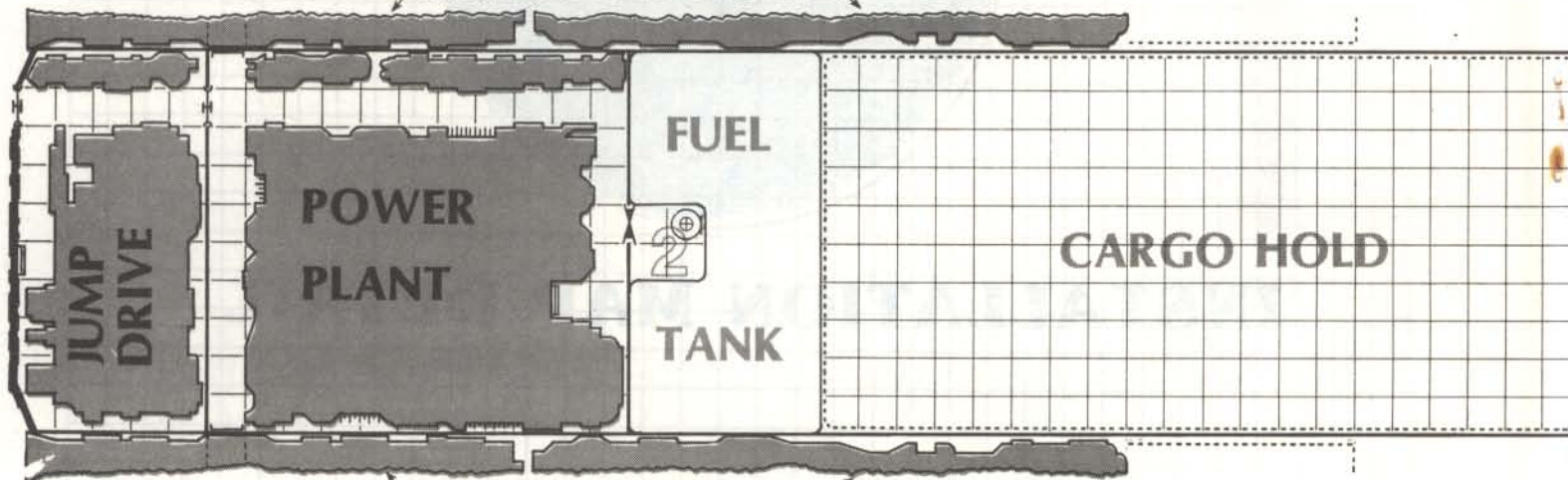
MANEUVER DRIVE



MANEUVER DRIVE



MANEUVER DRIVE



MANEUVER DRIVE

PLAYER 4

NAME _____

M. crewman _____ pilot assault boat two

9958A6 age 30 3 terms vacc suit
ships boat 2 navigation 1 pistol 1 vacc suit 1

Pistol, 2 mags, 10 rnds ea.

N. commando _____ marine lieutenant

956959 age 22 1 term combat armor
vacc suit 1 cutlass 1

SMG, 5 mags, 30 rnds ea., cutlass, 4 grenades

O. commando _____ marine trooper

949888 age 22 2 terms combat armor
vacc suit 1 cutlass 1 ACR 2 medic 1

ACR, 12 mags, 20 rnds ea., cutlass, 4 grenades

P. analysis _____ analyst

9D5A97 age 34 4 terms combat armor
vacc suit 1 engineering 2 SMG 1 medic 1
interrogation 2

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

Equipment List

Assault Boat One

Characters: A, B, C, D; E, F, G, H; I, J, K, L

Antigravity Belts: for each of 12 occupants; TL-12, 100 kph, Unlimited Endurance, Mechanical Failure 12+

4 Ton Air Raft: 100 kph, 4 ton Cargo, Unlimited Endurance, RAM Grenade Auto Launcher, Pintel Mount, Extreme Range 1000 m., 20 round Drums, -4 HE, 2 Flechette, 2 HEAP, TL-9

1 Ton Recon Drones, Two: TL-11, ½ ton, Remote Control Linked Anti-Grav Vehicle, unarmed, Sensors, 500 kph, Protected as Battle Dress, takes 15 Hit Points to destroy; for Anti Ship weapons is treated as Armor 0, Agility 7

1 Ton Recon Drone Control Link: TL-11, Remote Control with built-in Recorders and Display Screens, also simple Auto Pilot (direction and speed)

Demolitions Gear: 100 kg Plastic Explosive, Detonators, 500 m Primacord, TL-7, one 5 kilo-ton Nuclear Device, 25 kg, TL-8

Assault Boat Two

Characters: M, N, O, P; Q, R, S, T; U, V, W, X

Antigravity Belts: for each of 12 occupants, TL-12, 100 kph, Unlimited Endurance, Mechanical Failure 12+

2 Ton Library Computer: Model 2, TL-8, Programs: General Library, Analysis, Record

1 Ton Recon Drones, Two

1 Ton Recon Drone Control Link

100 mm Mortar

½ Ton Guided Missiles: Four

Weapons

100 mm Mortar, Light: Crew = 3, TL = 11, Range = 2.25 kilometers, Rate of Fire = 5 per round/minute, Burst Radius = 8, 7+ to Hit with Target Characteristic DMs of 4 cm RAM Grenade HE Round, Damage = 6D, 30 kilograms

Guided Missiles: Tac Missile, Crew = 2, TL = 11, (AHL) Short = 4000 m (65), Effective = 6000 m (65), Extreme = None (Maximum 9000 m); (TVLR) Close = Cannot Hit, Short = 2 to Hit, Medium = +1 to Hit, Long and Extreme = +2 to Hit; To Hit: No, 10+, 7+, 5+, 5+; Armor Class does not effect Hit Probability, Size does; To Hit rolls are for 1.5 m square target; Damage = 8D, 25 kilograms

RAM Grenade Launcher: TL = 10, Extreme Range = 1200 m, Burst Radius = 5, Damage = 8/3D, HE/Flechette

PGMP-13: TL = 13, Extreme Range = 1000 m (Battle Dress Only), Damage of 12D is halved at very long and quartered at extreme ranges.

Advanced Combat Rifle: ACR, TL = 10, Extreme Range = 1000 m, Damage = HE - 4D, Disc. Sabot, 3D, Slug 3D; Standard Electronic Battlefield Sight and Laser Rangefinder/Designator

SMG: TL = 7, Maximum Range = 400 m, Damage = 3D - 3

Pistol: TL = 7, Maximum Range = 200 m, Damage = 3D - 3

All Personnel have a 4 channel Communicator: 1) Boat Crew/Ship; 2) Commando; 3) Analysis Team; 4) General Band; Range = 400 km

Combat Armor: TL = 11, Pressurized

Battle Dress: TL = 13

Grenades: Three of the four carried are HE or HEAP RAM Grenades of TL = 10, which may also be thrown by hand. The fourth is an Anti-Laser Prismatic Smoke which can only be thrown and will fill an area 6 x 6 x 6 m in one round with smoke which will dissapate in 2 rounds.

All Personnel have Medical Kits, TL = 11, 1 kg.

The portable Sensor/Scanners are linked to the Library Computer. They have Video Camera capabilities and otherwise operate much like *Star Trek* "Tricorders". They have small internal energy cells and can run up to 50 hours on internal power. They can be recharged from any vehicle power plant (Shuttle or Air Raft).

PLAYER 5

NAME _____

Q. crewman _____ gunner assault boat two

754385 age 26 2 terms vacc suit
gunnery 2 vacc suit 1 SMG 1

SMG, 3 mags, 30 rnds ea.

R. commando _____ marine trooper

B66986 age 26 2 terms combat armor
vacc suit 1 cutlass 1 RAM 2

RAM grenade launcher, 8 clips, 3 rnds ea., pistol,
2 mags 10 rnds ea., cutlass

S. commando _____ marine trooper

959773 age 22 1 term combat armor
vacc suit 1 cutlass 1 ACR 1

ACR, 12 mags, 20 rnds ea., cutlass, 4 grenades

T. analysis _____ team sub leader

558AF5 age 42 6 terms combat armor
vacc suit 2 computer 1 SMG 1 medic 1

JOT 4

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

The Hrunta is one of the new Border Prowler Class being constructed for use by the Provincial Navies. These heavily-armed vessels are designed for multiple missions. The normal configuration is Jump - 4 capable with 200 tons of cargo. Removing the demountable fuel tanks reduces the range to Jump 3, but increases cargo capacity to 300 tons. A special module was built which fits into the cargo bay and provides staterooms and life support for 100 troops in middle passage. A low passage module was also built which provided for 250 men in low passage, 50 tons of equipment, and staterooms for 10 command personnel. The Hrunta was selected for this mission because she was field-testing another special module which was to provide passage for 20 troops, 20 tons of equipment, and semi-external carriage of a pair of 40-ton attack shuttles. This new design has proved successful in field tests and on this mission. Construction of a certain number of these new modules will be ordered at provincial naval bases.

The designed mission of the Border Prowler Class is to maintain the Imperial presence upon the most far-flung borders. It has also provided an excellent ship for long-range scouting missions. In case of war, it should prove suitable as a commerce raider. The Hrunta and her sisters have already proved invaluable in conveying critical cargos with lower risks. They hold a fair amount of cargo and are heavily armed to discourage pirates.

CP-A143542-0402000-56104-0 MCr 791.21 1000 tons

Batteries Bearing 1 211 1 Crew = 20

Batteries 1 211 1 TL = 14

Passengers = 6 Low = 0 Cargo = 184 Fuel = 458

EP = 50 Agility = 0 Troops = 0

INTEGRAL FUEL TANKS CONTAIN 363 TONS
DEMOUNTABLE TANK ONE CONTAINS 46 TONS
DEMOUNTABLE TANK TWO CONTAINS 49 TONS
TOTAL FUEL CARRIED 458 TONS

SHIP DESIGN WORKSHEET		Ship Name		Hrunta	
		Tons	MCr		
Tonnage	1000		120	Configuration	1
Jump Drive	4	50	200	Tech Level	14
Maneuver Drive	3	80	40	Energy Points	0
Power Plant	5	100	300		
Jump Fuel	400				
Power Plant Fuel	50		.095		
Fuel Scoops	✓				
Purification Plant	5		.035		
Bridge	20		1.0		
Computer	4	8	45		2
Armor					
Spinal Mount					
Repulsors					
Energy Wpns					
Particle	3				
Meson Gun					
Missile					
Sand	1		.75		0
Laser	4		12		12
Energy	4		8		8
Particle	5		4		5
Missile	2		4.5		0
Meson Screen					
Dampers	15		40		2
Force Field					20
Small Craft					
Crew - Officers	6	24	3		
Ratings	14	40	5		
Low Berths					
Troops					
Cargo		184			
Total			783.38	Agility	0
Architect			7.83		
Discounts					
Total			791.21		

PLAYER 6

NAME _____

U. crewman _____ drone operator assault boat two

35499A age 26 2 terms vacc suit

mech 2 vacc suit 1 SMG 1

SMG, 3 mags, 30 rnds ea.

V. commando _____ marine sargent

866A77 age 30 3 terms combat armor

vacc suit 1 cutlass 1 ACR 2 demo 2

ACR, 6 mags, 20 rnds ea., cutlass, 2 demolitions charges

W. commando _____ marine trooper

AAC434 age 26 2 terms combat armor

vacc suit 1 cutlass 1 ACR 1

ARC, 12 mags, 20 rnds ea., cutlass, 4 grenades

X. analysis _____ analist

9A8687 age 34 4 terms combat armor

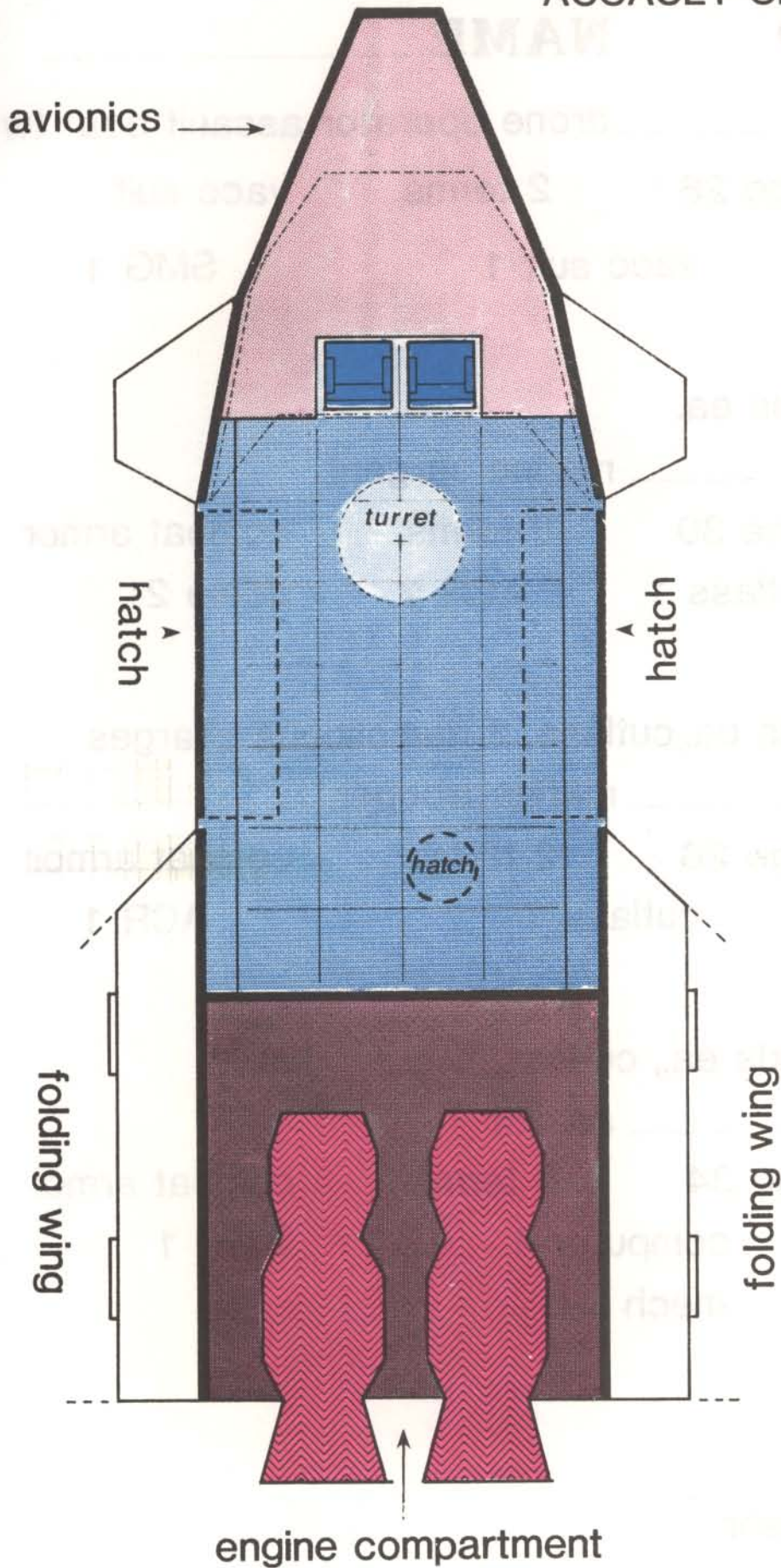
vacc suit 1 computer 1 SMG 1

pilot 1 mech 3

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

ASSAULT SHUTTLE

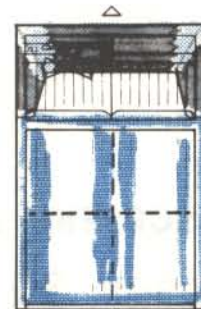


BY-0206821-930000-20002-0 MCr 43.733 40 tons

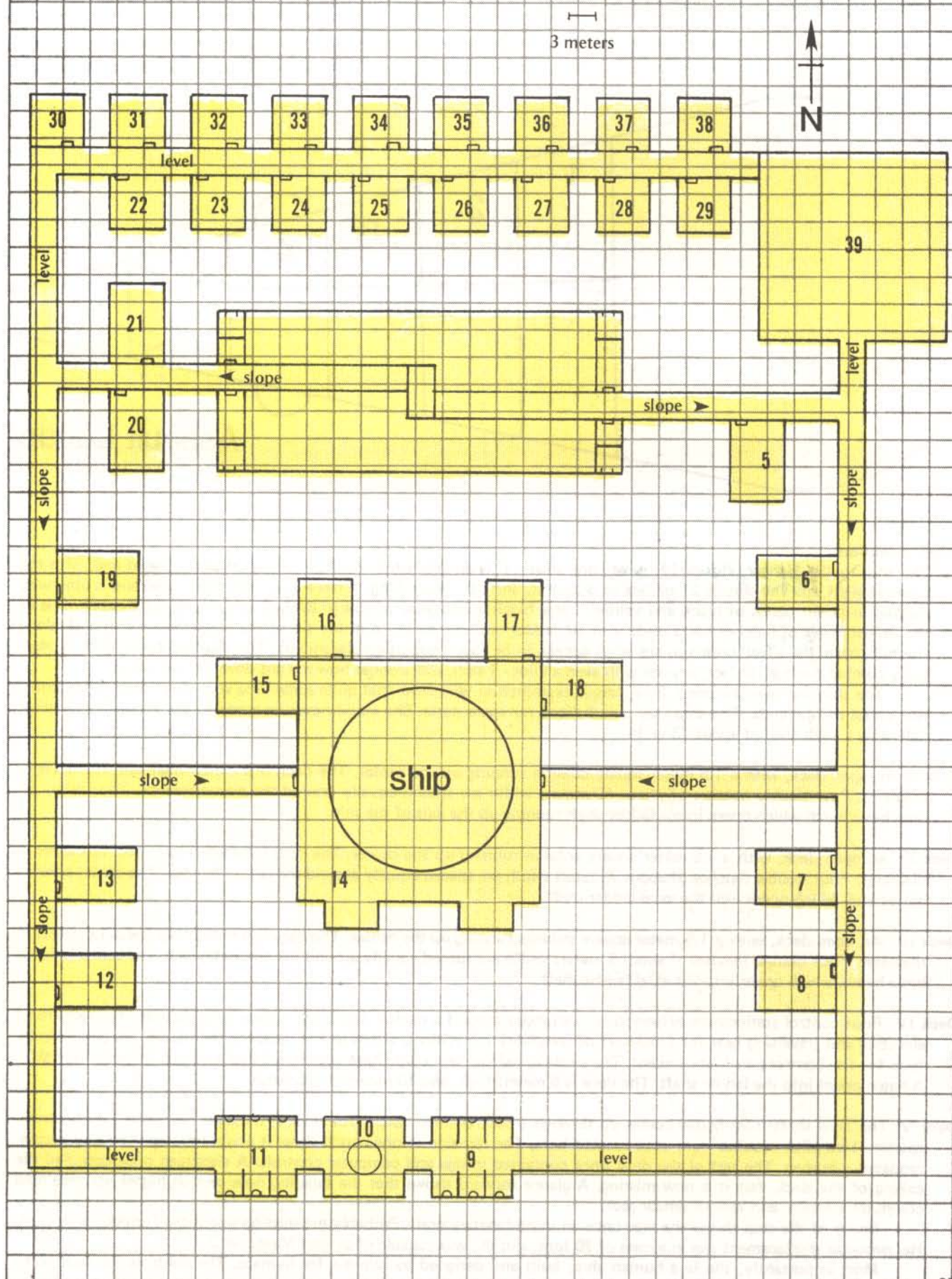
Agility - 5 One Battery Each Crew - 2 TL - 14

Passengers - (30) Cargo - (15) Fuel - 3.8 EP - 3.2

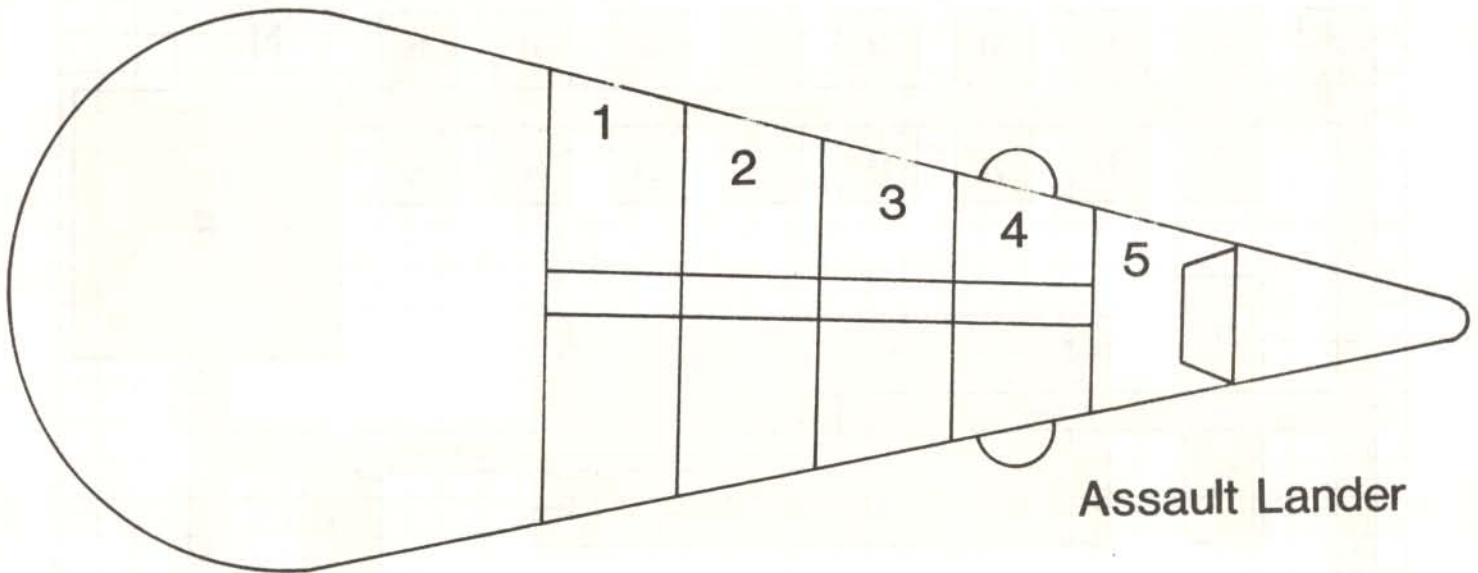
AIR RAFT



INSTALLATION UNDERGROUND MAP



SPECIAL SHUTTLE DESCRIPTION



Assault Lander

Ship Description:

The ship in the Hangar, Room 14, is of cone shape. It is an elongated teardrop sitting on the rounded end, with the point straight up. The ship is 21 meters in diameter, and 60 meters long. It has a silver tip to the nose, and is otherwise marked in bright bands of black and yellow. Large hatch openings are visible in the hull surface, some half open. One of the lowest levels of hatches has a spidery metal ladder reaching down from the tip of the hatch. Somewhat back along the hull from the silver nose tip, are what appear to be four weapon emplacements. The ship has taken what is obviously combat damage. In fact, anyone with even a Pilot - 1 skill, will wonder how she got down in one piece!

The ship has been stripped. Even casual examination will show that quite some time was taken in removing intact any useful components. The ship was cannibalized for spare parts. She could never be made to fly again. Examination will show a Tech level of about 13 or 14.

Deck I: An open deck, with a 1.5 meter square column running up the center. The deck is 6 meters high, and 19 meters in diameter. Four double hatches of about 10 meters width are spaced equally around the circumference. The center column has a hatch which opens into a ladder shaft running up the axis of the ship.

Deck II: An open deck, with a 1.5 meter square column running up the center. The deck is 6 meters high, and 15 meters in diameter. Four double hatches of about 7 meters width are spaced equally around the circumference. The center column has a hatch which opens into the axial ladder shaft.

Deck III: An open deck, with a 1.5 meter square column running up the center. The deck is 6 meters high, and 12 meters in diameter. Four double hatches of about 6 meters width are spaced equally around the circumference. The center column has a hatch, which opens into the axial ladder shaft.

Deck IV: Four control stations are systematically arranged around a central 1.5 meter square axial column. The remains of elevating and traversing gear for some sort of weaponry are evident, although the weapons themselves are gone. Mountings for fire control panels are evident. The single remaining seat could have accommodated a human quite comfortably. A hatch opens into the ladder shaft. The deck is 6 meters high, and 10 meters in diameter.

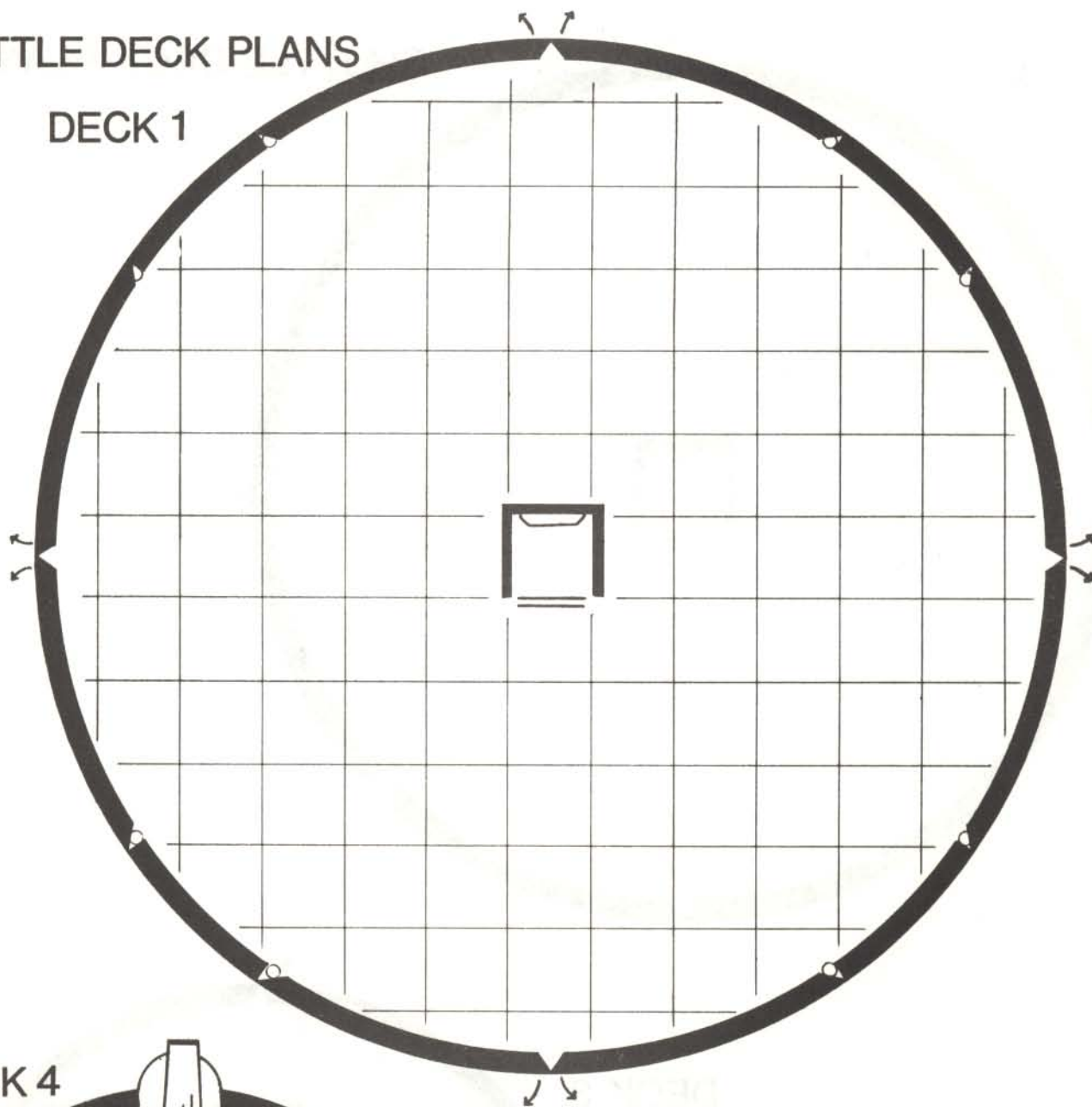
Deck V: The axial shaft from below comes up through a central floor hatch. The deck is 3 meters high, and 9 meters in diameter. Two pilot couches were once located here. The remains of one couch show it could have comfortably accommodated a human. The rest of the deck once contained bridge and computer controls. A visiscreen once occupied the ceiling of the deck, but it is now missing. A glance forward shows that the tapering nose section higher up once held computer avionics, and various sensor gear.

Study of the ship shows she was once an interplanetary craft. Probably her mission was that of armed cargo craft. Her probable displacement was in excess of 70 tons, and she was capable of at least Maneuver 3.

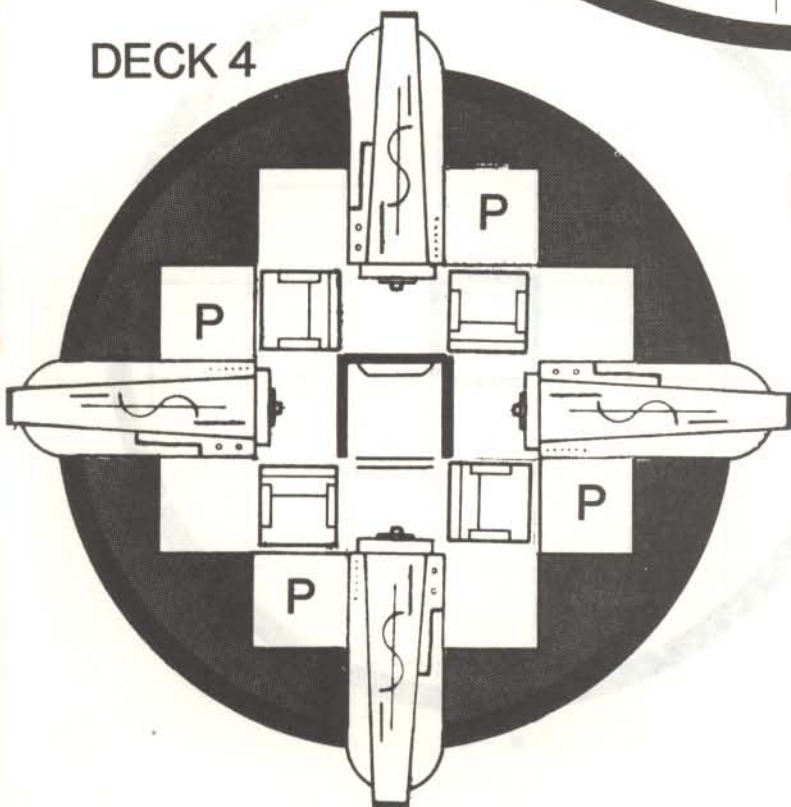
Most importantly, she is a human ship, built and designed by humans for humans. The controls are built to fit human hands. The markings, alphabet, and such, are not identifiable as belonging to any known race or culture.

SHUTTLE DECK PLANS

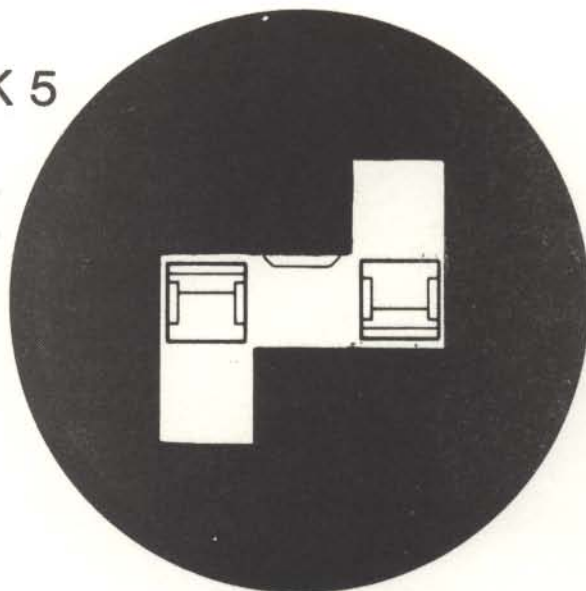
DECK 1



DECK 4

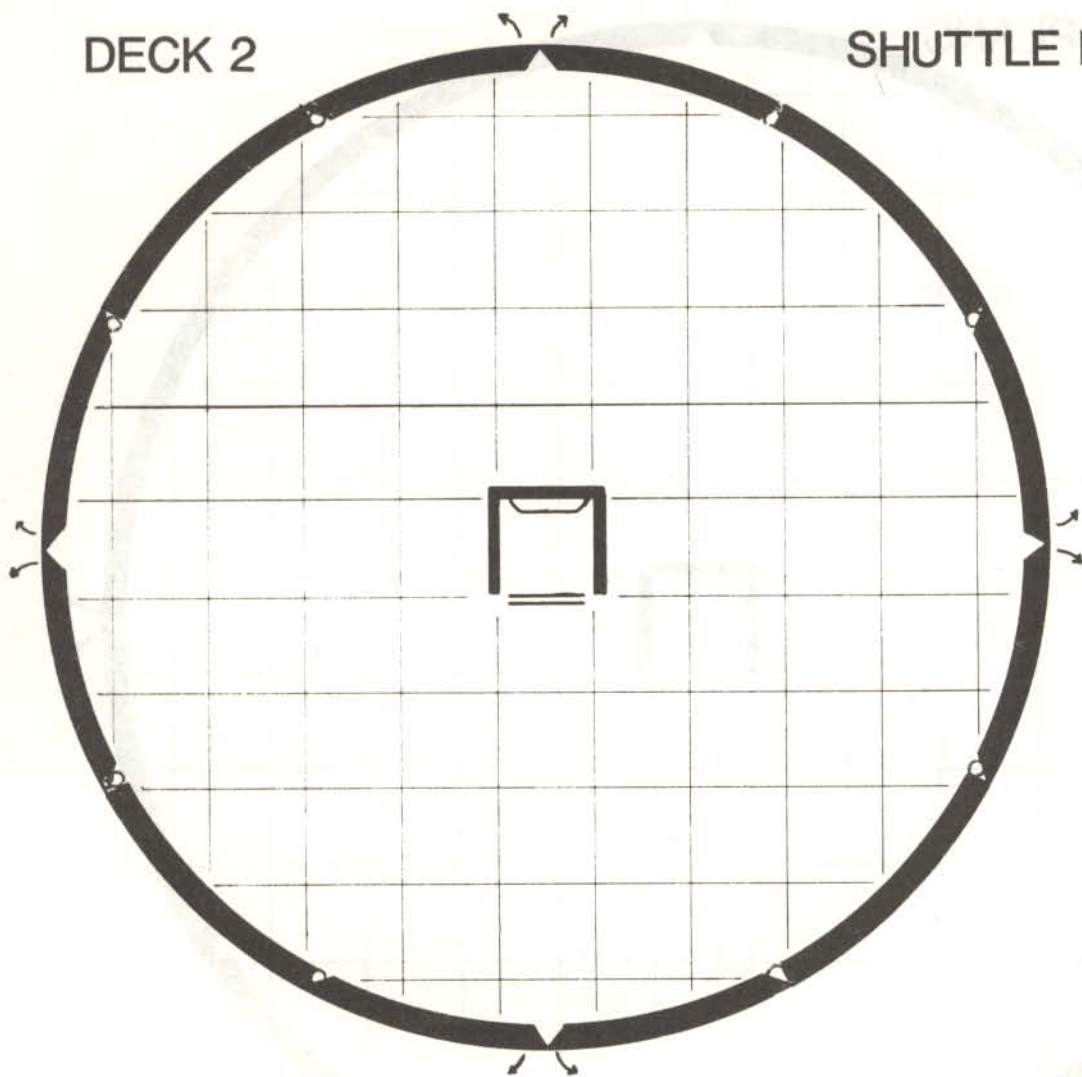


DECK 5

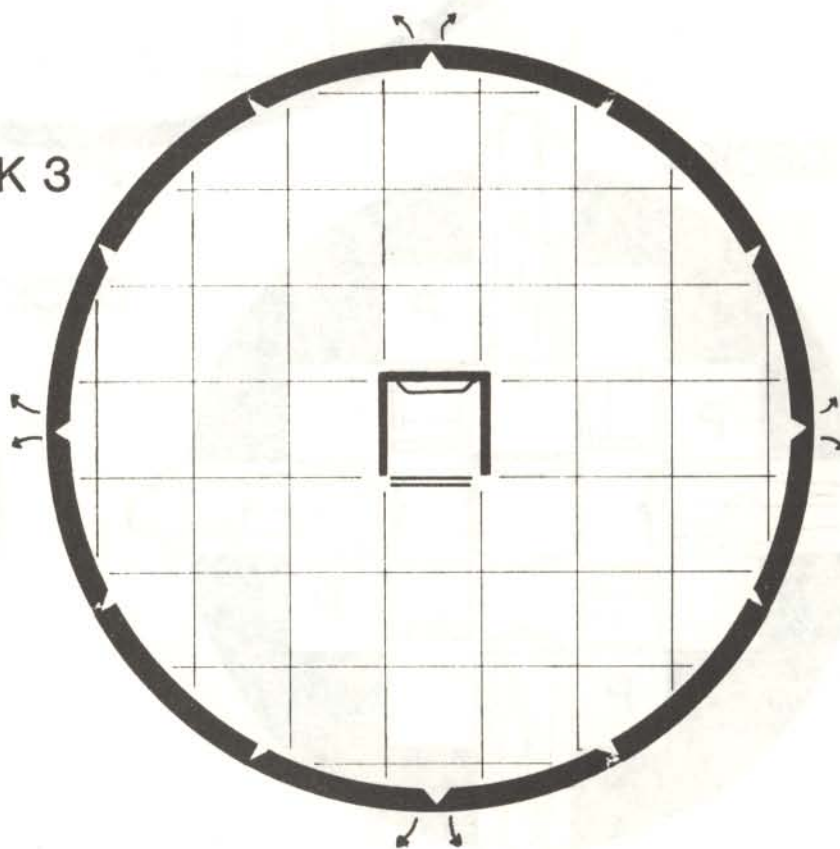


DECK 2

SHUTTLE DECK PLANS

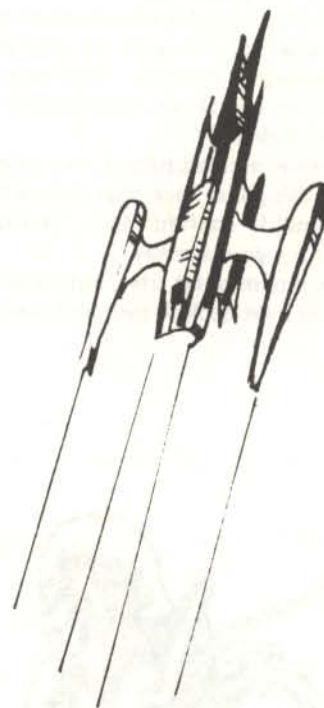


DECK 3



Tournament Point Scoring

- 5 Cautious Approach Used
- 7 Recon Drones Used as First Wave
- 4 Indirect Fire Artillery Support Set Up
- 5 Covered Approach Used
- 4 Closely Examine Perimeter Cones
- 6 Take Physical Samples of Base Construction
- 5 Figure Out Door Field Operation
- 5 Discover Security Computer
- 4 Destroy Security Computer Deliberately
- 5 Destroy Security Computer Accidentally
- 10 Deduce Function of Security Computer and Refrain From Destroying
- 5 Discover Recharging Area
- 4 Deduce Function of Recharging Stalls
- 5 Take Sample of Non-functioning Security Robot
- 5 Discover Thermionic Generator
- 5 Deduce Function of Thermionic Generator
- 5 Discover Ship
- 10 Take Physical Samples of Ship Equipment
- 5 Discover Mural
- 10 Crewmember Recognizes Mural
- 10 Each Active Security Robot Destroyed
- 25 Each Assault Boat Lost
- 5 Each Recon Drone Lost
- 15 Each Crewmember Lost
- 10 Each Soldier Lost
- 25 Each Analysis Team Member Lost
- 1 Every Room in Underground Base Entered
- 5 Closely Examine Surface Base Construction



Up to 25 bonus points awarded at discretion of JUDGE for:

- 1 Novel use of standard gear
- 2 Heroic actions, where justified
- 3 Abandoning as much of their own gear as possible, filling up all available space on the Hunta with material from the base, including as large a section of the damaged ship as they can carry off.
- 4 Obliterating all traces of the installation with a nuclear weapon after having gained all information possible (all regular positive victory points awarded).

Mission Analysis

- 1 The builders and operators of the base were Humaniti.
- 2 The base was built 300 +/- 20 standard years ago and was in active operation until 200 +/- 15 standard years ago.
- 3 Imperial archives are, at present, unable to identify the precise culture, planet, or race involved. Sufficient evidence is available to ensure that it was not one of the more prominent races in the sector or adjacent sectors.
- 4 The technology of the base is about 13 - 14 with some minor anomalies.
- 5 The equipment anomalies consist of a large percentage of alien components incorporated directly into common machinery, specifically, sensor and jamming devices. This material is at least Tech Level 15 and is of a type of manufacture not previously encountered. Imperial scientists have designated these components as "Alien Type 732." One of the major distinguishing characteristics is a tendency towards breakdown. The components appear to have been deliberately manufactured with key pieces which will disintegrate with time.

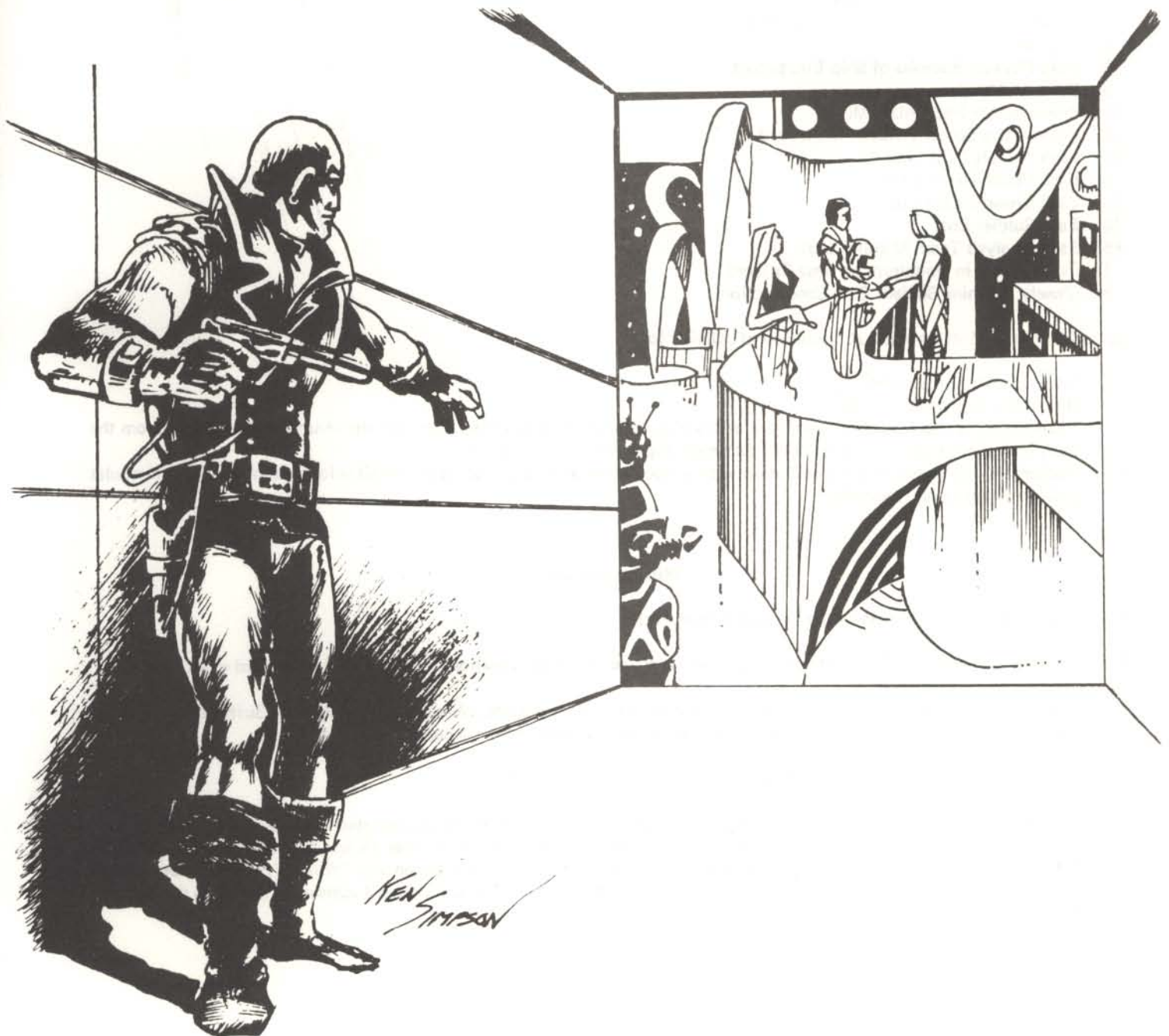
Chief Engineering Petty Officer Kendon Rasmalian of the Hrunta took a last sip of his beer and glanced across the table at Senior Analyst Marc Williams. A slight lift of the eyebrows and a nod of the head indicated complete agreement. The rather faded holographic mural behind the bar of the Busted Flagon Tavern was, indeed, the same system as that of the mural in the installation. The angle of view was a little different, but it was the same ice moon, ringed gas giant, and double sun. Lifting his mug to indicate a refill required, Kendon called the barboy over. "Another round here, son! And an extra Credit for you if you can settle a bet between me and my buddy here. I say that mural behind the bar is the Stantin System and he says it's the Ralmon."

Several minutes passed, and a slightly apprehensive lad returned with fresh mugs. "Sorry, sirs! Me mum says her uncle, what built this place, took that picture himself in the Spinstorme System over in the Blackedge Subsector."

"Hmph!" snorted Marc. "Burnt us both down in flames!" and he settled back with his fresh mug of ale. "Here's a half-Credit for you, anyway."

Twenty minutes later, both men drained their mugs and sauntered out the door.

"Let's get back to base and check this out. We've got a lot of work ahead of us!"



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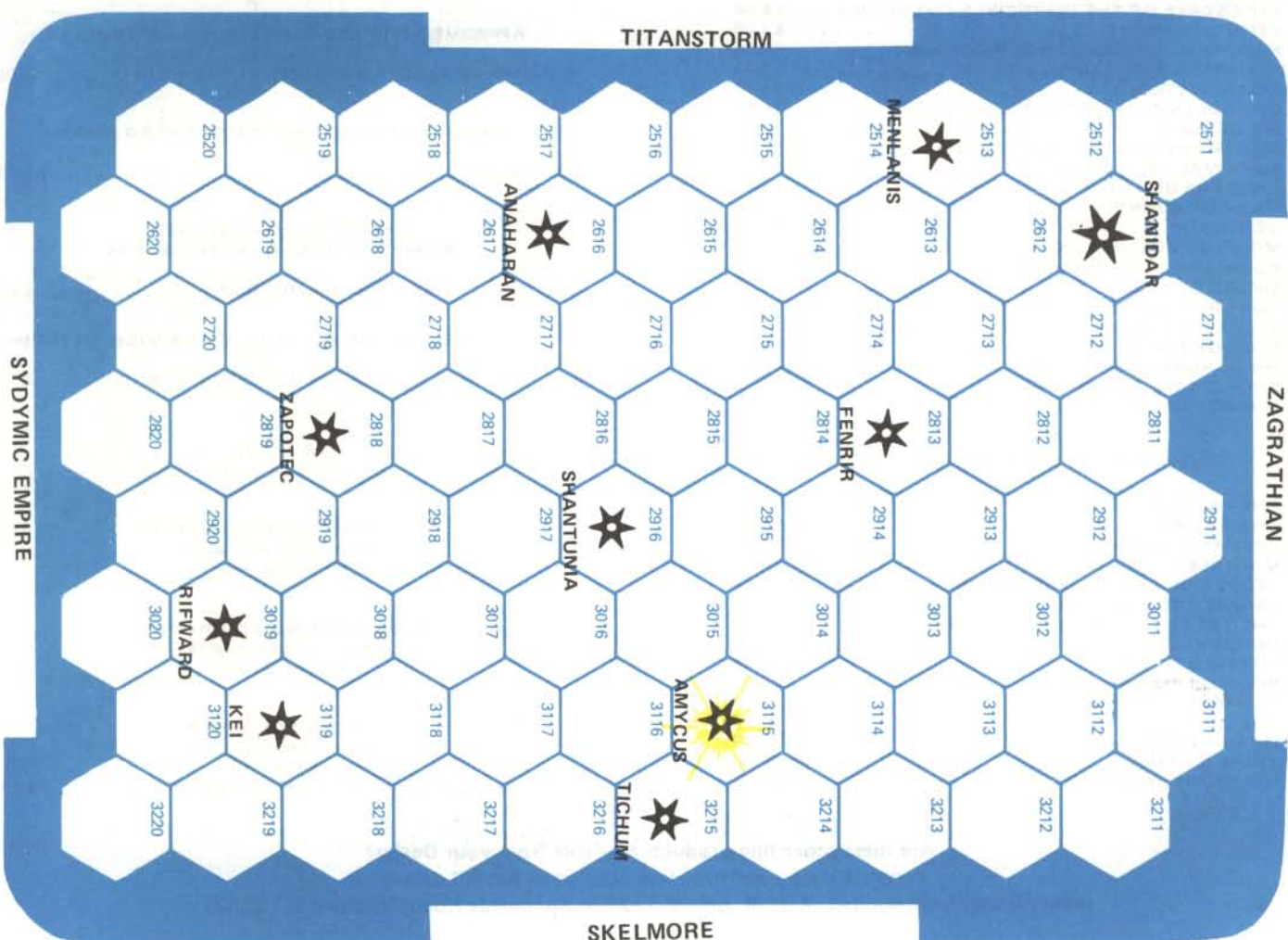
Judges Guild, Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522

OSIRIS DEEP SUBSECTOR

Located in the Lesser Rift, the Osiris Deep Subsector is administered from Starbridge. None of the Worlds in this region are members of the Imperium although Shanidar has made application. Scoutships based on Shanidar maintain a watch throughout the Subsector, though little activity other than mining goes on. Alien artifacts have recently been found in this region, prompting the local Imperial bureaucracy to order a thorough re-survey of the Subsector.

Menlanis	2513	E310547	7	Non-industrial	G
Shanidar	2611	C687789	7	Rich, Agricultural	G
Anaharan	2616	CAB8213	A	Non-industrial	G
Fenrir	2813	E222665	8	Non-industrial	G
Zapotec	2818	C000654	A	Asteroid Mining	G
Shantunia	2916	C000545	A	Asteroid Mining	G
Rifward	3019	DA9A213	9	Non-industrial	G
Amycus	3115	X324000	--	Undeveloped	G
Kei	3119	X210000	--	Undeveloped	G
Tichum	3215	D435234	9	Non-industrial	G

The Osiris Deep Subsector contains 10 Worlds with a total population of 10.48 million. The highest Population is 7, at Shanidar; the highest Tech Level is A, at Anaharan, Zapotec, and Shantunia.

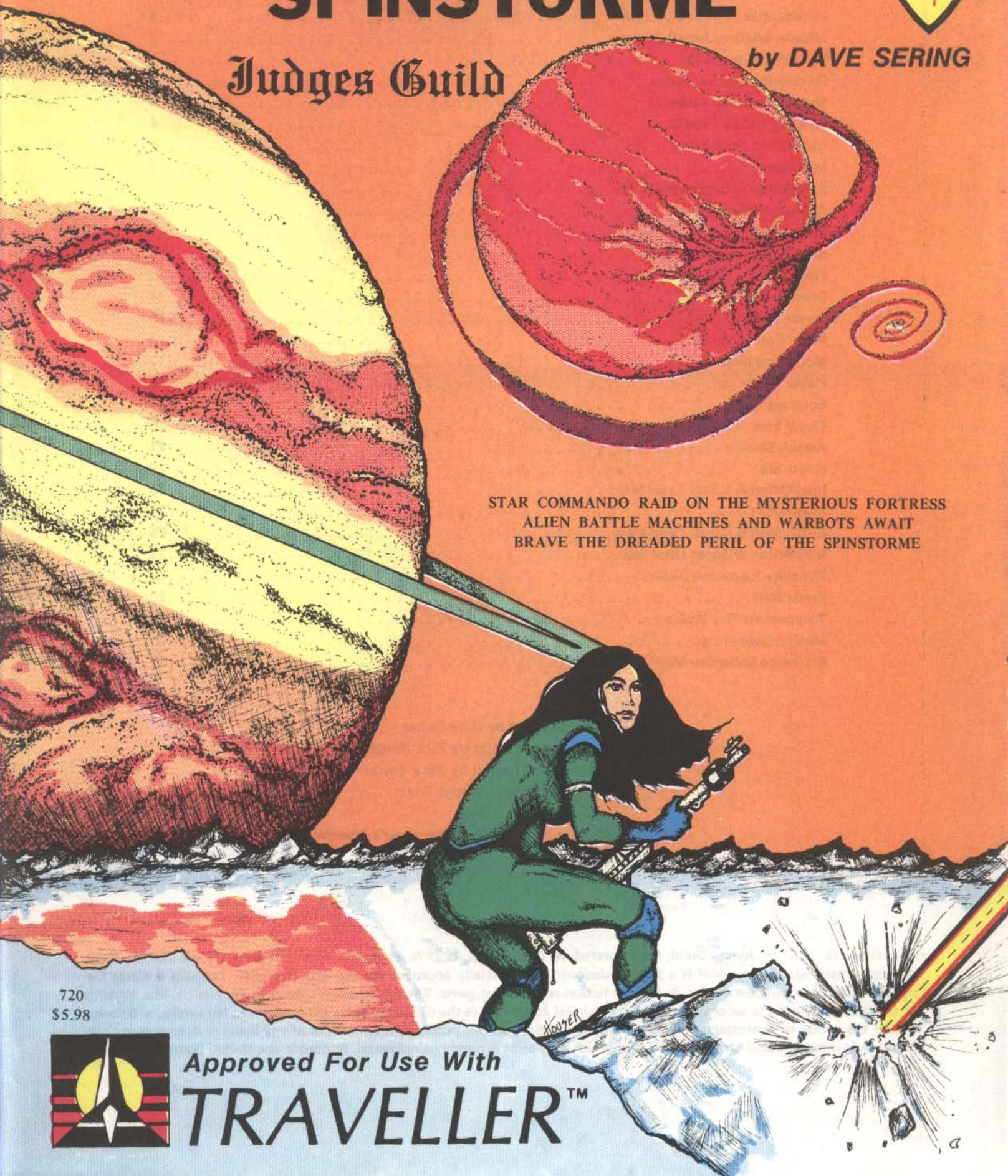


ROGUE MOON OF SPINSTORME



Judges Guild

by DAVE SERING



STAR COMMANDO RAID ON THE MYSTERIOUS FORTRESS
ALIEN BATTLE MACHINES AND WARBOTS AWAIT
BRAVE THE DREADED PERIL OF THE SPINSTORME

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Designed by Dave Sering
 Cover Art and Color by Rick Houser
 Graphics and Layout by Jerry Taylor
 Composing by Debye Pruitt

Playtest Assistance by the **Chicago Wargamer's Association**

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INTRODUCTION

This scenario is the second in a special series of connected adventures set in the Ley Sector of the Gateway Quadrant. The Border Prowler series is designed to provide a Judge with a ready-made mini-campaign. This scenario is set up in tournament format with handout sheets of information, equipment, and pre-generated characters. This particular mission can be accomplished with only a portion of the resources available in the crew and equipment of the Hrunta. Other crewmembers and other equipment will be called upon in subsequent scenarios. While this scenario is designed to be self-sufficient and run with the characters who are on active service, it can be set into an ongoing campaign. The events of the entire series of scenarios took place in slightly less than a standard year; consequently, no change in the skills or statistics of the given characters is permitted. Any of the characters given for tournament play can be replaced by an equivalent player character as long as the overall assortment of skills is maintained. The Hrunta can become a free-lance security vessel run by a group of mercenaries who hire the player's group of characters, or vice versa.

To prepare for play, gently bend up the staples in the center of the book. Remove pages 11 through 22 and bend the staples back down again. Cut the loose pages in half along the centerfold. The sheets are handed out to the players with cautions not to examine the moon maps on the back side of Player Three and Player Four handout sheets until they get within scanning range of the moons. The Judge should caution the players to examine the character sheets closely. Each group of characters has different specialist skills, but each group was set up to be as useful and playable as any other. The necessary reference information is given on the back of the character sheets to eliminate time spent on choosing equipment and assigning gear to team members.

In tournament play, this scenario required six players and a time of about four hours. In campaign play, the Judge will be required to split the teams among the available players. In a campaign, there are no time limits, so relax and enjoy.

Mission Briefing

Analysis of materials obtained in a commando raid on a previously unknown installation on Amycus, Ley - 3115:

The installation most probably was an advanced recon base.

It was built by an unknown Human race 300 +/- 20 standard years ago.

It was operated for a period of about 100 years and then was deliberately abandoned.

The Tech Level of the Race is 14, with extensive use of components of Tech Level 15 supplied from another source. These components appear to be manufactured with deliberate defects. Of alien construction, component dating shows that these pieces were manufactured 350 to 400 standard years ago.

Examination of a holographic photomural indicates that there is a possibility of another unknown installation in the Spinstorme System, Blackedge Subsector, Maranatha - Alkahest Sector number 0506.

Mission Orders

Hrunta will transport Tiger Force Three and Analysis Team Beta 421 to the Spinstorme System. Utilizing the new, modified scanners, Hrunta will survey system for presence of the special jamming. If additional installations are discovered, Hrunta is directed to investigate. Identification of the entities responsible for the Amycus installation is a mission classified "Most Urgent."

The Hrunta was selected for the mission because she and her crew were successful in a previous investigatory commando raid, code-named **Amycus Probe** (Judges Guild Product No. 710, \$5.98). The ship had recently been modified to serve as a mother ship for a commando unit. Half the cargo hold had been converted to living quarters and lifesupport, and the other half had been converted to carry two small craft in semi-external mounts. Since the previous mission, the crewmembers have been debriefed and the ship given a thorough overhaul and restocked.

There are six orbital positions in this system. The first two are airless rocks of 3,140 kilometer and 3,347 kilometer diameters. Statistics are 1200000-- and 11 200000--, respectively. There are some small surface deposits of water and ammonia ice on these planets. The third position is occupied by a small gas giant 66,000 kilometers in diameter with its 6 small, rocky moons. The small gas giant does not have a set of rings. The fourth position is occupied by a large, ringed, gas giant 142,000 kilometers in diameter. This planet has 14 moons in addition to its rings. Ten of these satellites are chunks of rock or ice 1,200 kilometers or less in diameter. The other four satellites are considerably larger and have a rocky core with large water and ammonia ice and snow surface deposits, along with trace atmospheres. These larger satellites occupy the third, fourth, fifth, and sixth positions around the gas giant with the fourth moving in the opposite direction to all the other moons. This type of orbit discrepancy is called retrograde or "rogue moon." The third satellite is 1,800 kilometers in diameter with statistics of 100000--. The fourth is 2,200 kilometers and also has statistics of 100000--. The fifth is 4,300 kilometers in diameter and has statistics of 310000--. The sixth is 3,600 kilometers in diameter and has statistics of 210000--. The fifth planetary orbit is occupied by another large, frozen, rocky planet 6,500 kilometers in diameter with statistics of 410000--.

The Hrunta jumped into the system at a point fairly high above the ecliptic plane. After an hour or two of careful adjustment for the increased background disturbance, the special long-range scanners indicated no trace of the special jamming

on the outer planet and in the asteroid belt. The ship's captain ordered a cautious approach to the smaller gas giant because of more favorable orbital positions. The special scanners must be within 100 million kilometers of very large planetary masses to get an accurate reading. At present, the Hrunta has 120 tons of fuel, enough to make one Jump 1. The captain is anxious to refuel, and that task has his first priority. It is a 6.25 day (150 hour) journey to Planet III. (There will be seven encounter/event rolls during the journey.)

Spinstorme System

This system has become known Sector-wide as a navigational hazard. The star of this system is a multiple configuration consisting of a paired white dwarf and a black hole orbiting a common center of gravity as they both orbit a red giant. Though there are a number of planets, all have eccentric orbits which are a great distance out from the suns. A considerable amount of "junk" is present in the form of meteor swarms and comets. The planets are minor rocks and gas giants. The system is termed a navigational hazard because of the high density of space junk and one other factor. This other factor is the disturbance of the electro-magnetic and gravity spectrum caused by streams of matter being drawn into the black hole. Communications and sensor scans are affected and become unreliable. Maneuver drives are not affected, but the probability of a miss-jump is greatly increased. Navigational events, incidents, and occurrences are rolled for once each 20 hours on the following table.

Die	Event		
2	Asteroid	7	Electro-magnetic Disturbance
3	Debris	8	Electro-gravitic Disturbance
4	Meteor Shower	9	Electro-magnetic Disturbance
5	Electro-magnetic Disturbance	10	Meteor Shower
6	Electro-gravitic Disturbance	11	Debris
		12	Comet

Space Encounters

Asteroid: An asteroid of at least $1D + 2$ times the size of the players' ship is on a rear/side/front collision course. Roll Maneuver capacity or less on 1D to avoid (Die Modifier: Pilot Skill). Failure to avoid means taking 1D Hits, as if from a Missile. (**High Guard:** Surface Explosion Damage Table with Die Modifier of +3.)

Comet: The ship passes near by a comet. Roll Ship's Maneuver capability or less on 1D (Die Modifier of Pilot Skill) to avoid hitting a chunk of debris. If unsuccessful, take one Hit as if from Laser Fire. (**High Guard:** Surface Explosion Damage Table with a Die Modifier of +4. Critical Hits become No Effect.) Ships scanner range is reduced by half for 2D + 4 minutes due to dust and gases in the vicinity.

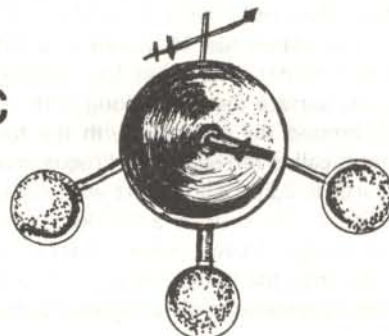
Debris: A chunk of debris is detected on the ship's scanner at a distance of $1D \times 10,000$ miles (double distance for Military Equipment). After 5 minutes study, roll 1D: 1 - 5: Natural debris; 6: Man-made debris.

Meteor Shower: A meteor shower occurs. $1D6$ meteors strike the ship. Roll to hit with Die Modifier of Pilot Skill. (**High Guard:** Attacking Beam Factor of 1 with Die Modifier of Pilot Skill. Penetration is against Sand Factor 2. Roll on Surface Explosion Table with Die Modifier of +1.)

Electro Gravitic Disturbance: An extremely large amount of matter has just been sucked into the Black Hole. As it crosses the event horizon, a tremendous burst of static is given off and a gravity wave is created. In addition to the effects of the Electro Magnetic Disturbance, momentary surges in the ship's internal gravity field will cause the gravity to go up or down by .1 g. The Jump Drive is effected and characters with Engineering -1 or better will know that the chances of misjump are increased unless 1D hours are spent in recalibration. The misjump throw will have an additional Die Modifier of +4.

Electro Magnetic Disturbance: A fairly large amount of matter has just been sucked in the Black Hole. As it crosses the event horizon, a tremendous burst of static is given off. This static lasts $1D + 5$ minutes. During this period, the ship's scanning range is cut to one third normal and 1D spurious blips are picked up. Induction causes temporary current surges in the control circuits and breakers trip in at least one ship system. Roll 1D: 1: Power Plant; 2: Computer; 3: Maneuver Drive; 4: Jump Drive; 5: Weaponry; 6: Life Support. There is no damage and $1D \times 10$ seconds later the breaker can be reset to restore the system function.

Security Robot Type C



Judge's Notes: No trace of the special jamming will be detected in the vicinity of Planets I, II, or III. An additional 60 hours will be taken up getting within scanning distance of Planets I and II, with 3 encounter/event rolls.

It will take 200 hours to get to Planet IV. Within 150 hours, traces of the special jamming will be detected. At 180 hours, the jamming will be found to be located on satellites IV and V. At 190 hours, the scanners will locate two sites of jamming on moon five and six sites of jamming on moon four. When a ship gets close to either of the satellites, the Judge is to show the players the appropriate map on page 16 or 17.

Nothing is detectable at the sites of the jamming from orbit, and the players should be reminded of the heavy beam weapons which were knocking down recon drones in the previous adventure scenario. There do not appear to be any sites where the Hrunta could safely land on the site itself. Landing sites for the shuttles are relatively plentiful at distances of one or two hexes from the site.

Moon Four

Site No. 1	Type B	Installation, Intact, Active Defenses
Site No. 2	Type A	Installation, Intact, Active Defenses, Robot
Site No. 3	Type B	Installation, Damaged, No Defenses
Site No. 4	Type B	Installation, Intact, No Defenses, Robot
Site No. 5	Type B	Installation, Damaged, Active Defenses, Robot
Site No. 6	Type B	Installation, Intact, Active Defenses, Robot

Moon Five

Site No. 1	Type B	Installation, Damaged, No Defenses
Site No. 2	Type B	Installation, Damaged, Active Defenses, Robot

Installations with active defense will detect the Hrunta at 500 km on a roll of 8+ on 2D. Add 1 to the die roll for every 50 km closer. The installation will fire one energy beam weapon with an attack factor of 7 as if by a computer 4. Each installation has energy enough to fire 1D times.

Nothing can be visually detected until within 15 kilometers of each installation. From 15 to 10 kilometers distance, a blur is visible at the site. It is a vaguely circular blur, 2 kilometers in diameter. Under 10 kilometers, details gradually become visible until, at 5 kilometers, the players are able to see the details that are visible on Map A or Map B.

Installation Type A is a cluster of domes on a dusty plain. Feature 1 is a 25-meter diameter hemisphere of pinkish ceramic material. Features 2, 3, 4, and 5 are 10-meter diameter truncated cones of bluish ceramic. Feature 6 is a 6-meter grey square of metallic appearance set onto a white concrete slab. Feature 7 is a 3-meter cube of grey metal with an orange circle painted on the east face.

Installation Type B is a knoll of rock isolated in a rocky plain. The top of the knoll is cut off flat and has a 10-meter diameter truncated cone of bluish ceramic material centered on it. Around the base of the knoll can be detected several rectangular shadows.

Each installation has a series of combined security sensors and camouflage field projectors set in a circle around it. The radius of the circle is one kilometer, and the projector/sensors are set a little less than 100 meters apart (64 total in each circle). The cones are 50.75 cm high, 27.3 cm in diameter at the base, and come to a bluntly rounded tip. The cone is constructed of a pinkish, ceramic material and has the top 5.48 cm made of berillium-copper alloy. From the center of the base, a round, pointed rod 2.8 cm in diameter and made of berillium-copper alloy is sunk 1.56 meters into the substratum, holding the cone upright. The cones are all intact. These cones are fairly tough, resisting as Mesh Armor, and taking 8 hit points to render unfunctional. Laser fire will not affect them at all. In the center of the cone is a crystal sphere 5.02 cm in diameter which appears to be a monolithic, integrated circuit chip. Destroying 10 cones will render the camouflage projection nonfunctional but will not affect the perimeter security sensing system.

Those installations which are also listed as having robots will have 1D - 1 Type C Exterior Security Robots and 1D Type B Interior Security Robots.

Unless otherwise specified, all corridors are 1.5 meters wide and 3.0 meters high. All interior surfaces of wall and ceiling are made of whiteish ceramic and have an inner coating of tough, transparent, rubbery-surfaced plastic. Glowing yellow hemispheres set into the ceiling provide an equivalent of bright daylight. All doors and hatches are 1.43 meters wide by 1.98 meters high. Walls, floors, and ceilings blend into each other with a smooth radius of about 1 centimeter. Open/on/activation is indicated by a yellow color and/or an outline geometric figure. Closed/off/deactivation is indicated by a blue color and/or a solid geometric figure.

If Robots and Active Defenses are both indicated, 2D seconds after any material object larger than several grams comes within 100 meters of the circle of sensor cones one Type C Exterior Security Robot will activate and move towards the contact point. It will move on its grav-pods at 10 to 15 kilometers per hour and begin scanning with its sensors. Its functions have deteriorated over time, so that it can now only detect human-sized targets in the open at 700 meters. It will flash a brilliant purple strobe light twice and then fire its weapon at any target or group of targets in its detection range. The ammunition in its magazine has also deteriorated with time so that what was originally an auto-cannon is now only equivalent to a light assault gun. The robot fires with a Dexterity equivalent of 7 and is protected with the equivalent of Battle Dress +1. It takes 15 hit points of damage to render unfunctional. The robot has 25 rounds of HE (4D damage) in its magazine and no way of reloading itself. If it is unable to detect a human-sized or greater target in its sensor range at the disturbance point, it will settle to the ground just inside the sensor circle and continue to scan. After 1D minutes with no detectable targets, the robot will come back to hover mode and make a slow circuit inside the perimeter of sensor cones in a clockwise direction until it reaches the contact point again. After another 1D minutes without hostile contact, the robot will return to its parking spot to

one side of the large cargo hatch. A second robot will activate if another contact comes while the first robot is out on patrol. If the first robot is attacked or destroyed, up to 1D additional robots will activate in 1D seconds. (**Note:** The Judge should not activate more than one robot per 3 - 4 man fire team of characters opposing the installation.) A high-speed collision with a vehicle or recon drone will destroy the robot. As a result of collision, a recon drone would be destroyed; an aircraft would have increased chance of mechanical failure, and an assault shuttle would be completely unaffected. If a robot is activated for a patrol a second time, it will move noticeably slower, and its sensor range will be reduced 200 meters. If activated a third time, it will be slower still with its sensor range reduced to 300 meters. It will not activate a fourth time since it has run out of energy.

If no robots are indicated, 1D + 1 non-functional robots will be sitting to either side of the large cargo hatch. If robots, but no Active Defenses are indicated, the robot will investigate disturbances, but it is unable to fire its weapons.

Installation A

- 1 Centered on a 30-meter square slab of concrete-like material is a 25-meter diameter hemisphere of white ceramic. The surface is rough, and a large number of impact-type scratches have exposed an inner, reddish layer, thus giving a pinkish appearance from a distance. (This feature is the solid-state, phased-array scanning antenna.)
- 2, 3, 4, 5 All four features are identical, 10 meters in diameter and 6 meters high, truncated cones of bluish ceramic. The flat-topped cones have many fine, parallel grooves cut into the surface about 1 cm apart. A 2.4 cm-wide ring of a bright black, rubber-like material separates the cone from the base slab which appears to be a light grey concrete covered with a transparent plastic coating. (These features are surface-mount, heavy energy weapons. They are very heavily armored and can be destroyed only by explosive charges of over 200 kilograms. Handweapons and the shuttle weapons will not affect them. They do not fire at human-sized targets.)
- 6 An 8-meter square, light grey, concrete slab has a 6-meter square of dark grey metal set into it. Each of the corners of the central slab is rounded and has a pair of white symbols set into it. The symbols are a 3 cm square outline of white and a 3 cm solid square of white.
Judges Note: This feature is the bulk cargo entrance to the underground installation and comprises an elevator with operating buttons. Pressing the outline square causes the 6-meter square metal elevator platform to descend at .5 meter per second. Pressing the solid square causes the elevator platform to rise at .5 meter per second. Releasing the button causes the platform to halt in place. Pressing both buttons simultaneously has no effect. When the elevator platform has descended 5 meters, a shimmery black field fills the top of the shaft, and the shaft itself begins pressurizing. When the elevator platform reaches bottom and the chamber is pressurized, releasing and pressing the open square button again will extinguish the bottom side field. See chamber No. 72 for description of the shaft bottom.
- 7 This item is a 3-meter cube of dark charcoal grey surface of a somewhat powdery appearance covering an aluminum metal substructure. On the east face is centered a 2.79-meter diameter circle of burnt-orange color. Set in the center of the circle are a pair of circular buttons 2 cm in diameter. The buttons are translucent; the upper one glows bright blue, and the lower one glows bright yellow. **Judges Notes:** This feature is the personnel access airlock and opens by pressing the yellow button. It closes upon pressing the blue button. The orange circle and buttons are duplicated on the interior of the 2.43-cm thick door. The interior floor is also an elevator and descends 10 meters to a 6-meter square chamber of which the elevator forms the southeast quarter of the floor. The airlock takes 63 seconds to pressurize and 47 seconds to depressurize. Once activated, it will complete a cycle of pressurization or depressurization unless one of the opposite buttons is touched twice.
- 8 A chamber 6 meters square with the southeast quarter of the floor made of aluminum metal covered with a dark charcoal grey, powdery coating. Set into the wall 1.43 meters north of the southeast corner and 1.43 meters from the floor is a pair of buttons. The buttons are circular and are translucent plastic 2 cm in diameter. The upper button glows bright blue and has a small, solid black square set into it. The lower button glows bright yellow and has an open square outline of black set into it. The rest of the room surface is whiteish ceramic covered with a thin coat of transparent plastic. In the northwest corner of the room is a manual pressure hatch operated by a hand-wheel. Turning the wheel clockwise 2 turns unlocks the hatch; turning counterclockwise 2 turns locks the hatch. The hatch swings into the room but will not open if one side is vacuum. There are no other items in the room. The hatch opens into a spiral stairway going down (9).
- 9 The stairwell is a shaft 3 meters square. At 3/4 of a turn counterclockwise and 3 meters greater depth is another manual pressure hatch, closed (hatch leads to No. 10).
- 10 An octagonal chamber 4.37 meters high is filled with the wreckage of a control room. The shape is that of a 13.5-meter square with about 1.5 meters of each corner clipped off. The pressure hatch from No. 9 is set in the middle of the east wall. Just clockwise from each corner facet are short, 1.5-meter deep corridors leading to closed manual pressure hatches. There were originally six control consoles arranged in a rough circle. Each console was a rectangular block with a slanted top about 1.5 x 2 meters long and 1.73 meters high. The consoles were made of metal and plastic and are now in puddles on the floor. There is one console still intact as the party enters the room. In fact, their attention is drawn to it by the flash of a thermite charge igniting, set off by a detonator as they opened the hatch. **Judge's Note:**

Have the first two people into the room roll 4D. Whatever the result, announce the following: "You see a dull grey cylinder 4.3 cm in diameter and 12.3 cm high which is spouting a trickle of fire from the top. It falls over on its side and rolls down the face of the console to the floor. As it hits the floor, it bursts into flames which burn fiercely for a moment and then subside. The base of the console is slightly scorched, but it is otherwise undamaged." If the party has previously played **Amycus Probe**, they will recognize the console as a security control computer. If they have not played the previous adventure, they will recognize it from the briefing tapes of the previous mission. Examination of the demolition charge shows it failed through age deterioration.

The analysis team has given strict orders that they alone are to be permitted to examine/handle computer equipment. They have special computer "tapping" equipment which can "break" computer codes.

Only the security computer is intact. The other consoles can provide no information.

Installation A Upper Level

Manual Pressure Hatch



Spiral Stairs



Elevator



Iris Valves



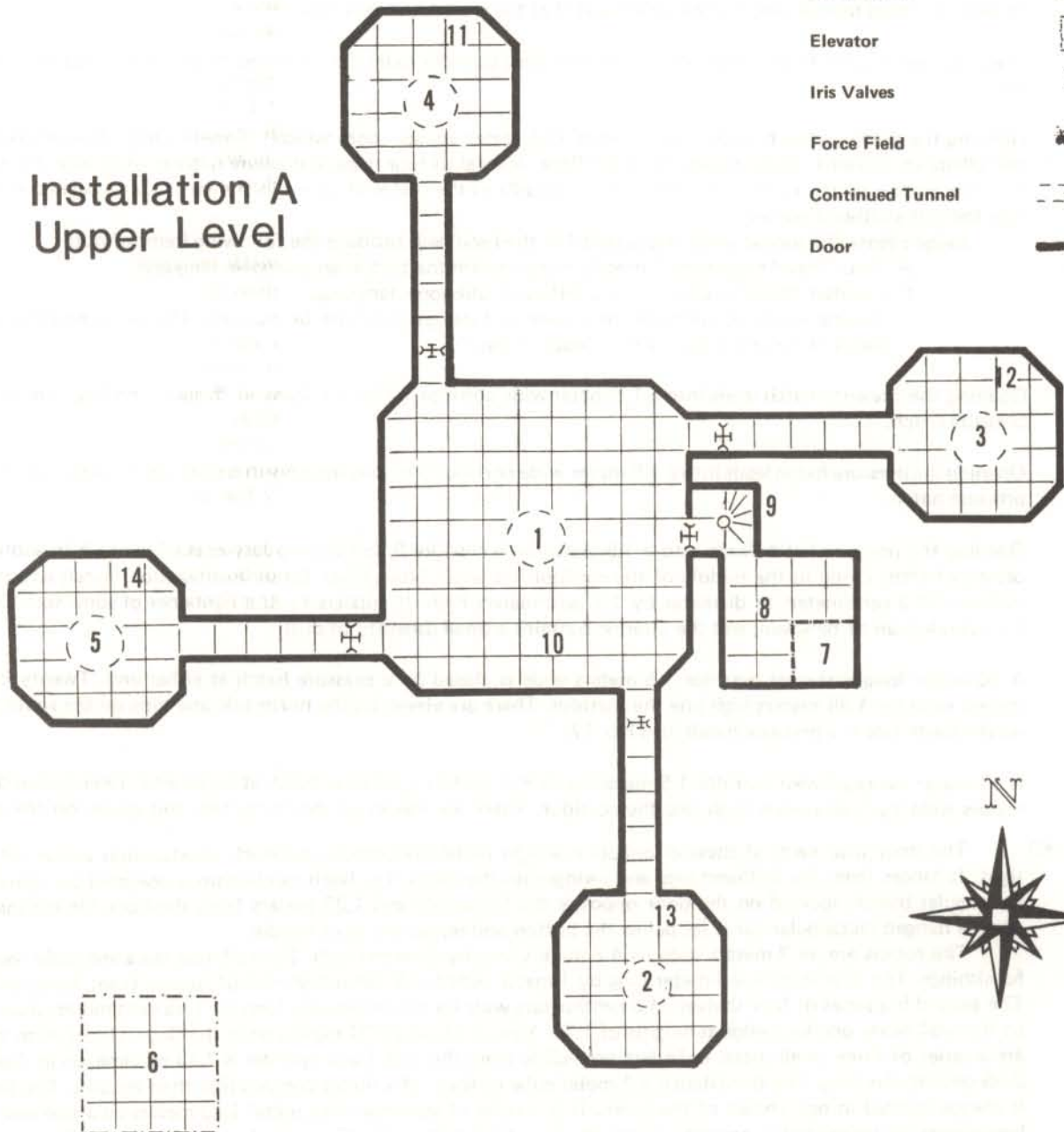
Force Field



Continued Tunnel



Door



EACH SQUARE = 1.5 METERS

- 11, 12, 13, 14 Each of the pressure hatches in the corners open onto a 7.5 meter long corridor which opens into an octagonal room 2.5 meters high. The room is a 7.5 meter square with 1.5 meters clipped off each corner. The corridor opens in the center of one wall. The ceiling of the room has a cylindrical bulge in it 4.5 meters in diameter which projects down into the room a length of 1.43 meters. There is, thus, a 1-meter gap between the floor and the base of the cylinder. The cylinder is made of a dark, heavily-tarnished metal. A 1-meter diameter circular hatch is set in the center of the cylinder base. It has a 3.41-centimeter diameter white disk set into its center and no other obvious means of opening.

Judge's Notes: The cylinder is the base of one of the heavy energy weapons' ground mounts, and the hatch permits maintenance access to the mechanisms within. It has a special magnetic lock which only responds to a special Weapons Crew Identity Disk.

That is all of the items accessible on this level.

Lower Level

- 9 Continuing down the spiral staircase for another 3 complete turns, the descent ends at a level of 20 meters below the surface. A closed manual pressure hatch is located at the west-southwest corner.
- 15 Opening the pressure hatch leads into a short east-west corridor extending 3 meters to another closed manual pressure hatch.
- 16 Opening the pressure hatch leads into an open 13.5-meter square room which is 3 meters high. Several broken tables and chairs are present. Some papers litter the floor. A total of four manual pressure hatches open into this room. One is in the middle of the north wall; one is in the middle of the east wall; one is in the south-southwest corner, and one is in the east-southeast corner.

Judge's Note: Examination of the material in the room will produce the following items of note:

- A. Two "travel magazines," mostly pictures with the text in an unknown language.
- B. Another "travel magazine" in a different, unknown language.
- C. Several items of furniture that were not designed for use by humans. The prime example is a wine-glass-like cup on a stem, a real "bucket seat."

- 17 Opening the pressure hatch leads into a 1.5-meter wide corridor 7.5 meters long north-south, ending in another closed pressure hatch.
- 18 Opening the pressure hatch leads into a 1.5-meter wide corridor 3 meters long north-south which ends in another closed pressure hatch.
- 19 Opening the pressure hatch leads into a 1.5-meter wide corridor 9 meters long east-west which ends in another closed pressure hatch. Lying in the middle of the corridor is a bright blue object. Closer examination reveals a round, plastic cylinder 11.3 centimeters in diameter by 7.2 centimeters high. It appears to be a container of some sort. One end of the cylinder can be removed, and the interior contains a small quantity of dust.
- 20 A 50-meter long east-west corridor 1.5 meters wide is closed by a pressure hatch at either end. Twenty doors 1.43 meters wide by 1.98 meters high line the corridor. There are eleven on the north side and nine on the south side. Also on the south side is a pressure hatch into No. 17.
- 21 A 51-meter long east-west corridor 1.5 meters wide is closed by a pressure hatch at either end. Twenty-two doors 1.43 meters wide by 1.98 meters high line the corridor. There are eleven on the north side and eleven on the south side.
- 22 - 63 The door into each of these chambers is a light metal-plasticfoam sandwich construction and is not pressure-tight. It hinges from the lefthand side and swings into the room. The latch mechanism is operated by a small, yellow, rectangular button located on the door opposite the hinge side and 1.23 meters from the floor. On the inside of the door, a flanged rectangular bar is set below the button and serves as a door handle.

The rooms are all 3 meters wide by 4.5 meters long by 3 meters high. They all have the same basic four items as furnishings. The first item is a 3-meter long by 1-meter wide by .6-meter high slab of spongy foam, lying on the floor. The second is a series of four shelves 24.3 centimeters wide by 60 centimeters long by 1.45 centimeters thick attached to the wall along one long edge at heights of 1.73, 1.94, 2.11, and 2.31 meters from the floor. Underneath the shelves are a series of three small metal cylinders projecting from the wall. Each cylinder is 2.43 centimeters in diameter and 8.95 centimeters long. The third item is a 1-meter cube of foam of a firmer composition than the slab. The fourth item is always located in one corner of the room. It is a cube of aluminum-like metal 1.43 meters on a side with a hollow hemisphere of white plastic material set into the top. The cavity is 15.23 centimeters deep and has a hole in the center of the bottom. This hole is plugged by an orange rubber, truncated cone shape. A shiny metal tube projects over one edge of the cavity and is flanked by two ridged cylinders of black plastic. A rectangular black section along one of the edges of the cube is a fastening latch. Touching this latch permits one face of the cube to pivot parallel to the floor. The pivot points are located one-third of the way up the cube. The top surface of the pivoted face has a covering of firm sponge foam 7.43 centimeters thick. In the center of the foam pad is an oval hole about 25 centimeters across. The bottom of the hole is a peculiar screen or grid of very fine wires. The grid is glittering with a strange, silvery surface.

Judge's Note: The large foam slab is a bed; the smaller cube is a chair. The shelves and cylinders are for personal equipment storage. The aluminum cube has a washbasin set in its top with water being controlled by the black plastic, ridged cylinders. The fold-out device is a body-waste eliminator; the silver field removes all water from an item and turns it to a dust which falls through the grid and is vacuumed away.

Other items may be selected at random from the following table:

Special Table of Useless Alien Junk
(2D)

Die	Shape	Material	Color	Other
2	Ribbon	Liquid	Green	Malleable
3	Irregular	Multiple	Multiple	Odor
4	Circular	Transparent	Yellow	Rough
5	Cuboidal	Fabric	Orange	Slick
6	Spherical	Metallic	Silver	Flexible
7	Rectangular	Several	Several	Smooth
8	Cylindrical	Plastic	Black	Rigid
9	Irregular	Ceramic	Blue	Sticky
10	Tubular	Translucent	Red	Striated
11	Tetrahedral	Organic	White	Filaments
12	Flat	Unknown	Gold	Magnetic

Result of **Several** indicates roll two times on this table.

Result of **Multiple** indicates roll three times on this table.

The above table gives physical characteristics and the general appearance, that information which may be obtained by picking up and looking. If characters choose to investigate further, the Judge may provide further information. Items may break, disassemble, or give off or absorb light, heat, or other vibrations. **Note:** However, these are mostly time-wasters.

- 64 A 1.5-meter wide corridor headed north and gently sloping up to the surface. The corridor is 500 meters long and is interrupted every 100 meters by a manual pressure hatch. The final pressure hatch opens to the surface in a deep ravine. The hatch itself is covered with a coat of greyish foam which looks like the surrounding rock.
- 65 A 13.5-meter long north-south corridor 1.5 meters wide with manual pressure hatches at the north and south ends. 1.5 meter alcoves at the west-northwest and west-southwest corners also have pressure hatches at their backs.
- 66 Another 1.5 meter-wide corridor in an "L" shape with the north-south upright 13.5 meters long and the east-west base 4.5 meters long. The east-northeast tip of the L has a manual pressure hatch as does the eastern end of the base. The east-southeast corner of the base has a 3-meter wide iris valve. The valve is closed and has a pair of blue and yellow buttons set into the frame on either side about 1.5 meters high.
- 67 A 3-meter wide corridor 30 meters long north-south with an iris valve at each end. The closed iris valve is 3 meters in diameter and has a pair of blue and yellow buttons set into the frame on either side about 1.5 meters high. Three large rooms (Nos. 68, 69, 70) open off the corridor to the east.
- 68 A rectangular room 7.5 meters east-west and 6 meters north-south opens to corridor No. 67 on the west. The room is empty except for 12 plastic "crates." Each crate is 35.9 x 35.9 x 23.6 centimeters and contains 27 blue plastic cylinders 11.3 cm in diameter and 7.2 cm tall. Each cylinder is sealed shut with a film of transparent plastic. Inside each container is a moist, spongy paste of organic nature. **Judge's Note:** The containers are filled with "Emergency Ration Food Paste," suitable for Human consumption but definitely not tasty.
- 69 A rectangular room 7.5 meters east-west and 6 meters north-south opens to corridor No. 67 on the west. The room contains fragments of broken plastic crates and three large, translucent spheres. The spheres are made of thick, flexible plastic 1.23 meters in diameter. The spheres are filled with a clear fluid and set in place on bottoms flattened by their own weight. **Judge's Note:** The spheres contain drinking water. It is slightly salty and has a "mineral" taste.
- 70 A rectangular room 7.5 meters east-west and 6 meters north-south opens to corridor No. 67 on the west. In the center of the room are some sheets of aluminum alloy 2.31 by .74 meters and 1.13 centimeters thick. There are 23 of these sheets.
- 71 This chamber is a rectangle 15 meters north-south and 13.5 meters east-west with a ceiling 4.5 meters high. The north-northwest corner has a closed iris valve 3 meters in diameter and a pair of blue and yellow buttons set into the frame on either side of the iris valve about 1.5 meters high.

The western 6 meters of the southern wall is a dull black, flickering energy field. Set into the wall at 1.43 meters height is a black panel 6.43 centimeters square with a blue and a yellow button set into it. The black field is impenetrable by material objects and ignores laser fire but can be extinguished by a fusion or plasma weapon or by a heavy

demolition charge. The field is linked to the elevator in chamber No. 72. The field will not go off automatically when the elevator platform is at the bottom position. Pressing the blue button when the platform is up will lower the platform and pressurize the chamber. Pressing the blue button when the platform is down and the chamber pressurized will only turn off the field. Pressing the yellow button when the field is off and the platform down will turn on the field and raise the platform to the surface as it depressurizes it. Pressing the yellow button when the field is on and the platform is at the surface will do nothing. The lower field in chamber No. 71 can only be turned off when lock chamber No. 72 is pressurized.

The only contents of room 71 are a number of scraps of metal and plastic tubing littering the floor, no piece being more than a centimeter or two in maximum dimension.

- 72 This chamber is 6 meters square and extends to the surface 20 meters above. The 6-meter square elevator platform moves at a maximum speed of .5 meters per second either up or down. It is controlled from room 71, but the buttons on the elevator corners themselves override those controls. The elevator platform on the surface is listed as No. 6. As the elevator platform rises toward the surface, the chamber begins depressurizing, and the black upper protective field is extinguished as the platform reaches 5 meters below the surface.

- 73 The chamber is 9 meters square and 6 meters high. A pressure hatch in the north wall leads into corridor No. 18, and a pressure hatch in the south-southeast corner leads into corridor No. 74. The center of the chamber is taken up with a large, metal cylinder 6 meters in diameter by 4.5 meters high. The cylinder is warm to the touch and vibrates faintly. The cylinder is a dull grey metal and has a 1.43-meter square panel raised 1.23 centimeters from the surface of the cylinder on the east side. The square is glossy black and somewhat translucent. In the upper right hand corner is a 3.41-centimeter diameter white circle. In the lower right corner is an array of 64 colored symbols arranged in eight rows of eight symbols. The area between is filled with colored waveforms and bargraph lines, some of which slowly change length or form.

Judge's Note: The square is the control panel for the cylinder which is the installation power plant: a thermionic generator. The panel is security locked and will only accept input commands in the presence of an active Engineering Crew Identity Disk. It is adjusted to maintain the installation at standby level and is capable of doing so for the next 1,200 standard years. The energy weapon capacitors will trickle charge enough for another shot in about 3 months.

- 74 Opening the pressure hatch leads into a 1.5-meter wide corridor 3 meters long north-south ending in another pressure hatch.

- 75 Opening the pressure hatch leads into the north-northeast corner of a chamber 16.5 meters north-south by 13.5 meters east-west and 6 meters high. Many large pieces of machinery are anchored to the floor. In spite of the semi-shrouded and molded form of construction, any of the party will recognize several pieces as atmosphere and water recyclers and other such life-support equipment. All the equipment is undamaged and is in working order.

- 76 Opening the pressure hatch leads into a 1.5-meter wide corridor 6 meters long north-south which ends in another pressure hatch.

- 77 Opening the pressure hatch leads into a large room 13.5 meters north-south by 19.5 meters east-west and 4.5 meters high. Pressure hatches are located in the north-northeast and east-southeast corners. Two archways 3 meters high are located in the south-southwest and south-southeast corners of the chamber. Twelve 2-meter square tables are scattered at random about the room. The tables are 1.43 meters high and have a single central 10.5 cm diameter cylindrical leg leading down to a 1.2 meter diameter circular foot. Several 1 meter cubes of sponge foam are scattered around each table. Small bits and pieces of random debris are scattered about, and two tables are overturned. Examination of the debris will find, under one of the tables, a medallion on a broken chain. The chain was about 60 centimeters long and was made of small, oval, stainless-steel links about 3 millimeters in diameter. The medallion is a plain disk with no markings of any sort. It appears to be made of an almost opaque heavy plastic. Some metallic threads and beads are just barely visible within its interior, and two small, copper lugs protrude from the edge of the disk opposite the chain fastenings. It is 3.5 centimeters in diameter and 1.32 centimeters thick. **Judge's Note:** This item is a crew Identity Disk. It is non-functional and will require 1 week of study by an Electronics 2 to repair. It is a general crew key and will not unlock/operate any restricted equipment.

- 78 The archway opens in the center of the north wall of a rectangular room 18 meters north-south and 9 meters east-west. The ceiling is 4.5 meters high. Two 4.5 x 7.5 meter alcoves open to the west side of the room. The ceiling is 3 meters high in the alcoves. The main portion of the room has several 2-meter square tables and 1 meter foam cubes scattered about in it. The alcoves are less brightly lighted than the rest of the room, and the floors, walls, and ceilings are all covered by a 2-centimeter thick layer of light beige sponge foam. This room and the alcoves are fairly clean. There is no debris present and only a little film of dust in the corners.

- 79 The archway opens in the north-northeast corner of a room 18 meters north-south by 13.5 meters east-west and 6 meters high. The room is completely empty, and the walls and floor look very battered and scarred.

PLAYER 1 NAME _____

A. crewman _____ pilot assault boat one
488AB6 age 30 3 terms vacc suit
ships boat 2 navigation 1 pistol 1
vacc suit 1
pistol 2 mags 10 rnds ea.

B. commando _____ marine captain
84AB94 age 38 5 terms combat armor
leadership 2 cutlass 1 smg 2
medic 1 vacc suit 1
smg 5 mags 30 rounds ea. pistol, 2 mags, 10 rnds ea. cutlass

C. commando _____ marine trooper
A975B7 age 22 1 term combat armor
cutlass 1 vacc suit 1 ACR-1
ACR, 12 mags, 20 rnds ea., cutlass, 4 grenades

D. analysis _____ analyst
83A8A7 age 34 4 terms combat armor
vacc suit 2 navigation 1 JOT 1 SMG 1
pilot 2 computer 2
portable scanner / sensor
SMG, 3 mags, 30 rnds ea., blade

MISSION BRIEFING

Analysis of materials obtained in a commando raid on a previously unknown installation on Amycus, Ley - 3115:

The installation most probably was an advanced recon base.

It was built by an unknown Human race 300 +/- 20 standard years ago.

It was operated for a period of about 100 years and then was deliberately abandoned.

The Tech Level of the Race is 14, with extensive use of components of Tech Level 15 supplied from another source. These components appear to be manufactured with deliberate defects. Of alien construction, component dating shows that these pieces were manufactured 350 to 400 standard years ago.

Examination of a holographic photomural indicates that there is a possibility of another unknown installation in the Spinstorm System, Blackedge Subsector, Maranatha - Alkahest Sector number 0506.

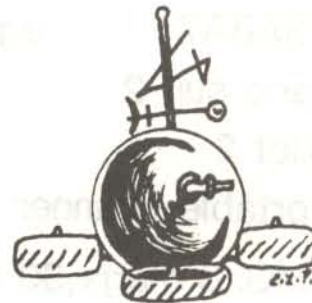
MISSION ORDERS

Hrunta will transport Tiger Force Three and Analysis Team Beta 421 to the Spinstorm System. Utilizing the new, modified scanners, Hrunta will survey system for presence of the special jamming. If additional installations are discovered, Hrunta is directed to investigate. Identification of the entities responsible for the Amycus installation is a mission classified "Most Urgent."

The Hrunta was selected for the mission because she and her crew were successful in a previous investigatory commando raid, code-named Amycus Probe (Judges Guild Product No. 710, \$5.98). The ship had recently been modified to serve as a mother ship for a commando unit. Half the cargo hold had been converted to living quarters and lifesupport, and the other half had been converted to carry two small craft in semi-external mounts. Since the previous mission, the crewmembers have been debriefed and the ship given a thorough overhaul and restocked.

Security Robot Type A

The Type A Security Robot was encountered in the previous mission. Examination of damaged units gives the following general characteristics. The Type A robots move on a set of three hover fans at a maximum speed of 20 kilometers per hour on smooth surfaces. The units encountered were only capable of half that speed due to age deterioration of components. It is armed with the equivalent of a Laser Rifle, protected by the equivalent of Battle Dress, fires with an equivalent of Dexterity 9, and takes 10 hits to render unfunctional. The sensor equipment appears capable of tracking a human-sized target at a range of 1,000 meters.



PLAYER 2 NAME _____

E. crewman _____ gunner assault boat one

5BA7D8 age 26 2 terms vacc suit

gunnery 2 vacc suit 1 SMG 1

SMG 3mags,30 rnds ea.

F. commando _____ marine trooper

795BA6 age 26 2 terms combat armor

vacc suit 1 cutlass 1 ACR 1

forward observer 1

ACR, 12 mags, 20 rnds, ea. cutlass, 4 grenades

G. commando _____ marine trooper

A67334 age 26 2 terms combat armor

vacc suit cutlass 1 ACR 1

mech 1

ACR, 12 mags,20 rnds, cutlass, 4 grenades

H. analysis _____ team leader

777B67 age 46 7 terms combat armor

vacc suit 1 computer 3 SMG 1

medic 2 pilot 2 navigation 2

portable scanner/sensor

SMG, 3 mags, 30 rnds ea., blade

SPINSTORME SYSTEM

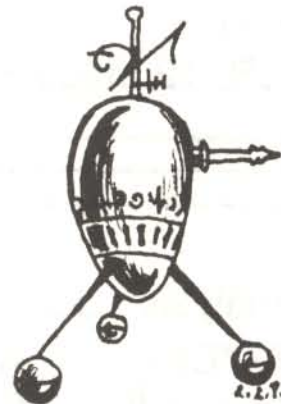
There are six orbital positions in this system. The first two are airless rocks of 3,140 kilometer and 3,347 kilometer diameters. Statistics are 1200000- and 11 200000-, respectively. There are some small surface deposits of water and ammonia ice on these planets. The third position is occupied by a small gas giant 66,000 kilometers in diameter with its 6 small, rocky moons. The small gas giant does not have a set of rings. The fourth position is occupied by a large, ringed, gas giant 142,000 kilometers in diameter. This planet has 14 moons in addition to its rings. Ten of these satellites are chunks of rock or ice 1,200 kilometers or less in diameter. The other four satellites are considerably larger and have a rocky core with large water and ammonia ice and snow surface deposits, along with trace atmospheres. These larger satellites occupy the third, fourth, fifth, and sixth positions around the gas giant with the fourth moving in the opposite direction to all the other moons. This type of orbit discrepancy is called retrograde or "rogue moon." The third satellite is 1,800 kilometers in diameter with statistics of 100000-. The fourth is 2,200 kilometers and also has statistics of 100000-. The fifth is 4,300 kilometers in diameter and has statistics of 310000-. The sixth is 3,600 kilometers in diameter and has statistics of 210000-. The fifth planetary orbit is occupied by another large, frozen, rocky planet 6,500 kilometers in diameter with statistics of 410000-.

The Hrunta jumped into the system at a point fairly high above the ecliptic plane. After an hour or two of careful adjustment for the increased background disturbance, the special long-range scanners indicated no trace of the special jamming on the outer planet and in the asteroid belt. The ship's captain ordered a cautious approach to the smaller gas giant because of more favorable orbital positions. The special scanners must be within 100 million kilometers of very large planetary masses to get an accurate reading. At present, the Hrunta has 120 tons of fuel, enough to make one Jump 1. The captain is anxious to refuel, and that task has his first priority. It is a 6.25 day (150 hour) journey to Planet III.

This system has become known Sector-wide as a navigational hazard. The star of this system is a multiple configuration consisting of a paired white dwarf and a black hole orbiting a common center of gravity as they both orbit a red giant. Though there are a number of planets, all have eccentric orbits which are a great distance out from the suns. A considerable amount of "junk" is present in the form of meteor swarms and comets. The planets are minor rocks and gas giants. The system is termed a navigational hazard because of the high density of space junk and one other factor. This other factor is the disturbance of the electro-magnetic and gravity spectrum caused by streams of matter being drawn into the black hole. Communications and sensor scans are affected and become unreliable. Maneuver drives are not affected, but the probability of a miss-jump is greatly increased.

Security Robot Type B

The **Type B Security Robot** was encountered in the previous mission. Examination of destroyed units gives the following general characteristics. The Type B robots move on a set of three ball-shaped wheels spun by compressed air jets at a maximum speed of 15 kilometers per hour on smooth surfaces. It is armed with the equivalent of a Laser Rifle, protected by the equivalent of Battle Dress, fires with an equivalent of Dexterity 10, and takes 12 hits to render unfunctional. The programmed activity of flashing a purple strobe light before firing the Laser appears to be some sort of identity interrogation.



PLAYER 3

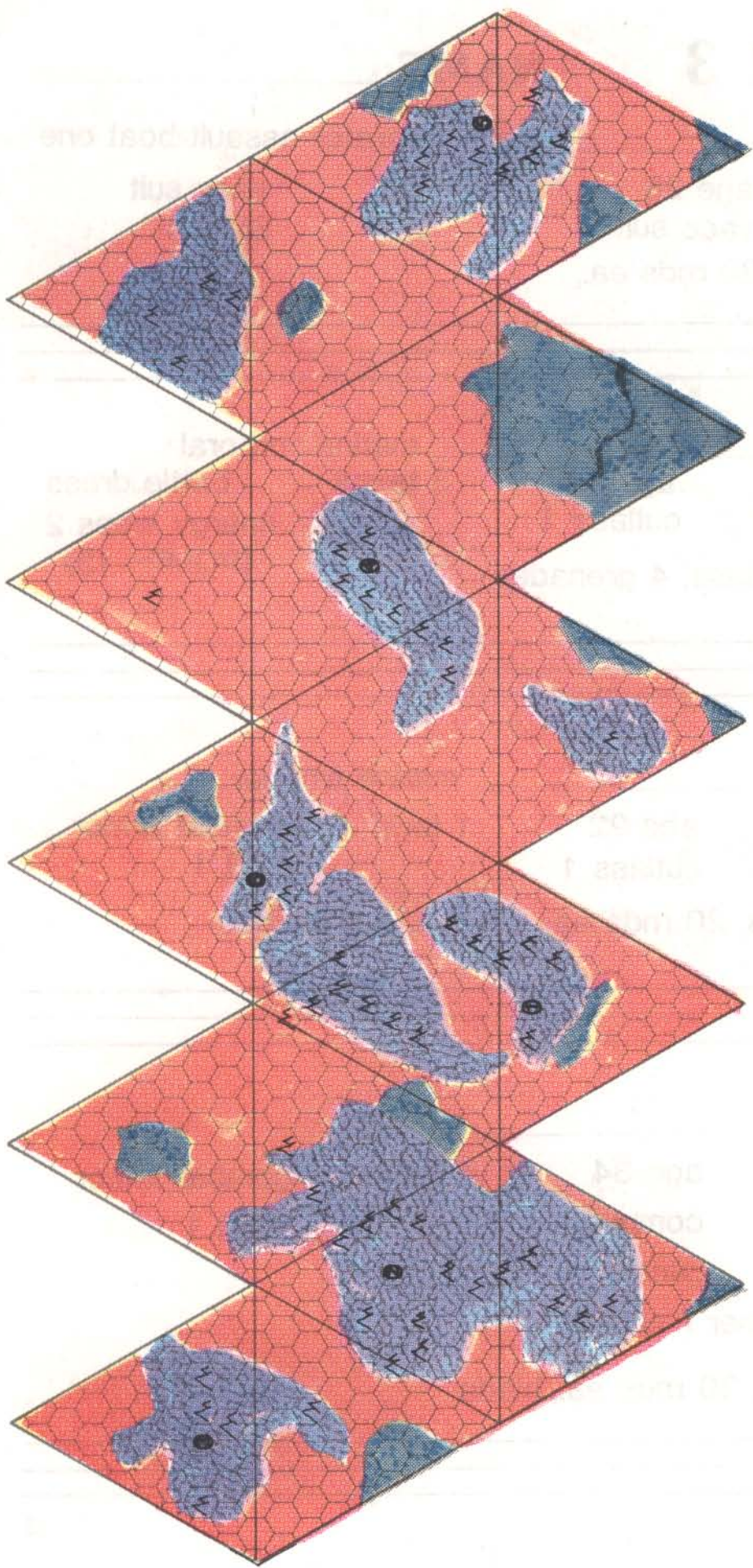
NAME _____

I. crewman _____ drone operator assault boat one
56A857 age 26 2 terms vacc suit
elec 2 vacc suit 1 SMG 1
SMG, 3 mags, 30 rnds ea.,

J. commando _____ marine corporal
D75585 age 30 3 terms battle dress
battle dress 2 cutlass 1 energy weps 2
PGMP-13, cutlass, 4 grenades (PGMP- 13)

K. commando _____ marine trooper
C8C78A age 22 1 term combat armor
vacc suit 1 cutlass 1 ACR 1
ARC, 12 mags, 20 rnds ea., cutlass, 4 grenades

L. analysis _____ analyst
68B955 age 34 4 terms combat armor
vacc suit 1 computer 1 SMG 1
elec 3 pilot 1
portable scanner / sensor
SMG, 3 mags, 30 rnds ea., blade



Plains



IceField



Rough



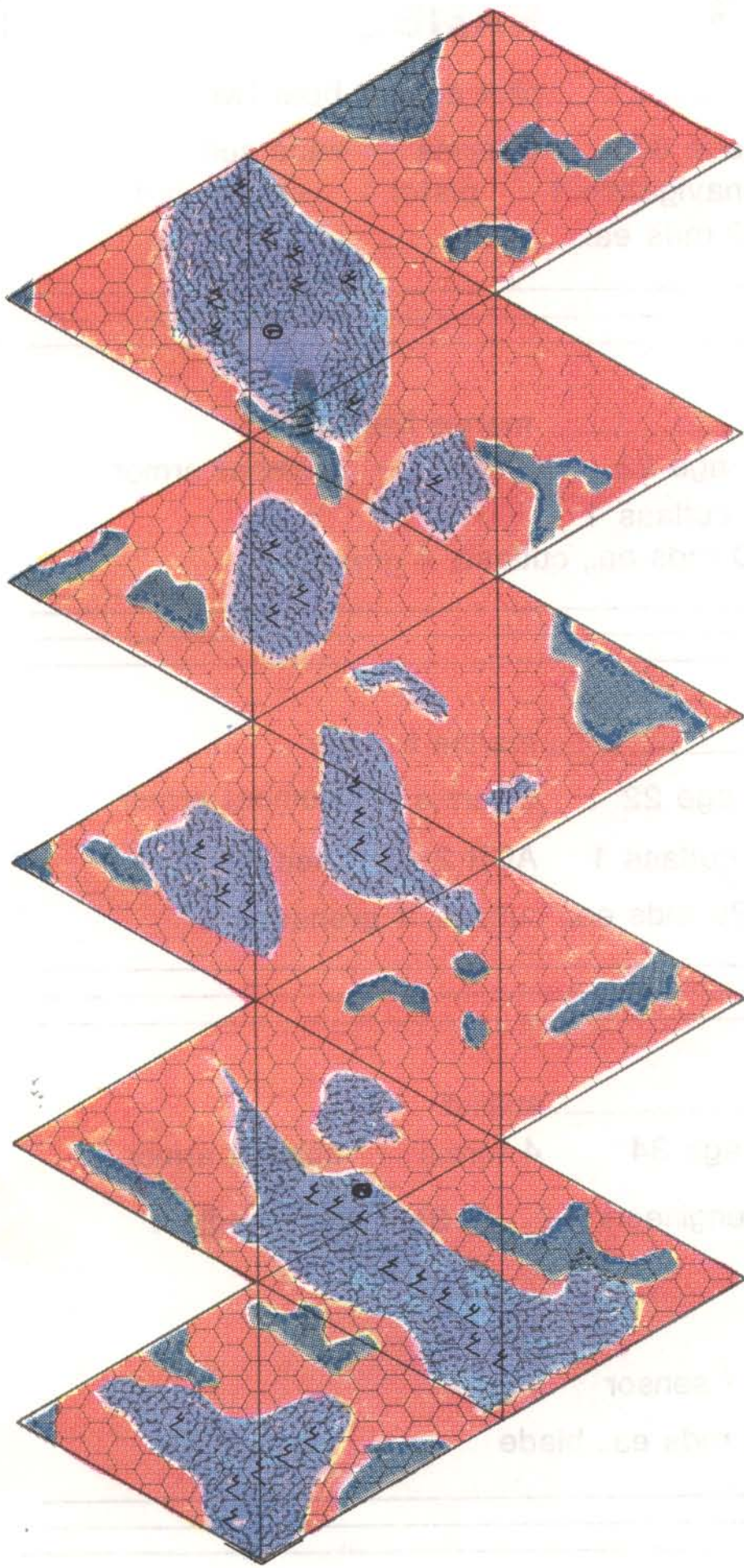
Mountains



Area of Jamming

Moon Four

SCALE Each Hex Represents 150 KM



Plain

IceField

Rough

Mountains

0

Area of Jamming

Moon Five

SCALE Each Hex Represents 300 KM

PLAYER 4

NAME _____

M. crewman _____ pilot assault boat two

9958A6 age 30 3 terms vacc suit
ships boat 2 navigation 1 pistol 1 vacc suit 1
Pistol, 2 mags, 10 rnds ea.

N. commando _____ marine lieutenant

956959 age 22 1 term combat armor
vacc suit 1 cutlass 1
SMG, 5 mags, 30 rnds ea., cutlass, 4 grenades

O. commando _____ marine trooper

949888 age 22 2 terms combat armor
vacc suit 1 cutlass 1 ACR 2 medic 1
ACR, 12 mags, 20 rnds ea., cutlass, 4 grenades

P. analysis _____ analyst

9D5A97 age 34 4 terms combat armor
vacc suit 1 engineering 2 SMG 1 medic 1
interrogation 2

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

Equipment List

Assault Boat One

Characters: A, B, C, D; E, F, G, H; I, J, K, L

Antigravity Belts: for each of 12 occupants; TL-12, 100 kph, Unlimited Endurance, Mechanical Failure 12+

4 Ton Air Raft: 100 kph, 4 ton Cargo, Unlimited Endurance, RAM Grenade Auto Launcher, Pintel Mount, Extreme Range 1000 m., 20 round Drums, -4 HE, 2 Flechette, 2 HEAP, TL-9

1 Ton Recon Drones, Two: TL-11, ½ ton, Remote Control Linked Anti-Grav Vehicle, unarmed, Sensors, 500 kph, Protected as Battle Dress, takes 15 Hit Points to destroy; for Anti Ship weapons is treated as Armor 0, Agility 7

1 Ton Recon Drone Control Link: TL-11, Remote Control with built-in Recorders and Display Screens, also simple Auto Pilot (direction and speed)

Demolitions Gear: 100 kg Plastic Explosive, Detonators, 500 m Primacord, TL-7, one 5 kilo-ton Nuclear Device, 25 kg, TL-8

Assault Boat Two

Characters: M, N, O, P; Q, R, S, T; U, V, W, X

Antigravity Belts: for each of 12 occupants, TL-12, 100 kph, Unlimited Endurance, Mechanical Failure 12+

2 Ton Library Computer: Model 2, TL-8, Programs: General Library, Analysis, Record

1 Ton Recon Drones, Two

1 Ton Recon Drone Control Link

100 mm Mortar

½ Ton Guided Missiles: Four

Weapons

100 mm Mortar, Light: Crew = 3, TL = 11, Range = 2.25 kilometers, Rate of Fire = 5 per round/minute, Burst Radius = 8, 7+ to Hit with Target Characteristic DMs of 4 cm RAM Grenade HE Round, Damage = 6D, 30 kilograms

Guided Missiles: Tac Missile, Crew = 2, TL = 11, (AHL) Short = 4000 m (65), Effective = 6000 m (65), Extreme = None (Maximum 9000 m); (TVLR) Close = Cannot Hit, Short = 2 to Hit, Medium = +1 to Hit, Long and Extreme = +2 to Hit; To Hit: No, 10+, 7+, 5+, 5+; Armor Class does not effect Hit Probability, Size does; To Hit rolls are for 1.5 m square target; Damage = 8D, 25 kilograms

RAM Grenade Launcher: TL = 10, Extreme Range = 1200 m, Burst Radius = 5, Damage = 8/3D, HE/Flechette

PGMP-13: TL = 13, Extreme Range = 1000 m (Battle Dress Only), Damage of 12D is halved at very long and quartered at extreme ranges.

Advanced Combat Rifle: ACR, TL = 10, Extreme Range = 1000 m, Damage = HE - 4D, Disc. Sabot, 3D, Slug 3D; Standard Electronic Battlefield Sight and Laser Rangefinder/Designator

SMG: TL = 7, Maximum Range = 400 m, Damage = 3D - 3

Pistol: TL = 7, Maximum Range = 200 m, Damage = 3D - 3

All Personnel have a 4 channel Communicator: 1) Boat Crew/Ship; 2) Commando; 3) Analysis Team; 4) General Band; Range = 400 km

Combat Armor: TL = 11, Pressurized

Battle Dress: TL = 13

Grenades: Three of the four carried are HE or HEAP RAM Grenades of TL = 10, which may also be thrown by hand. The fourth is an Anti-Laser Prismatic Smoke which can only be thrown and will fill an area 6 x 6 x 6 m in one round with smoke which will dissipate in 2 rounds.

All Personnel have Medical Kits, TL = 11, 1 kg.

The portable Sensor/Scanners are linked to the Library Computer. They have Video Camera capabilities and otherwise operate much like *Star Trek* "Tricorders". They have small internal energy cells and can run up to 50 hours on internal power. They can be recharged from any vehicle power plant (Shuttle or Air Raft).

CP-A143542-0402000-56104-0		MCr 791.21	1000 tons
Batteries Bearing	1	211 1	Crew = 20
Batteries	1	211 1	TL = 14
Passengers = 6	Low = 0	Cargo = 184	Fuel = 458
EP = 50	Agility = 0	Troops = 0	

**Hrunta
High Guard
Statistics**

PLAYER 5

NAME _____

Q. crewman _____ gunner assault boat two

754385 age 26 2 terms vacc suit

gunnery 2 vacc suit 1 SMG 1

SMG, 3 mags, 30 rnds ea.

R. commando _____ marine trooper

B66986 age 26 2 terms combat armor

vacc suit 1 cutlass 1 RAM 2

RAM grenade launcher, 8 clips, 3 rnds ea., pistol,

2 mags 10 rnds ea., cutlass

S. commando _____ marine trooper

959773 age 22 1 term combat armor

vacc suit 1 cutlass 1 ACR 1

ACR, 12 mags, 20 rnds ea., cutlass, 4 grenades

T. analysis _____ team sub leader

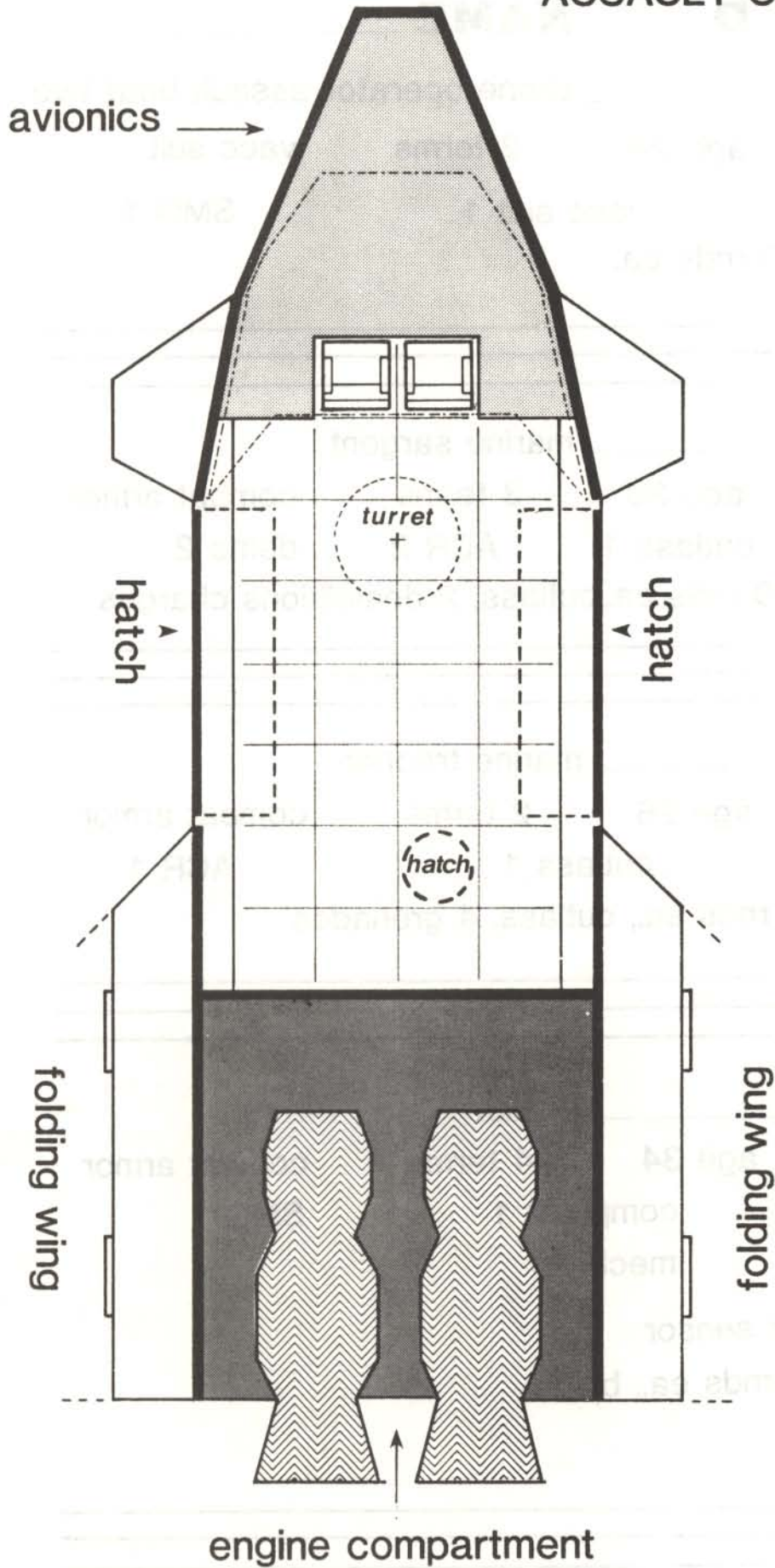
558AF5 age 42 6 terms combat armor

vacc suit 2 computer 1 SMG 1 medic 1 JOT 4

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

ASSAULT SHUTTLE

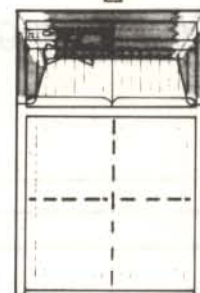


BY-0206821-930000-20002-0 MCr 43.733 40 tons

Agility - 5 One Battery Each Crew - 2 TL - 14

Passengers - (30) Cargo - (15) Fuel - 3.8 EP - 3.2

AIR RAFT



PLAYER 6

NAME

U. crewman _____ drone operator assault boat two

35499A

age 26

2 terms

vacc suit

mech 2

vacc suit 1

SMG 1

SMG, 3 mags, 30 rnds ea.

V. commando _____ marine sargent

866A77

age 30

3 terms

combat armor

vacc suit 1

cutlass 1

ACR 2

demo 2

ACR, 6 mags, 20 rnds ea., cutlass, 2 demolitions charges

W. commando _____ marine trooper

AAC434

age 26

2 terms

combat armor

vacc suit 1

cutlass 1

ACR 1

ARC, 12 mags, 20 rnds ea., cutlass, 4 grenades

X. analysis _____ analist

9A8687

age 34

4 terms

combat armor

vacc suit 1

computer 1

SMG 1

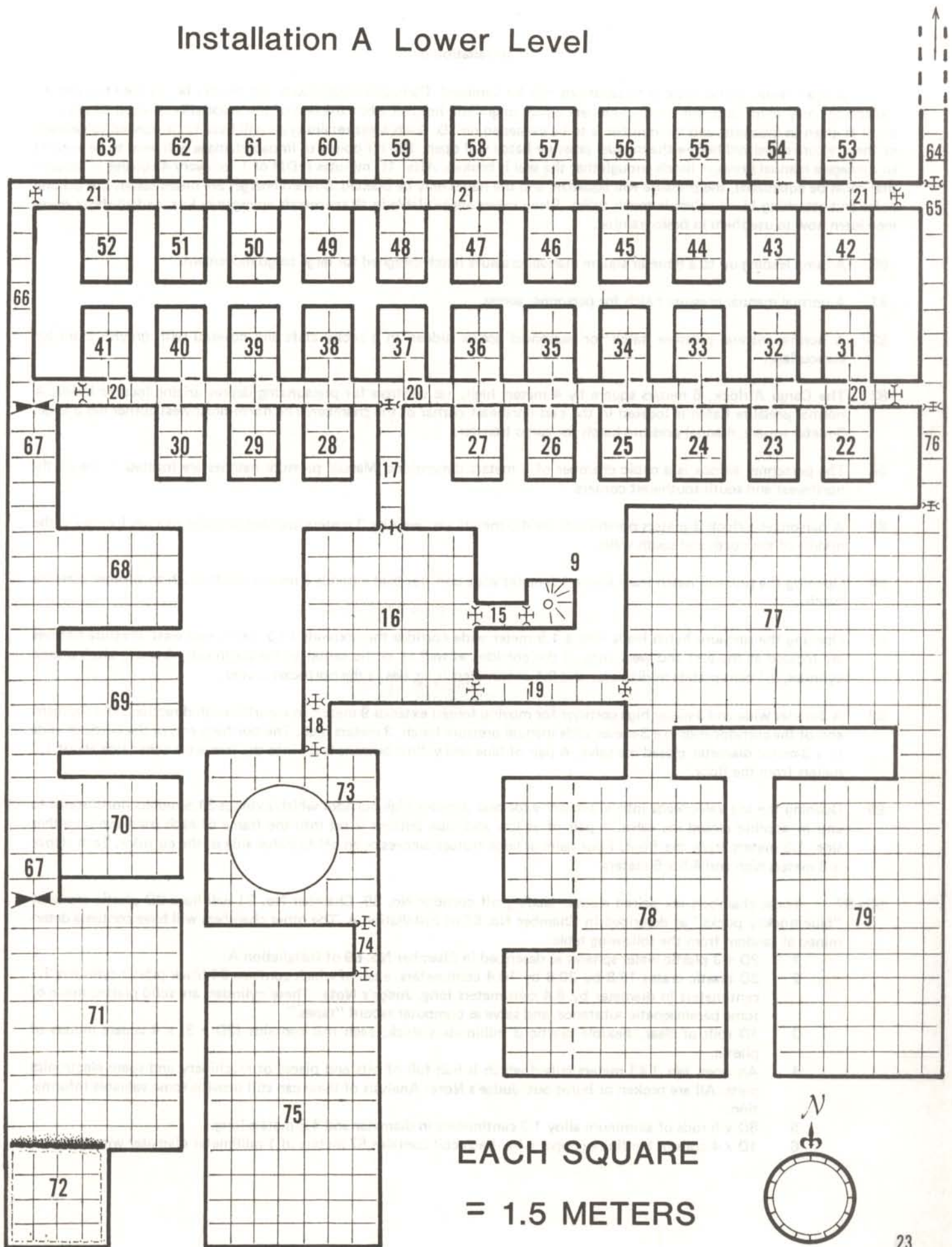
pilot 1

mech 3

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

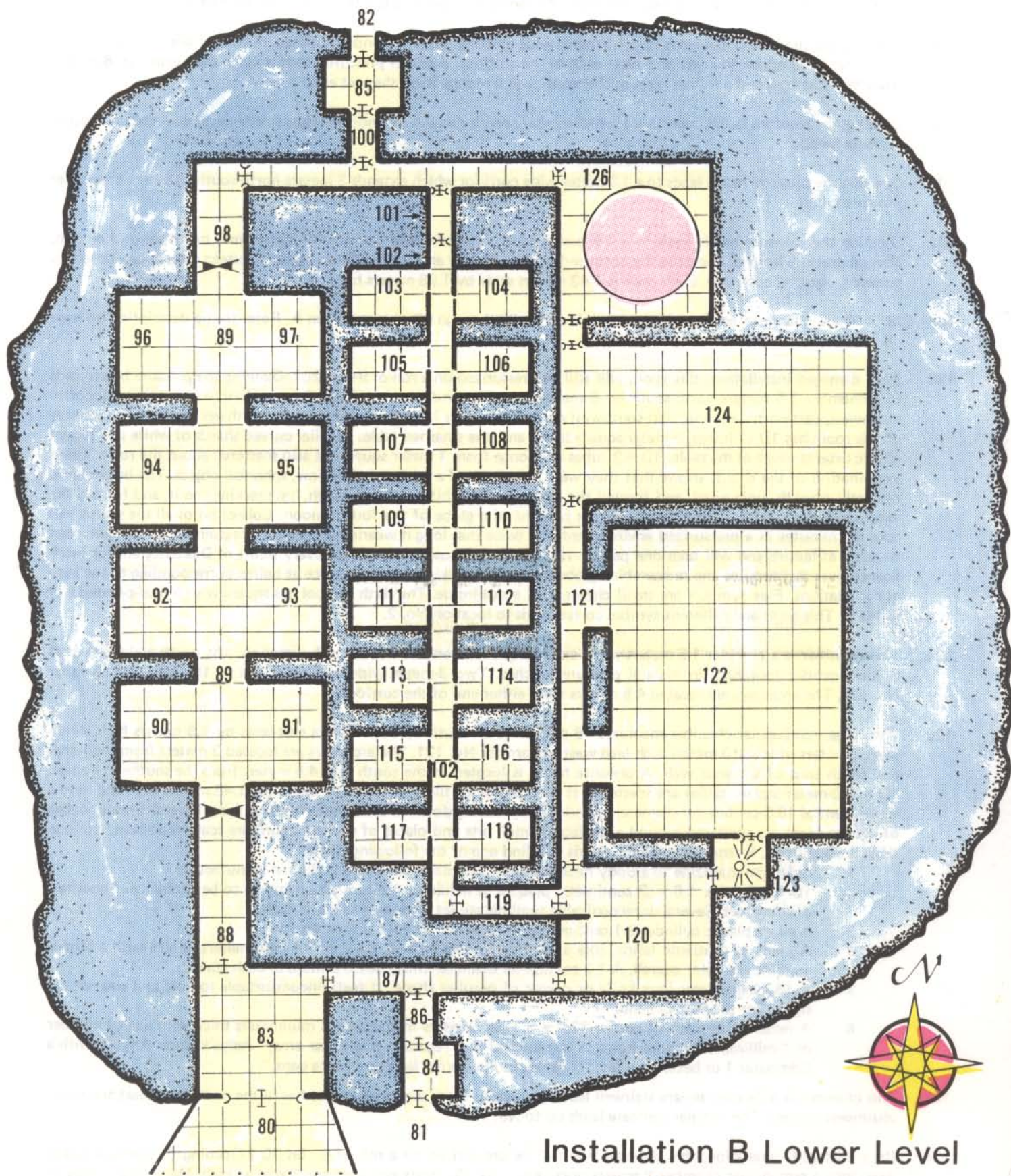
Installation A Lower Level



Installation B

Judge's Note: Some Type B Installations will be damaged. Damaged installations will mostly be exposed to vacuum. Exceptions may exist, and, for those chambers which might still hold air when the rest of the installation is open to vacuum, a roll is given in brackets, and the number is to be exceeded on 2D. Such areas retaining air will have to be opened to vacuum or the pressure equalized before the manual pressure hatch will open. 100 hit points of impact damage will need to be applied to damage a manual pressure hatch enough that the seal is broken. After 1D minutes (+DM of 1 for every 4 squares of volume that must be equalized), the pressure will equalize, and the hatch may be opened. Shaped charges are much faster, but drilling holes and attaching bleed valves is much tidier. Bleed valves are available in all spacecraft emergency kits, and all ship's crewmen learn how to use them in basic training.

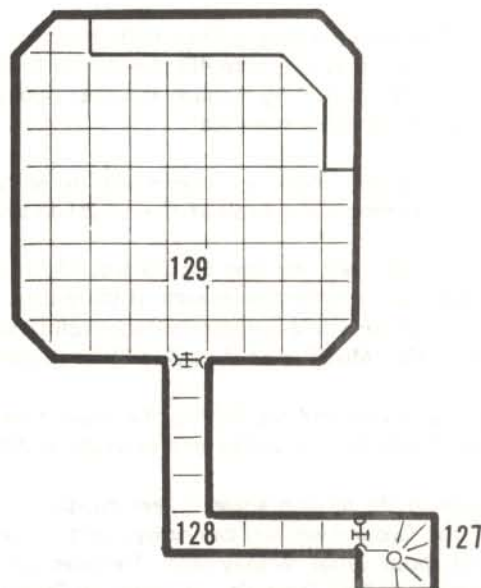
- 80 A ramp leading up to a 6-meter square manual pressure hatch designed for large cargo movement.
- 81 A normal manual pressure hatch for personnel access.
- 82 A normal manual pressure hatch for personnel access hidden in a rocky cleft and covered with greyish foam for camouflage.
- 83 The Cargo Airlock, 6 meters square by 4 meters high, has controls for pressurizing/depressurizing located inside. A normal pressure hatch is located in the east-northeast corner of the chamber. The north-northwest corner has a large, 3-meter square, manual pressure hatch for cargo transfer.
- 84 The personnel airlock is a cubic chamber of 3 meters dimensions. Manual pressure hatches are located in the north-northwest and south-southwest corners.
- 85 A personnel airlock 3 meters north-south by 4.5 meters east-west by 3 meters high has pressure hatches located in the middle of the north and south walls.
- 86 Opening the pressure hatch leads into a 1.5 meter wide corridor that extends 3 meters north-south to another pressure hatch.
- 87 Opening the pressure hatch leads into a 1.5 meter wide corridor that extends 13.5 meters east-west. Pressure hatches are located at the east and west ends of the corridor as well as in the center of the south side. A small, black plastic cylinder, 2.1 centimeters in diameter and 9.4 centimeters long, lies in the northeast corner.
- 88 A 3-meter wide and 3-meter high corridor for moving freight extends 9 meters in a north-south direction. The southern end of the corridor ends in a 3-meter wide manual pressure hatch, 3 meters high. The northern end of the corridor ends in a 3-meter diameter closed iris valve. A pair of blue and yellow buttons is set into the frame on either side about 1.5 meters from the floor.
- 89 Opening the iris valve leads into a 3-meter wide and 3-meter high corridor which extends 31.5 meters north-south to end in another closed iris valve. A pair of yellow and blue buttons is set into the frame of each iris valve on either side, 1.5 meters from the floor. Four pairs of large storage alcoves open off to either side of the corridor. Each alcove is 3 meters high and 4.5 x 6 meters.
- 90 - 97 These chambers are paired alcoves leading off corridor No. 89. Chamber No. 91 will have 2D plastic crates of "blue hockey pucks" as described in Chamber No. 68 of Installation A. The other chambers will have contents determined at random from the following table:
 - 1 2D + 3 plastic water spheres as described in Chamber No. 69 of Installation A.
 - 2 3D plastic crates 18.8 by 20.8 by 10.4 centimeters, each of which contains 64 black plastic cylinders 2.1 centimeters in diameter by 9.4 centimeters long. **Judge's Note:** These cylinders are solid plastic, made of some paramagnetic substance, and serve as computer record "tapes."
 - 3 1D rolls of clear, flexible plastic 3 millimeters thick; each roll contains (2D + 3) x 4 square meters of plastic.
 - 4 An open bin 1.43 meters cubed which is half-full of bits and pieces of machinery and spare electronics parts. All are broken or burnt-out. **Judge's Note:** Analysis of these can still provide some valuable information.
 - 5 8D x 5 rods of aluminum alloy 1.3 centimeters in diameter and 4.3 meters long.
 - 6 1D x 4 coils of berillium-copper wire. Each coil contains 57 meters of 1 millimeter diameter wire.



- 98 This chamber is a 3-meter wide and 3-meter high corridor extending 6 meters in a north-south direction. The southern end of the corridor is terminated by a 3-meter diameter closed iris valve. A pair of blue and yellow buttons is set in the frame on either side, 1.5 meters from the floor. A manual pressure hatch is set in the east-northeast corner.
- 99 Opening the pressure hatch leads to a 1.5-meter wide corridor which extends 18 meters in an east-west direction. Pressure hatches comprise the east and west ends of the corridor. Another pressure hatch is set in the north wall 6 meters from the west end, and a fourth is set in the south wall 6 meters from the east end.
- 100 Opening the pressure hatch leads to a 1.5-meter wide corridor which extends 3 meters north-south and ends in another pressure hatch.
- 101 Opening the pressure hatch leads to a 1.5-meter wide corridor which extends 3 meters north-south and ends in another pressure hatch.
- 102 Opening the pressure hatch leads to a 1.5 meter wide corridor which extends 39 meters in a north-south direction. Manual pressure hatches comprise the north end of the corridor and the southeast corner. Sixteen doors open onto this corridor, eight on each side. Each door is 1.43 meters wide by 1.98 meters high.
- 103 - 118 These chambers are identical to chambers No. 22 through 63 of Installation A. Refer to the description on page 8.
- 120 (In a damaged installation, this room will still be pressurized on a roll of 9+ on 2D). Opening the pressure hatch leads to a chamber 7.5 meters north-south by 6 meters east-west and 3 meters high. Pressure hatches are set at the north-northwest, east-northeast, and west-southwest corners as well as 1.5 meters south of the northwest corner. The interior of this room has 1D - 1 intact, 2-meter square tables and one smashed table. Peculiar curved shards of white and brown plastic litter the area of the table. 1D + 2 cubes of sponge foam 1 meter square are also scattered about the room. Close examination of the shards shows that they were once part of a fairly large, hollow, spherical object. The beige side is perfectly smooth, unmarked, and formed the interior. The whiteish side is rough, has markings on it, and formed the exterior. **Judge's Note:** These shards are the remains of a globe of the fourth moon. Collection of all the shards will take 4D minutes in a pressurized environment and twice that long if wearing a Vaccsuit. Reassembly of the globe can be done at leisure and will take one person 120 minutes minus 2 minutes for every point of Dexterity and/or Intelligence over 9. Study of the reassembled globe reveals six markings on the surface at points corresponding to the jamming locations. Five symbols are small circles with a dot inside. The sixth symbol is a square with a four-pointed star inside it. This sixth and different symbol corresponds to location No. 2.
- 121 This chamber is a corridor 1.5 meters wide, extending 21 meters in a north-south direction. The north and south ends of the corridor terminate in manual pressure hatches. Two 3-meter wide archways lead to the east and chamber No. 122. The archways are located 4.5 meters from either end of the corridor.
- 122 This large, rectangular chamber measures 18 meters north-south by 13.5 meters east-west by 4.5 meters high. Archways 3 meters wide and 3 meters high lead west to corridor No. 121. The archways are located 3 meters from the north and south ends of the west wall. A pressure hatch is located in the south wall 4.5 meters from the southeast corner. 1D + 4 2-meter square tables are scattered at random about the chamber. The tables are 1.43 meters high and have a single, central 10.5-centimeter diameter cylindrical leg leading down to a 1.2-meter circular foot. Several 1-meter cubes of sponge foam are scattered around each table. Small bits and pieces of random debris are scattered about, and one table is overturned. Examination of the debris will find one of the following items:
- 1 A broken magazine to a Body Pistol of unknown make but obvious Human manufacture.
 - 2 1D small 1.4 x 1.6 x .3 centimeter plaques of irridium-platinum which appear to be "coins" or "jewelry" of some sort. Several unrecognizable symbols are set into the surface of each.
 - 3 A white plastic cylinder 2.1 centimeters in diameter by 9.4 centimeters long.
 - 4 A piece of synthetic fabric, like a scarf or a handkerchief, 34.2 x 18.1 centimeters in size with a bright, metallic red color overall. A 1.2-centimeter diameter white dot is printed in each corner.
 - 5 A 18.4-centimeter long knife or dagger of peculiar shape. It feels uncomfortable to hold and was not designed for the human hand.
 - 6 A rectangular piece of plastic 32.4 x 8.1 centimeters in size and .8 millimeters thick with a large number of 1-millimeter circular holes in it, punched in a regular, rectangular array. **Judge's Note:** Anyone with a Computer 1 or better will say, "That looks like an old keypunch data card."
- 123 This chamber is a 3-meter square stairwell leading upward. There are pressure hatches in the north-northeast and west-southwest corners. The circular staircase leads up to No. 127.
- 124 (In a damaged installation, this chamber will still be pressurized on a roll of 8+ on 2D.) Opening the pressure hatch leads into a rectangular chamber 9 meters north-south by 18 meters east-west and 6 meters high. Many large pieces of machinery are anchored to the floor. In spite of the semi-shrouded and molded form of construction, any of the party will recognize several pieces as atmosphere and water recyclers and other such equipment. In an Intact Installation, all this equipment is undamaged and functioning. In a Damaged Installation, certain critical items are burned and scorched with electrical overloads or otherwise shattered.

- 125 Opening the pressure hatch leads into a 1.5 meter square cubicle 3 meters high which has another pressure hatch opposite.
- 126 (In a damaged installation, this room will still be pressurized on a roll of 7+ on 2D.) Opening the pressure hatch leads to a chamber 9 meters square and 6 meters high. Pressure hatches are located in the west-northwest and south-south-west corners. The center of the chamber is taken up with a large, metal cylinder 6 meters in diameter and 4.5 meters high. In an Intact Installation, the cylinder is warm to the touch and vibrates faintly. The cylinder is made of a dull grey metal and has a 1.43-meter square panel raised 1.23 centimeters from the surface of the cylinder on the east side. In an Intact Installation, the square is glossy black and somewhat translucent. In the upper right-hand corner is a 3.41 centimeter diameter white circle. In the lower right-hand corner is an array of 64 colored symbols arranged in eight rows of eight symbols. The area in between is filled with colored waveforms and bargraph lines, some of which slowly change length or form. In a Damaged Installation, the square will be an opaque, dead black with no color or motion; only the white circles will be present.
- Judge's Note:** The square is the control panel for the cylinder which is the installation power plant, a thermionic generator. The panel is security locked and will only accept input commands in the presence of an active Engineering Crew Identity Disk. It is adjusted to maintain the installation at standby level and is capable of doing so for the next 1,200 standard years. The energy weapon capacitors will trickle charge enough for another shot in about 3 months.
- 127 The top of the 3-meter square stairwell at a level of 5 meters below the surface of the knoll has a pressure hatch located in the west-northwest corner.
- 128 Opening the pressure hatch leads into a 1.5-meter wide "L" shaped corridor which extends 7.5 meters east and then goes 7.5 meters north to end in another pressure hatch.
- 129 (In a damaged installation, this room will still be pressurized on a roll of 6+ on 2D.) Opening the pressure hatch leads into a large, octagonal room. The chamber is 4.5 meters high and is a basic 13.5 meters square with 1.5 meters clipped off each corner. The ceiling of the room has a cylindrical bulge in it 4.5 meters in diameter which projects down into the room 1.43 meters. The cylinder is made of a dark, heavily tarnished metal. A 1-meter diameter circular hatch is set in the center of the cylinder base. It has a 3.41-centimeter diameter white disk set into the center. **Judge's Note:** The cylinder is the base of the heavy energy weapon ground mount, and the hatch permits maintenance access to the mechanisms within. It has a special magnetic lock which only responds to a Special Weapons Crew Identity Disk.
- In an Intact Installation, the hatch in the cylinder is sealed, and three of the four consoles in the room were melted long ago. In a Damaged Installation, the hatch cover from the base of the cylinder is lying on the floor, and all four consoles are melted into slag, as are the components of the energy weapon mechanisms.
- In an Intact Installation, the undamaged console is booby-trapped and will initiate a self-destruct program if any attempt is made to operate the console without giving the proper 7-symbol sequence code. If not correctly countermanded, 37.47 minutes later, an internal thermite charge will thoroughly slag the console. Being shot at, pried open, or otherwise tampered with for over 10 hit points will trigger the self-destruct immediately. **Judge's Note:** All team members have been briefed to let only the Analysis experts handle the computers.

Installation B Upper Level



EACH SQUARE = 1.5 METERS

Planetary Encounters Table

Plain	Rough	Mountains	Ice Field
1 Dust Pool	1 Dust Pool	1 Dust Pool	1 Deep Snow
2 Craters	2 Rocky Ground	2 Avalanche	2 Ice Cave
3 Crevasse/Ravine	3 Crevasse Ravine	3 Crevasse/Ravine	3 Crevasse
4 Vapor Vent	4 Vapor Vent	4 Loose Rubble	4 Deep Snow
5 Meteor Shower	5 Meteor Shower	5 Meteor Shower	5 Meteor Shower
6 Rocky Ground	6 Cave	6 Blocked Passage	6 Crevasse

Vacuum Planet Encounters

Avalanche: The side of the mountain above and to the left/right/front/rear of the party is crumbling and sliding down towards the party. Throw Dexterity or Intelligence (whichever is higher) on 2D for each character on foot to take cover. If the throw is unsuccessful, throw Endurance or less on 2D to avoid 1D + 1 Hit Points in injury. Roll 1D, on 1 - 3 the Vacc Suit is also breached. Flying vehicles may avoid avalanches with a throw of 3+ on 2D (Die Modifier: Pilot Skill applicable). Ground Vehicles may avoid avalanches with a throw of 8+ on 2D (Die Modifier: Vehicular Skill applicable). If unsuccessful in avoiding, throw 3D to determine the extent of the avalanche; each pip indicates 10 minutes work by one person to free the vehicle. If the result is greater than 9, the Judge may apply an appropriate vehicle malfunction (adjust probability for ruggedness of vehicle construction). Players maintaining alertness for avalanches decrease speed to 2/3 and gain an additional Die Modifier of 3 on avalanche avoidance rolls.

Blocked Passage: The route being followed is blocked and is impassable to ground vehicles. Throw 2D to determine the number of man days of work necessary to clear a passage. Explosives and other equipment will modify the work time at Judge's discretion. Foot passage may be discovered on a roll of 6+ on 2D per man hour spent searching.

Cave: A dark shadow is noticed which proves to be the opening of a cave. It extends at least 4D meters and has 1D passages. On a roll of 6+ on 2D, there will be a minor Human artifact found; on a roll of 10+, a minor Alien artifact. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild **Ready Ref Book**.

Craters: An extensive area ahead is covered with meteorite impact craters. The ground travel time is doubled for the next 1D + 3 kilometers.

Crevasse/Ravine: The terrain ahead has crevasses and/or ravines which obstruct passage. Throw 2D; on a roll of 8 or less, ground travel time is doubled for the next 2D kilometers. On a roll of 9 or greater, 1D + 1 hours must be spent travelling along the crevasse to find a passable place for vehicles. Individuals may attempt to leap/scramble across by rolling Dexterity or less on 2D (Die Modifier of +1 if Strength greater than 8). If unsuccessful, take 1D - 1 Hit Points of damage and check for Vacc Suit breach on 1 - 3 of 1D.

Deep Snow: Deep snow covers the area ahead and cutting ground travel speed in half for the next 3D + 4 kilometers. Tracked vehicles are unaffected.

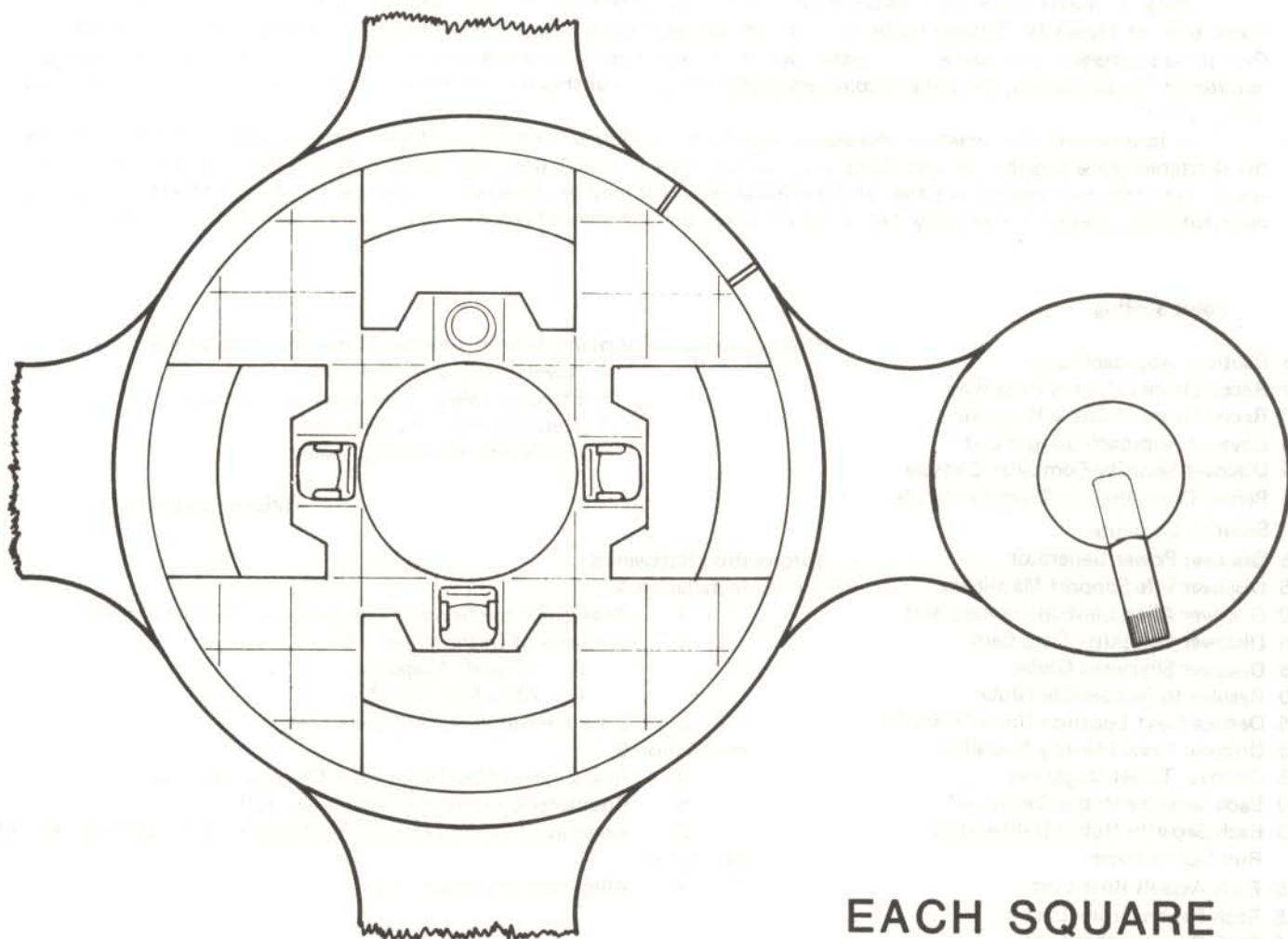
Dust Pool: A low area in the terrain ahead is filled with microfine dust. The maximum depth is 2D - 1 meters and the pool has a diameter of 5D x 10 meters. It will take 4D minutes to find a safe ground passage around (double time in Rough and triple time in Mountain terrain). Travelling through the dust pool causes a 1/6 chance of a minor vehicle or Vacc Suit malfunction for every 50 meters of distance travelled.

Loose Rubble: Portions of the path ahead are strewn with loose rubble. Ground travel speed except for tracked vehicles is cut in half for the next 1D kilometers. On a roll of 11+ on 2D an avalanche will also occur.

Meteor Shower: Micrometeorites pelt the area for 2D seconds. If the shower lasts 7+ seconds there is a 1 in 6 chance that each character exposed will have a Vacc Suit breach. If the shower lasts 9+ seconds, there is a 1 in 6 chance that each vehicle exposed will be breached to vacuum. In a breached vehicle, roll Dexterity or under on 2D to repair the breach. If unsuccessful roll Dexterity or less on 2D (Die Modifier of Vacc Suit Skill) to don Vacc Suit in time to avoid 1D of decompression damage.

Rocky Ground: Rocky areas ahead add one-half to the travel time of characters on foot or in tracked vehicles. Double the travel time for other ground vehicles. The rocky area extends for 2D x 2 kilometers.

Vapor Vent: A small crack in the ground ahead is seen to spout vapor at irregular intervals. The crack can easily be leaped over by a character on foot. Ground vehicles can easily avoid the crack. Roll 2D if the characters elect to pass over the crack. On an 8+, the crack will spout vapor as they cross. Vehicles will receive a sharp jolt but no damage. A character on foot will be thrown into the ground. Roll Dexterity or under on 2D to avoid 1D Hit Points in damage. Check for a 2 in 6 chance of Vacc Suit breach also.



**EACH SQUARE
= 1.5 METERS**

The Battle Raft

Lying on its belly in the bottom of a crater is a wrecked combat vehicle of some sort. It looks as if its original mission was that of armed aircraft. It is composed of an oval central body 15 meters in diameter and 4 meters in height with four smaller, oval bodies 5 meters in diameter and 2 meters in height attached around the circumference at 90 degree intervals by smoothly flared, large, oval struts. The vehicle is made of a metal foam, covered with a tough ceramic skin. Mounted on top of each of the peripheral pods is a single laser turret, and on top of the central body is a single fusion gun turret. It was crewed by four. Examination of the shattered interior reveals three chairs for Human types and one cup-shaped chair for a ???

Preliminary estimates give a combat speed of about 100 kilometers per hour on antigravs and an endurance of at least 50 hours. The computer had a capacity at least equal to a Model 1. The lasers were pulse-type, and the fusion gun was equivalent to an FGMP-15, though with an extreme range of 2,000 meters. The overall Tech Level appears to be 12 - 13.

Combat damage was extensive; portions of the central body are blown away, and the edges of the damaged areas appear melted. Attempts to recover any significant piece of the wreckage will reveal a severed limb in a piece of pressure suit. The limb appears to be a muscular tentacle with a rudimentary stiffening of cartilage. The section found is about .94 meters long, 8.7 centimeters in diameter at the base, and tapers smoothly down to the tip. 16.3 centimeters back from the tip, two subsidiary tentacles branch off, each 14.2 centimeters long. The arm of the suit itself is made of a flexible, synthetic cloth, lined with sealing plastic, insulation, and inner mesh armor. The surface of the tentacle is a smooth, rubbery skin, a faint greenish tan in color with no surface hair or feather-type covering. The specimen is not identifiable as any known species, either intelligent or non-intelligent.

TOURNAMENT PLAY

Judge or player reads the mission briefing, summary of previous mission, and directs the Hrunta to within 10 hours' travel time of Planet IV. Impose encounters of one Meteor Shower, three Electro-magnetic Disturbances, and one Electro-Gravitic Disturbance. The Judge then passes out the moon maps and character/equipment summaries. After permitting 5 minutes of free discussion, the Judge recommences play with, "Your ship is now nine hours out from Planet IV. What are you going to do?"

In tournament play, whatever installation they land at will be an intact Type B with active defenses and robots. Piecing the shattered globe together should direct them to the Type A Installation. The location of the Wrecked Battle Raft is optional; the Judge may place it at either of the installations, or it may be placed on the approaches to one of them. The players need not stick together in one party, but it will cut down their chances of completing the tournament if they don't.

Point Scoring

- 5 Cautious Approach Used
- 7 Recon Drones Used as First Wave
- 7 Recon Drones Used as Weapons
- 5 Covered Approach Sought Out
- 5 Discover Security Computer Console
- 5 Permit Only Analysis Team to Handle Security Computer
- 5 Discover Power Generator
- 5 Discover Life Support Machinery
- 10 Discover Alien Limb in Pressure Suit
- 5 Discover Computer Data Card
- 5 Discover Shattered Globe
- 10 Resolve to Reassemble Globe
- 5 Deduce Next Location (Installation A)
- 5 Discover Crew Identity Medallion
- 5 Discover Travel Magazines
- 10 Each Security Robot Destroyed
- 5 Each Security Robot Deliberately Run Out of Power
- 25 Each Assault Boat Lost
- 5 Each Recon Drone Lost
- 15 Each Crewmember Lost
- 10 Each Soldier Lost
- 25 Each Analysis Team Member Lost

Plus, up to 15 bonus points may be awarded at the discretion of the Judge for:

- 1 Novel uses of standard gear
- 2 Effective role-playing; staying in character
- 3 Thinking problems through
- 4 Heroic actions where justified

Mission Debriefing

Information Recovered:

Installation A

- 1 Analysis of the Security Computer in Chamber No. 10
- 2 Contents of Chamber No. 16
 - A. "Travel" Magazines
 - B. Alien Furniture
- 3 Crew Medallion from Chamber No. 77

Installation B

- 4 Reassembled Map Globe from Chamber No. 120
- 5 Computer Card from Chamber No. 122
- 6 Analysis of any intact Security Computer from Chamber No. 129

Battle Raft

- 7 Alien limb in pressure suit

MISSION DEBRIEFING

Upon completion of the mission, analysis of the data collected gives further information.

Items 1 and 6 give additional data on security filing methods as well as making it easier to "crack" such simple computers again in the future. Traces of two significantly different approaches were found by analysing programming methods. One approach was similar to Human thought processes. The other was not recorded as ever having been encountered before.

Item 2, the "Travel" magazines brought a breakthrough! At least four separate articles, one of them a very long one, were discovered to be translations from a 321-year old issue of an Imperial magazine. The linguists are now very busy and report that two of the three magazines will soon be translated. The third is in a different language, not yet translatable, but it has an extremely interesting article. This article shows a tour through a Generation Ship and a couple of photos of the bridge of the ship. Computer analysis of the star patterns shown indicate that the ship was somewhere in the Darkling Subsector.

Item 3, in and of itself, was usable only in that it gave an idea of an Identity Disk. During analysis, one of the technicians was extremely startled when he first saw the medallion. His Uncle Keorge had given him one of those as a souvenir when he was a kid! He still had it! Keorge had found it on a drifting body in a Vaccsuit while prospecting in the Satyressia Subsector. Uncle Keorge was lost in space more than 15 years ago, but the technician, Kim Marhavey, had collected all of Keorge's logbooks. He had hoped to edit them for publication. The record isn't quite clear, but the body was found in the Trojan Point of a gas giant planet in either the Pearlbase or Placid Systems.

Commendations have come down for the fine performance turned in by the Hrunta. ADCOMLEYSEC is assigning her, or a sister ship, to continue the investigation.

Judges Guild will shortly release the third adventure in the Border Prowler Series set in the Gateway Quadrant of the Traveller tm universe.

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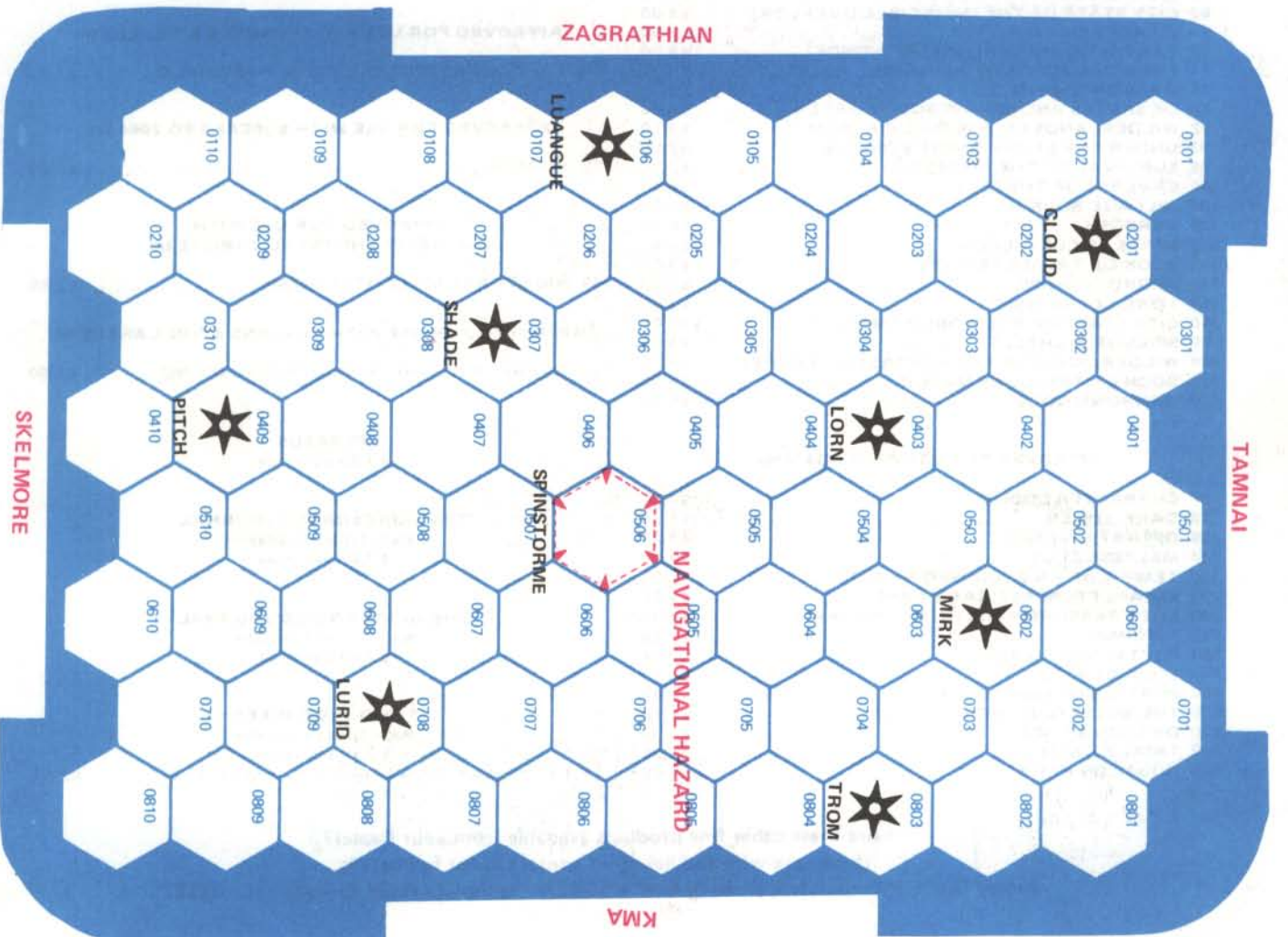
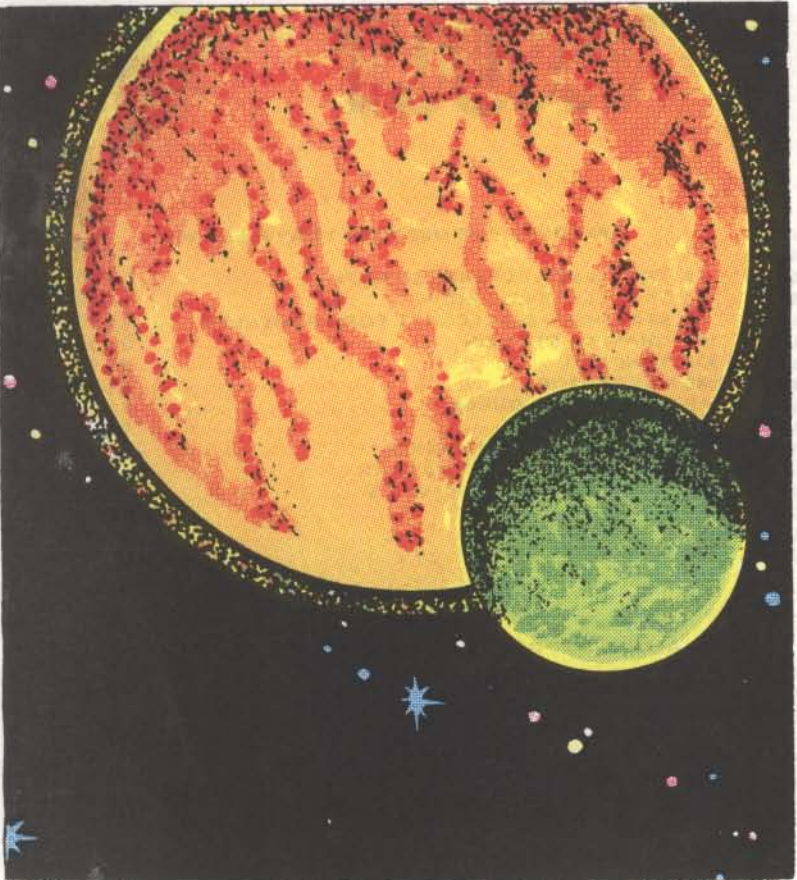
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BLACKEDGE SUBSECTOR

The Blackedge Subsector is located in the Lesser Rift, and what administrative services are available are provided by the Suprared T'tharee through Kasigar in the Kma Subsector. The Imperium maintains only a loose surveillance of the area and occasionally subsidizes an observer on the T'tharee scout patrols. A notable navigational hazard exists in the Spinstorme System which discourages navigation in this area.

Luangue	0106	X628657	2	Non-Industrial	G
Cloud	0201	X7A9617	4	Non-Industrial	G
Shade	0307	X685303	3	Non-Industrial	G
Lorn	0403	X575675	4	Agricultural, Non-Industrial	G
Pitch	0409	E466779	6	Agricultural, Rich	G
Spinstorme	0506	X200000	--	Binary w/Black Hole	G
Mirk	0602	X5A8333	2	Non-Industrial	G
Lurid	0708	C000789	8	Asteroid Mining	G
Trom	0803	X545754	5	Agricultural	G

The Blackedge Subsector contains 9 systems with a total population of 24.7 million. The highest Population Level is 7 at Pitch, Lurid, and Trom; the highest Tech Level is 8 at Lurid.



MAROONED ON

GHOSTRING

Judges Guild



By **Walter & Dorothy
Bledsaw**



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Science-Fiction Adventure in the Far Future

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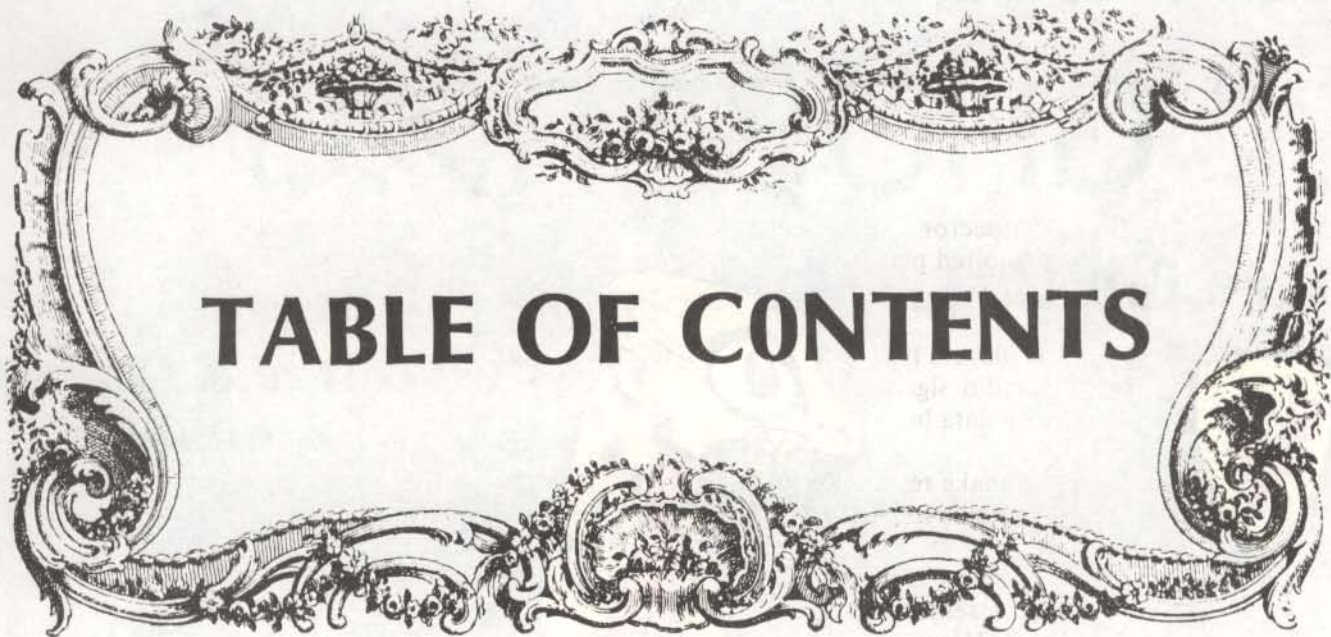


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Written by Walter and Dorothy Bledsaw
Cover by Robert Bledsaw, Jr.
Artwork by Robert Bledsaw, Jr. and Rick Houser



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Introductory

Marooned on Ghostring

This adventure is based on the planet Ghostring, the fourth planet of a twelve planet system named Ariadne in the Midormega Subsector of the Marantha - Alkahest Sector. The purpose is to provide a previously unexplored and unexploited planet for the player-characters. Basically, the plot goes something like this:

- 1 Due to a miss-Jump, the players find themselves in this system and are greatly surprised to discover the fourth planet emitting radio signals indicating an uncharted intelligent form of life is extant (this is not included in the survey data banks).
- 2 They decide to land and make repairs while attempting first contact with the Aliens (something illegal but highly profitable - usually). Repairs should only take two days for a complete shakedown and safety check.
- 3 The primary and backup essential tool necessary for repairs is discovered to be damaged by improper storage (broken webbing). However, all is not lost says the Science Officer (Engineer, or other equivalent), if they can journey to one of the planet's cities where an oscillator transmitter should be available. Otherwise, they must build one from scratch by scrapping other pieces of equipment which could take up to seven weeks.

Should the players decide to avoid first contact, their data will still be much improved if they land (not being a fully equipped Survey Ship) and therefore worth twice as much. This data collection procedure will take one week to complete.

The form included must be filled out and approved by the Imperial Government before new survey data can be sold on the open market. Of course, the government obtains a copy free and must collaborate the data by dispatching a Survey Ship to the system. Within four to twenty-four weeks, the data should be verified and marketable. Registration fees must be paid unless the data is sold on the black market. The value of the data should go up by 10% for each week of collection beginning at a base rate of 20,000 Credits. An Imperial grant of monopoly is possible although a bond must be posted equal in value to the equipment necessary for minimal exploitation of the whole planet . . . far beyond the resources of most corporations. Nobles are not required to post a bond, but must show receipts for the equipment.

HISTORY OF GHOSTRING

Planet - Ghostring

X6678A06

Ghostring has a history of strife and struggles. From the beginning of known history, war has always caused much misery. The main cause of these situations being the different philosophies of the nation's cultures, and the unwillingness to compromise on different issues of importance to all. Among these issues are fishing rights, and possessions of outlying islands. For these reasons, Ghostring has only progressed to a Technology Level of 5 or 6; having air machines, dirigibles, ground cars, and radio, etc. Space travel is far beyond the reach of the Hawkings, thus far.

The Hawkings

The planet of Ghostring is inhabited by Hawkings. They are 1.4 meters tall, with creamy fur covering the head and thorax. Their large, protruding eyes have nictitating membranes, and they have thick, yellow tendrils at the lower corners of their mouths. These are used to hold their food, and to manipulate close objects. The Hawkings are carnivores, with sharp teeth, and their long arms end with a three digit and opposing digit on each hand; otherwise they are very humanoid. Hawkings are generally peace-loving individuals, but the different nations have conflicting philosophies, and each will fight to the death to defend their ideals. The females are slightly smaller in structure than the males, and reproduce by giving birth to their young. The life span is about fifty years. Living in family situations, like humans do, they care for their young until they are adults.

The Katharian States and the United Fiskran Republic are in league with each other for the cause of defeating the Jakfaris Confederation in a war to end all wars on Ghostring. The Jakfaris Confederation is an atheistic culture of very cruel and self-loving individuals, who would like to enslave the entire planet. The Katharian States and the United Republic are God-fearing, moral nations. However, crime has run rampant since the war, because most of the able-bodied men are fighting overseas, leaving females, the young, and the older citizens to an onslaught of gangsterism.

Fauna

The Hawkings are eager hunters, and have maintained their gaming species through conservation techniques. Among the most dangerous animals that roam the land are the Mooths and Genthros. Mountain streams shimmer with silver life, like Trap, Catret, Kit, and others for angling pleasure. There are many types of amphibians and crawling reptiles, like the Flongohead and the Ridadin, which are very poisonous. Wild birds, like the Okey, Gohco, Wuz, and Falir, fill the mountains and forests with their songs. Two animals are domesticated, and are grown for food, they are the Spiraline and the Raga.

Terrain

The Terrain on Ghostring is very earthlike, as the distance from its sun is about the same. There are no moons to effect the tides, but occasional storms do disturb the usually calm oceans. The Katharian States are great rolling plains, dotted by large hills. There is a mountain range running north and south in the center of the continent. Many rivers and lakes dot the land and many types of trees, shrubs, and flowers cover the plains. Purple grass sprouts everywhere in the summer months. The other continents are similar except for a few more mountains in the Jakfaris Confederation and less plains. The United Fiskran Republic has more high hills and low lands.

Mountains

Several Mountain ranges on Ghostring rise to a height of 1200 meters or better. There is one such range in the center of the Katharian States, and also one in the Jakfaris Confederation where an unpredictable volcanic mountain erupts periodically. These eruptions leave the ground charred with only scattered vegetation. Various trees, shrubs, and flowers adorn the mountains which offer many wild animals and songbirds shelter.

Plains

The Hawkings plant many crops on the flat plains of Ghostring. The staple food is Peel, which grows on a bladed stalk about one meter tall. Peel is the seed that is harvested from the top of a plant growing in pods. It can be ground into meal when dried or eaten fresh from the stalk. Many rivers flowing throughout the plains provide ample water supply for irrigation.

Flora

Plant life on Ghostring is abundant, with varied vegetation found at all altitudes. There are many varieties of native hardwood and softwood trees. In the mountains are Hemtlars, Vals, Cort, and the giant Blere standing majestically skyward. Makee and Rogi are found at lower altitudes. Purple foliage covers the plains and adds to the beauty of Ghostring.

Oceans

The oceans cover three fourths of the planet, with the 60' waters containing a wide variety of vegetation. Varieties of yellow and red seaweed ranging from short grasses to tall gigantic floating structures are found here. Thousands of well developed marine life forms a variety of shapes, color, and sizes; from a small centimeter to a two ton whaler shellfish provide the Hawkings with an array of seafood.

Meteorological

The weather patterns vary from winter to summer. The average temperature in summer is 80 degrees, and in winter is 20 degrees to 40 degrees below zero. The northern part of the planet is colder than the southern, and annual precipitation ranges from 3.5 inches to more than 109 inches in the northwest part of Ghostring. Distance to the sun is about 92,000,000 miles. The oceans are generally calm because Ghostring has no moon to agitate the tides.

KATHARIAN STATES

Capital - New Carthos

Continent - Zortigion

- | | | | |
|----|--|----|----------------------------------|
| 1 | Central Control | 15 | Barge's Florist Shop |
| 2 | Investigation and Prosecution | 16 | New Carthos Club |
| 3 | Ghostring Bank | 17 | Shipping Yard and Dock |
| 4 | Security Patrol Building | 18 | Carthos Woodmill |
| 5 | Healing Edifice | 19 | Kred's Butcher Shop |
| 6 | Crematory | 20 | Jipnees Soft Ware |
| 7 | Intelligence Promotion | 21 | New Carthos Broadcasting Station |
| 8 | New Carthos Enlightenment | 22 | General Supply Buildings |
| 9 | Depot | 23 | Kinkey's Shoe Shine Stand |
| 10 | Energy Cars | 24 | Slats Pawn Shop |
| 11 | Senzor's Personal Wheels, New and Used | 25 | Zeelow's Game Parlor |
| 12 | Temporary Living Center | 26 | Marz Home Necessities |
| 13 | Lenorve's Movement Studio | 27 | Shoe Store |
| 14 | Improved Appearance | 28 | Defense Training |

Katharian States

The Katharian States occupy the Zortigion Continent and is the only democracy on Ghostring. It has a land mass of approximately 700,000 sq. kilometers, with great rolling plains dotted with hills and many rivers, and fresh water lakes. A large mountain range rises with peaks as high as four kilometers. A gigantic railway system carries cargoes of food, building materials, chemicals, and other products. The train engines operate by "Mistic Rock", which creates steam for power. "Mistic Rock" is mined in the mountainous region and extensively used for powering vehicles of all types. When mixed with water and other chemicals it creates heat energy. Climate here is seasonable. Northern winters are a bitter 20 degrees below zero and southern winters are a moderate 40 degrees. In the spring, this land comes to life with an abundance of trees and shrubs and fields of purple grass. Many crops are grown for food and used for export.

New Carthos

New Carthos is the capital of the Katharian States, it is a port, and the largest city. A great amount of importing and exporting goes on here. The war that has been going on has made shipping a risky, but necessary and profitable business. The Jakfaris Confederation destroys shipping by using missiles launched from underwater vessels.

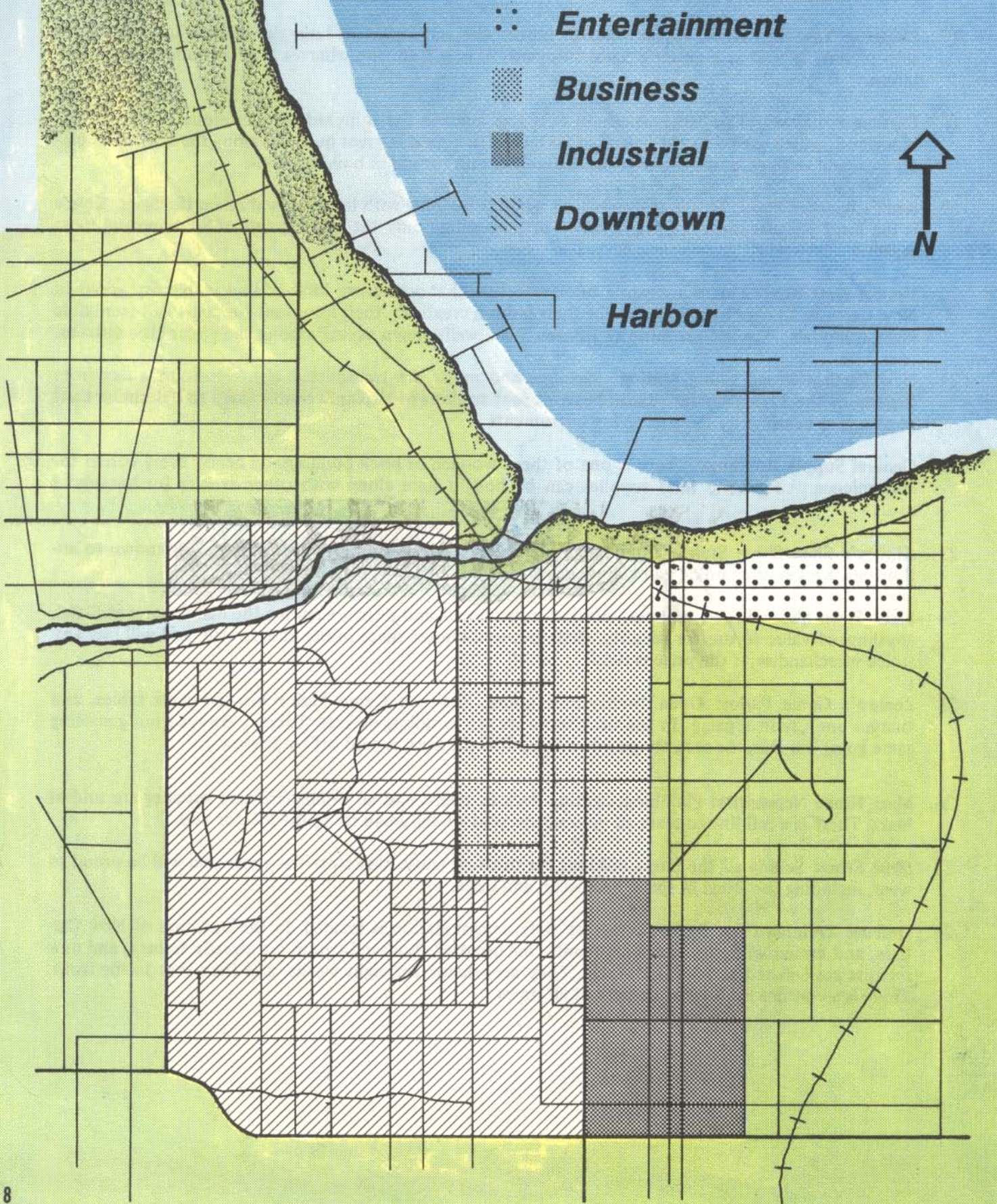
Executive authority in the city is vested in officials elected from the city's wards. The thriving metropolis of New Carthos has about fifteen radio broadcasting stations, an extensive pack system, and a wide variety of recreational facilities. Little attention is paid to the growing corruption in the government due to the war, and New Carthos has become wide open to much strife and gang-rule.

- 1 **Central Control:** This is a large stone structure covering about one square kilometer and is used as a center for administering the government. Located in the center of New Carthos, it houses the two groups of legislators. The Senate having 250 members, and the Representative having 210. New laws must pass both bodies and then be approved by the President.
- 2 **Investigation and Prosecution:** A large impressive structure made of stone and glass, it is the head office of a gigantic organization, which conducts criminal investigations and brings offenders before the courts of law. Illegal liquor, white slave traffic, gambling, and racketeering are investigated here along with foreign spies and espionage cases.
- 3 **Ghostring Bank:** This gigantic elaborate structure on Front Street is the World Bank of New Carthos. Here, all of the financial transactions with other cities and nations take place. There are 50 teller windows, and 30 vaults; 2 meters high with time locked doors. Another vault room containing lock-boxes is enclosed with bullet-proof glass, with 250 guards, and I and P men who are on duty at all times.

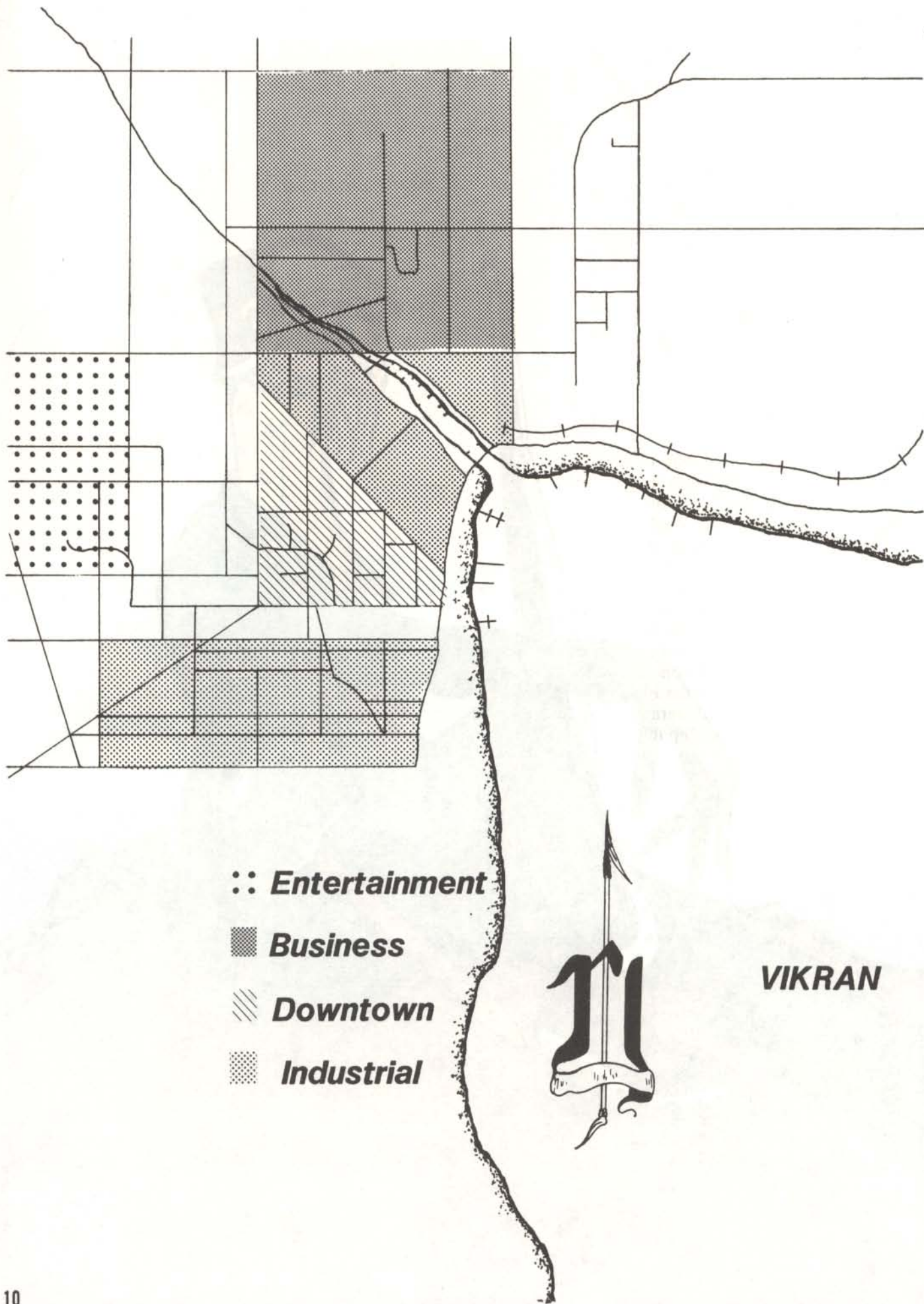
- 4 **Security Patrol Building:** A security patrol force of 5000 security police guard the city against crime, but most crimes evade them. Justice rooms for trials and convictions are found here, along with facilities to house 10,000 prisoners.
- 5 **Healing Edifice:** This beautiful building is made of red granite and white marble. It is located on Third Street, and contains the best and most advanced medical equipment research has to offer. There are three-thousand beds available to patients, many of whom are war casualties.
- 6 **Crematory:** The standard way of disposing of bodies is by cremation. Farewell services are held at one of the beautiful chapels where all bodies are prepared. The ashes are then sealed in jars, and stored or given to relatives.
- 7 **Intelligence Promotion:** Intelligence Promotion is the institution of higher learning on Katharian. Law, medicine, and other professions of high skill are taught to wealthy citizens here. Only the gifted or the rich are allowed to study here.
- 8 **New Carthos Enlightenment:** In the Katharian States, citizens are more spiritual-minded and moral than in the other countries. Large, beautiful places of worship can be found in every city, with New Carthos Enlightenment being the largest and most beautiful of them all. The structure is made of white marble and red granite, and expertly designed from hand-carved hardwoods. The structure can seat five thousand. There is a large round stage in the center for lecturing and performing religious rituals for the most holy.
- 9 **Depot:** Citizens are transported from city to city by engine-powered trains, using "Mistic Rock" as an energy source to heat water and create steam. Trains arrive at, and depart from, New Carthos every hour, carrying passengers and cargo.
- 10 **Energy Cars:** In the middle of the city, on First Street, is the energy car center. Energy cars are used for travel throughout the city on tracks which run down the center of the streets, leaving the sides of the streets clear for other vehicles. The energy car is a very efficient means of transportation, and a most enjoyable ride.
- 11 **Senzor's Personal Wheels, New and Used:** Personal wheels are used by citizens for convenient travel. Powered by "Mistic Rock", this is a most popular vehicle, because it is virtually noise-free, smooth riding, and can be purchased for as little as 1,000 Credits. They can be customized with bullet-proof glass and other life-saving features. All used wheels are guaranteed for one hundred thousand Kilometers.
- 12 **Temporary Living Center:** This large, luxurious center is fifty levels high, and is the tallest building on Ghosting. All foreign dignitaries and wealthy citizens stay here when visiting New Carthos. A large restaurant, lounges, and theaters, grace the center's floors. Entertainers brought in from far and near add to the pleasurable atmosphere. The Radio Broadcasting Station is located on the top floor of the Living Center.
- 13 **Lenorve's Movement Studio:** Many citizens love to move, and Lenorve's dance studio is the best place to learn how. Individuals come here to practice their talents, and to enjoy an evening of lounging and listening to the music. Refreshments and food are available. Stage shows are among the enjoyable adventures to experience here at Lenorve's.
- 14 **Improved Appearance:** All Hawkings get the fur on top of their heads trimmed. Fur conditioners are used on both the head and the neck. Females get their fur curled, and their digits manicured and painted bright colors. Other grooming accessories can be bought here as well. Good grooming is important to the Katharian Hawkings.
- 15 **Barg's Florist Shop:** The citizens of New Carthos enjoy giving flowers, and many florist shops do a thriving business in the city. Barge is the proprietor of this, the largest flower shop in the city, located on Fifth Street. Unbeknownst to the authorities, this is the head of the syndicate in New Carthos. Liquor, numbers games, prostitution, gambling, and white slavery are but a few of Barge's favorite pastimes.

- 16 **New Carthos Club:** Although alcoholic drinks are illegal in the Katharian States, many hush clubs exist in New Carthos. Set up as innocent-looking social clubs, their purpose is the selling of illegal liquor, made in the homes of gangsters. The income keeps the large crime syndicate together. This club is the largest in New Carthos.
- 17 **Shipping Yard and Dock:** Great wharves border the waterfront. A large dry-dock is found here for ship repairs, as well as a gigantic naval shipyard. Across from the wharves is an enormous vast warehouse.
- 18 **Carthos Woodmill:** This large woodmill cuts logs used in the shipyard. A coniferous tree called the bluewood, which grows to the height of 90 meters, is found in great quantity along the northern coastal area, and shipped down the coast to the lumber mill for use in building ships.
- 19 **Kred's Butcher Shop:** This is an extra-clean wooden building with lots of saw dust on the floor. Kred's is the most popular meat market in New Carthos, selling only the freshest cuts of Spiruline and Rago meat.
- 20 **Jipnees Soft Ware:** This is a gigantic brick structure that sells every kind of imaginable dry goods in New Carthos. Jipnees is well known for their fashion creations, their luxurious fur coats and incredible fashion models. "I must get mine at Jipnees," is a well-known saying among the upper class citizens.
- 21 **New Carthos Broadcasting Station:** Messages and music are transmitted eighteen hours a day from the top of the Living Center. Radio beacons sent to ships or airplanes enable them to determine their positions or bearings by their receiving instruments.
- 22 **General Supply Buildings:** There is one of these wooden or brick buildings on nearly every corner for convenience. All general food supplies can be bought here along with other articles for household use.
- 23 **Kinkey's Shoe Shine Stand:** The outside of Kinkey's has seating for three citizens. Unknown to authorities, Kinkey is a bookie and a numbers runner.
- 24 **Slats' Pawn Shop:** Jewels, watches, musical instruments, and rings are among the many wares at Slats', anything of value to use for security. Slats is a well-known fence in the underworld, and will buy any stolen merchandise, if the price is right.
- 25 **Zeelow's Game Parlor:** Open twenty-four hours, Zeelow's Game Parlor has six game tables, and charges one Credit a game. In the back room are ten gambling devices. There is always a hot gambling game going on. Dar, the security guard, who patrols the area, is paid off by Zeelow.
- 26 **Marz Home Necessities:** Plumbing, heating devices, paint, and all other hardware supplies are sold at Marz. There is a full line to meet all your needs, plus a handyman to do the job for you.
- 27 **Shoe Store:** Selling all the latest fashions for dress or work, this store has shoes you will be proud to wear, including the latest in spats, neckwear, and belts.
- 28 **Defense Training:** The Katharian States' defense installation is located on the outskirts of New Carthos, and armed with the best equipment. One hundred thousand troops are already trained, and new recruits are enlisted at 16 years of age. They are trained for eight weeks, and then sent to the front. There is a continuous flow of trainees at all times.

NEW CARTHOS







:: Entertainment

Business

Downtown

Industrial



VIKRAN

UNITED FISKRAN REPUBLIC

Capital - Vikran
Planet - Ghostring

- | | | | |
|----|--------------------------|----|---------------------------------|
| 1 | Institution of Knowledge | 11 | Vikran Healing and Revitalizing |
| 2 | Vikran Memorial | 12 | Vikran Train Station |
| 3 | Vikran Security Bank | 13 | Genots Gems and Treasures |
| 4 | High Court | 14 | Home Necessities |
| 5 | Vikran Night Diversion | 15 | Body Building |
| 6 | Port of Vikran | 16 | Zelies Dance and Lounge |
| 7 | Peel Grain Mill | 17 | Museum of Vikran |
| 8 | Industries | 18 | Klao Furnishings |
| 9 | Law Enforcing Edifice | 19 | Aggus Shoe and Cobbler |
| 10 | Gazor's Cock Fight | 20 | Military Corp. -(Large) |

United Fiskran Republic Vikran

The United Fiskran Republic is comparatively small, about 159,000 sq. Km. Fiskran has highlands in the west and north, and lowlands in the south and east. The country is highly industrial, and exports many products. There is a network of connecting waterways and canals throughout the country for moving materials from place to place, although most of this has been done by rail in the last century. The climate is moderate due to the surrounding seas, with winds blowing from the southwest in the winter, and from the west in the summer. Bright sunshine, and then rain may occur in rapid succession. It never gets colder than 20 degrees centigrade. The southern part of the country is a mining center. "Mistic Rock" is mined here, under heavy security, due to its unusual properties.

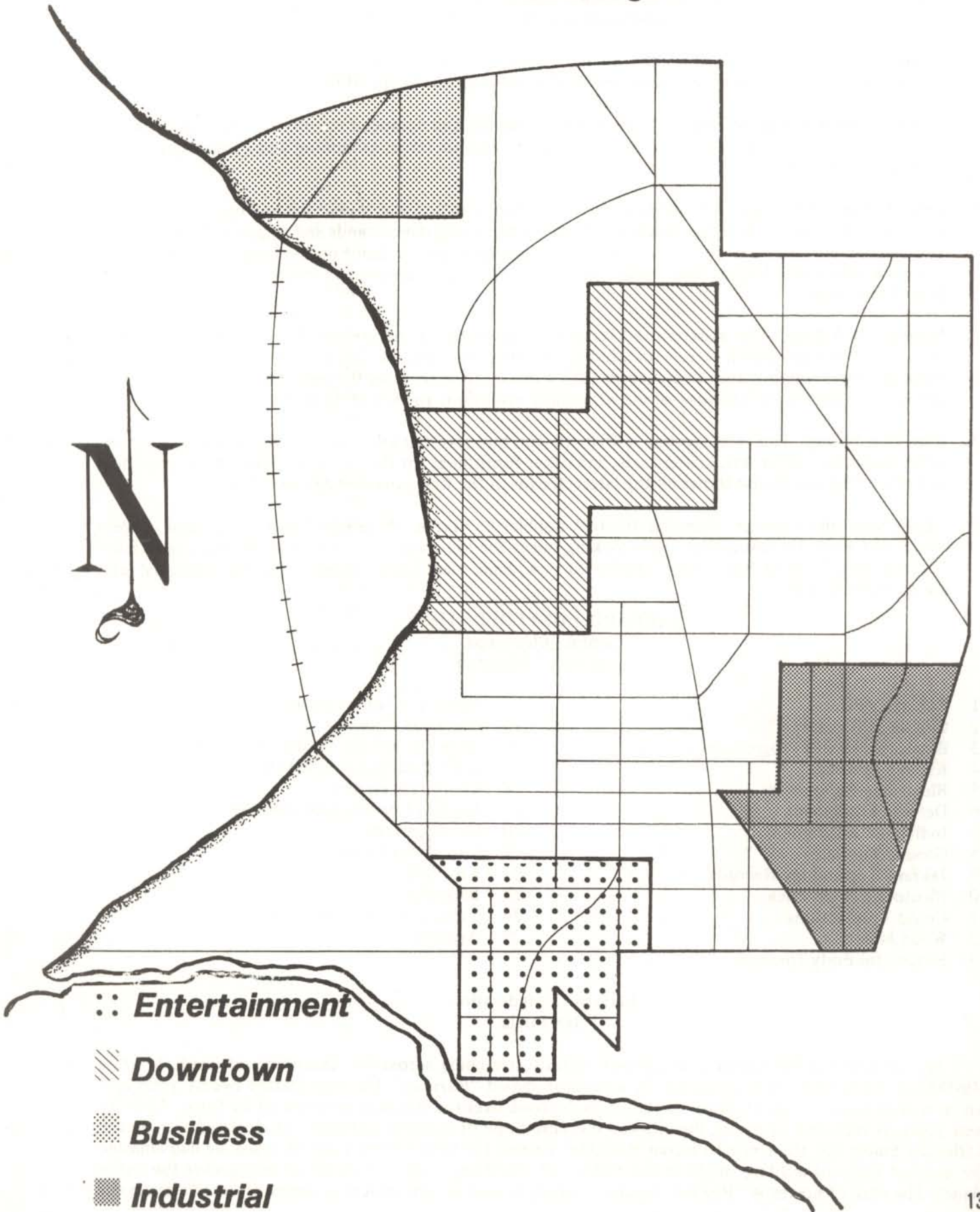
Vikran is the capital and the largest city in the United Fiskran Republic. It is also the leading seaport, and an industrial and cultural center. Seven million inhabitants live in the city. The court and government headquarters are located in Cicron Square, next to the war monument. Mala Palace is the official residence of the Prime Minister. The United Fiskran Republic is in an alliance with the Katharian States, and they are at war with the Jakfaris Confederation. Many troops from the Katharian States are stationed here in the southern part of the Fiskran Republic. Many say there will be a gigantic invasion of the Jakfaris Confederation soon.

Military service in the Fiskran Republic is still voluntary, because the citizens are strongly patriotic. The army totals 150,000 in all, but their devotion to their country makes for excellent Fighters. The bulk of the troops are stationed close to Vikran where most of the new recruits are trained. Eight hundred barracks for 150 troops are spread over a large area next to the ocean. Housing for at least 50 officers, and their families, is in the Vikran suburbs.

- 1 A large stone edifice 60 meters by 80 meters contains the offices of the armed service. This includes the naval structure as well as air defense, and is a very active place.
- 2 "Mistic Rock" powers the steam engines to generate power for the installations (three in all). Operated by five personnel, it is also guarded by 50 troops.
- 3 One large wood frame structure sits next to the air field for all flyers as well as dirigible reconnaissance men. The air field is 200 meters by 100 meters.
- 4 Two-hundred armored trucks, 150 tanks and many ground cars for quick access to personnel. An armory containing 10,000 automatic rifles, 3,000 hand guns, 800 mortars, 400 artillery pieces as well. Also, 10,000 underwater missiles to arm amphibious craft to sink enemy ships.

- 1 **Institute of Knowledge:** This co-educational, government-supported institution meets the educational needs of the middle class who desire education in the arts, sciences, or medicine. Until this college was erected, only the rich or gifted were qualified for admission to the institutions of higher learning.
- 2 **Vikran Memorial:** Vikran Memorial is a national shrine, and the final resting place for Statesmen, Scientists, and other great leaders of the past and present. Large marble statues of great leaders adorn the memorial, and their ashes are sealed here in marble vaults.
- 3 **Vikran Security Bank:** Many companies do their business transactions here. This ten-story building made of stone and steel is guarded by two hundred and fifty security guards with automatic weapons. There is a gigantic vault with a time lock and walls three meters thick, that hides valuable deposits of precious stones, gold, and millions of Credits. One hundred smaller vaults are used for personal belongings. There are fifty teller windows to take care of business transactions inside of the bank.
- 4 **High Court:** The High Court building stands next to the government building in Cicron Square. Rising eight stories, this edifice is 60 meters by 80 meters. All criminal cases are tried here, usually by a jury trial. The judges are known for their stand on "Justice to All." Civil disputes are also settled here.
- 5 **Vikran's Night Diversions:** Vikran's night life congregates in the west end of town. The streets are brightly lit all night long. Many of the theaters are located here, as well as liquor lounges, gambling halls, clip joints, dance halls, and the red light district. Exotic restaurants, health clubs, and other entertainment abound.
- 6 **Port of Vikran:** The tidal estuary of the Dawz River extends about fifty kilometers inland to the center of Vikran, where the largest vessels dock. There are wharves from the pool of Vikran up to the Vikran bridge. Small boats and barges move products inland, helping to handle foreign trade more efficiently.
- 7 **Peel Grain Mill:** There are many food processing plants along the Dawz River. One such plant is the gigantic peel grain mill that makes table flour. Grain for livestock feed is also produced here.
- 8 **Industries:** Vikran industries include clothing, furniture, printing, light machinery, and a great number of consumer goods, making a great number of jobs for citizens not fighting in the war. Many females work in these factories, while most of the males are away fighting in the war.
- 9 **Law Enforcing Edifice:** This stone edifice is seventy meters by fifty meters, and twelve stories high. The basement level contains three hundred jail cells used for minor law violators, two prisoners per cell. The tenth level has the same layout, but with stronger security measures for more serious violators. Seven hundred police patrol the streets on foot and in motor cars. Four hundred and fifty detectives and undercover men investigate crimes. The rest of the building is rented out for office space to the citizens of Vikran.
- 10 **Gazor's Cock Fights:** On the waterfront is a large building that houses the cock fights. Liquor flows like water, and many Credits change hands here, as the handlers bring their champions to fight. Gazor has many cocks of his own, and gets a cut on every bet.
- 11 **Vikran Healing and Revitalizing:** A beautiful, large brick edifice in the center of the city, where medical research goes on and new discoveries are made, its main function is to aid and support the medical profession, and to give care to the sick and injured. This healing center has ten levels, with seventy-five hundred beds, large operation rooms, and physicians' and nurses' quarters. It is also equipped with the latest in drugs and hospital equipment.
- 12 **Vikran Train Station:** Steam engines are used to pull up to one hundred box cars or passenger coaches. The railroad system ties the country together. Vikran station is located close to Port Vikran, and distributes goods from the port throughout the United Fiskan Republic. Beautiful coaches carry passengers in the fast-moving trains. Rates are low, because "Mistic Rock" is a cheap source of power.

Bleutorgia



- 13 **Genots Gems and Treasure:** In the United Fiskran Republic, jewelry is a big business; time pieces, rings, necklaces, silver, and gold trinkets are arrayed here, along with precious stones, for the wealthy. Many couples come to Vikran to get married, and purchase ornate wedding rings here. Genots has ten security guards with automatic weapons for guarding the establishment.
- 14 **Home Necessities:** Appliances for the home, cleaning machines, refrigerators, and small appliances, as well as lawn groomers, locks, and lawn and gardening tools can be found here.
- 15 **Vikran Body Building:** Vikran body building is designed and equipped for physical training activities. Many citizens of Vikran work out daily at weights, indoor track, swimming and gymnastics. Youth clubs also meet here.
- 16 **Zelies Dance and Lounge:** A beautiful hostess will greet you and check your hat and coat, or any other personal items you are carrying. In the main ballroom, several dance bands and singers will perform for your enjoyment. You can eat, drink, watch a good floor show, or dance on the large dance floor. You can even take dance lessons here, while the large, mirrored globe spins on the ceiling, reflecting lights around the room.
- 17 **Museum of Vikran:** The museum of Vikran is an adventure in enjoyment. There are mummified remains of monarchs, which were excavated from below the city, on display here, along with the treasures that were found within their tombs. Skeletons of monsters from the past can be seen, and memorabilia from the nation's history, along with many inventions and scientific discoveries.
- 18 **Klao Furnishings:** This is an unusual, efficiently-run business that sells radios, cabinets, mirrors, chairs, bedroom suites, parlor sets, kitchen sets, and other furnishings for the home. The large display window in front of the warehouse shows all the latest designs in the fine workmanship sold here.
- 19 **Aggus Shoe and Cobbler:** Aggus is the best cobbler in Vikran. He repairs boots, shoes, and slippers while you wait. He learned his trade making boots for the army. Five young apprentices assist him. His booming business has a large display of new, hand-made shoes designed for the individual who wants the very best.

JAKFARIS CONFEDERATION

Capital - Bleutorgia
Continent - Aksenbin

- | | |
|---------------------------------|-------------------------------------|
| 1 Razmen's Palace | 14 Razmen's Communications |
| 2 Citadel of Bleutorgia | 15 Diversion Complex |
| 3 Bleutorgia Health Progression | 16 High Knowledge Attainment Center |
| 4 Klayo's Ecstasies | 17 Individual Vehicle Factory |
| 5 Bleutorgia References | 18 Bleutorgia Energy |
| 6 Defense Equipment | 19 Jakfaris Confederation Defense |
| 7 Individual Adornment | 20 Headquarters |
| 8 Ground Car Sales | 21 Energy for Camp |
| 9 Jakfaris Technology Records | 22 Air Field |
| 10 Bleutorgia Necessities | 23 Barracks |
| 11 Credit Transactions | 24 Vehicle Service & Repairs |
| 12 Wood Materials | 25 Armory |
| 13 Respectful Body Disposal | |

Jakfaris Confederation Bleutorgia

The Jakfaris Confederation is an atheistic culture stretching across the Aksenbin continent, covering 606,000 sq. kilometers. It is controlled by a dictator named "Razman". His reign started twenty years ago, when, with a relatively small group of followers, he took over the troubled government by force. After fifteen years of rule and of giving the citizens the false hope of a better economy, he declared war on the Katharian States and the United Fiskran Republic. During the prior fifteen years of peace, he had amassed the greatest force of military might in the history of Ghostring, with the intent of taking over the entire planet. The seat of power is "Razmen Square", which houses all government agencies. Razmen's castle sits

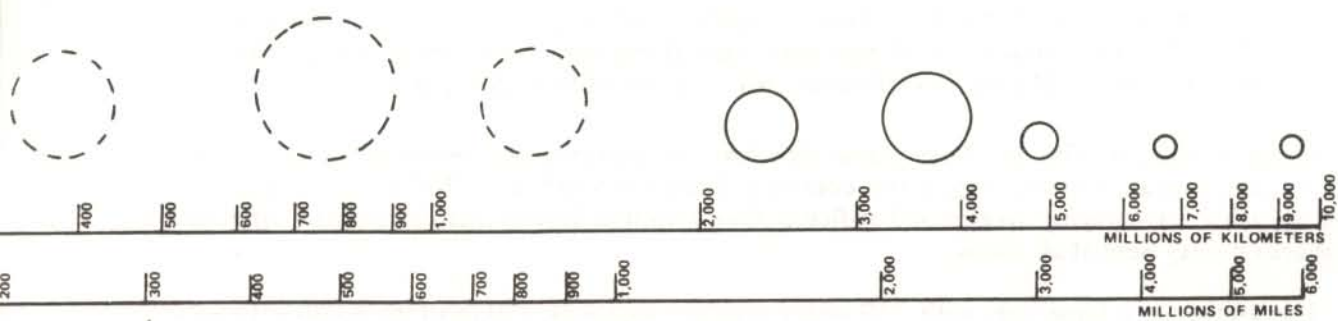
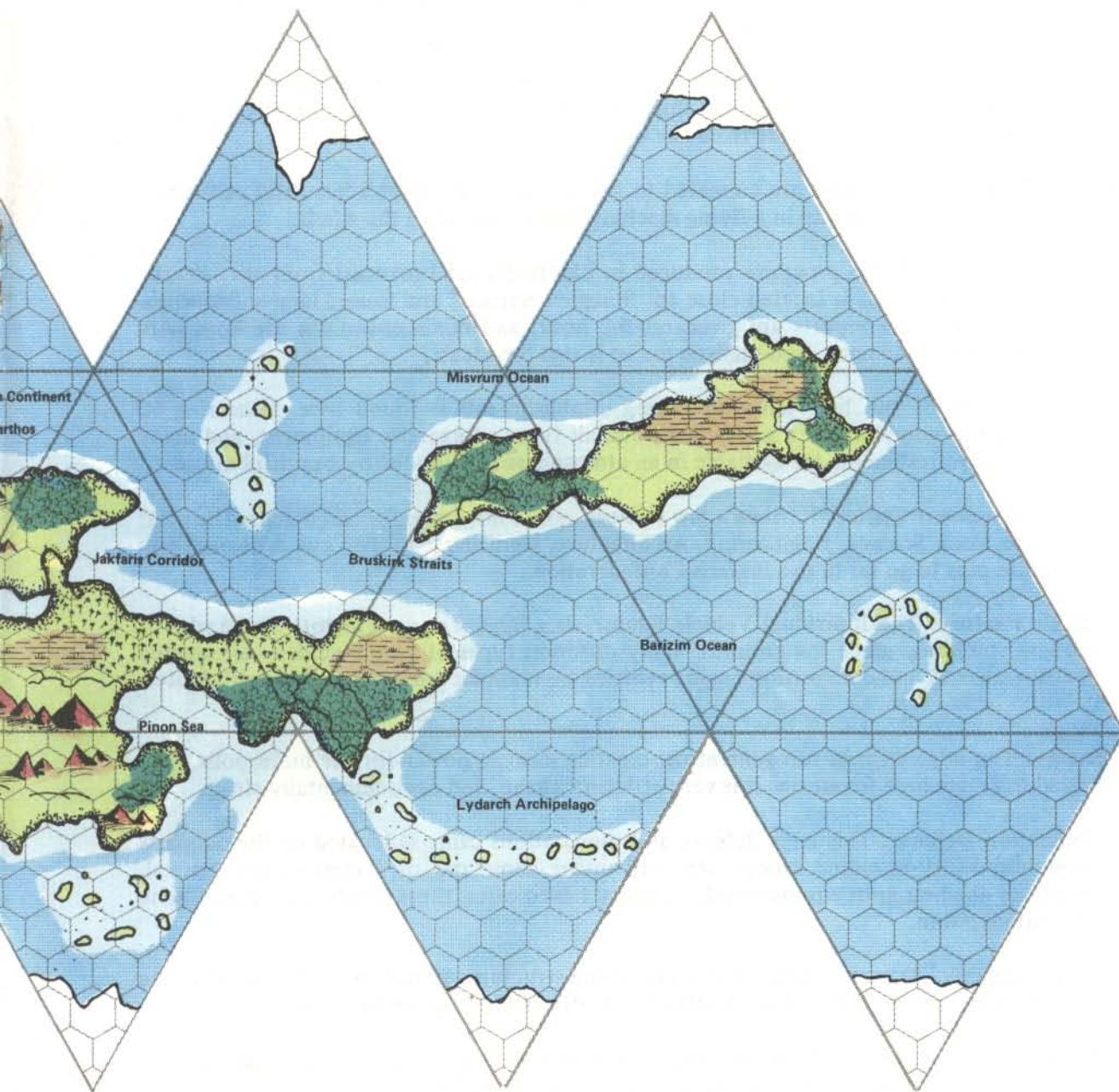
on a hill overlooking the square. He has many secret police that keep the citizens in line by fear. Ruling with an iron hand, Razmen has ordered his troops not to take prisoners, but to execute them. The only opposition to his power is a group of deserters, who have taken his two beautiful daughters hostage. They then fled to the mountains, taking with them much of the treasures of the country, including many Credits taken from the government treasury building. They are demanding a large ransom from Razmen.

- 1 **Razmen's Palace:** Razmen's palace sits majestically on a hill overlooking "Razmen Square". The castle is one hundred meters by eighty meters. Built of white marble, it is actually eight separate buildings joined by short hallways. Each building has a gold dome, with a large jeweled emblem, representing Razmen's power, rising from the highest points. Security is provided by two-hundred of his most trusted guards, armed with automatic rifles. They patrol the castle and its grounds, which are enclosed by a large stone wall, five meters high and two meters thick. A large safe, twenty meters by eighteen meters sits in an underground level of the castle. It contains about 200 million Credits. The only access to it is by a passageway in the center of Razmen's living quarters. The passage is guarded by five troops with automatic rifles.
- 2 **Citadel of Bleutorgia:** This large stone edifice, 200 meters by 180 meters, rises six levels, and contains all the chief offices of the Jakfaris Confederation. The secret police of Razmen's dictatorship occupy the first level. Second level is the control center for the top executives of the military services; army, navy, and air defense. The third level is the foreign relations center, where many foreign policies are made. Court rooms are on the fourth level, and the top two levels contain the interrogation chambers, and cells for all awaiting interrogation. Two hundred and fifty troops, armed with hand guns and automatic weapons, are here at all times.
- 3 **Bleutorgia Health Progression:** Health, nutrition, and physical fitness are stressed here, as well as preventive medicine. Two hundred highly skilled medical specialists work here. The building has a two-thousand bed capacity, a model "1" computer for use in blood analysis, x-ray machines, and the latest in Tech '6' equipment.
- 4 **Klayo's Ecstasies:** A beautiful frame structure, 40 meters by 50 meters, this building contains a dance floor, lounge, and gambling quarters. The second level has luxurious sleeping facilities, occupied by fifty female prostitutes. Rooms have secret cameras, along with listening devices, used for blackmail purposes. Many military secrets have changed hands here, for a price.
- 5 **Bleutorgia References:** Reading material for citizens can be acquired here. All material placed here must be approved by Razmen's secret police. Many "Writings of Razmen" publications are found here, along with paintings of the dictator, created to glorify him. Literature of heroic acts and history of the overthrow of the old government are also here. Most books were burned by Razmen, so that little remains of the history before the take over.
- 6 **Defense Equipment:** Any weapon, from a hand-gun to an armored truck, can be bought here. This is the headquarters of weapons sales in Bleutorgia. Many weapons are smuggled to rebels in the mountains and other outlaws. Hand-to-hand combat is also taught here.
- 7 **Individual Adornment:** A large glass show room graces the front of this stone structure, measuring 50 meters by 40 meters. Handsome, stylish apparel from all over the continent draw purchasers from near and far. Beautiful fur coats and other apparel for men and women can be bought here.
- 8 **Ground Car Sales:** Personal transportation is usually a four wheel motor car, powered by "Mistic Rock". The motor car can carry from two to six passengers, and is very quiet, and most efficient. Other cars having combustion engines as in air machines are sold here also to the more daring individuals. Motorcycles may be purchased here also.
- 9 **Jakfaris Technology Records:** Everything pertaining to the technological sciences and the industrial arts, such as warfare equipment, electronics, farming advancements, and medical sciences, are all recorded here for the citizens.
- 10 **Bleutorgia Necessities:** Many articles are sold here for home use, such as lounging sofas and chairs made of bluewood, food storing equipment, window coverings, and paintings, to name a few. Because of the war, shortages exist, and some articles have a waiting list.

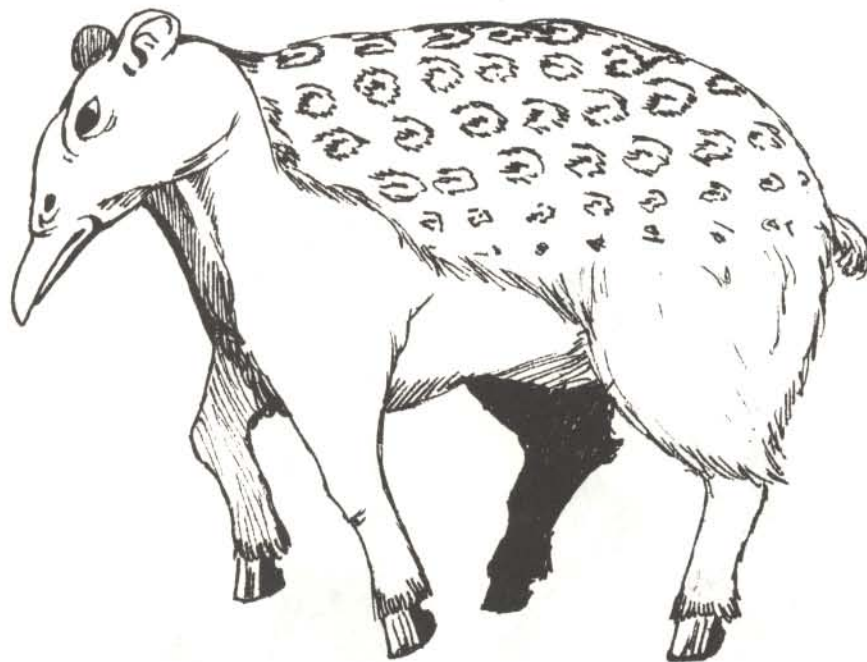


SOLAR SYSTEM CONFIGURATION



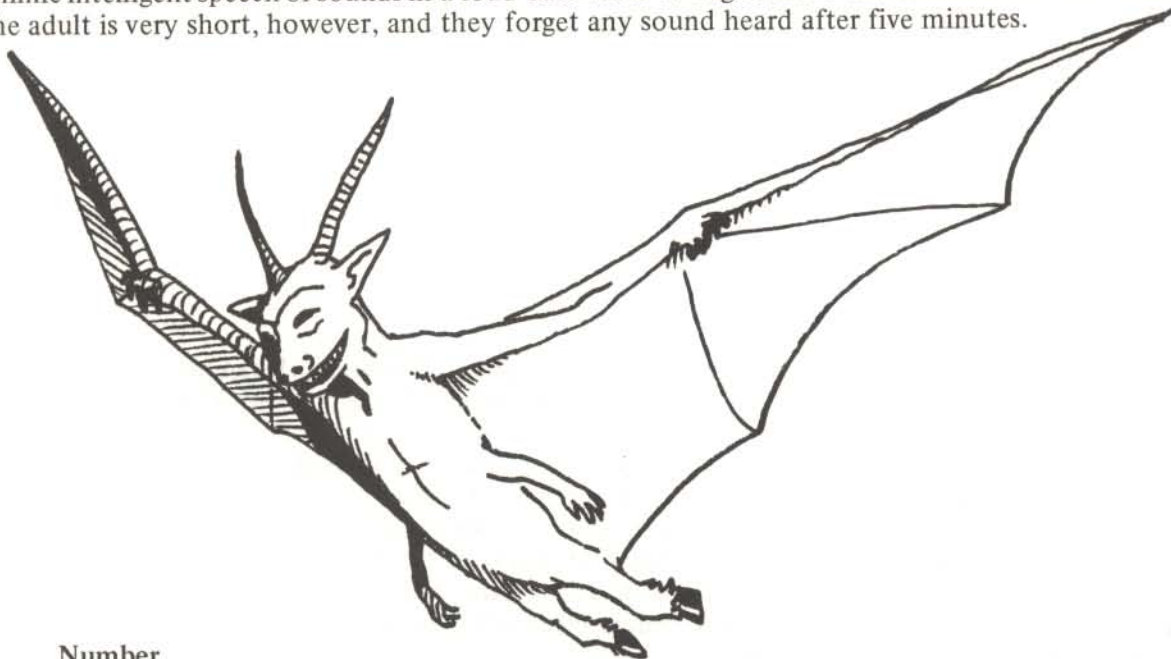


- 11 **Credit Transactions:** Credit Transactions is a large stone building, 100 meters by 80 meters. This treasure storage and transaction business is guarded by 80 security guards with hand-guns and automatic rifles. There are fifty caged windows for business transactions, and eight large vaults equipped with time-locks, and guarded by 20 security police. The vaults contain valuables worth 100 Credits. The alarm system is connected to "Razmen Square".
- 12 **Wood Materials:** Large logs are brought in from the great northern forests. After ripping them into planks, they are taken to the finishing mill. The shipyards have first choice in lumber, and the rest is used for homes and furniture. Paper is made from the waste.
- 13 **Respectful Body Disposal:** All bodies are cremated in the furnaces here after a beautiful ceremony. Ashes of the deceased are then taken up in a flying machine, and scattered to the winds.
- 14 **Razmen's Communications:** Radio programs produced in Bleutorgia are broadcast from atop nearby Azen Mountain. The station itself is located close to "Razmen Square" and is used largely for propaganda by the dictator. Weather reports are given on the hour, and communications are kept with ships at sea, and with flying machines. Nationalistic music is also broadcast.
- 15 **Diversion Complex:** One of the best tension-relieving establishments is found here. Measuring 60 meters by 50 meters, this complex has a swimming pool, all types of exercise equipment, and many games. Steam baths and refreshments are available in an atmosphere surrounded by beautiful music.
- 16 **High Knowledge Attainment Center:** Razmen's law stresses more knowledge for all citizens. The great minds gather here to teach Science, Engineering, Architecture, Medicine, and the Law. A degree from H.K.A.U. is a definite plus to go far in the Jakfaris Confederation.
- 17 **Individual Vehicle Factory:** The Individual Vehicle Factory is a large fenced-in factory at the edge of the city. Seven large buildings grace the grounds. Many different types of family vehicles are created here. Both electric-powered and combustion engine vehicles are manufactured here, along with motorcycles.
- 18 **Bleutorgia Energy:** Ten large engines run generators, creating electric power for the metropolis. "Mistic Rock" is used to create heat for steam. It is very efficient, cheap, and environmentally clean.
- 19 **Jakfaris Confederation Defense:** This large defense and preparations camp is located on the outskirts of town. One-hundred-fifty-thousand troops are here under command of Razmen's top general. Trained in the use of the best arms equipment the country has to offer, these camps are the backbone of the Jakfaris Confederation.
- 20 **Headquarters:** The headquarters of General Bulz is in a frame structure, 60 meters by 50 meters in the center of the camp. It has living quarters for 25 officers, an officers' lounge, and a kitchen.
- 21 **Energy for Camp:** Energy is generated for the camp in a stone building 25 meters by 20 meters, using "Mistic Rock" to power four large steam engines. Twenty troops guard this complex.
- 22 **Air Field:** A large air field accommodates all air machines and dirigibles. It is 500 meters by 200 meters. One hundred air machines powered with combustion engines are kept here for use in war, along with fifty dirigibles for reconnaissance. The field is guarded by 100 troops.
- 23 **Barracks:** One thousand frame barracks contain sleeping quarters for 150 troops. Two first-class leaders are confined to each barrack. All troops have combat readiness, and can be sent to the front lines at a moment's notice. Hand guns and automatic rifles are issued to each Fighter.
- 24 **Vehicle Service & Repairs:** This is a large frame structure for repairing and servicing vehicles. Everything for armored warfare is stored within this complex. There are 500 trucks, 400 armored tanks, and 350 small vehicles for carrying troops and officers. One hundred troops with automatic rifles and hand guns are on duty here at all times.
- 25 **Armory:** The armory is a large one, with 250 heavy artillery weapons, 300 mortars, 8,000 automatic rifles, 6,000 hand guns, and 50,000 grenades. There are 200 guards on duty here at all times.



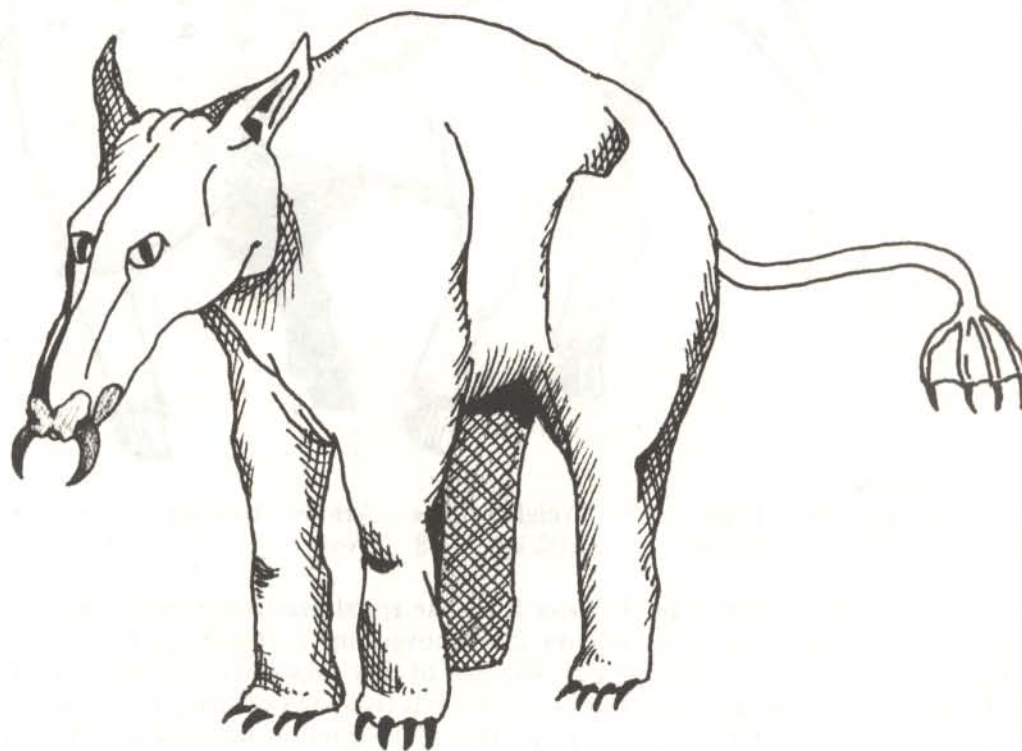
Animal	Number Encountered	Type	Weight	Hits	Armor	Wounds	Weapons	Reaction
Spiraline	2D	Grazer	100 kg.	19/8	None	6	As Blade - 1	A8 F5 S2

The name of this domesticated animal comes from the spiral markings covering most of the tough smooth skin. The creature stands one meter tall on four hooved limbs. It gives birth once every four months in litters of two to five young called Spirlings. The pair of tiny eyes and round ears set on the top of the large head are very sensitive. The beak-like feeding orifice has two rows of sharp teeth for grinding up the insects and greenery which the Spiralines thrive upon. The adult Spiraline has very powerful vocal chords and frequently mimic intelligent speech or sounds in a loud bass voice to frighten it's natural enemies. The retention span of the adult is very short, however, and they forget any sound heard after five minutes.



Animal	Number Encountered	Type	Weight	Hits	Armor	Wounds	Weapons	Reaction
Genthrr	3D	Flying Chaser	25 kg.	12/6	None	3	Teeth	A0 F9 S3

The Genthrr, or "Flying Terror", derives its name from its attack cry, and the rapid whirling of its fluttering wings. Two horns protrude from the top of its head, and funnel-shaped ears extend on each side of the head above the eyeline. Its slanted red eyes and snout-like smelling orifice above the devouring mouth full of long, sharp teeth, give the Genthrr a malicious aspect. The body is covered with fine hair. The strong gliding wings and two limbs with four-clawed digits to lock-grip onto its prey, make it a fierce opponent. The Genthrr's eighty-pound body is well-balanced upon two stubby, hooved legs.



Animal	Number Encountered	Type	Weight	Hits	Armor	Wounds	Weapons	Reaction
Mooth	1 or 2	Killer	1600 kg.	27/8	As Mesh	22/18	Teeth/Claws	A6 F11 S2

Mooth are ferocious predators, which tend to hunt their territory in pairs during the warm months (the female hiding from the male in some rocky lair during her gestation period). Standing three meters tall, and four to five meters long from nose to tail, these brutes weigh up to two tons. Fang-like teeth, five-clawed digits on each of its four limbs, and four-clawed digits on the end of the Mooth's tail, make it the terror of Ghosting. Its cat-like eyes have an evil, piercing stare, which often petrifies lesser animals with fear. The body is covered with fine armored scales, three centimeters thick. It is carnivorous, and will devour anything in sight, including Hawkings.

Animal	Number Encountered	Type	Weight	Hits	Armor	Wounds	Weapons	Reaction
Raga	4D	Gatherer	25 kg.	10/7	None	5	As Blade -1	A9+ F8+ S1

The Raga stands one and one-half meters tall on three web-footed limbs. It feeds upon seeds and vegetation through two beaked eating orifices, one on each side of its head. A limb with four digits on each hand is positioned beneath each mouth on the ovoid body. The neck can twist completely around, with no discomfort, to position the single, large eye. Lacking depth perception, and with poor natural defenses, the Raga originated within a continent with few predators, and was quickly domesticated by the Hawkings. The Raga is highly prolific, laying two to four eggs per day. The hearing orifice is a slit on the back of the head, opposite the eye. The body is covered with feathers, and two breathing orifices are just below the eye on the front of the head. The Raga has two drastically atrophied wings on its back, and cannot fly. In domesticated Ragas, the wings have completely disappeared.



Military Organization

Hawklings Military Organization is very similar to corresponding Human Military Organization, although somewhat more traditional and rigid in Hierarchy.

An Infantry Division consists of around 3600 to 4000 Hawklings divided into four Rifle Regiments of 800 Hawklings each plus an attached Artillery Battalion of 400 Hawklings. Each Regiment is commanded by a Major and consists of three Rifle Companies of 200 Hawklings each and one Heavy Weapons Company of 200 Hawklings. Each Company is commanded by a Colonel and is divided into five Platoons of 40 Hawklings each. Each Platoon is commanded by a Captain and is further divided into three 10 Hawklings Squads commanded by Sergeants. The balance are Cooks, Messengers, Medics, Supply Handlers, Ministers, and Aides to the Captain.

Infantry Corps generally consist of six Infantry Divisions, one Armored Division, and one Artillery Division. Armored Corps generally consist of four Armored Divisions divided into nine Tank Battalions of 400 Hawklings and forty Tanks each. Artillery Corps generally consist of four Infantry Divisions and four Artillery Divisions divided into four Heavy Mortar, two Field Howitzer, one Heavy Howitzer, and one Congreave Rocket Battalion of 400 Hawklings and forty Tubes each. Air and Naval Corps use the terms of Wings and Fleets in lieu of "divisions" to describe similiar organizational breakdowns. There is no corresponding branch of the Navy designated as Marines, the Army having always assumed that role. Trench warfare is prevalent.

	Katharian States	Fiskran Republics	Jakfaris Confederation
Derigible Corps	1	1	2
Bi-Plane Corps	2	1	4
Infantry Corps	14	17	38
Armored Corps	1	2	6
Artillery Corps	8	8	9
Ordinance Corps	2	3	5
Militia Corps	5	7	3
Youth Corps	0	0	12
Ambulance Corps	7	6	3
Naval Attack Corps	2	2	2
Naval Defense Corps	2	2	4
Anti-Aircraft Divisions	7	5	6
Sapper Divisions	4	7	7
Military Police Divisions	2	3	9
Engineer Divisions	10	5	14
Heavy Weapons Divisions	0	1	3
Labor Divisions	0	0	12
Mountain Divisions	2	3	4

General Encounters

Roll 1D6 plus a Die Modifier equal to the distance in hexes from the nearest city.

- 1 Domestic Animal
- 2 Hawking Encounter
- 3 Military Encounter
- 4 Domestic Animal
- 5 Hawking Encounter
- 6 Wild Animal
- 7 Hawking Encounter
- 8 Wild Animal
- 9 Hawking Encounter
- 10 Wild Animal

Domestic Animals can be ignored unless provoked. The smell of Humans will often panic Alien Animals.

Worker

- 3 Aircraft
- 4 Railroad
- 5 Office
- 6 Mercantile
- 7 Restaurant
- 8 Tavern
- 9 Entertainment
- 10 Religious
- 11 Mining
- 12 Construction
- 13 Janitorial
- 14 Banking
- 15 Naval
- 16 Car
- 17 Radio
- 18 Government

Jakfaris City

- 3 Palace Guard
- 4 Prostitute
- 5 Worker
- 6 Military Officer
- 7 Military Youth
- 8 Disable military
- 9 Military Patrol
- 10 Secret Police
- 11 Security Police
- 12 Military
- 13 Gangster
- 14 Government Official
- 15 Underground Rebel
- 16 Fiskran Spy
- 17 Retired Worker
- 18 Military Patrol

Hawking Encounters

- 1 1D6 Citizen Workers
- 2 2D6 Gangsters
- 3 1D6 Security Patrol
- 4 2D6 Military Patrol
- 5 3D6 Military Camp
- 6 4D6 Worker Camp
- 7 5D6 Military Mobilization Center
- 8 6D6 Military P.O.W. Camp (2D6 x 100 Prisoners)
- 9 1D6 Hunting Party
- 10 8D6 Barbarian Hawkings (poorly equipped)

Military

- 3 Dirigible - Air Corps
- 4 Bi-plane - Air Corps
- 5 Naval - Attack
- 6 Artillery
- 7 Anti-Aircraft
- 8 Sapper
- 9 Naval - Minelayer
- 10 Police
- 11 Grenadier
- 12 Rifle
- 13 Flamethrower
- 14 Ambulance Corps
- 15 Engineer
- 16 Heavy Weapons
- 17 Armor Corps
- 18 Ordinance

Gangster

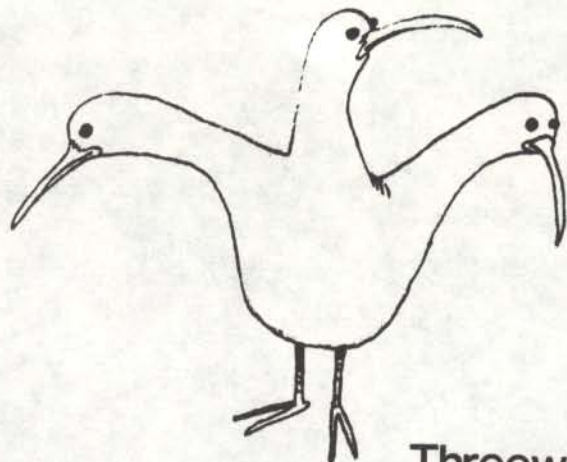
- 3 Gang Leader
- 4 Juvenile Delinquent
- 5 Forger
- 6 Hit Man
- 7 Muscle Man
- 8 Highjacker
- 9 Smuggler
- 10 Extortionist
- 11 Thief
- 12 Bank Robber
- 13 Counterfeiter
- 14 Slaver
- 15 Kidnapper
- 16 Safe Cracker
- 17 Cat Burglar
- 18 Racketeer Boss

Fiskran or Katharian City

- 3 Ward Official
- 4 Fisher
- 5 Jakfaris Sabateur
- 6 Disabled Military
- 7 Orphan
- 8 Widow Worker
- 9 Security Police
- 10 Worker
- 11 Gangster
- 12 Military
- 13 Retired Worker
- 14 Jakfaris Spy
- 15 Counterspy
- 16 Farmer
- 17 Doctor
- 18 Legislator

Neutral City

- 3 Jakfaris Rebel
- 4 Barbarian
- 5 Serf
- 6 Teacher
- 7 Hunter
- 8 Jakfaris Spy
- 9 Fiskran Spy
- 10 Katharian Spy
- 11 Worker
- 12 Farmer
- 13 Fisher
- 14 Rancher
- 15 Trader
- 16 Missionary
- 17 Doctor
- 18 Legislator



Threewi



MUSEUM MAP



Wild Animals & Events

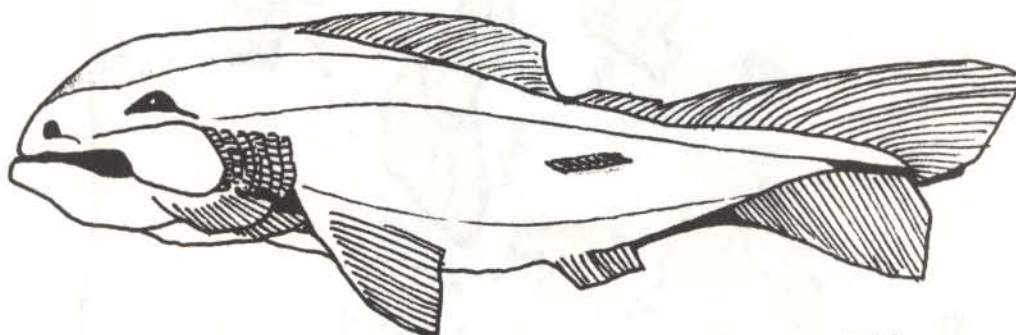
Clear

Die	Animal	Weight	Hits	Armor		Wounds & Weapons				
2	3D Intimidator - Coilers	1400 kg	28/11	None	12	Teeth	A7	F 6	S2	
3	6D Grazers - Spiralines	100 kg	19/8	None	6	As Blade -1	A8	F 5	S2	
4	1 Killer - Mooth	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2	
5	2D Flying Chaser - Genthros	25 kg	12/6	None	3	Teeth +1	A0	F 9	S3	
6	3D Gatherer - Raga	25 kg	10/7	None	5	Blade -1	A9	F 9	S1	
7	2 Gatherers - Septim	2 kg	1	None	1	Horn	A9	F 8	S1	
8	1 Trapper - Flongohead	2 kg	2	Jack	1	Teeth - Poison	A3	F10	S1	
9	1 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth - Poison	A7	F 8	S2	

10 Event: Patrol Aircraft strafes suspected enemy unit. Must take cover for 20 - 120 minutes.

11 Event: Fleeing Refugees block passage for 30 - 180 minutes.

12 Events: Unmarked mismarked minefield. Evidence of previously exploded mines apparent unless traveling over 30 km per hour. One chance in six per meter for twenty meters of triggering a mine (Wound 3D if in Vehicle; 6D if on foot).



Fring

Ocean

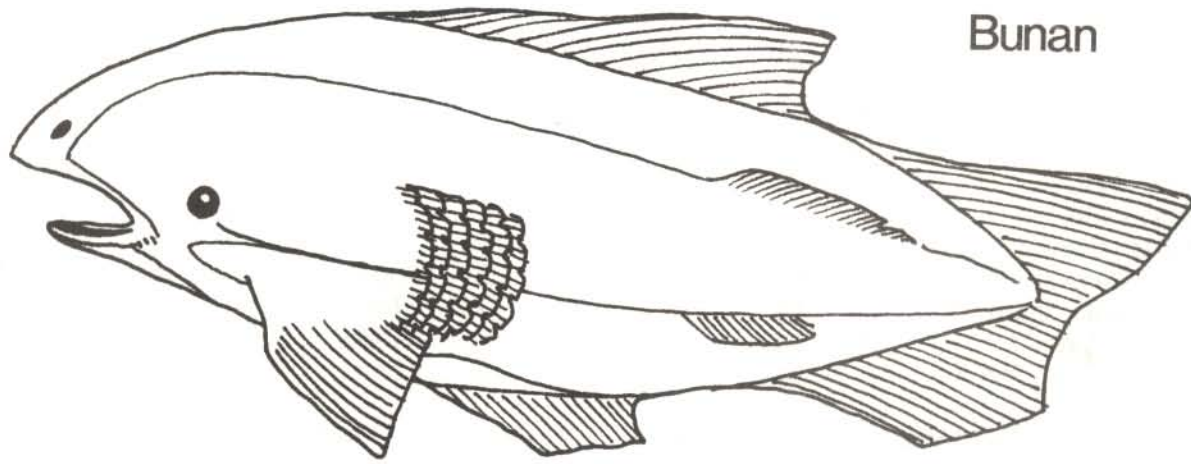
Die	Animal	Weight	Hits	Armor		Wounds & Weapons				
2	7Swim. Carrion-Eaters - Hemtle	7 kg	4/0	Jack	3	As Pike	A7	F7	S2	
3	1 Swim. Killer - Fring	820 kg	18/5	Mesh	8	Teeth	A6	F8	S2	
4	3D Swim. Grazers - Bunan	23000 kg	37/3	Jack	10	Thrasher	F8	A9	S2	
5	4 Swim. Grazers - Binfin	50 kg	4/4	Mesh	4	Teeth	F5	A7	S1	
6	6 Swim. Grazers - Krizan	700 kg	10/6	Mesh	8	Teeth	F5	A7	S1	
7	4 Swim. Hunter - Aztor	24 kg	6/2	None	6	As Sword	A9	F6	S2	
8	2 Swim Chasers - Enling	200 kg	11/5	Jack	7	Teeth	A0	F9	S2	

9 Event: Supply ship fires warning shot and attempts to flee.

10 Event: Sharp naval engagement between 2D armored frigates.

11 Event: Patrol ship asks to search and question.

12 Event: Sudden gale. Throw 6+ to avoid overturning. Individuals throw 7+ to avoid 3D injury.



Bunan

River

Die	Animal	Weight	Hits	Armor	Wounds & Weapons				
2	1 Amphibious Grazer - Klor	200 kg	14/14	Mesh	10	Horns	F3	A 8	S1
3	3 Hunters - Ternats	11 kg	3/6	Cloth	4	Teeth	A7	F 8	S2
4	4 Swim. Reducers - Pig	1 kg	3/0	None	1	Teeth	A8	F 4	S2
5	3 Amphibious Eaters - Krizan	13 kg	11/6	None	2	Teeth	A8	F 8	S2
6	1 Intimidator - Coiler	1400 kg	28/11	None	12	Teeth	A7	F 6	S2
7	1 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth - Poison	A7	F 8	S2
8	1 Killer - Mooth	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2
9	3 Gatherers - Septim	2 kg	1	None	1	Horn	A9	F11	S1

- 10 Event: River overflowing and filled with debris from recent storm. Hazardous traveling if crossing without bridge (throw of 8+ and bridge is out).
- 11 Event: Patrol trapped behind enemy lines holds the opposite river bank (3D Hawkling Rifles).
- 12 Event: Tank with thrown tread and sunk two meters in mud blocks the only crossing for six kilometers. Crew is fuming and cursing as they rig block and tackle.

Mountain

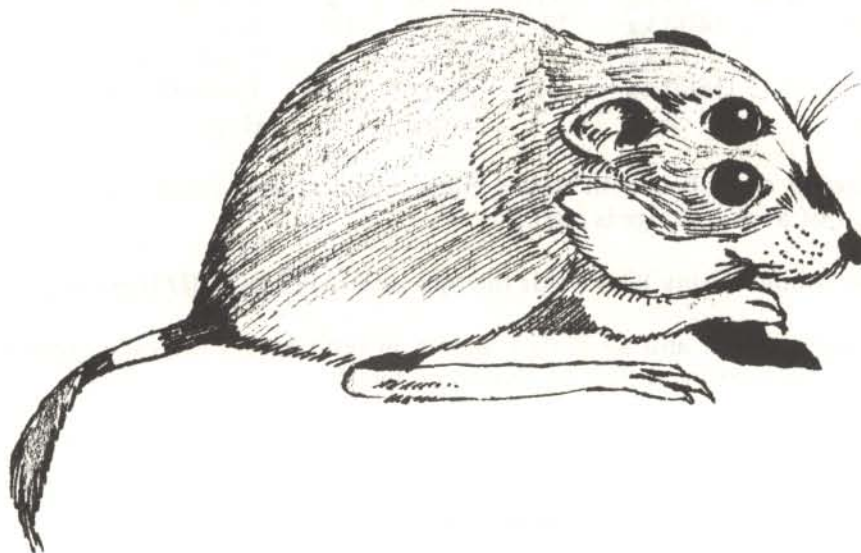
Die	Animal	Weight	Hits	Armor	Wounds & Weapons				
2	1D Trapper - Flongohead	2 kg	2	Jack	1	Teeth - Poison	A3	F10	S1
3	1 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth - Poison	A7	F 8	S2
4	2 Killers - Mooths	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2
5	2D Flying Gatherers - Falir	1 kg	4/0	None	2	Claws	A8	F 7	S2
6	4 Hunters - Ternats	11 kg	3/6	Cloth	4	Teeth	A7	F 8	S2
7	6D Grazers - Falis	20 kg	6/1	None	1	Teeth	F3	A 9	S2
8	1 Chaser - Fuzling	210 kg	22/8	Jack	8	Claws	A0	F 9	S3
9	2D Carrion-Eaters - Borts	90 kg	10/4	None	2	Teeth	A4	F 7	S2

- 10 Event: Munitions Supply Wagons and a Rifle Battalion block passage while officers of equal rank argue over the distribution of supplies (particularly over one case of bootleg liquor).
- 11 Event: Enemy observation Dirigible floating above rifle range drops a finned "scream" bomb. Base chance to be hit 9+, and for each person 7+ if within blast radius (6D damage).
- 12 Event: Female Hawkling spy, posing as a dancer separated from her troupe, attempts to infiltrate the party.

Jungle

Die	Animal	Weight	Hits	Armor		Wounds & Weapons			
2	1 Killer - Mooth	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2
3	2 Hunter - Ternats	90 kg	10/4	None	2	Teeth	A4	F 7	S1
4	2 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth -1 Poison	A7	F 8	S2
5	3 Gatherer - Septim	12 kg	1	None	1	Horn	A9	F 8	S1
6	3D Flying Chasers - Genthros	25 kg	12/6	None	3	Teeth +1	A0	F 9	S3
7	1 Intermittent - Sparn	1 kg	1/0	None	3	Horns +1	F9	A 9	S1
8	6D Grazers - Lakpur	3000 kg	20/12	Mesh	25	Horns	F5	A 9	S2
9	1 Flying Pouncer - Wel-Zar	10 kg	2/6	None	4	Claws	A0	F 0	S3

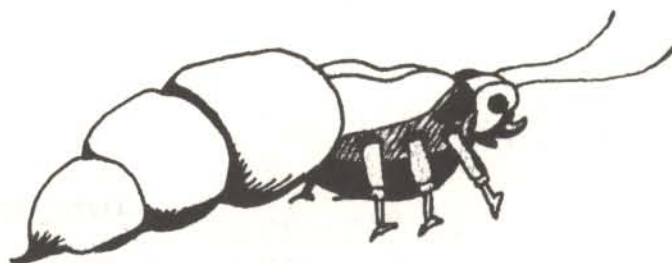
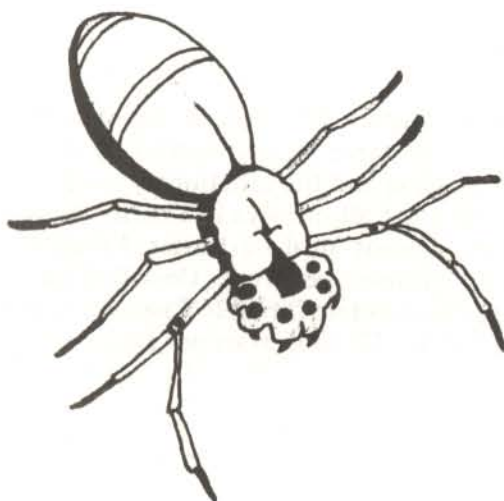
- 10 Event: Torrential Rainstorm, Visibility reduced to short range for 1D hours. Hearing reduced to half normal. Driving near impossible.
- 11 Event: Sniper, armed with Long Rifle is under orders to fire unless password is given. Long range patrol is encamped in clearing 30 meters ahead consisting of 3D Hawkling riflemen.
- 12 Event: Barbarian Hawkings (8D) armed with Spears and Broadwords demand supplied in exchange for hides. Will attack if insulted or alarmed.



Rough

Die	Animal	Weight	Hits	Armor		Wounds & Weapons			
2	1 Flying Gatherer - Falir	1 kg	4/0	None	2	Claws	A8	F 7	S2
3	2D Carrion-Eaters - Borts	90 kg	10/4	None	2	Teeth	A4	F 7	S1
4	2 Hunters - Ternats	11 kg	3/6	Cloth	4	Teeth	A7	F 8	S2
5	2 Killers - Mooths	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2
6	1 Trapper - Flongohead	2 kg	2	Jack	1	Teeth - Poison	A3	F10	S1
7	1 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth -1 Poison	A7	F 8	S2
8	3 Intermittents - Farths	10 kg	8/7	Mesh -1	3	Teeth	F7	A 6	S2
9	6D Grazers - Spiralines	100 kg	19/9	None	6	Blade -1	A8	F 5	S2

- 10 Event: Escaped Prisoners of War (1D), armed with clubs and knives hiding in ambush. Will attack if reasonable chance of succeeding, dependent upon number in party and displayed arms.
- 11 Event: Ambulance with driver, medic, and 1D wounded military asks for assistance. Minimum delay of 10 - 60 if no assistance offered.
- 12 Event: Saboteurs launch three mortar rounds at party, and attempt to fade back into cover at medium range (Wounds 3D if hit). Two Hawkings operate mortar and 1D armed with Shotguns act as guards.



Desert

Die	Animal	Weight	Hits	Armor		Wounds & Weapons			
2	4 Chasers - Sand Devil	40 kg	12/10	None	4	Teeth +1	A0	F9	S2
3	2 Hunters - Fragrr	5 kg	5/7	Jack	2	Teeth	A7	F5	S2
4	1 Intimidator - Sand Demon	12 kg	4/9	Cloth	1	Teeth -1	A7	F4	S1
5	1 Hijacker - Thrill	12 kg	8/9	Cloth -1	4	Teeth	A8	F3	S2
6	4D Grazer - Rogir	5 kg	3/5	None	3	As Foil	F5	A9	S1
7	1 Killer	10 kg	10/5	None	3	Claws	A4	F8	S1

- 8 Event: Soft sand for next thirty kilometers cuts speed in half.
- 9 Event: Mirage of marching columns of an armored division approaching.
- 10 Event: Forty tanks involved in a meeting engagement with a motorized infantry division.
- 11 Event: Downed pilot armed with Body Pistol waits for death in the shade of his wrecked bi-plane.
- 12 Event: Lone tank crew with two enemy officers held prisoner occupies small oasis and a crumbling mud building against a thirsty enemy infantry division. The tank is out of fuel, but dug in to cover the only viable approach.

Currency

Off-world currency will only be useful in trade as curiosities. The basic monetary unit is the bursar, a round coin made of silver-platinum alloy and the burzin, the paper money backed by stocks of silver and platinum held by the government. Due to a pre-war depression and the inflationary world conflict, twenty bursars equal one Credit. The manuscript will henceforth state all moneys in Credits, although the Judge may wish to use the following during the course of play: Decent Meal - 1 Bursar; Frugal Lodging - 3 Bursars; Simple Clothing - 6 Bursars; Sailing Ship Passage - 10 Bursars per Week; Unskilled Labor - 5-7 Bursars per Day; Mixed Drinks - 2 Bursars; Taxis - 2 Bursars per Kilometer; Dirigible Passage - 6 Bursars per Day; Rifle - 20 Bursars; Box Ammunition - 3 Bursars; Skilled Labor - 10-20 Bursars per Day.

Travel Times

The distance across each hex is 700 kilometers on the Planetary Maps. Travel times across each hex is by mode of travel in hours are as follows:

Walk	90	130	—	110	150	100	110
Car	50	60	—	60	70	60	50
Dirigible	40	40	40	40	44	40	46
ATV	10	16	22	10	17	17	10
Air Raft	8	14	20	8	14	14	8
Bi-Plane	7	7	7	7	8	7	8
Sailing Ship	--	—	70	--	—	--	—
Steam Ship	--	—	25	--	—	--	—

Hawking Dirigibles carry enough fuel for 300 hours of continuous operation, Bi-Planes, 7 hours. Steam Ships can operate for 1500 hours before refueling.

IMPERIUM GALACTIC BUSINESS REGISTRATION & EXCHANGE

Credit Control Code _____	Local Government Authority _____
Controlling Conglomerate, Co-operative, or Corporation _____	
Name of Business _____	Nature of Business _____
Bank or Credit Bureau _____	Stellar System _____
Planet _____	Country _____ City _____
Purpose of Business _____	District Authority _____
Government Clearance Code _____	Extra-Legal Code _____
ImpGal Register _____	Restrictions _____

TREASURE

VAULT



37	FIRST FANTASY CAMPAIGN	\$7.98
46	WILDERLANDS HEX SHEETS	\$3.00
66	SEA STEEDS & WAVE RIDERS	\$6.50
68	WAR CRY	\$4.00
69	FLOTILLA ONE	\$5.00
96	TREASURY OF ARCHAIC NAMES	\$4.95
104	CASTLE BOOK II	\$3.00
240	THE FANTASY CARTOGRAPHER'S FIELD BOOK	\$3.98
360	LASER TANK	\$1.50
410	THE ASTROGATORS CHART BOOK	\$3.98
440	TEMPLE BOOK I	\$3.00
530	RAVENS CRAG	\$10.00
550	THE FIELD GUIDE TO ENCOUNTERS	\$12.00
680	TOWER OF INDOMITABLE CIRCUMSTANCE	\$4.98
690	MASTERS OF MIND	\$7.98
700	RESTORMEL	\$5.98

APPROVED FOR USE WITH D&D tm

2	DUNGEON TAC CARDS	\$3.95
14	READY REF BOOK	\$2.99
27	TEGEL MANOR	\$4.50
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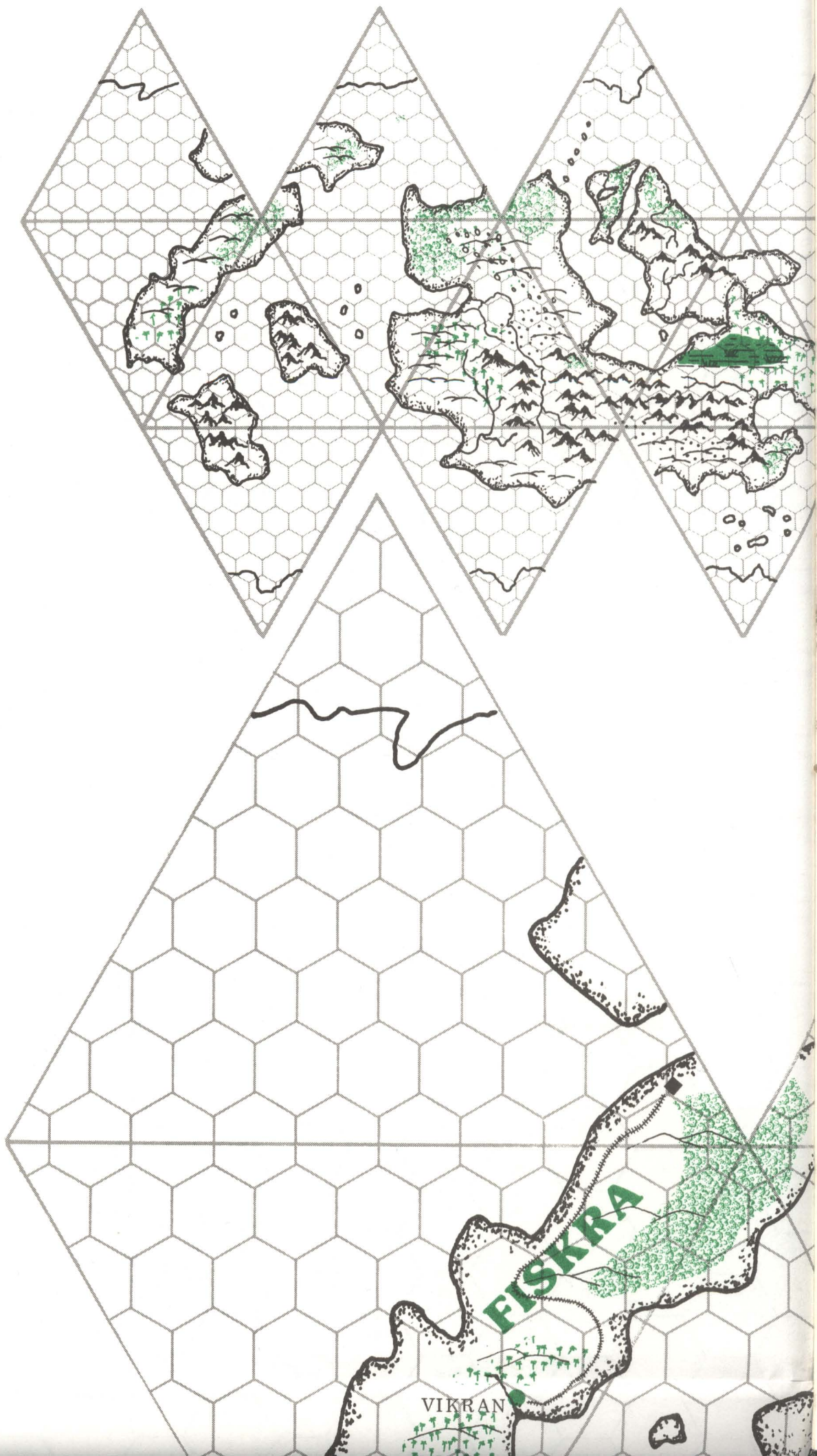
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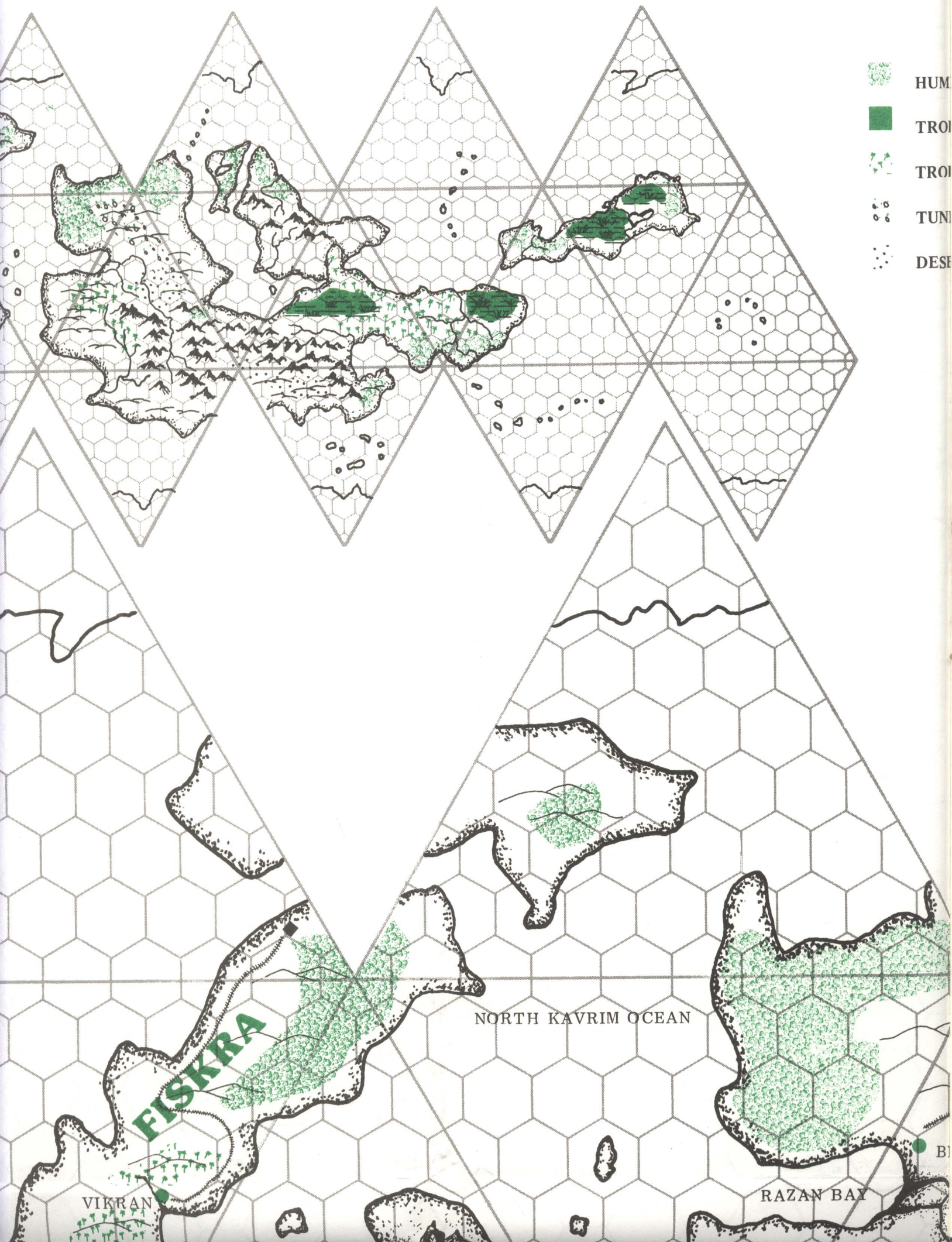
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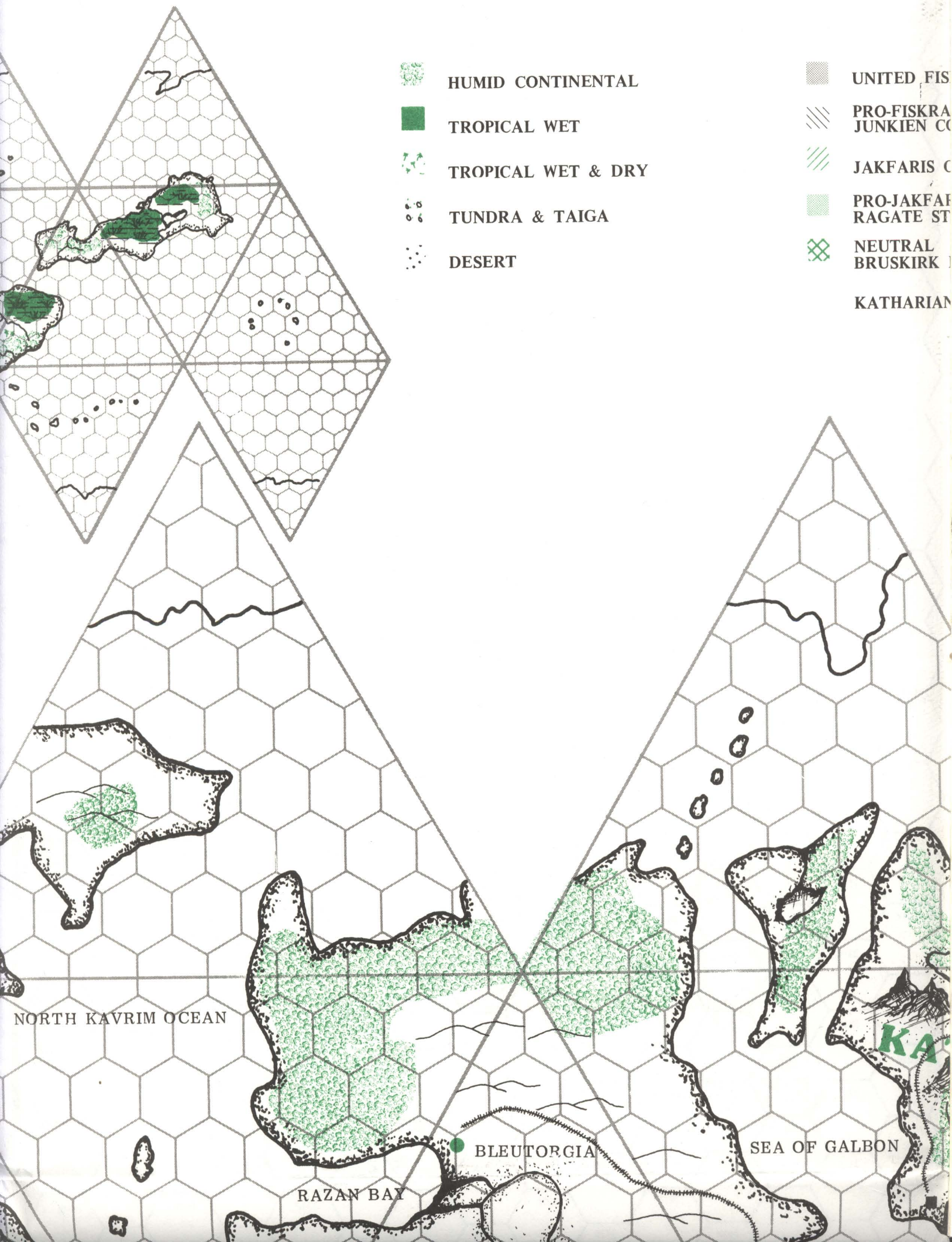
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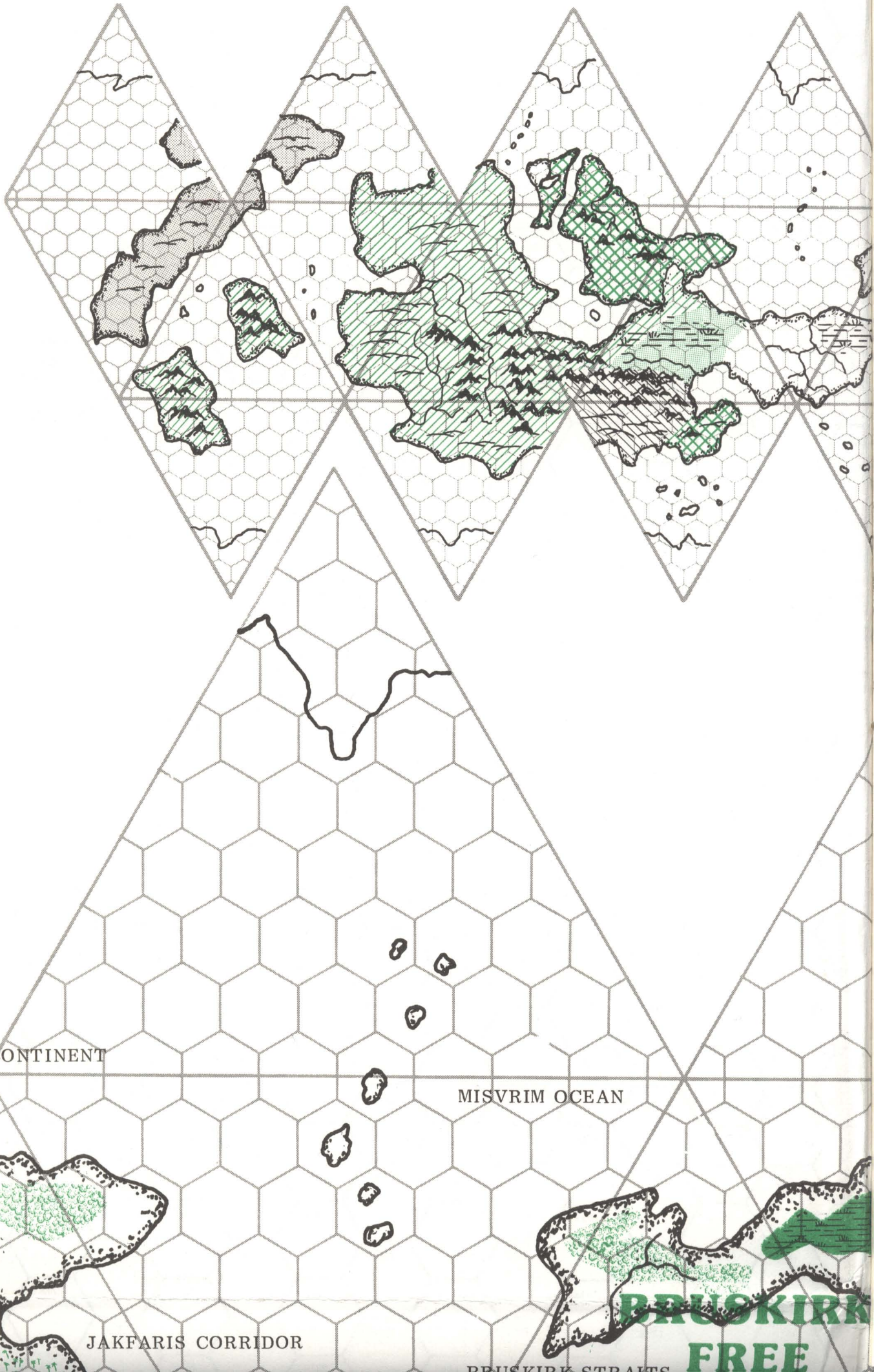
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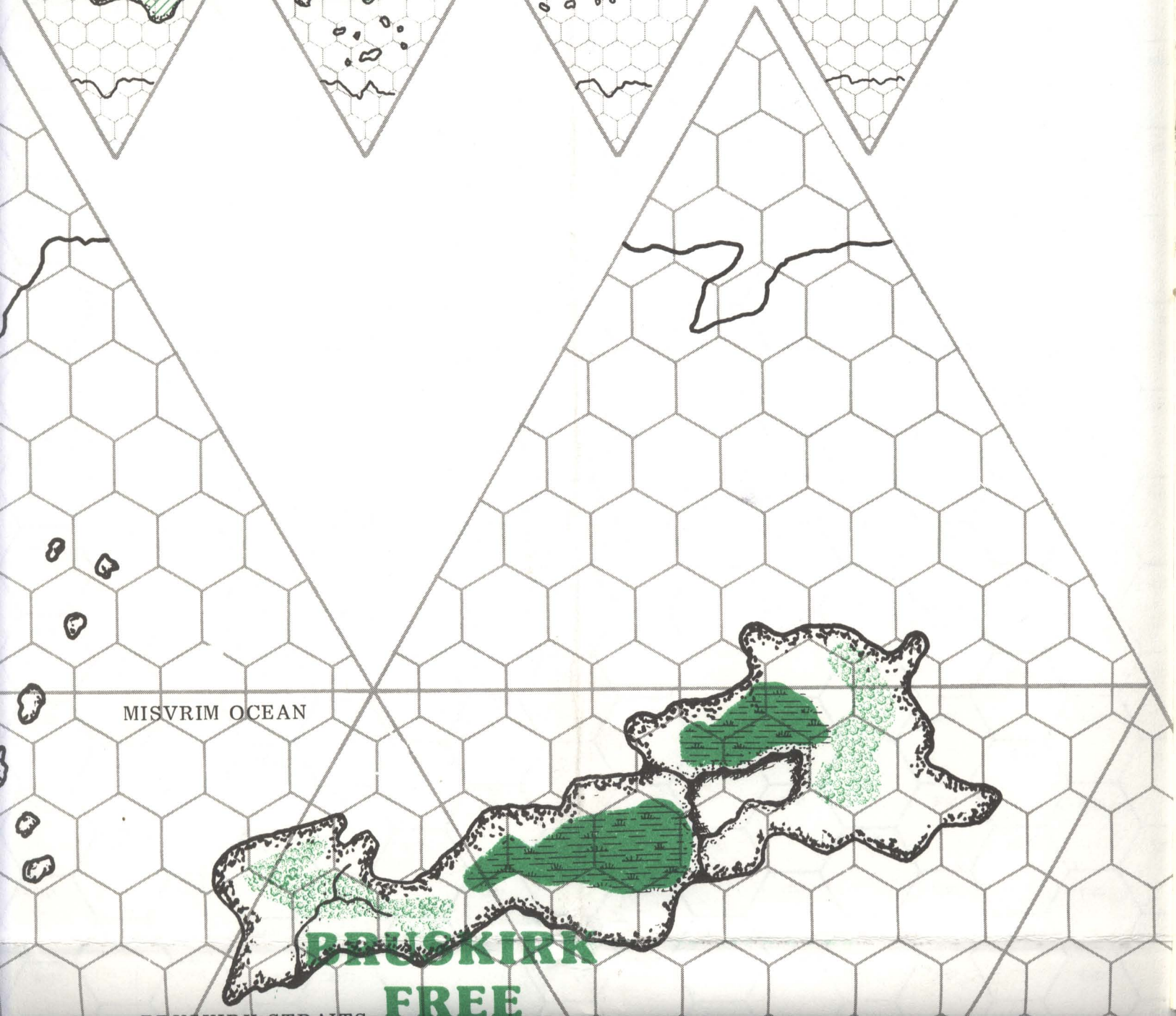
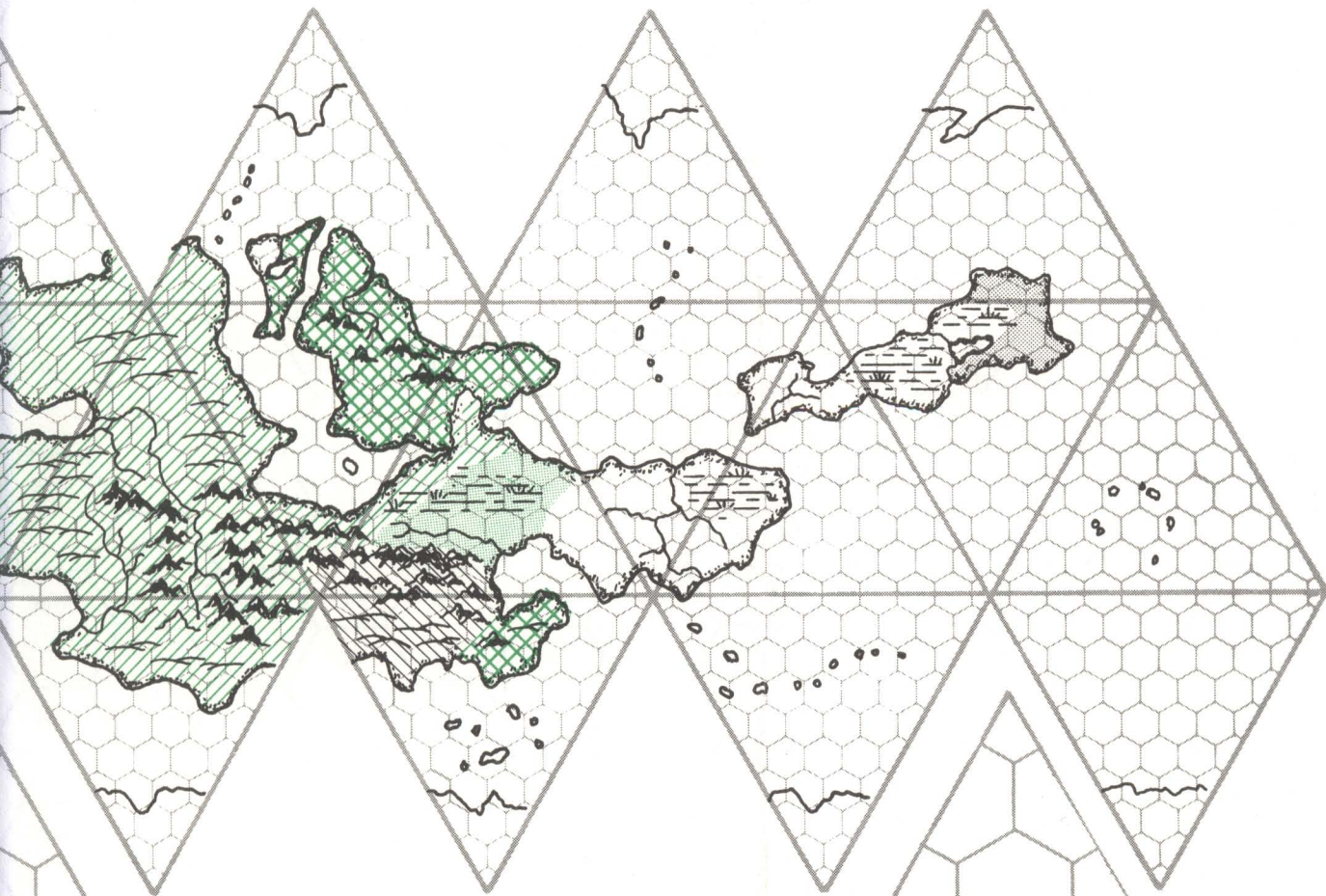
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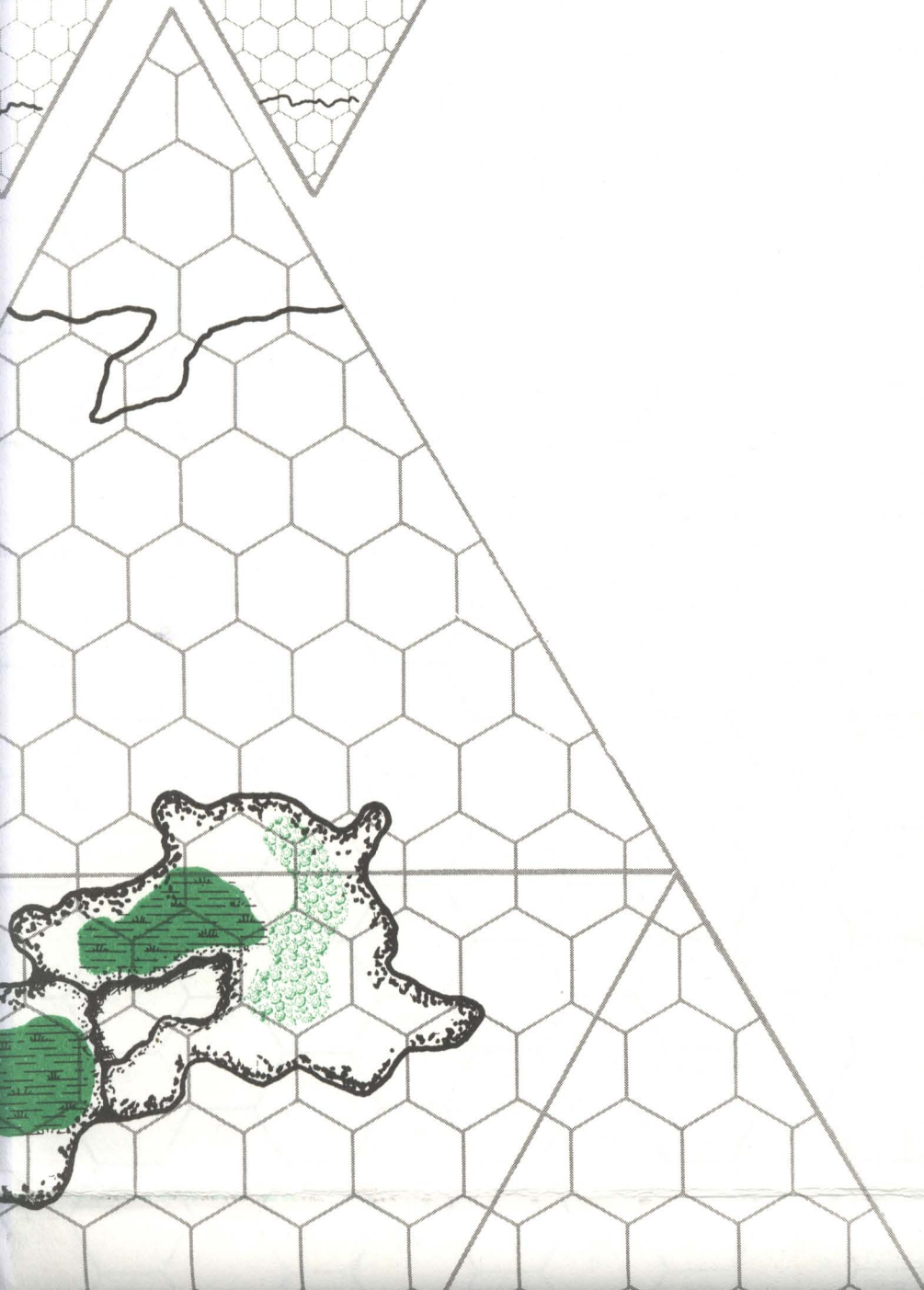
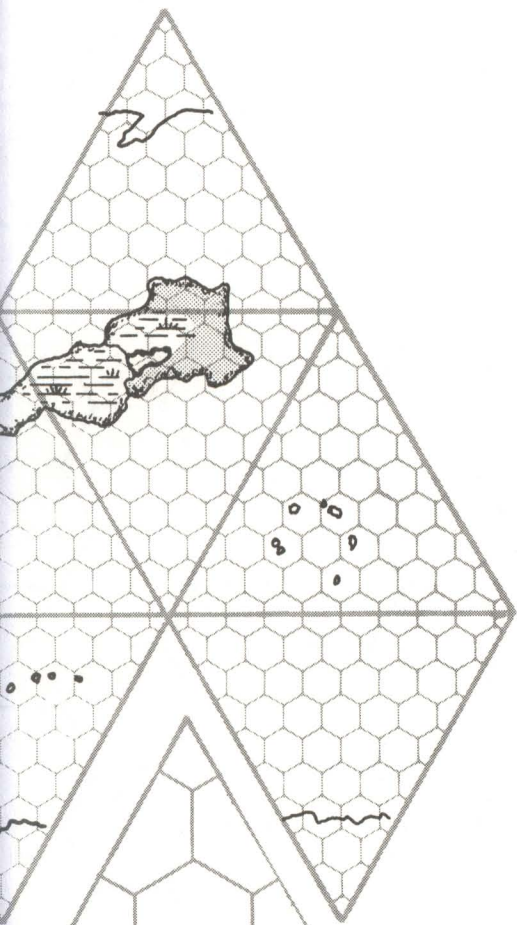
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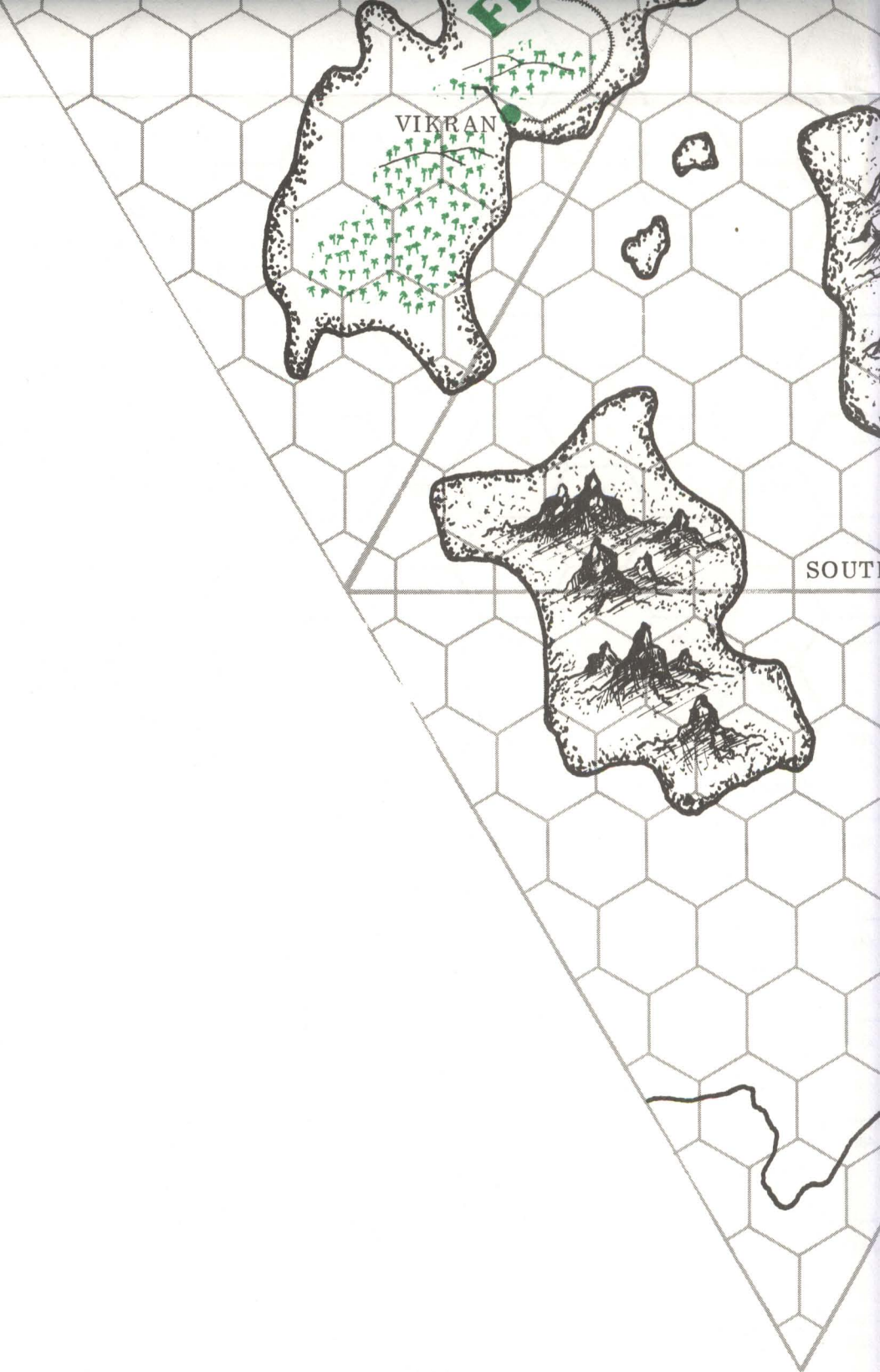




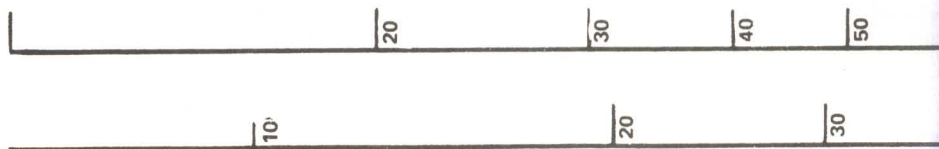
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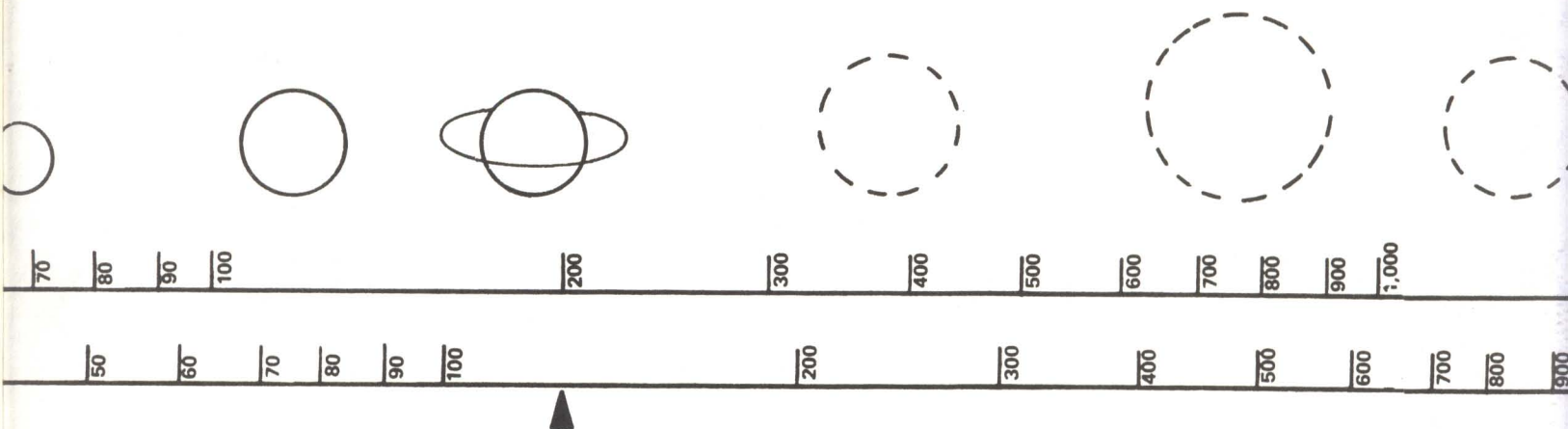
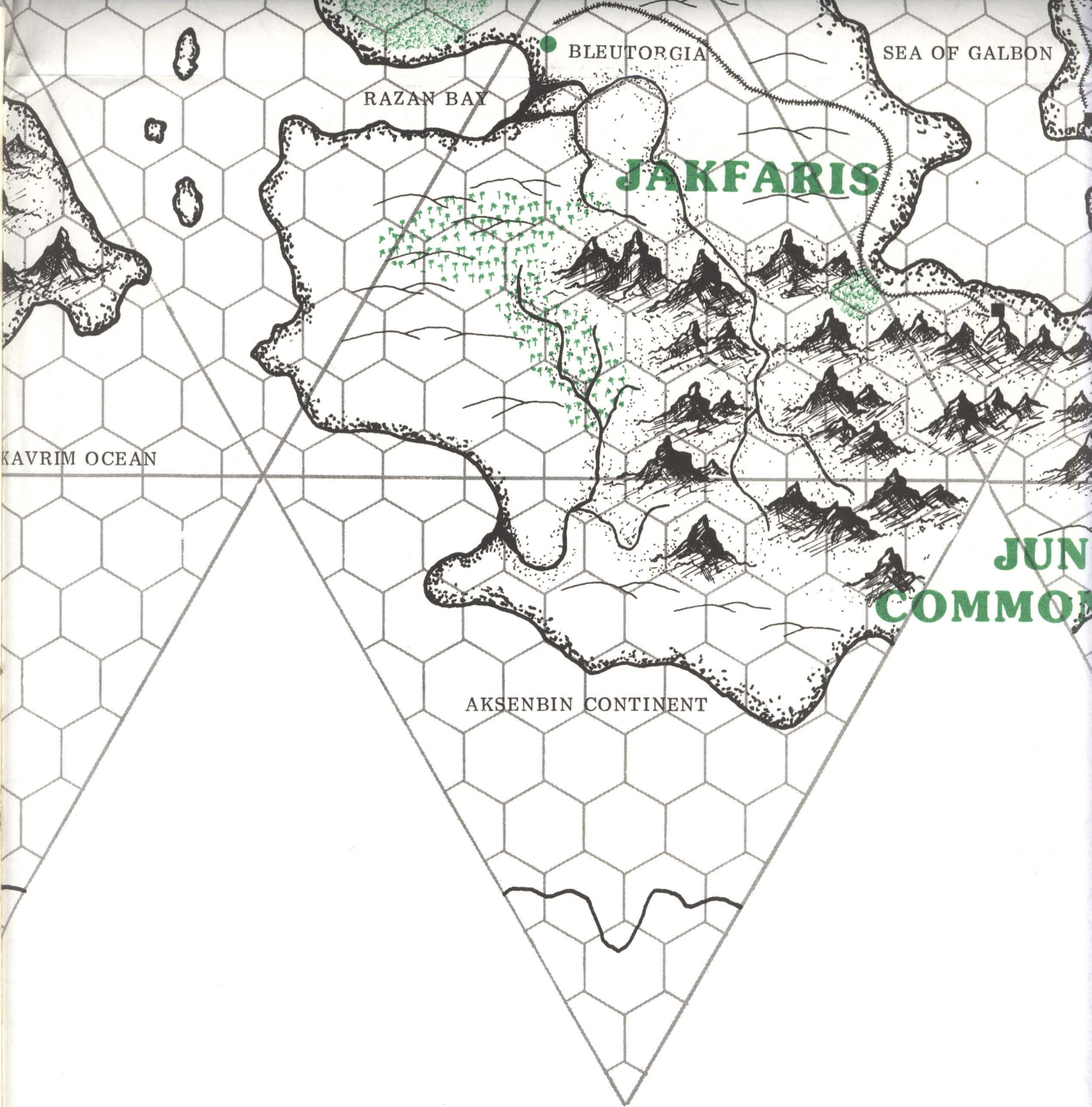
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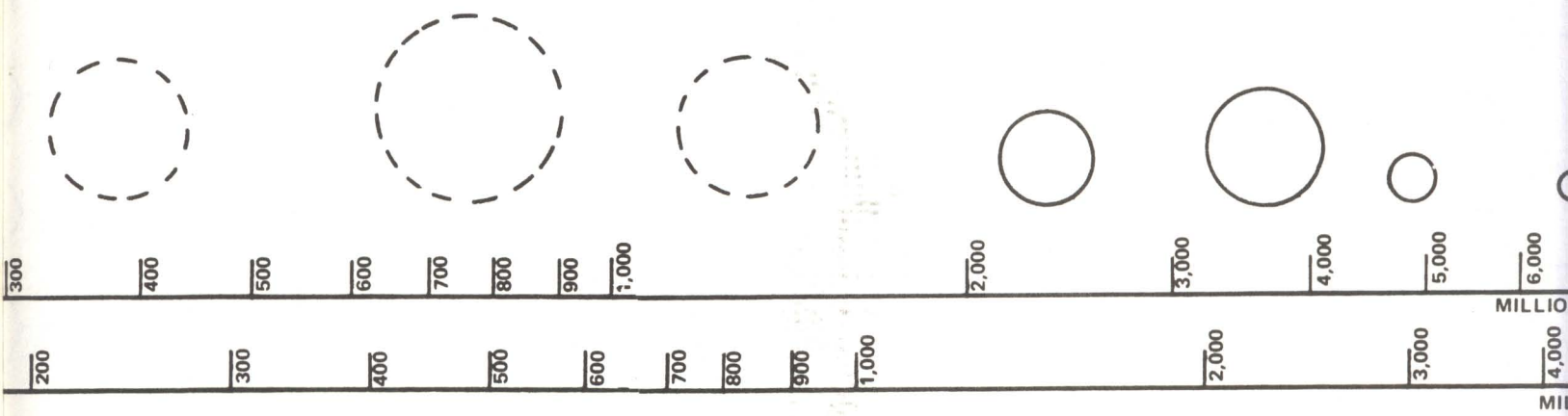
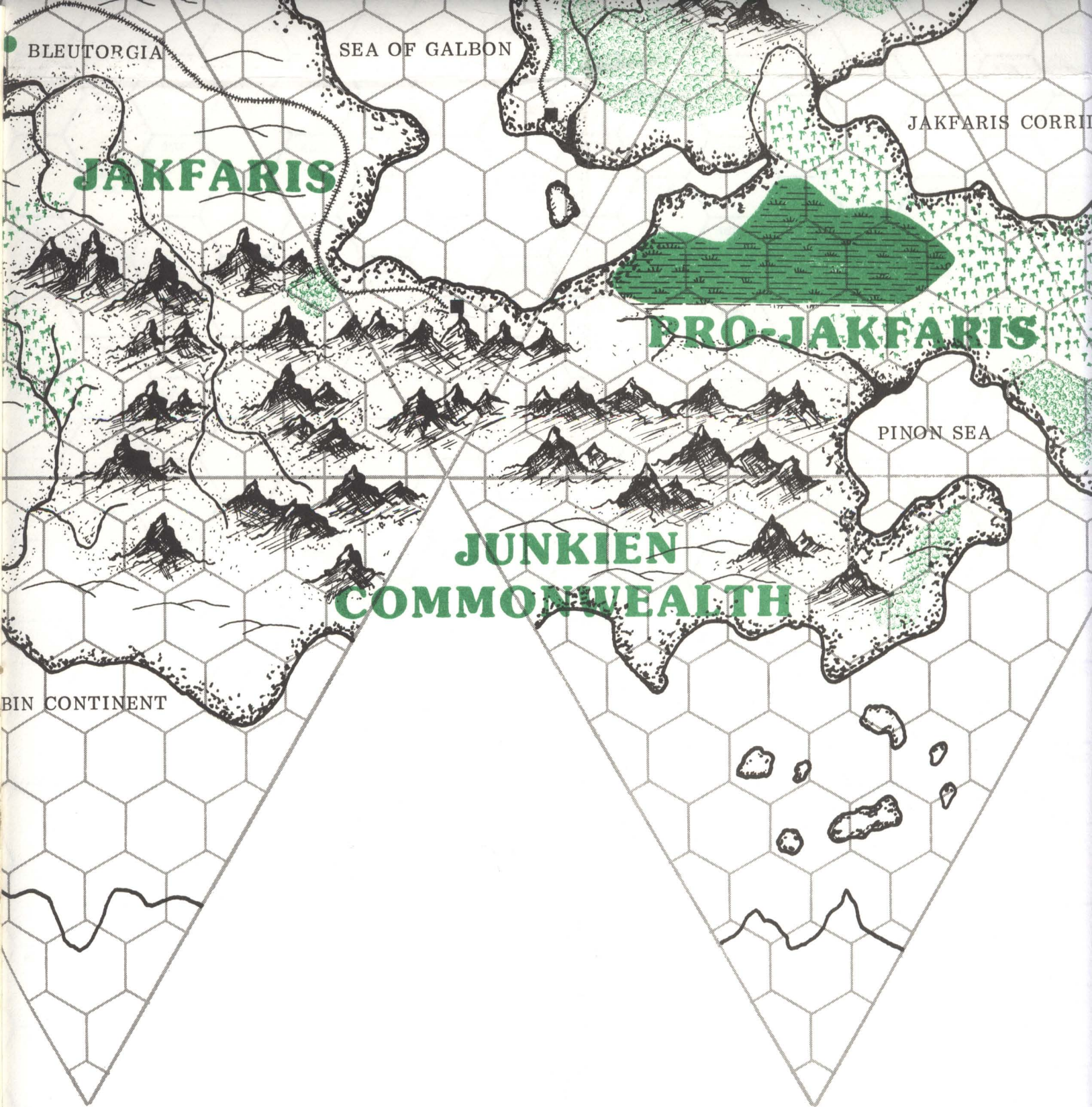


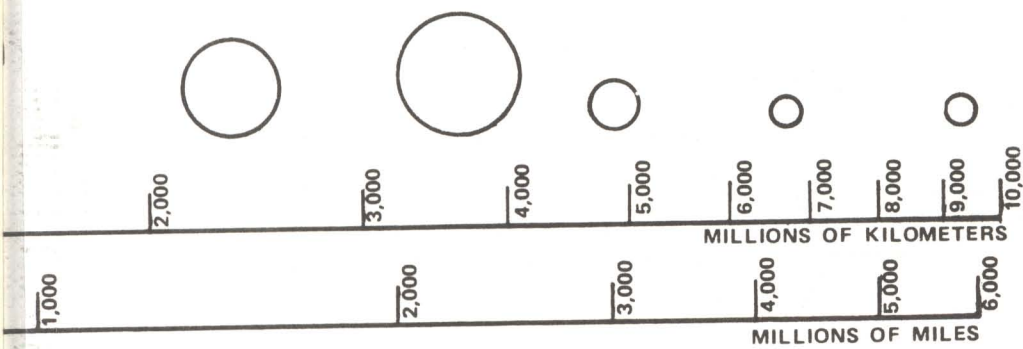
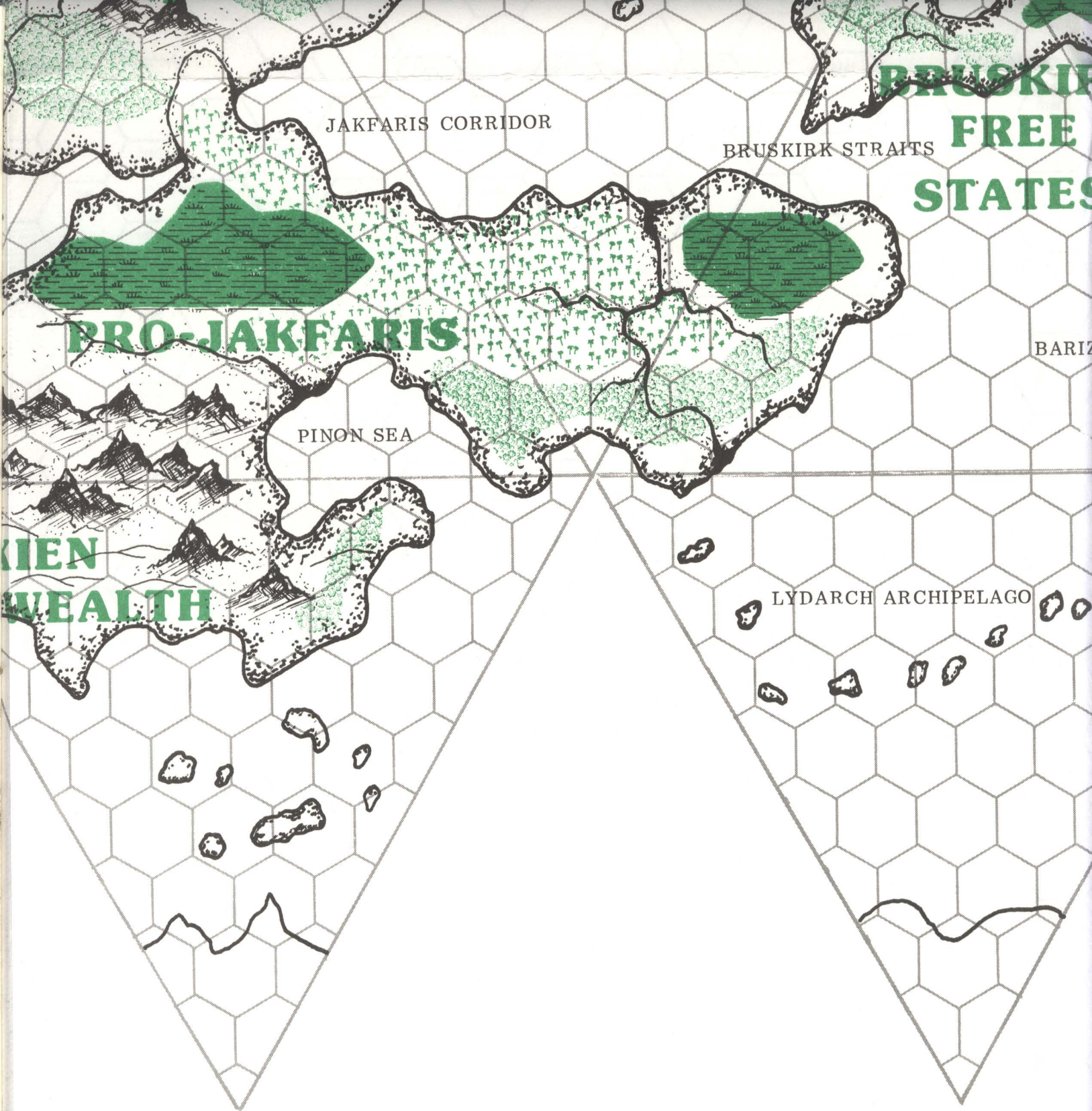


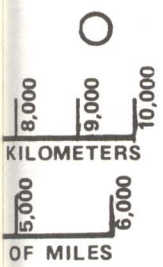
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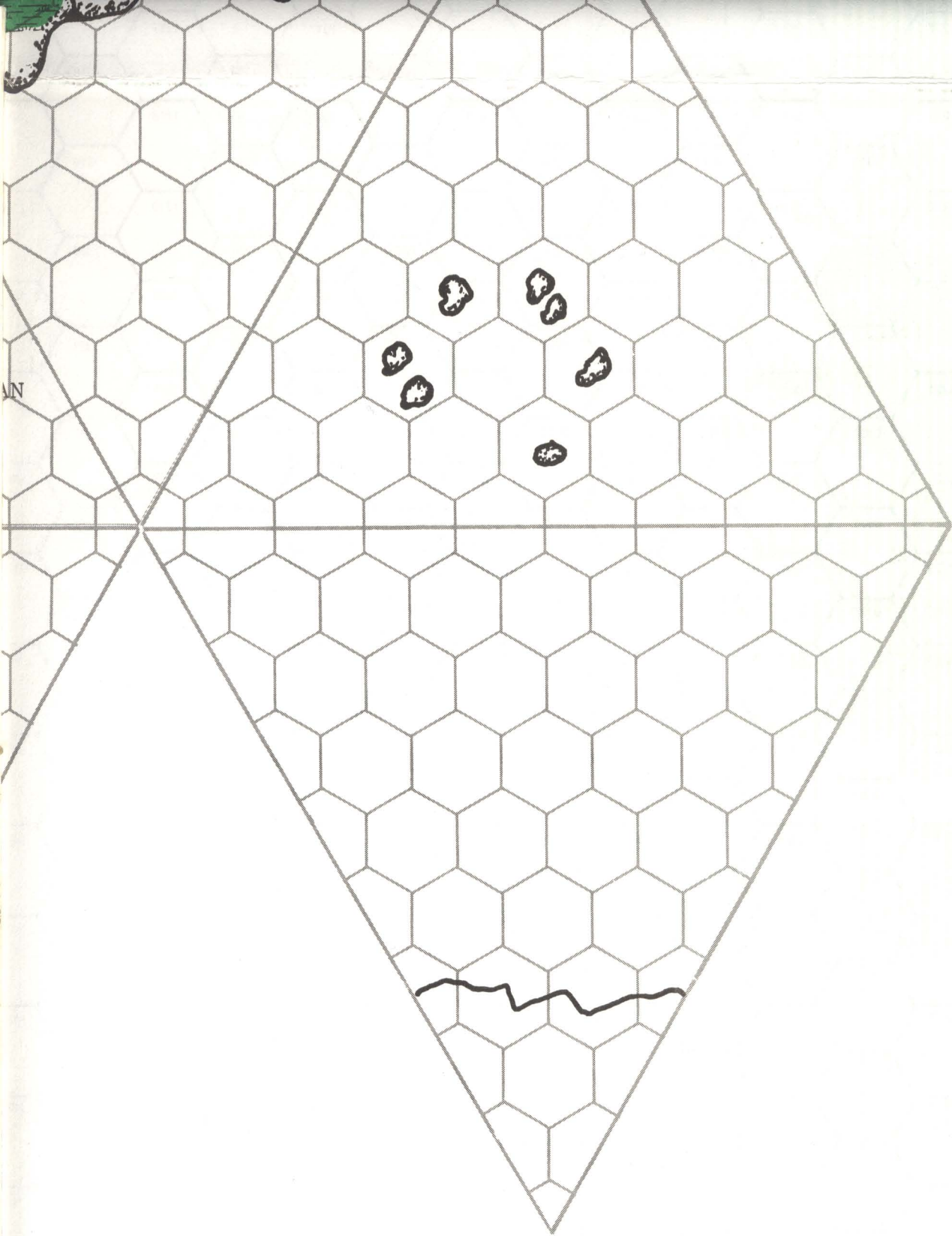


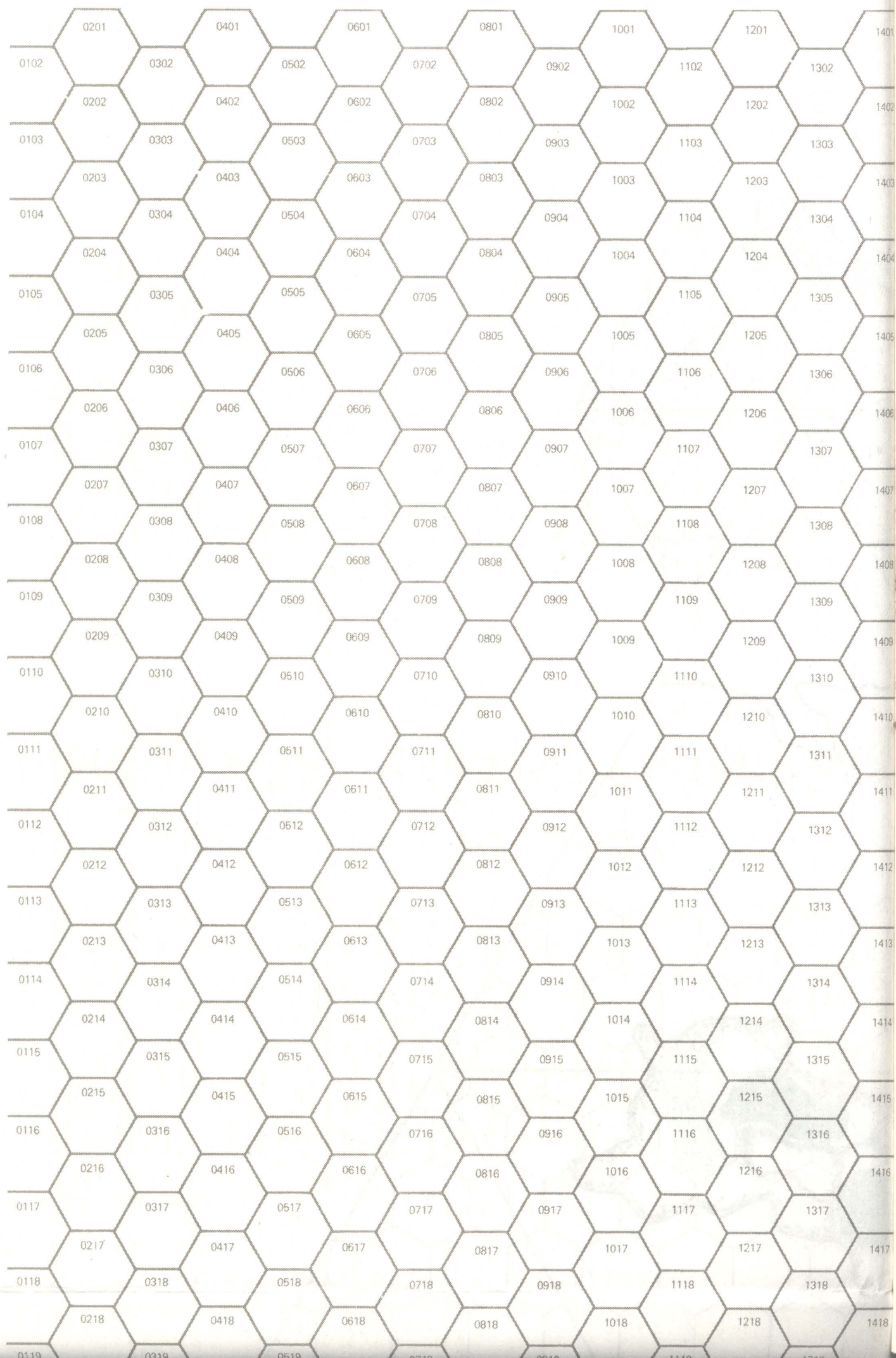


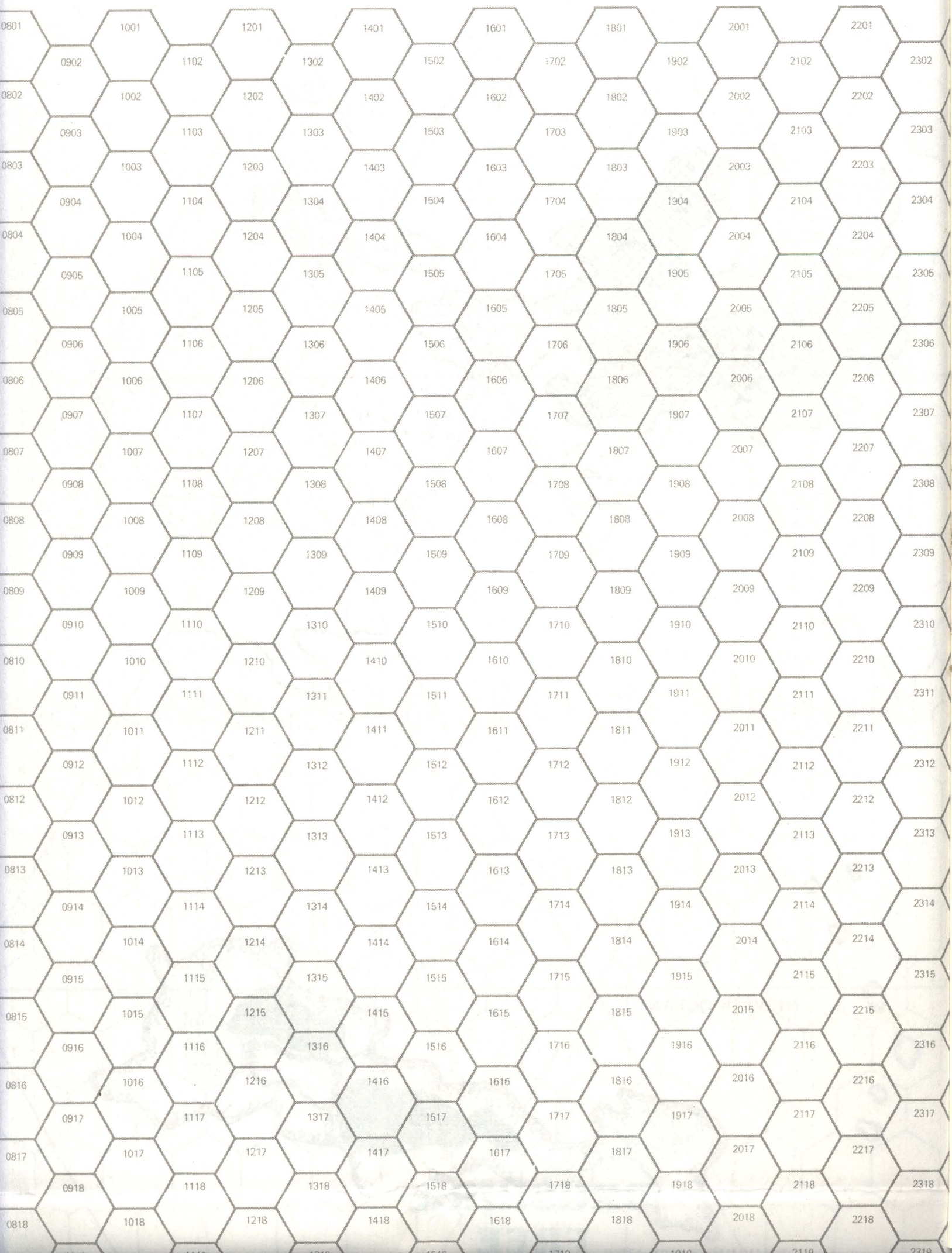


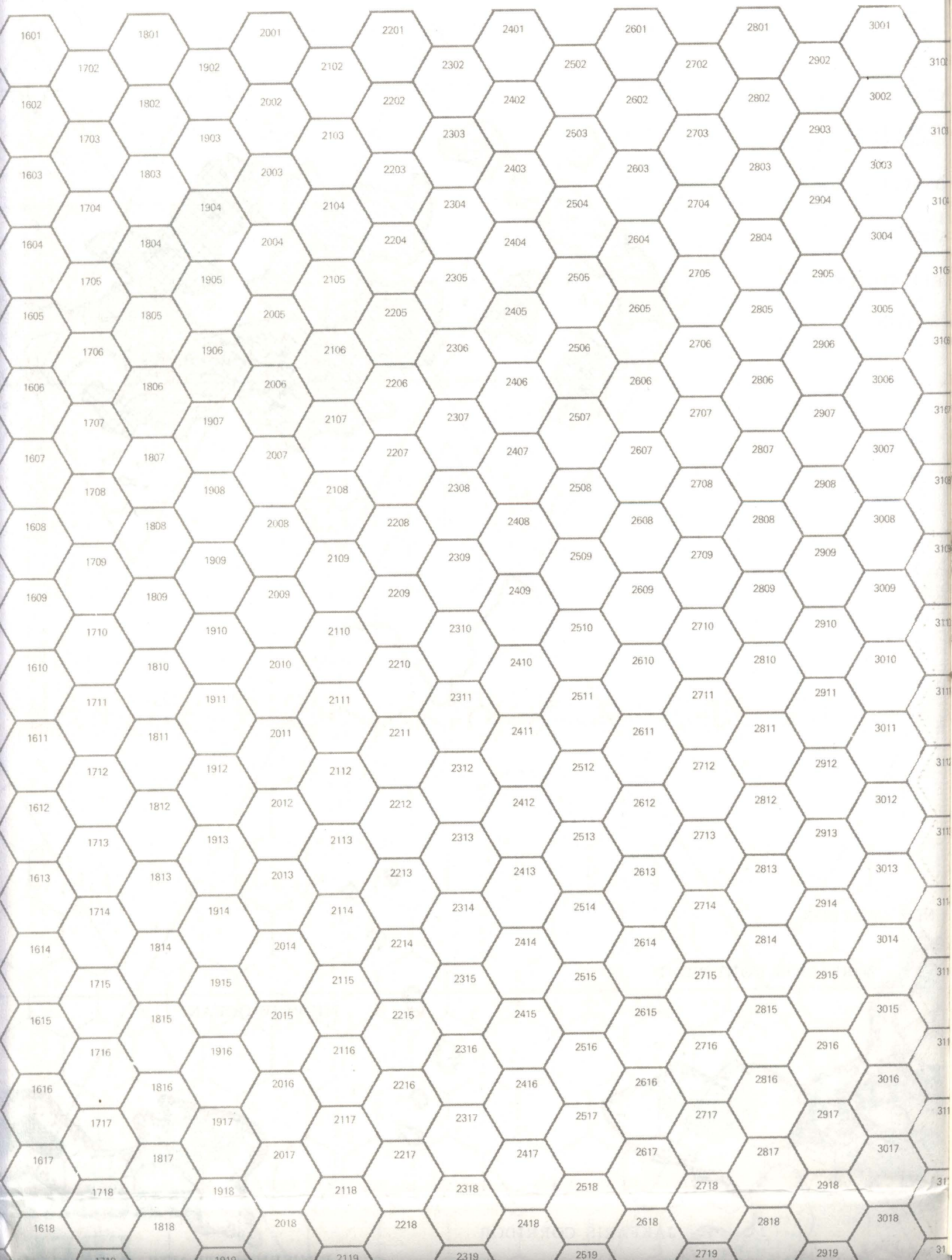


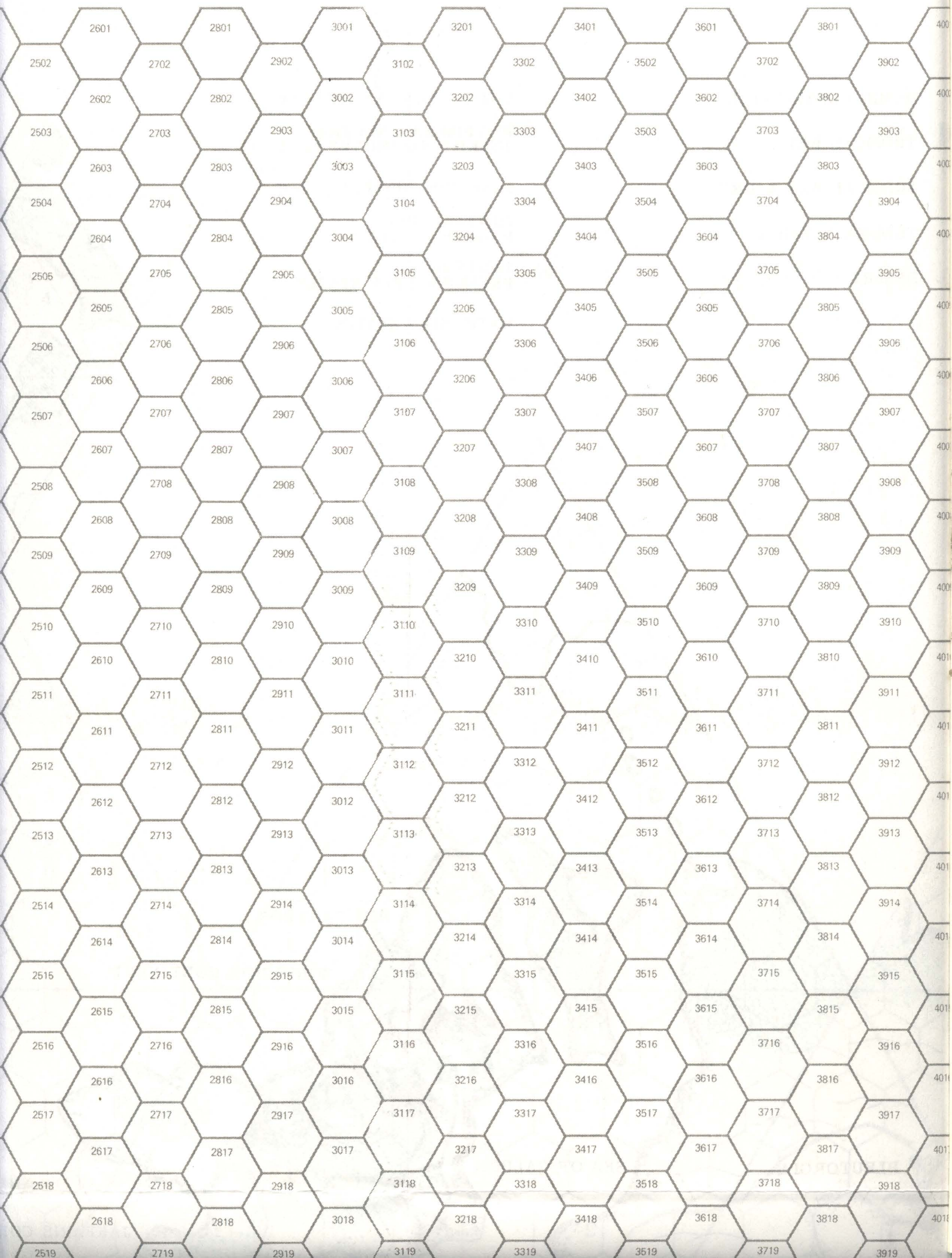


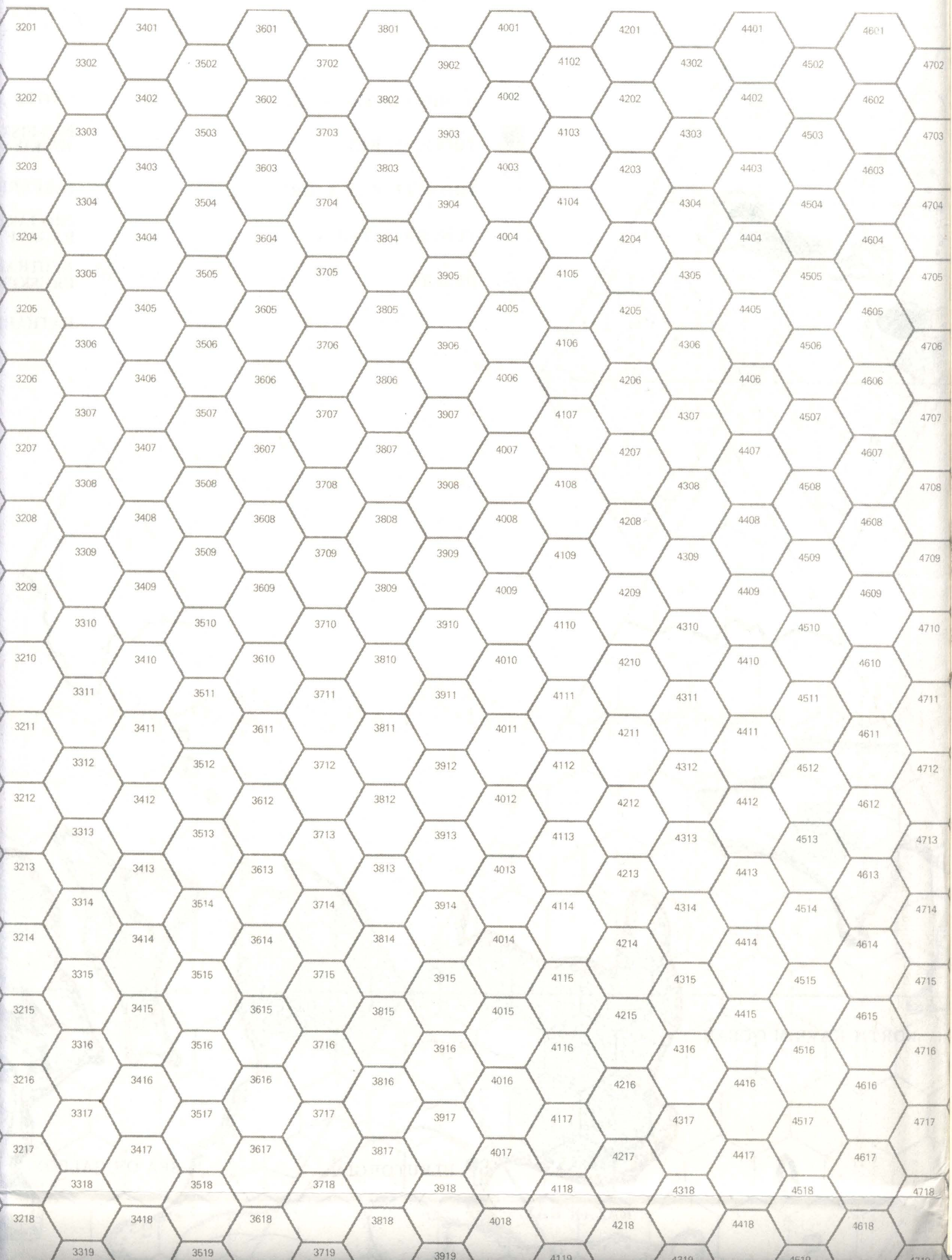


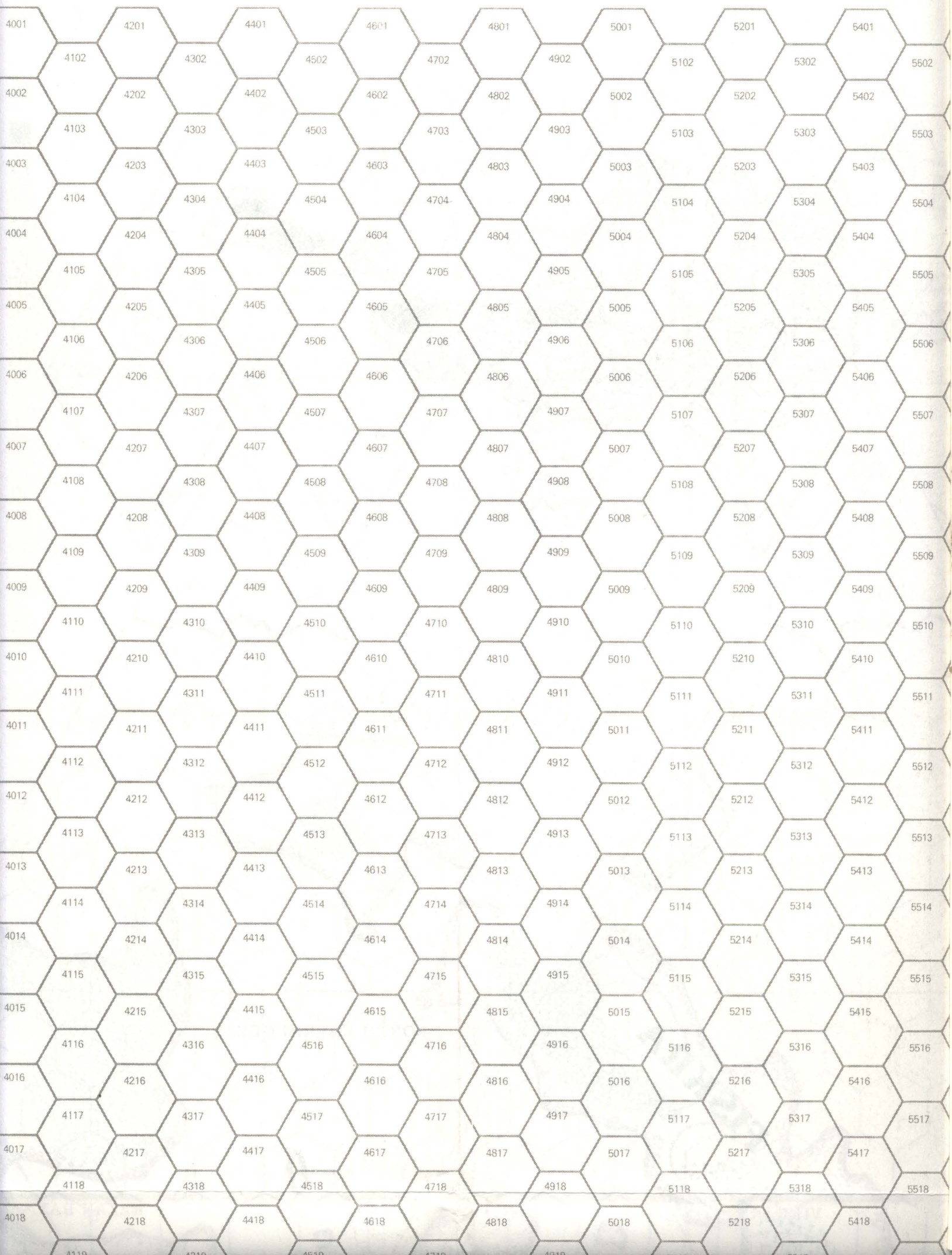


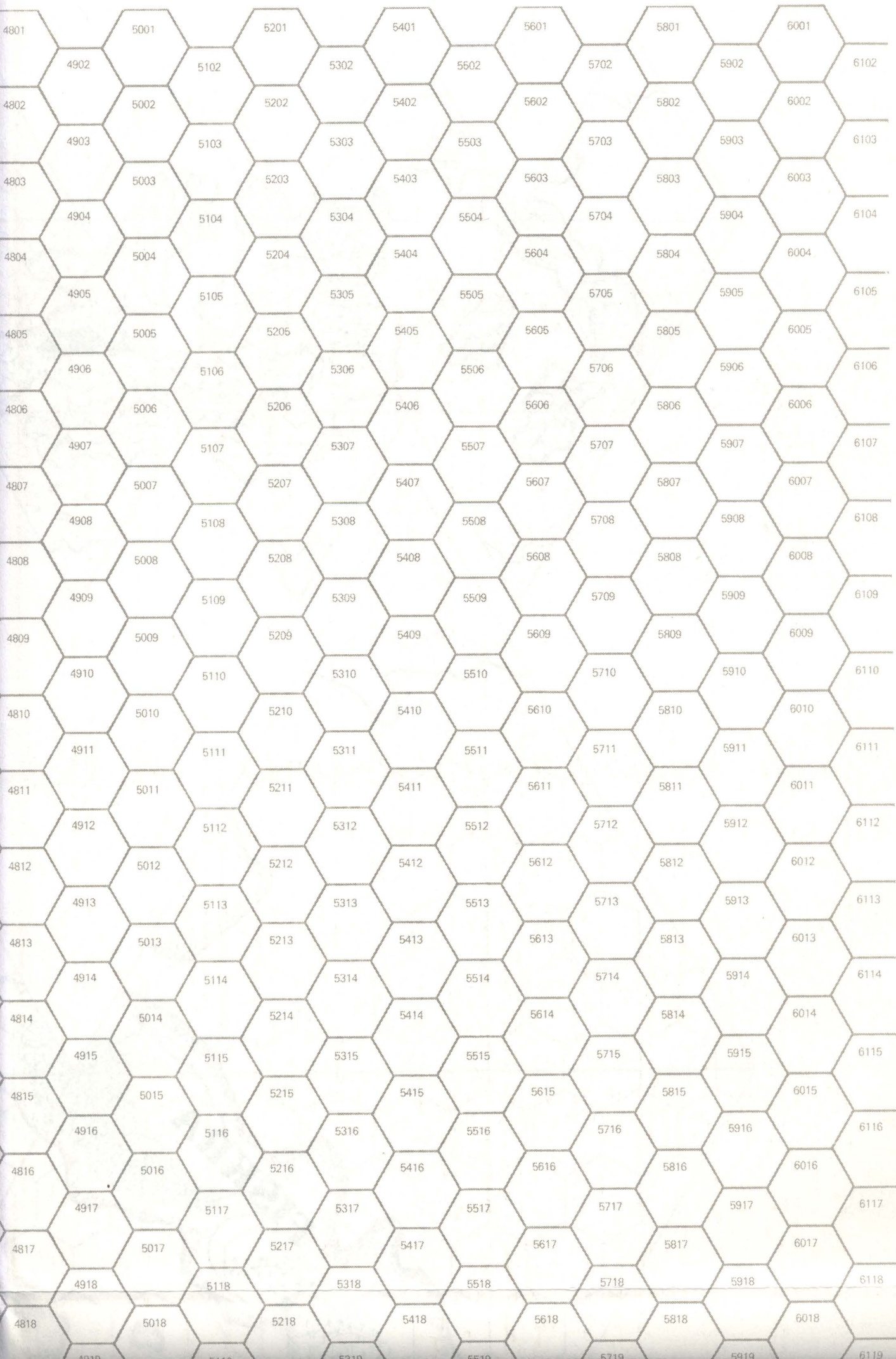


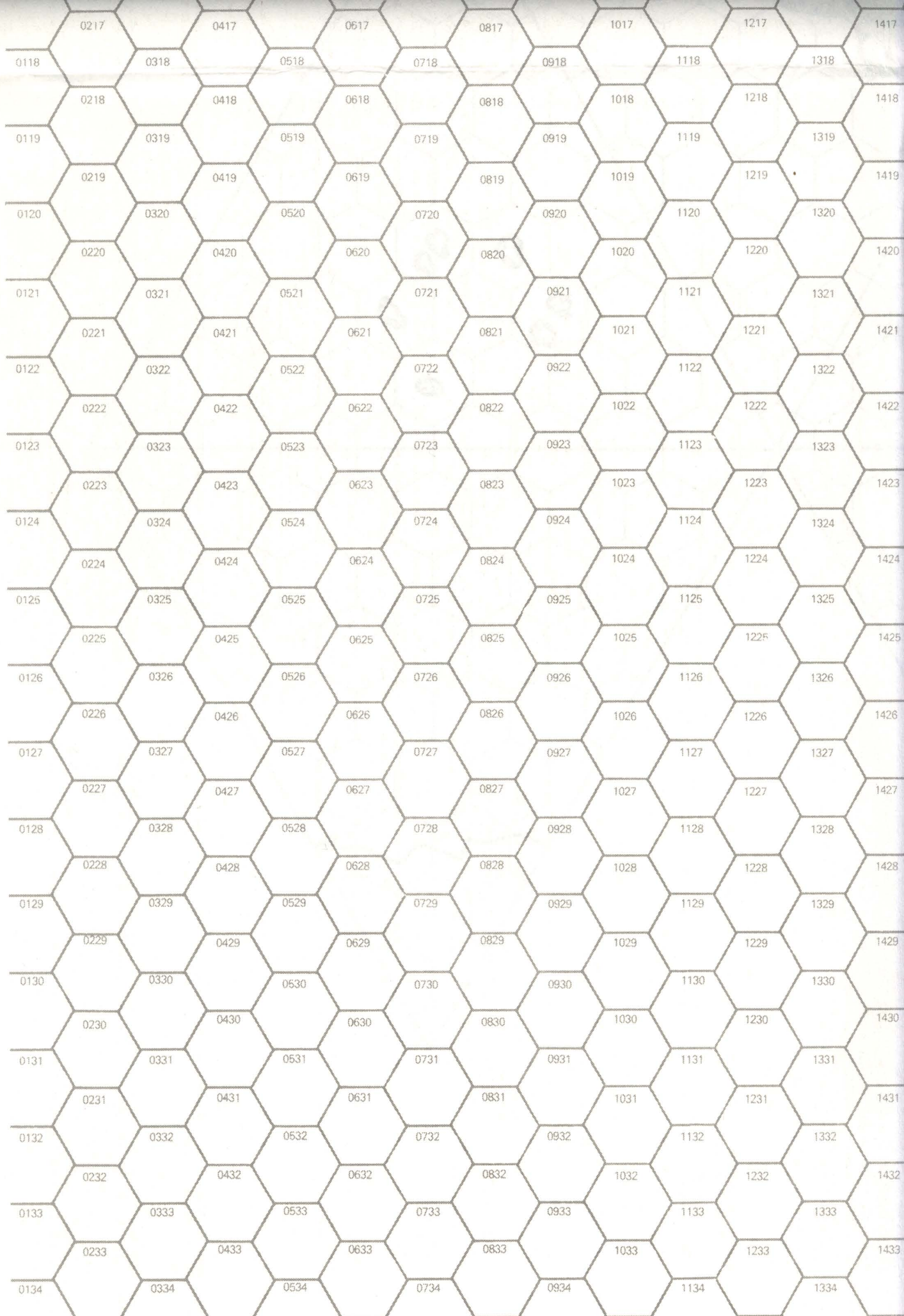


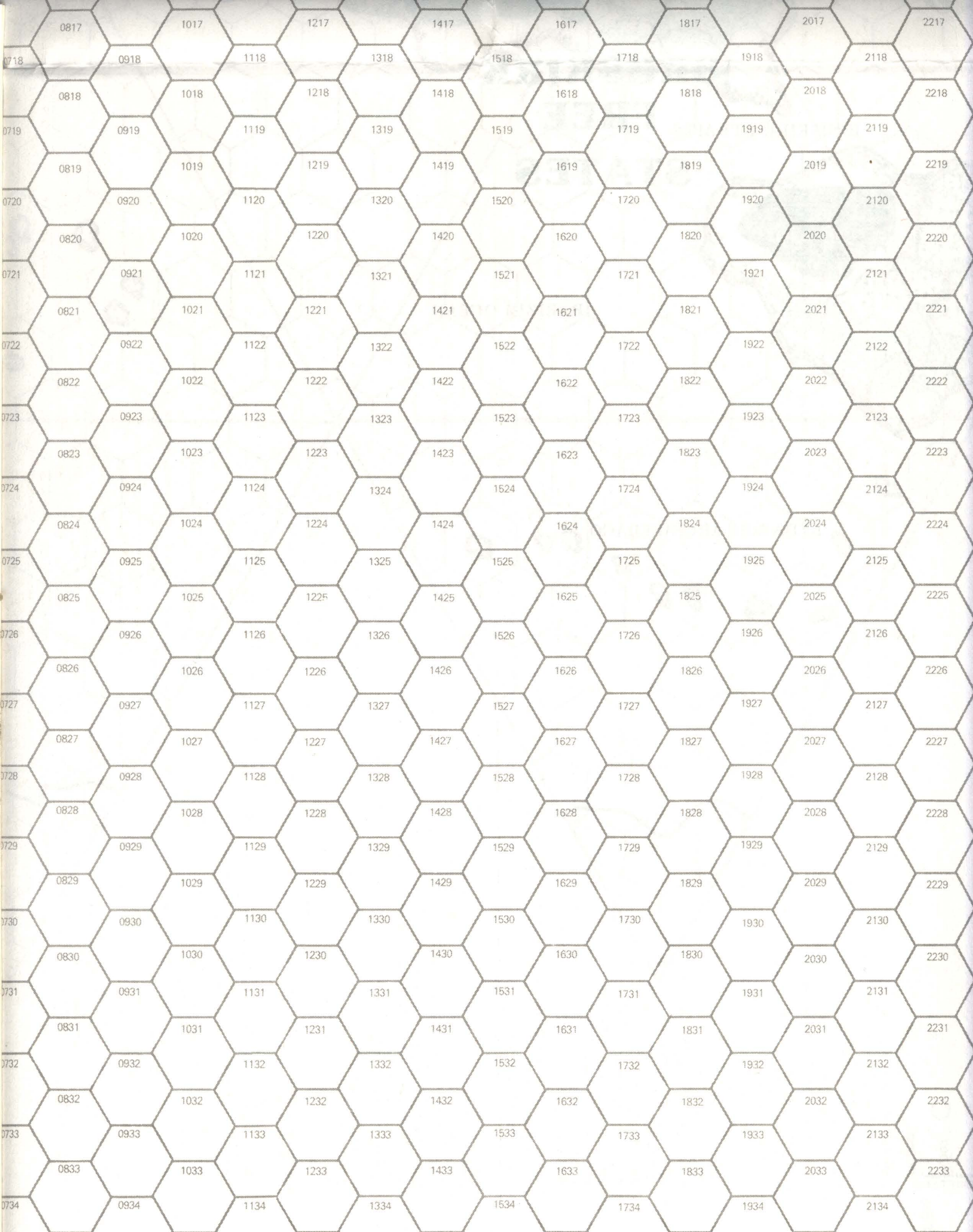


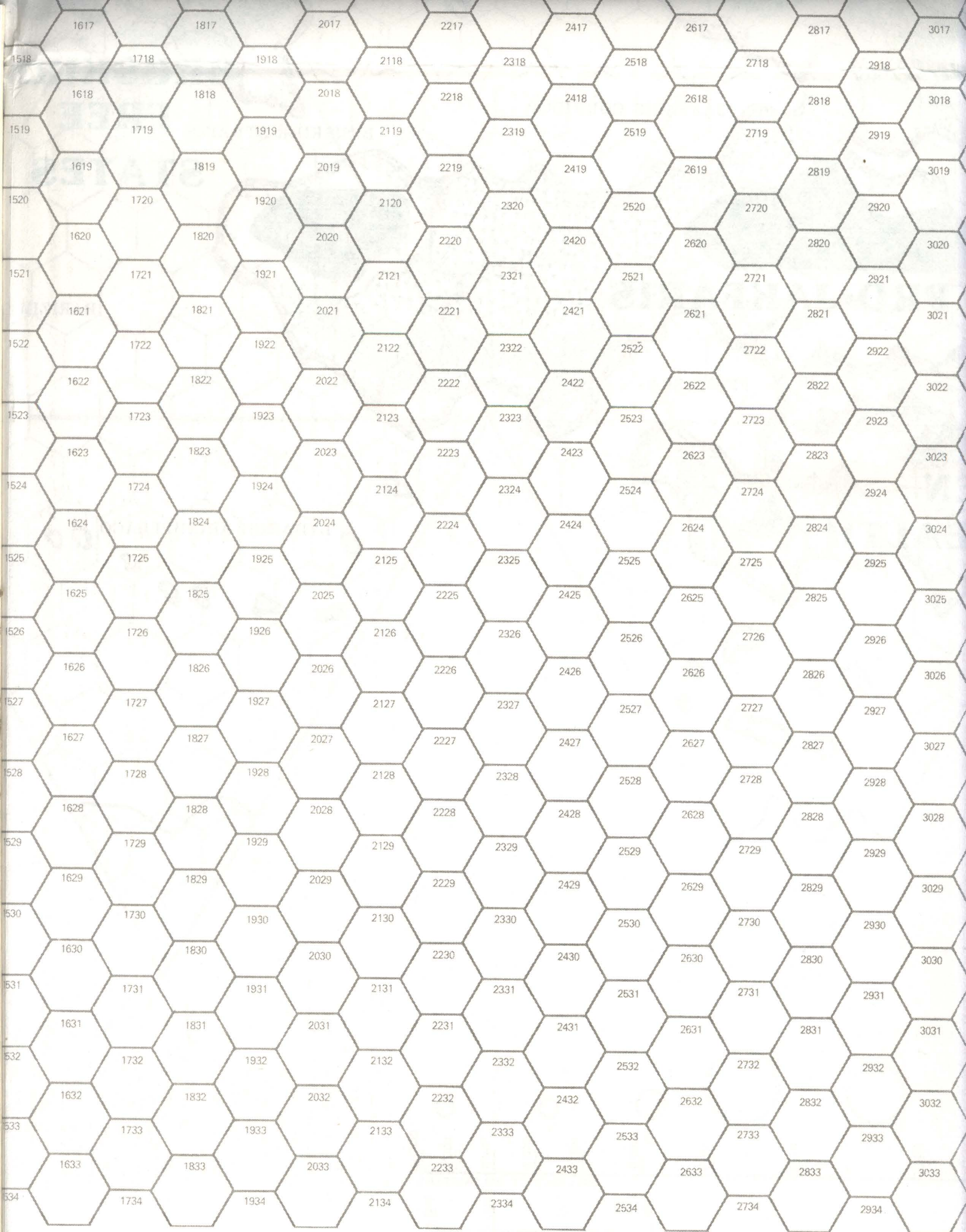


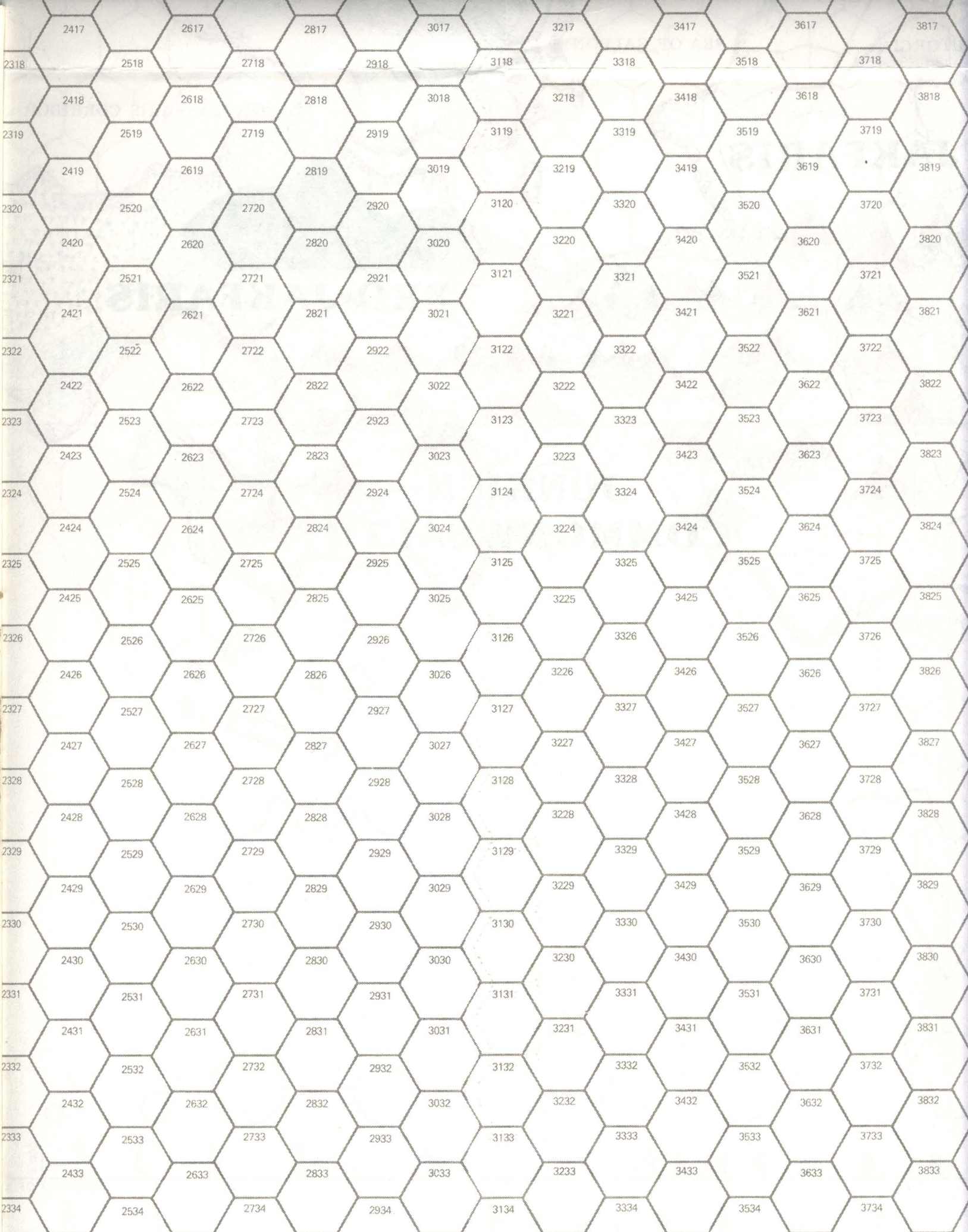


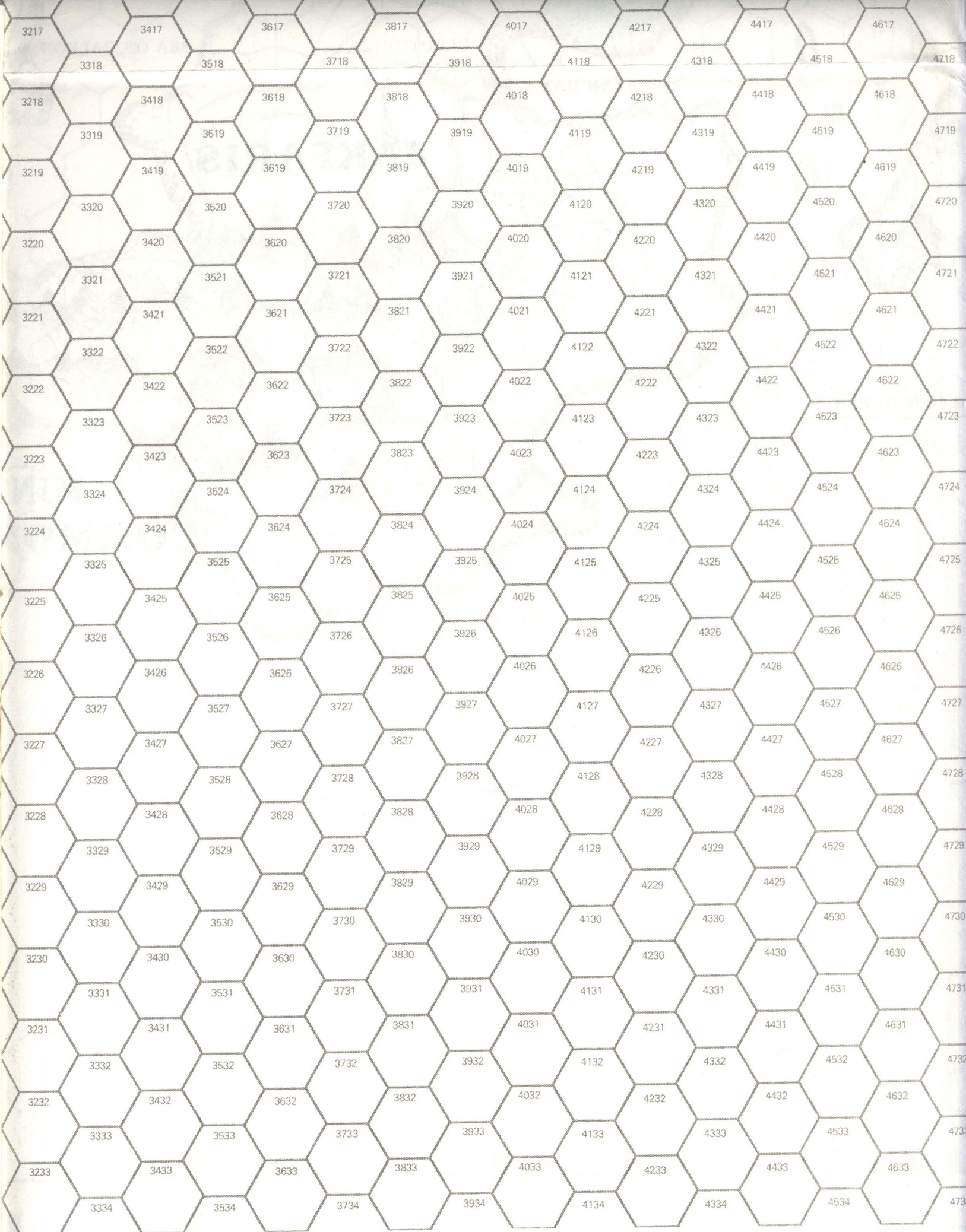


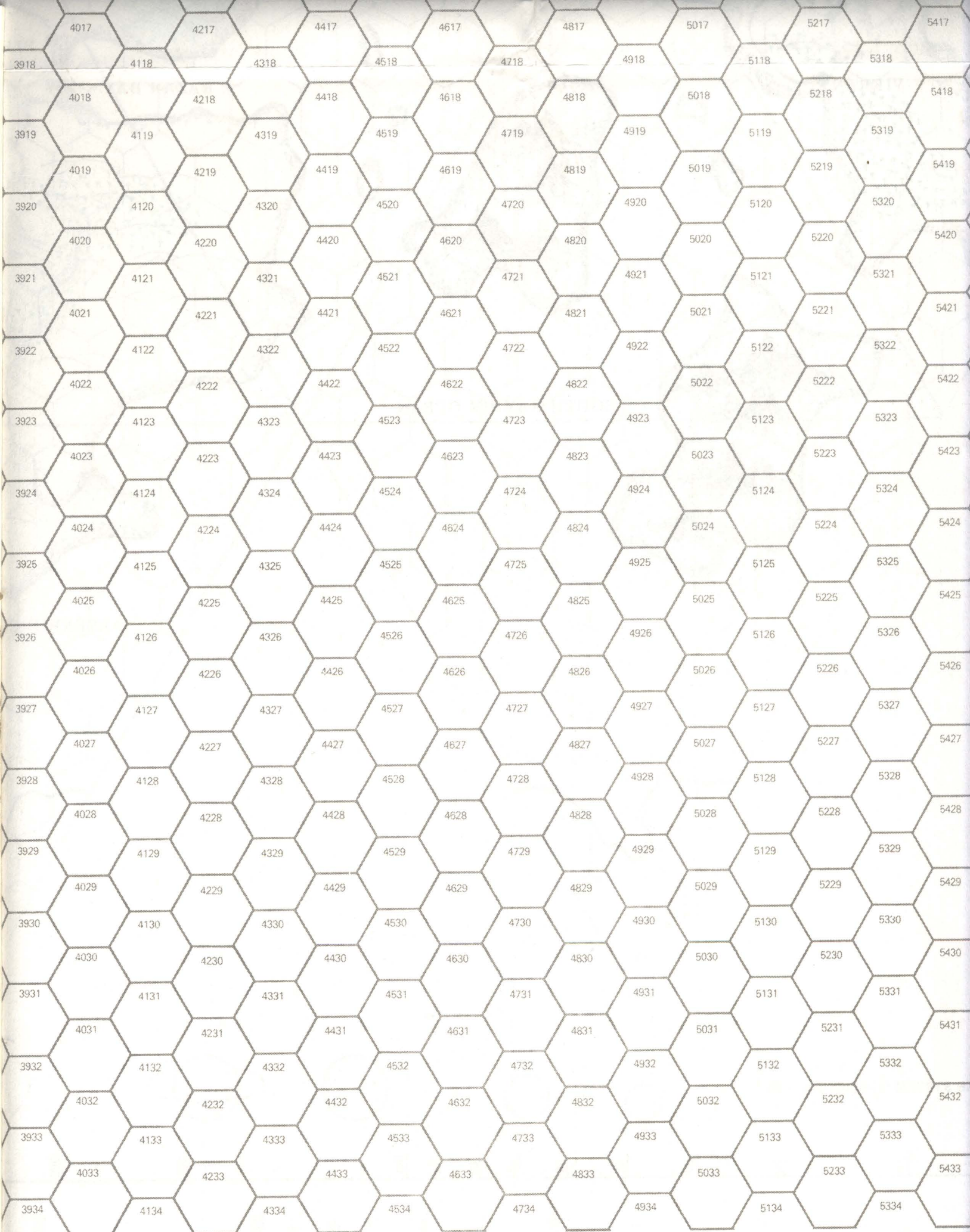














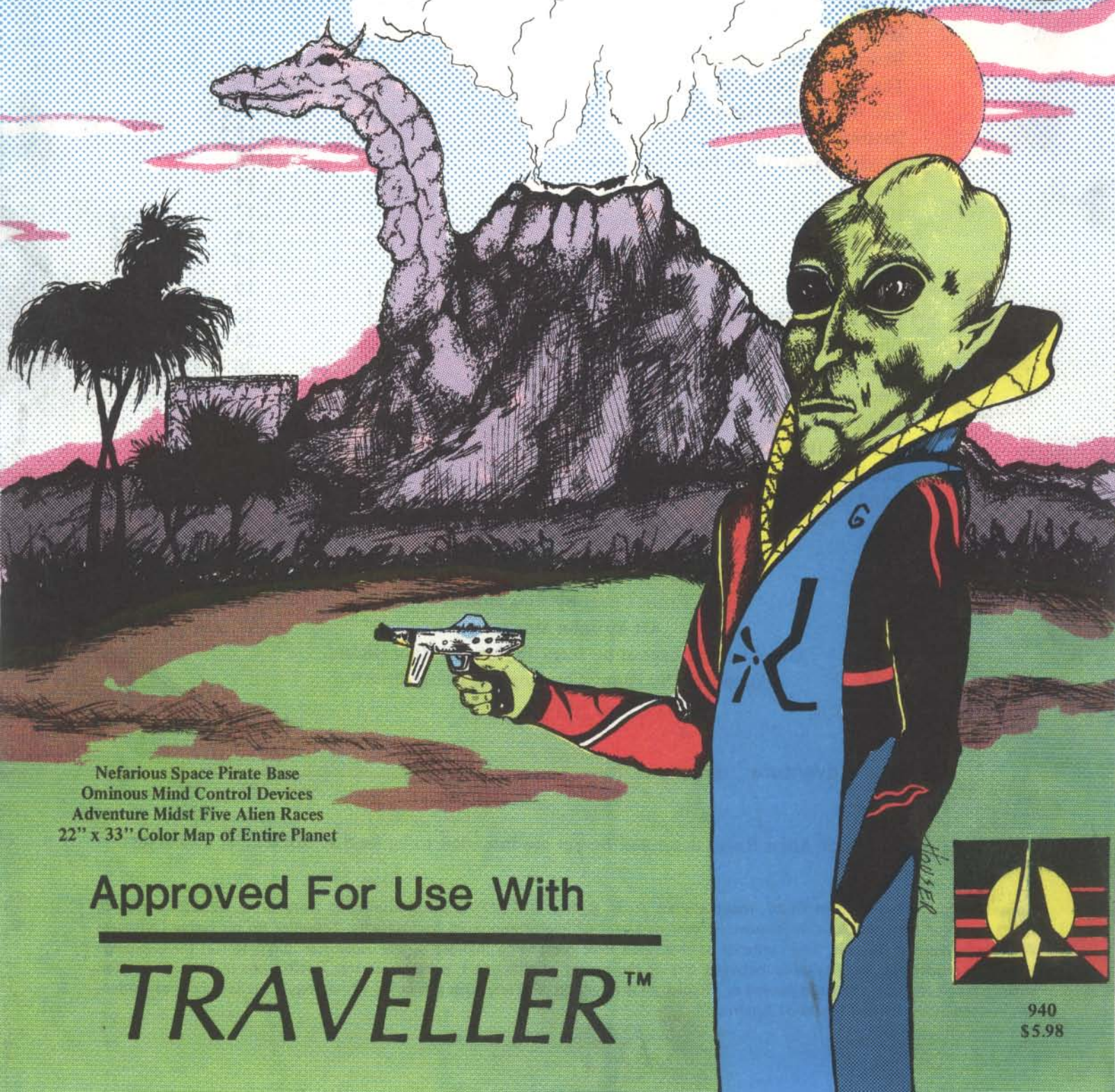
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This Adventure Belongs To: _____

All six of the Minor Alien Races described herein are intended to be used as Non-Player Characters.

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INTRODUCTION

On their way to pick up a load of pharmaceuticals, the Perseus misjumped due to the interference of a drunken Quintin Quinby.

It happened like this.

As the Perseus cruised to 100 planetary diameters, in order to make the jump with the least amount of difficulty, Quintin and Xavier became embroiled in a heated "discussion." The discussion centered upon the worth of a certain Navigator - namely, Quintin. Tempers ran nova-hot, and Trebor interrupted the two just before they came to blows and separated them.

Quintin went to his cabin to discuss the worthlessness of Xavier with his bottle, and Xavier visited Whisper, looking for a soft shoulder to cry on. Trebor stayed at the controls even though he was scheduled for some sleep-time.

A few hours later, Quintin formulated a plan to discredit Xavier and proceeded to the Bridge to carry out his misbegotten scheme. When he arrived, he found Trebor sound asleep, completely worn out from the previous week's "vacation." Quintin staggered up to the console and began feeding misinformation into the Navigation Computer. He completed his subtle alterations without being discovered and quietly slinked back to his cabin.

When it came time for the jump, Quintin's alterations had not yet been discovered, so the jump proceeded as scheduled. After the jump, the crew of the Perseus found themselves totally lost in an unknown sector of space. Quintin immediately blamed Xavier's "ineptness" for the misjump. Xavier immediately suspected Quintin of tampering. Trebor almost as immediately had to separate the two before physical violence erupted.

This, then, is the situation as the Navigational Scanner beeps gently to draw attention to the planetary beacon it has picked up.



TREBOR RAYSTAR

Trebor Raystar, Ex-Merchant Service/Captain

578C96

Age 52

7 terms

Engineering - 3, Administration - 2, Computer - 1, Streetwise - 1, Electronics - 1, Bribery - 1, Pilot - 1, Navigation - 1

Trebor is 196 cm tall and weighs 66 kg. He is tall and lanky with a permanent stoop to his shoulders because of long years spent in low-ceilinged starships. He is a paradox. He is an absent-minded individual who is hopelessly disorganized and does not appear to be the type of person who could successfully Captain a Free Trader, but he does. Somewhere in the madness of this method, he has managed to repeatedly make a large profit. His inept appearance is further enhanced by an ancient pair of spectacles that he wears.

His home planet is Trenchard. His ancestors came to Trenchard centuries ago from the dying planet, Yiv. After years of co-existence, the Trenchans began oppressing the Yiv minority. Great injustices were perpetrated upon the Yivs, and their policy of nonresistance was merely taken as a sign of weakness. Prejudice increased, and genocide followed.

Trebor's father managed to educate himself at a Trenchard University and receive a Government charter to practice law in the Yiv sectors of the planet. He dedicated himself to fighting for the rights of his people. He never became rich, but he did manage to save enough money to buy his oldest son, Trebor, a commission in the Imperium Merchant Service.

Trebor found it extremely difficult to leave the only home he had known, and, at the time, he didn't understand his father's statement, "One of us must live."

Three years after he left, the Trenchans declared war on the Yivs and annihilated them. The Imperium's reaction was a strongly worded protest which came too late to save the Yivs, who died to the person, refusing to fight. Trebor has now assumed the responsibility of fighting injustice wherever he finds it.

His merchant career began slowly at first, but his consistency convinced his superiors that he was capable, and, after twelve years, he was promoted to Third Officer. The faith which they had placed in him was rewarded by increased performance, and soon more promotions followed. He retired from the Merchant Service after twenty-eight years as a Captain. In an elaborate retirement ceremony, he was presented with the traditional Sword and Shotgun from his company and the title to the Free Trader Perseus, one of the company's fleet which had just been decommissioned. Trebor's dream of owning his own ship had been fulfilled.



XAVIER ULTRAN

Xavier Ultran, Ex-Navy Commander

67ACAA

Age 39

5 terms
Travellers

Pilot - 4, Navigation - 3, Computer - 1, Medical - 1, Ship's Boat - 1

Xavier is 180 cm tall and weighs 90 kg. He has poor eyesight, but vanity keeps him from wearing glasses. He is honest, and most people find him outgoing and like him. His family owns an ocean mining firm on his home planet. The business has been in the family for generations and is very profitable. He receives a small percentage of the profits every year but holds no interest in it since it will be his oldest brother who inherits the business. Xavier's home planet is Valisa, a world known for its ideal of planetary supremacy. According to the Valisans, self-reliance and independence are the greatest virtues. Xavier is a proud man and has killed in the past to silence a slur against his homeworld.

He enlisted in the Navy and picked Ship's Boat as his MOS hoping for a political career. His father's influence got him a commission and quick promotion to Lieutenant. After being commissioned, he discovered that his greatest aptitude was as a Pilot; he underwent Advanced Training and changed his MOS. During his Navy career, his attitude became increasingly more cynical as his youthful idealism turned into bitterness. After twenty years, he retired with 30,000 CR and a Cutlass that was presented to him by his last command. This Cutlass is his most prized possession. A close friend then nominated him for membership in the Traveller's Aid Society and he was accepted. His main interest now is making money. He met Trebor Raystar and went into partnership with him on board the Perseus. Trebor is the Captain and Xavier receives 33% of the profits in addition to his salary as Pilot.



QUINTIN QUINBY

Quintin Quinby, Ex-Scout

949666

Age 39

4 terms

Navigation - 3, Pilot - 1, Jack-of-all-Trades - 1, Vacc Suit - 1

Quintin is 170 cm tall and weighs 67 kilograms. He has an extremely poor memory due to the fact that he drinks excessively. He is a fatalist who has a perpetual gloomy and depressed attitude toward life. He enjoys being around people but his attitude is such that few find his company enjoyable, and those who are unfortunate to find themselves in his presence for a long period of time find that they are in danger of serious depression themselves.

Quintin grew up on the obscure industrial planet of Taizz, where his father worked in a chemical manufacturing plant. Conditions on Taizz were good in relation to other industrial planets in the sector and so he grew up in a rather comfortable and secure middle class environment.

Taizzins are by nature an aggressive and industrial people who believe in success. They determine success by economic condition. This attitude has been so indoctrinated into his identity that it has become a burden to him. He views himself as a failure in life and because of this he has lost all self-respect. The situation is worsened because he lacks the ability to forget the past and the personal disgrace that he faced in the Scouts. This is the underlying reason for his drunkenness and his determination toward self-destruction.

When he was a young man, Quintin dreamed of adventure and excitement. He was bored with the mundane life on Taizz. As soon as he was old enough, he enlisted in the Scouts. Along with the fundamental Pilot skill which he learned in Basic Training, he chose Navigation as his SOS (Scout Occupational Specialty). His first four years were spent on Stand-By where he performed a variety of duties. His second term was spent on a surveying mission. After the completion of his survey work, he earned notoriety among his colleagues while on Alien Contact Duty. He discovered the Pretorian System, and the Attermids, a previously unknown Alien life-form.

When the Pretorian expedition ended, he was reassigned to Stand-By duty. This was a severe blow to his ego. He reacted by spending his free time in local taverns and venting his frustration on uninterested bartenders. He attended further training and improved his Navigation abilities, but the quality of his work began to suffer and his successful career took a bad turn. It ended one night in a drunken brawl where he severely beat a Senior Scout. He was court-martialed and dismissed from duty with a dishonorable discharge.

Now, he survives off of the pity of others. Captain Raystar admires him as the hero of the Pretorian expedition and refuses to dismiss him from his crew despite the insistence of his Pilot that the Perseus doesn't need a Navigator. Quintin remains on board and puts up with the remarks and ostracism by the other crew members because he needs the income to keep himself supplied with liquor. This is the only job he has been able to keep since leaving the Scout Service.



WHISPER MCGEE

Baroness Whisper McGee, Ex-Marine Lieutenant

A58ABC

Age 27

2 terms

Gunnery - 2, Brawling - 1, Revolver - 1, Gambling - 1, Blade Combat - 1

Whisper is the only female crew member on board the Perseus. At 155 cm tall and weighing 55 kilograms, she is literally a little package of dynamite. She has proven herself as a capable Gunner during several encounters with Pirates. Most of the crew view her as an extraordinarily good Gunner and Spacehand. The only one who seems to object to the fact that she's a woman is the Medical Officer, Schyuler Adderson. The rest of the crew is only subconsciously aware that she's a woman except for Commander Ultrán, the Pilot, who had definitely noticed her femininity, much to her approval.

Whisper is from Helena, a world which has recently undergone a bloody cultural revolution. Her grandfather was one of the military heroes of the new social order, and the family has been given a hereditary royal title as a reward. Her father was commissioned as an officer in the Air Defense Force of the new government, and Whisper grew up in luxury. Like most drastic social reform movements, this one fell short of its stated goals. The new leaders found that they were unable to make the reforms they desired as quickly as they thought they could. After a few months of struggling with ideological concepts, the new government adopted a policy of maintaining the status quo, and one corrupt and ineffective government replaced another.

The people continued to demand social justice and better economic conditions and more revolutionary groups arose. Fighting destroyed all the farms and industry. Whisper's family found itself without income, heavily indebted, and desperate for food. Her family was no longer able to support a non-productive and worthless daughter, so her father used his royal title to get her into the Imperial Marine Corps. She reacted to this change in her life with bitter resentment. Her first year in the Marines was a living nightmare. Her fiery temper earned her a reputation as a hellcat and a fighter. Wishing to get rid of her, her

superiors had her placed in a unit being sent into active combat. She spent the next couple of years in combat as a member of fire teams in the guerilla war on Geberath. She rapidly collected an assortment of medals, decorations, and other such trivia. What pleased her most was a commission to Lieutenant, re-enlistment, and an assignment to Advanced Tactics School. She did not complete the school because she was expelled for assaulting one of her instructors. Her last years in the Marines were spent on board a Heavy Cruiser where she improved her Gunnery skills. She was not given the option to re-enlist.

Whisper hopes to save up enough money to finance another revolution on her planet and straighten out the mess once and for all. Right now her primary source of income is playing poker with the Medical Officer.



SCHYULER ADDERSON

Schyuler Adderson, Rogue

49A984

Age 38

4 terms

Medical - 2, Carousing - 1, Jack-of-all-Trades - 1, Streetwise - 1, Dagger - 1

At 165 cm tall and weighing 77 kilograms, Schyuler is the newest member of the Perseus' crew. He signed on as the Medical Officer after the death of the previous one. His earliest memories are not happy ones as they are of his parents selling him as an indentured servant to the cruel and obese white slaver, Mordeem. Schyuler served Mordeem until he was fifteen years old. Mordeem, a psychopathic sadist, beat the boy in order to derive pleasure and entertainment. It was after one of these beatings that Schyuler slit his throat while he was in a drunken sleep.

Schyuler found himself alone and uneducated on the streets of Rhazes for the first time in his life. All he had was the knife with which he had killed Mordeem before he ran away. He became good at using it, and, after committing several violent crimes, he was recruited into a criminal organization.

Although he was born with a photographic memory, his experiences with the sadistic white slaver retarded his intelligence. The boy had the potential of becoming a genius, but he inherited his master's violent and sadistic nature instead. He was the perfect Rogue because his upbringing was completely devoid of such ethics as mercy and gentleness, but mostly because he was devoid of any conscience and felt no remorse about the victims he murdered.

He was a Rogue for sixteen years, by then the Imperial Police had gathered enough evidence against him to render him of no further use to the organization that he was working for at the time. His reputation earned him a position in the underworld hierarchy which helped him escape from the Imperial Authorities. His one weakness is gambling, a past time which he lacks ability at. This had lead to several killings and the Organization's refusal to shelter him anymore. Faced with an impending arrest for a recent killing, Schyuler became desperate for a place to hide. He heard about the death of the Perseus' Medical Officer and paid a forger the last of his credits for a set of medical credentials. Captain Raystar was in need of a qualified doctor to look after his passengers and immediately hired Schyuler who was appalled to find that the ship had a female crew member. He established himself as antagonist for the ship's Gunner, Whisper McGee. His dislike for the young woman increased when he discovered that he couldn't beat her at poker. He consoles himself by fantasizing about her murder.

Note that the Rogue character is from Supplement 4 Citizens of the Imperium.



NATHAN ASTROLIA

Nathan Astrolia, Merchant Service/4th Officer
Steward - 3, Vacc Suit - 1, Gunnery - 1

4B7BB6

Age 34

3 terms

Nathan is 185 cm tall and weighs 80 kilograms. He has been gifted with a fantastic memory, but he has turned this ability into an irritating quality. He is an immaculately neat perfectionist who has dedicated his life to caring for the Captain. There is a strange bond of loyalty and friendship between the two men which began when they served together in the Merchant Service. Nathan is the Captain's personal Valet and right-hand man. The loyalty which he shows to the Captain is incomprehensible to the others on board the *Perseus*.

His home planet is Eldma-Fire, an agrarian world run by a Representative Democracy. Nathan is from the Cimozi district which is named for the local diety and indicates the level of religious worship which exists among the natives. The Cimozi are a tribal people who gain their livelihood by herding small indegeonous grazing animals.

Coming from the caste of leaders and priests, Nathan grew up with a special devotion to his religion. His father was the Local Administrator of Planetary Government though the real authority lay in the hands of the priests.

Because of his father's position, Nathan was granted a special task. He was given a commission in the Merchant Service, and was told to go out and spread the religion of Cimozi throughout the Imperium. It was during his years in the Merchant Service that he met Trebor, his first and only convert. When Trebor retired, Nathan resigned his commission. The two men share a bond of brotherhood which comes from practicing the highly complicated religious disciplines of Cymozianism. Cimozi is a god dedicated to the preservation and perfection of the innate good within all human species.

Trebor's zeal for finding the cure to injustice and the Cimozi doctrine of self-perfectism bonded the two men together in a crusade to rid the galaxy of all evil and to make way for a Utopian social order. Trebor seems to be the perfect devotee of Cimozi, but Nathan, in spite of his sincere exterior, is plagued with the knowledge of his all too true imperfections. Over the years he has come to doubt his religion. His devotion to Trebor comes from the fact that in him he finds evidence that his religion does work, and that his life hasn't been in vain. Without realizing it, Nathan has substituted Trebor for his god, Cimozi.

Pirate Reaction

The Pirates have gimmicked the navigational beacons which orbit their system. The standard message that it repeats every 100 seconds has had portions carefully scrambled. The name and location are partially obscured by static, but the hailing frequency and code symbols to contact ground control and request further information come through very clearly.

Ships which contact the ground control will be given various information depending upon the identity of the ship. Those ships which arrived here as part of a planned route or scheduled flight are directed to a small refueling station on the fourth moon of the sixth planet, a gas giant. Those ships which arrived here as a result of a missjump or not as part of a planned route or scheduled flight are directed to another small refueling station which is located on the outer moon of Waspswinter itself.

In either instance, the Pirates will inform the intruding spaceship that a delicate, long-term scientific experiment is underway on the third planet and should not be interfered with. In the first instance, the ships will be encouraged to depart as speedily as possible. In the second instance, the ships will be cased for a possible hijacking attempt.

The refueling stations are unmanned, consisting of a set of underground storage tanks, a purification plant, auxiliary power plant, and transfer pumps. The Pirates will send up a team in a shuttle to assist the refueling. If a take-over attempt is going to be made, the Pirate team will start the refueling process. The Pirates have several ground missile and laser mounts set around the refueling area. These weapons emplacements are carefully camouflaged. While the Judge will have to assess the success probability of the take-over attempt, it should be high. The ship will be a sitting target, tied down with refueling hoses. Many of its weapons installations will be unable to bear on some of the Pirate weapons emplacements. The Pirates will already have indirect fire artillery zeroed in on the ship.

Should the Pirates be successful, they will complete refueling and then fly the ship down to a remote location on the planet. The Pirates will make a complete survey of the ship and its cargo. While they are doing this survey, member of the crew and passengers will be taken 2 or 3 at a time to the "temple" complex to have the "mind control" mechanisms implanted. These mechanisms can be rendered ineffective by certain techniques which at least some of the crew and passengers will know. See the section on Mind Control for specific details. After the treatment is complete, the crew and passengers will then be taken to a special rest camp for "re-education". At this point, the guard will relax and the player characters should be encouraged to start planning a revolt or other action if they have not already done so.

Mind Control

While considered a great breakthrough by the Difringians, the Stenniksona process has since proven to have some serious problems and drawbacks. It is most effective on the Difringians, the Space Pirates' own race. On other races, it can cause pleasure or pain or stimulate particular emotions such as love or loyalty. When first implanted, the device causes particularly strong emotions. As time goes by, the body adjusts somewhat, and the strength of the emotions induced falls off. Some races are able to resist the effect fairly well; the Axly is an example of this.

Also, the higher technological societies had developed routine training methods of anti-brainwash and anti-interrogation techniques that proved to be quite effective against the Stenniksona process. All Imperial Officers have this training as a matter of course. Many NCOs also have it. Some large companies and corporations also provide this training to their important executives. In addition, psionics talents have a chance to resist the technique by rolling their raw Psionics Strength or less on 3D.

The device must be activated by beamed microwave signals in order to trigger its emotion-producing effects. These signals can be jammed by technical devices. The Axly are capable of producing natural microwave signals of relatively short range. They were able to adjust the mind control devices they had to respond only to their own natural signals. This is how they now control their Trinx riding mounts.

History of the Pirates

The space pirates of Waspwinter originated upon a homeworld many parsecs away which they called Difringa. Difringa was beset by many nationalistic wars prior to becoming a nuclear power-based, one-world government. One of the defeated nations which espoused the supremacy of their racial type above all others began a top-secret project to genetically manipulate their race to develop the "perfect" warrior. The project continued in the guise of a secret society called the "Hellfire Immortals" ostensibly created for the purpose of furthering scientific endeavors for the betterment of all races and particularly devoted to developing an anti-aging method.

When interstellar travel was adopted, the Hellfire Immortals formed a mercenary brigade to justify the stockpiling of weapons and the gathering of the "genetically perfect" in one group, while a second group concentrated upon stepped-up research on one of their system's outermost planets and the balance infiltrated all powerful organizations to seize power at the first opportunity. Upon seizing power, the mercenaries were to return home to solidify the situation while the research team was to impose mind control methods upon the most troublesome elements of the population.

The plan went extremely well. Difringan authorities were having serious problems with economic regionalism. A most advanced mind control method had been developed, and the mercenaries gained invaluable experience and training on distant planets. Indeed, the mercenaries' bloody exploits were lauded by the communications media, and praise was heaped upon them. The call went out to begin the Genetic War.

While the Difringa World Authorities were quickly overwhelmed, and most domestic military organizations were quietly neutralized or destroyed, the Interplanetary Defense Force managed to capture the seventeen Hellfire Immortals which had infiltrated into the upper ranks. The returning mercenaries (Biskran Perimeter Reinforcement Corps) picked up the research team (Genetic & Biomechanic Control Research Institute) and proceeded toward the homeworld assuming that the IDF had been neutralized. Had the sinister IDF Immortals been less autocratic and arrogant, the force would have been easily destroyed with all sensor scanning stations deactivated. Forwarned and with amazing efficiency, the IDF Admiral, Chuznus Pom, ruthlessly obtained the master plan from the indiscriminate revolutionaries and ambushed the approaching BPRC interstellar ships. The brief encounter resulted in only two interstellar craft escaping - the flagship, "Vengeance," and the armed troop transport carrying the research group, "Ionatiuch." The planet-wide takeover was reversed within two months as the last genetic contingents were obliterated by superior air power.

Fortunately for the escaping Hellfire Immortals, they were not pursued and eventually jumped into a relatively backward and uncharted system. Anxious to retain control of their stolen interstellar craft, the rebels decided to establish a base on the benevolent planet of Waspwinter and prepare for an eventual return to the homeplanet with renewed strength and advanced technology to be garnered from the space lanes through piracy. The ships were registered under the Biskran Interworld Conglomerates, a particularly powerful corporation protected and controlled by three noble families of the Imperium. Although greatly reduced in numbers over the last three hundred sixty four years of marauding, the pirates have managed to establish a fair-sized base of operations by taking captives and breeding them.

Through a combination of chemical injections and cryogenic freezing, the pirates anticipate a natural life span of approximately eight hundred years. A sharply felt side-effect of life prolongation is that nearly all the pirates have become sterile.

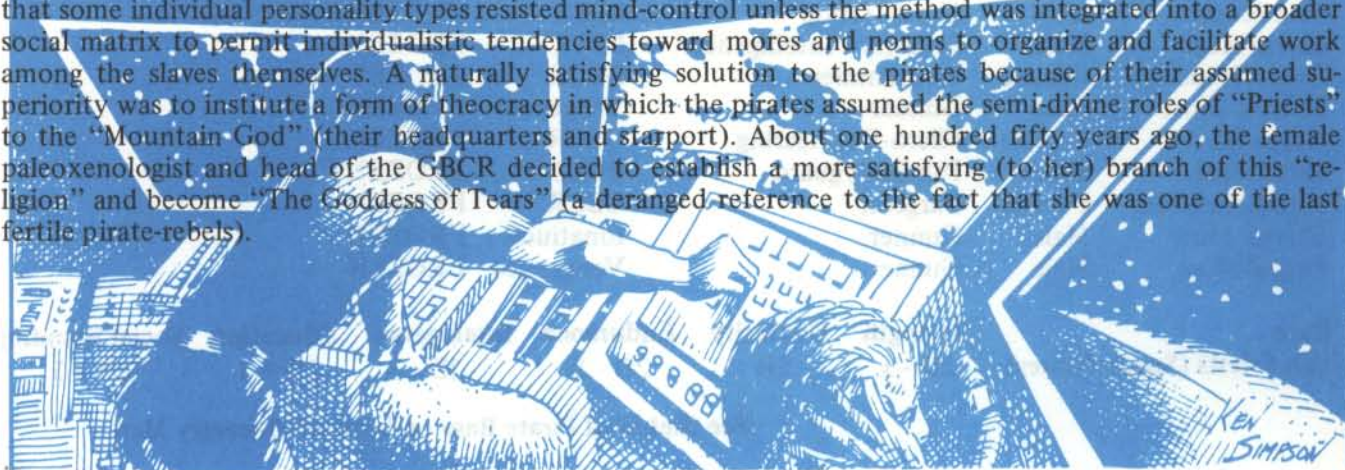
History of Waspwinter

At the time of the rebel-pirates' arrival, Waspwinter was uninhabited by intelligent life forms. Many animal types roamed the planet. The pirates began to prey upon the star lanes, capturing aliens to serve as slaves in the construction of the Waspwinter base. Thus, the pirates created a cross-section of intelligent life-forms from distant planets in other star systems for their exploitation. The pirates, being from a highly intelligent race, control these slaves by a mind-control device implanted in the base of each slave's brain. Among other things, the slaves mine the natural resources of the mineral-rich land. Under the governing of their masters, the slaves have developed a civilization of their own with different types of aliens always living and working among their own kind.

Space Pirates

The first intelligent inhabitants of Waspwinter were the Space Pirates who pass themselves off to the aliens as "High Priests" to the "Mountain God." This is done to create a fear among the aliens towards the pirates. The pirates are 1.5 meters tall and have very humanoid bodies. The two upper limbs have five digits each, and the two lower limbs each have four digits. They have two large, round, hypnotic eyes, a long nose, and a large mouth. The pirates are omnivorous and give birth to live young.

Within the first decade, the pirates had managed to capture a fair number of slaves, and it was noted that some individual personality types resisted mind-control unless the method was integrated into a broader social matrix to permit individualistic tendencies toward mores and norms to organize and facilitate work among the slaves themselves. A naturally satisfying solution to the pirates because of their assumed superiority was to institute a form of theocracy in which the pirates assumed the semi-divine roles of "Priests" to the "Mountain God" (their headquarters and starport). About one hundred fifty years ago, the female paleoxenologist and head of the GBCR decided to establish a more satisfying (to her) branch of this "religion" and become "The Goddess of Tears" (a deranged reference to the fact that she was one of the last fertile pirate-rebels).



Actual pirate forays have dropped significantly to one every five to ten years to prevent further depletion of the pirate ranks and yet stay abreast of new technological progress. There are presently only forty-three of the original pirate-rebels left and nine youngsters guarded by the "Goddess of Tears" within the Temple of the Red Queen. Twenty-two of the pirates are "frozen" while undergoing life-prolongation treatments within a sealed chamber deep inside the "Mountain God" starport facility. In an emergency, these can be revived within forty-six minutes safely or within twelve minutes with a 50% probability of memory loss. Each cannister lists the contents, rank, equipment stored within, assignment, and genetic information on a plate attached to the fuel cells. The following is a list of all extant pirate personnel:

NAME	SEX	TITLE	BRANCH	ASSIGNMENT
Rawar Pak	Male	Commander Mercenaries	BPRC	FROZEN
Dilwa Pak	Female	Paleoxenologist	GBCR	Goddess of Tears
Dofid Pol	Male	Field Commander	BPRC	High Priest of Bizive
Sast Pol	Male	Space Tactician	BPRC	FROZEN
Beaja Pol	Female	Cultural - Xenologist	GBCR	High Priestess of Red Queen
Khwegan Pol	Male	Captain	Vengeance	FROZEN
Sabal Pol	Male	Captain	Ionatiuch	High Priest of The Mountain God
Tamng Pom	Male	Pilot	Vengeance	FROZEN
Yun Pom	Male	Engineer	Ionatiuch	Temple Priest of
Uznus Pom	Female	Science Officer	GBCR	Temple Priestess of
Shairid Pom	Male	Astrogator	Vengeance	Transportation Priest
Timaikh Pom	Female	Genetic Manipulator	GBCR	FROZEN
Almbalik Pom	Male	Pilot	Ionatiuch	Priest of The Mountain God
Bismalyk Pom	Male	Navigator	Vengeance	FROZEN
Chadus Pom	Female	Medical Officer	GBCR	Priestess of Crown of Knowledge
Orgatai Pom	Female	Memory - Editing	GBCR	Temple Priestess of
Urtyn Pom	Male	First Gunner	Vengeance	FROZEN
Alruk Pom	Male	First Mate	Vengeance	Laser Cannon Defenses
Naruk Must	Male	Laser Specialist	BPRC	Planetary Defense
Tudus Must	Female	Biologist	GBCR	Bio-Control Maintenance
Rinus Must	Female	Doctor	GBCR	Sealed Chamber Monitor
Acfed Must	Male	Heavy Weapons	GBCR	HQ Security Chief
Grilik Must	Male	Mechanic	BPRC	Power Plant Security
Anatai Must	Female	Nutritionist	GBCR	Long Range Sensors
Phislyk Must	Male	Hydroponics	Ionatiuch	Headquarters Guard
Kartyn Must	Male	Communications	BPRC	Power Plant Guard
Rorid Must	Male	Medic	BPRC	Sealed Chamber Security
Urtyn Must	Male	Gunner	BPRC	Laboratory Security
Syodus Must	Female	Mathematician	GBCR	FROZEN
Malykus Must	Female	Electronics	GBCR	FROZEN
Rangan Must	Male	Heavy Weapons	BPRC	FROZEN
Frid Must	Male	Gunner	BPRC	FROZEN
Vitai Must	Female	Computer Specialist	Ionatiuch	FROZEN
Wenus Must	Female	Psychiatrist	GBCR	FROZEN
Tem Must	Male	Shock Troop	BPCR	FROZEN
Lawar Must	Male	Security - Intelligence	BPCR	FROZEN
Qudus Must	Female	Programmer	GBCR	FROZEN
Kobalik Must	Male	Gunner	Vengeance	FROZEN
Marna Must	Female	Micro-Engineering	GBCR	FROZEN
Sabal Must	Male	Pak Bodyguard	BPRC	FROZEN
Musbarika Must	Female	Surgeon	GBCR	FROZEN
Sharuk Must	Male	Gunner	Ionatiuch	FROZEN
Orgbal Must	Male	Gunner	Vengeance	FROZEN

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
High Priests (Space Pirates)	2D - 1	2D	2D - 1	2D	2D + 1	2D + 3

See sketch of Pirate Base on back of Planetary Map.

Land of the Mountain God

The pirates have a starport hidden inside an ancient volcano that has been dormant for ages. They constructed a large tunnel to the outside edge of the mountain and built a huge temple over the exit to the tunnel. A large stone image of an animal's head rises from above the temple on the volcano's edge, adding to the mystic aura of this area. The lower level of the temple houses a medical complex where control sensors are implanted in the skulls of all aliens. To help conceal the pirate base, the alien slaves are told that this is the "holy ground" of the Mountain God and that death will surely come to all who trespass here. Only the chosen ones, or "High Priests" are allowed within the temple. A geothermal power plant supplies energy to run the base equipment. The heat from deep below the volcano is converted into steam, turning a giant turbine and generator. **Land of the Mountain God Map on Page 32**

Transporting aliens from the mountain to their permanent residing areas on the planet is done with much caution. Slaves are drugged and moved in the darkness of night using enclosed trucks made solely for this purpose.

Ixtuves

The Ixtuves are carnivorous beings growing 1.5 meters tall. Their heads are very large at the top and feature two large eyes set far apart. The nostrils are in the center of the face; the mouth below is small, and the chin is pointed. A round lump rises from the forehead where two tentacles extend upward. These are used as receptors of sound. The thorax is wide at the top and narrows at the waist. Two long limbs extend from the top of the thorax with six digits extending from each. Below the waist are two large, thick limbs also having six digits each and a hard heel. Rapid learning ability and great strength make the Ixtuve the finest servants on Waspwinter. Ixtuves give birth to young every four years.

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Ixtuves	2D + 1	2D	2D - 1	2D - 1	2D	2D - 2

Bizive

Bizive is on the slopes of Mt. Repl, just below the great mines. A wall surrounds the entire rectangular city. Approximately 100,000 Ixtuves live in this mining community.

1. Control Complex
2. Treasure Edifice
3. Health Control
4. Bizive Energy
5. Training & Enlightenment
6. Diversion Center
7. Body Storage
8. Mineral Research
9. Mt. Repl Mine
10. Bizive City Temple

Bizive City Map on Page 28

1. **Control Complex:** This is a round, stone building about 15 meters in diameter and having two levels. The masters from the pirate ship, known to the slaves as the High Priests, live here and control the slaves from this complex. From here, communications with comrades in outer space are kept. This structure is off limits to all citizens. The large doors are secured at all times, and the windows are barred.
2. **Treasure Edifice:** Precious gems and metals taken from the rich mines are stored here. From here, all credit transactions are completed. Citizens are given a modest amount of credits for living once a week. There are large vaults full of pirates' booty and 3 billion credits within the Treasure Edifice.
3. **Health Control:** This large, six level medical complex keeps the citizens in top shape for their strenuous work in the mines. The complex contains 2,000 beds and uses the best equipment available. The masters see that all individuals have a correct vitamin balance and physical therapy whenever necessary.

4. **Bizive Energy:** Energy for the city is generated from the waterfall located at the edge of the metropolis. Five large generators are constantly in use here. Ten Ixtuves keep the energy station operating efficiently.
5. **Training & Enlightenment:** This structure is 50 meters by 30 meters. All skills are taught here for the efficient operation of the mines. The Ixtuves were contracted in the construction of this building. All outstanding citizens are offered technical training here so they might explore other fields of service labor.
6. **Diversion Center:** In this large social center is a giant heated swimming pool, an exercise gym, a track for jogging, and a dance floor for citizens to enjoy. A large lounge within the Diversion Center gives access to any type drink or food and music to suite the taste. All actions within the center are monitored by the masters to see that citizens don't overindulge.
7. **Body Storage:** When Ixtuves expire, their bodies are brought to this quiet enclosure by the relatives or close friends. Bodies are placed in a large refrigerated compartment and kept frozen until burial. Once a month, all bodies in storage are cremated, thus preventing loss of work when relatives wish to be present.
8. **Mineral Research:** On the slopes of Mt. Repl is the great Repl Mineralogy Research Center and mine. The mineshafts reach as far as 3 kilometers into the granite-like structure of the mountain. Mineralogy is extensively researched here at the center. New techniques in smelting to obtain metal from the compounds taken from the mine are learned here. Fifty of the most intelligent Ixtuves in Bizive work and do research here. Geometrical and microscopical studies of crystals are made which help to determine the relationships of ore minerals, resulting in many useful metals and precious stones of great value for the masters.
9. **Mt. Repl Mine:** A large enclosure in the side of the great mountain, 20 meters by 25 meters, is the headquarters of the mine executives and a social gathering place for miners. Sixty supervisory personnel send the miners to their respective mineshaft jobs. Electric powered mine cars carry minerals from the mine around the clock to be shipped by large trucks to the smelting mills. These minerals are used in making strong metals for use in building construction and for appliances and ground cars. Many precious stones and metals are processed and placed in huge vaults in the treasures room of the mine to be picked up by the masters. Sixty thousand citizens of Bizive work in the mines, with thirty Ixtuves guarding the vaults with hand guns.
10. **Bizive City Temple:** A large stone image of an animal's head rises above this temple. Inside, the pirate priests conduct their ceremonies to the Mountain God. Each glittering ritual is very impressive to the citizens of Bizive. Golden Gashees flank the entrance and are set around the thrones. Several golden birds with jeweled eyes can be seen perched on the walls and ceiling. The thrones are raised aloft as the citizens prostrate themselves symbolizing the unapproachability of the "High Priests." During all services, the priests remain motionless, silent, and aloof. A temple official speaks in place of the priests at all temple and public functions. All citizens share a genuine interest in theology, and a very strong veing of religious mysticism flows among them. The city temple is the only place where the citizens can see all their master priests at the same time. The sister temple to the temple of Bizive stands on "holy land" and is forbidden to all but the High Priests; slaves are told that death will come to all trespassers.



Bizive Citizens' Bazaar

With the fusion of different cultures in Bizive, the masters let the citizens have a bazaar in a special square of the city. At this citizens' marketplace, a large variety of goods may be bought or sold. Each merchant booth is 3 meters by 4 meters and made of wood. Some structures throughout the bazaar are somewhat larger to house their activities.

1. The young Ixtuve who runs this booth is also appointed as bazaar guide. Organizing the merchandise, craft, and food booths, he regulates prices and solves problems of weights and measures. It is the guide who imposes punishment upon all citizens found selling bad meat or wine. Punishment consists of the offending merchant first being forced to consume large portions of his bad product, and then the remainder is dumped or poured upon his person and must be left there for three days while the offender remains in his booth. Booth 1 sells meat, poultry, and fish.
2. Yarlow the Soothsayer will solve all your problems for a price.
3. Blossom Booth: Flowers sell very nicely here to male citizens who frequently give them to their female companions. Collected from the mountains and valleys around Bizive, a wide variety of beautiful flowers and pleasant-smelling ferns are sold here.
4. Hats and Clothing: Luzon is the owner of this fascinating booth offering an array of hats and clothing for both males and females. Tailors are happy to service customers with alterations.
5. Companion Booth: Exty sells small animals for pets as well as flying creatures. The Gaully, a small animal resembling half cat and half rabbit, is Exty's best selling pet because it is so easily trained and is very friendly.
6. Roast Meat and Wine: Lazar serves the best roasted meat at the bazaar, but his wine is weak and tasteless.
7. Warm Furs: Maizet the tailor runs this booth offering coats, scarfs, pants, rugs, and other fur or fur-lined items.
8. Eye of the Beholder: Painting of the cheeks, digits, mouth, and eyes are specialties here, as well as eyebrow plucking and lovely bows for the tentacles.
9. Soothing Sounds: Pipe horns, string harps, and many other musical instruments are sold here.
10. Body Emblems: Paintings for the body include birds, flowers, and many animals done in beautiful color by Pikel.
11. Mizola's: Singing and dancing is taught here by Mizola. Group singing is held every four hours.
12. Pepins' Wrestling: This exceedingly popular sport in Bizive is subject to special rules and is taught by Pepins, a master of grappling. There are six wrestling bouts held each day, and everyone is welcome.
13. Limby and Wine: Limby tastes like cheese and is a very popular snack among the citizens. A sparkling glass of red wine and a large cut of Limby makes for a most delightful appetizer. Wine is also sold in lethskins for carry-outs.
14. Baker Kiev: Breads, cakes, and pastries are baked daily for freshness.
15. Bead Work: Ornamental work made of beads for clothing or to wear as adornment around the neck, wrist, or ankles is sold here.
16. Fresh Fruit & Vegetables: Health fruits and vegetables are sold here along with the necessary tissues of seed plants.
17. Basket Weavers: Various types of coil and plait woven items such as cooking, storage, and burden baskets are made and sold here, as well as rugs, belts, hats, footwear, carts, rattles, and drums.

18. **Sandal Maker:** Many types of low shoes or slippers can be purchased here as well as other leather accessories.
19. **Stick Fighting Arena:** Stick fighting is a most brutal sport held once a day for the entertainment of the citizens. Inevitably, someone is bound to have his head bashed in.
20. **Drinking Bouts:** An exceedingly popular pastime among the male citizens, this booth caters to the sport. The bazaar offers special wagon pick-ups for all fallen drunks.
21. **Bath House:** A large pool containing perfumed water is found in the center of the bath house where citizens can bathe and be refreshed. Dressing stalls scattered about the house measure 3 meters by 2 meters.
22. **Pollen Stall:** Pollen is a very sweet-tasting substance found in various plants and flowers on Waspwinter. It is sold by the comb or in pots made entirely of wax.

Axly Rebel

Sensors were implanted into the skulls of all aliens brought to Waspwinter for slavery. Unknown to the pirates, the sensors placed within the skulls of the Axly rebels had no impact on them due to the difference in the brain structure. The Axlys escaped while being transported to their permanent living and fled to the mountains in the northern region. They have survived here by robbing and plundering from the other cultures on Waspwinter. The one desire of these rebels is to locate the hidden starport of the pirates and capture a space ship to return to their home many light years away.

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Axly	2D + 2	2D + 4	2D + 2	2D	2D - 1	2D - 5

The Axly Rebel

The Axly is a gentle individual 1.6 meters tall and having a muscular body covered with soft, orange hair. Four digits extend from each of his four powerful arms. The four tentacles extending from the head are sound receptors. The eye sockets are rectangular in shape with large, red eyes. The Axly has a pugged snout. Each of the two lower limbs used for walking have five claws and a hard heel. The Axly is carnivorous, and the female bears live young.

Axly Rebel Hideout

When the Axlys escaped from the pirates posing as High Priests, they fled to the northern mountain range. Exploring the mountains, they discovered a large, natural cave hidden beyond a waterfall. It is here that the Axly Rebel has survived for 200 years and has grown in population to nearly 2,000. The cave has four levels, and the rebels have created living quarters for all their tribe and with room to spare. Formed by erosion over the years, the cave's walls contain phosphorous rock which lights its entirety in a spectrum of beauty.

Levels

Level 1	Social Center	See sketch of Axly Cave on back of Planetary Map.
Level 2	Sleeping and Eating Quarters	
Level 3	Armory and Treasury	
Level 4	Octocycle	

Level 1 Social Center: The cave entrances to Level One measures 50 meters by 70 meters and rises 10 meters high. This area is used for work projects, combat drills, and also a social center for relaxation and diversion. Rough-looking natural stone tables and chairs have been formed by the centuries of erosion and the build-up of mineral deposits. The cave remains cool at 55 degrees and damp at all times, but the Axlys consider it very comfortable. Electricity for cooking, lighting, and for power tools comes from the power section.

- Level 2 **Sleeping and Eating Quarters:** Level Two is 40 meters by 35 meters. A passageway located at the back of Level One 4 meters wide and 3 meters tall leads down 8 meters to this level. This is where the Axly sleep in structures made of hard wood which resemble tables with a hole in the center of each one. The body is lowered through the hole and the four upper limbs rest upon the table-like surface. This position is also assumed for consuming food and for gaming.
- Level 3 **Armory and Treasury:** This level is 30 meters by 25 meters and is 2 meters high. The passageway leading to this level is 2 meters by 2½ meters. Walls found on this level are extremely beautiful, resembling multi-colored curtains. A large, stone, table-shaped formation adds to the beauty here and is laden with precious stones and metals taken during raids. Gold, which was found in the passageways of the cave, has been piled in the corners, and treasures worth 1,000,000 credits are stored here. Level Three is also used as an armory. It contains 2,000 automatic rifles, 1,000 hand guns, and explosives.
- Level 4 **Octocycle:** The walls on every level of the cave are engraved with ancient drawings of strange animals and vegetation in addition to some space ships. The Axlys could deduce from these ancient hieroglyphics only that there was some mystery about Level Four. Upon exploration of this level, they found skeletons, jewelry, pottery, and other artifacts, but they had to retreat to Level Three because the lower level was infested with giant, ferocious creatures which bred there. These five-limbed creatures were termed Octocycles, and the fifth level was left to them.

Sandrones

The alien race of Sandrones on the planet Waspwinter stand half a meter tall and have jet black, coarse, wooly fur. With a cylindrical body that tapers in front to a sharp, pointed snout, the Sandrone has a fringe of pink, fleshy protruberances which are 22 sensitized feelers at the tip of his naked nose. These feelers are used by the Sandrones in finding their way about in the sand or water as well as for receptors of water-born sounds. The star-nosed Sandrones have a fat, scaly tail about 20 inches long, which is equal to its body length. The body has two pairs of limbs. The upper limbs are heavily muscular and taper to clawed digits. The lower limbs are also heavily muscular and taper to clawed digits, but are much smaller and shorter in comparison to the upper set and are used for locomotion. Sandrones are excellent swimmers, both in water and in quicksand, and are constantly found participating in competitive sports. Their two eyes are small and beady and are located behind the snout and feelers. They have huge mouths which are located beneath the snout and contain very sharp teeth. Sandrones are carnivorous and live in colonies numbering in the thousands. They bear live young which are guarded and protected until they are grown and capable of defending themselves. The main weakness of Sandrones lies in their low intelligence. Sandrones are easily controlled by the sensors placed in their heads by the pirates.

1. **Worship Temple:** It is here that the Sandrones worship the Mountain God by offering him gifts of the most beautiful and precious jewels from the Sinking Sands. This structure is circular in shape and can seat 10,000 Sandrones per ceremony.
2. **Game Arena:** The average Sandrone is truly athletic, and it is here at the arena that they have a chance to prove it. The arena is located to one side of the Sinking Sands and seats 10,000 on its bleachers at full capacity. Here, competitive and physical sports and activities are held. Twelve contestants line up along the edges of the sand and, at the sound of a horn, burrow into the sand and race to a goal twenty meters away. The first coming out of the sand at the goal wins. Another favorite is combat under the sands in which two individuals fight to the death under the sand; the one surfacing still alive is greatly honored. Among other sports practiced here are weight lifting, disc throwing, and races; all sports are held before the bleachers to one side of the sands. Many games are also carried on in the lake near the Sinking Sands. Physical fitness is almost a sacred ritual to the Sandrones.
3. **Temporary Treasure Edifice:** This building is constructed of stones and serves as a temporary storage place for all treasures until taken to the Pirate Base. This building and the grounds immediately surrounding it are always under heavy surveillance by approximately 25 guards.
4. **Food Storage Building:** Leth and medsa meats are kept here for the Sandrones by the priests, and it is well guarded. Also found here are the food supplies for the guards to this area. Distribution of meat to the Sandrones occurs each day.

5. **Homes of Sandrones:** The homes of the Sandrones are low, dome-like structures built of stone and fire-hardened clay bricks. Each is placed almost at random, there being only a few recognizable streets in the town. All the single, semi-circular doorways on the homes face precisely south southeast. The domes are semi-elliptical in cross-section and have no internal subdivisions. The interior furnishings consist primarily of several small stone storage platforms set in the midst of soft, clean sand to the depth of 1.5 meters. The domes range in diameter from 6 meters to 10 meters and in height from 1.5 meters to 3 meters.

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Sandrone	2D - 1	2D	2D + 1	2D - 3	2D - 3	2D - 3

Sinking Sands of the Planet Waspwinter

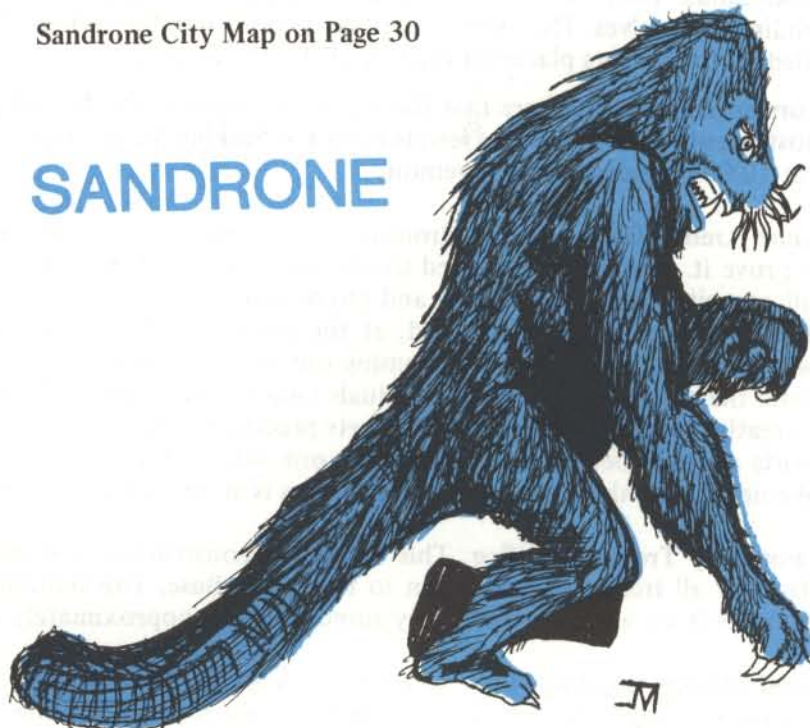
As aliens were brought to Waspwinter, it was customary to settle each classification in areas most resembling the terrain of their home planets. The Sandrones were taken to the Sinking Sands in the east to live. Here, abode-type structures were built of calcareous clay which resembled the homes of the planet they once inhabited. These homes are found around the edges of the Sinking Sands. The sands serve as a great playground to the Sandrones who find a sort of homey feeling within the cool, wet realms of the sand and play games underground here. It was quite by accident that the Sandrones came across an abundance of jewels and treasures which were thrown into the sands over fifty years ago. This was done by the Axly rebels who, at that time, raided the treasure edifice. Not having the time to return to their hideout with their new-found wealth, they chose to throw it all into the sands rather than leave the treasures once more in the hands of the greedy pirates. Soon, the Sandrones began to bring large diamonds, rubies, and other precious stones and metals from the depths of the Sinking Sands. Now the treasures are exchanged daily to the pirates for leth and medsa meat which is quite a delicacy to the Sandrones' palates. A temporary treasure edifice has been constructed here to house the wealth until removed by the High Priests. It is here that the Sandrones rally to exchange their findings for meat. A food storage building is also found here. Both are heavily guarded at all times.

The larger, more beautiful stones and jewels found here are taken to the worship temple by the Sandrones themselves and traded for the good will and blessings of the Mountain God and High Priests. A large, stone image of the Mountain God sits in the center of the circular temple. Rituals are held here among the Sandrones as they bring forth their gifts to be placed before the god. The great ruby eyes of the god light up with satisfaction and pleasure as the treasures are dropped at his feet. This encourages them to work harder to bring more treasure in order to receive even greater blessings. After the ceremonies, these treasures, too, are collected by the Space Pirates and taken to the Pirate Base.

- 1 Worship Temple
- 2 Game Arena
- 3 Temporary Treasure Edifice
- 4 Food Storage Building
- 5 Homes of the Sandrones

Sandrone City Map on Page 30

SANDRONE



Fidions

The Fidion race of aliens is the largest found on Waspwinter. Measuring two meters tall, these aliens are very humanoid. They have no hair on their heads, and their skin is very scaly and aged-looking. The chin is long and pointed, and two large bones protrude from either side of the forehead and along the cheekbones. The ears are large and square in shape, and the mouth is thin and wide. The two large eyes of the Fidion are oval and dark colored, and its nostrils are wide. The body is thin with two upper limbs which are long and bony and have five digits on each of the hands. The lower two limbs are wiry but strong and also have five digits each. Fidions are omnivorous and bear live young. The average life span is around forty to fifty years. This seems relatively short; however, the Fidions only require a mere three to four hours of sleep per day. They are truly life-loving and peaceful in nature. Their skills are many, and Fidions are most flexible workers. The pirates tend to favor these childish peoples over the other aliens. Perhaps this is due to the close similarities in body structure to that of the pirates. The Fidions' home planet is closer to that of the pirates than is that of any other alien race on Waspwinter.



FIDION

Usceen City Map on Page 29

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Fidion	2D - 1	2D + 3	2D - 2	2D	2D	2D - 1

Usceen

The Fidions live in the south because of the beautiful, rolling hills and gentle rivers which create serene and peaceful surroundings for their artistic natures. The city of Usceen was established to create artifacts, paintings, statues, and jewelry for the High Priests. All structures are circular as they were on the Fidions' home planet. In the very center of the city is a gigantic domed structure resembling a large assembly building. It is here that all the art treasures are displayed for the pleasure and selection of the space pirates. These art treasures are, without a doubt, the best in the galaxy, and they are highly desired, bringing many credits.

The homes of the Fidions encircle the large assembly building, and the streets are laid out in a correspondingly circular pattern. The artistic works are done in the homes by the individual family groups, and the entire family participates in the creation of them. There are roughly 1,000 homes in Usceen with an average of four individuals in each home.

Eloe, the sculptor, is a master at his trade and visits nearly two hundred homes regularly, giving instructions and ideas to his workers for creating statuary, fine dishes, and other artifacts using Oezo stone melted down and cast into the desired creations. Each home has a small solar furnace for this purpose as well as hundreds of different molds. Each piece is painted beautifully to the finest detail. Many busts of the High Priests are cast in order to gain their favor.

Mezi is the great painter who, when on his home planet, created beautiful murals in the houses of worship. He also had painted portraits of all the great leaders and royalty of his home planet. In fact, it was while he was enroute to a distant planet to accept an award for excellence in furthering the arts that he was captured by the space pirates and brought here along with his companions, interrupting his plans to paint the royalty of distant planets. Mezi oversees all the painting done in 250 homes in Usceen. The High Priests are very flattered by his portraits of them, and he is highly favored here.

Fine jewelry is created in many of the homes, and Zingi is the master of the trade overseeing all the creative efforts in this field. Bracelets, rings, necklaces, arm bands, head pieces, ankle bands, and any other imaginable piece of jewelry are made in many of the homes. The High Priests have been known to take jeweled crowns and thrones from here to gain favor with royalty on other planets.

About two hundred of the Fidions mine gold and precious metals just at the edge of the city where it is plentiful not more than ten meters under the surface. This makes it very easy to acquire the materials necessary for jewelry. A Treasures Security building with ten guards protects the precious materials.

Tree Dweller

The Tree Dweller is a short, green, fur-covered alien measuring approximately one meter tall. Facial features of the Tree Dweller are located between the shoulder blades in the chest area. The Tree Dweller has two cold, dark eyes, one large nostril, and a toothless, crooked mouth. Its two upper limbs are incredibly strong with four clawed digits on each. The lower two limbs, used for rapid running and climbing, have three clawed digits each. Their claws are very useful in climbing and in piercing holes in trees to release sap and syrup which they lap up with their long tongues. By building a huge nest in any favorable tree, they claim it as home; this is why they are called Tree Dwellers. Tree Dwellers are very powerful and fast moving but unintelligent beings. They are easily controlled by the sensors. Birth is through egg laying, and it takes four months for an egg to hatch. Young are raised within the nest until six years of age when they must find their own trees to inhabit. The Tree Dwellers feed on pollen from flowering plants as well as sap and syrup from the trees growing on Waspwinter. The average life span of the Dweller is particularly lengthy for his species, ranging from thirty to forty years.

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Tree Dweller	2D	2D	2D + 2	2D - 2	2D - 3	2D - 3



TREE DWELLER

Tanzi

The island of Tanzi is located to the southeast of Usceen. It is very thick with vegetation and with the Tanzi Tree from which it derives its name. The Tanzi Tree is a very beautiful, large, hardwood tree. It grows as high as thirty meters and has many limbs spreading out sometimes ten meters from the trunk. The foliage is a bluish purple, and it has large fruit growing mostly in the top of the trees. This fruit is similar to pineapples with a very hard shell that must be cracked to get the delicious, edible center. It has a scent like peppermint and is a much-desired food.

In these trees, the Tree Dwellers live. They were brought here to care for the trees and harvest the fruit for the High Priests after they were captured from another alien race who was transporting them to another planet to serve much the same purpose. The home planet of the Tree Dwellers is covered with trees similar to the Tanzi Tree, among other vegetation, and the Tree Dwellers are very much at home here.

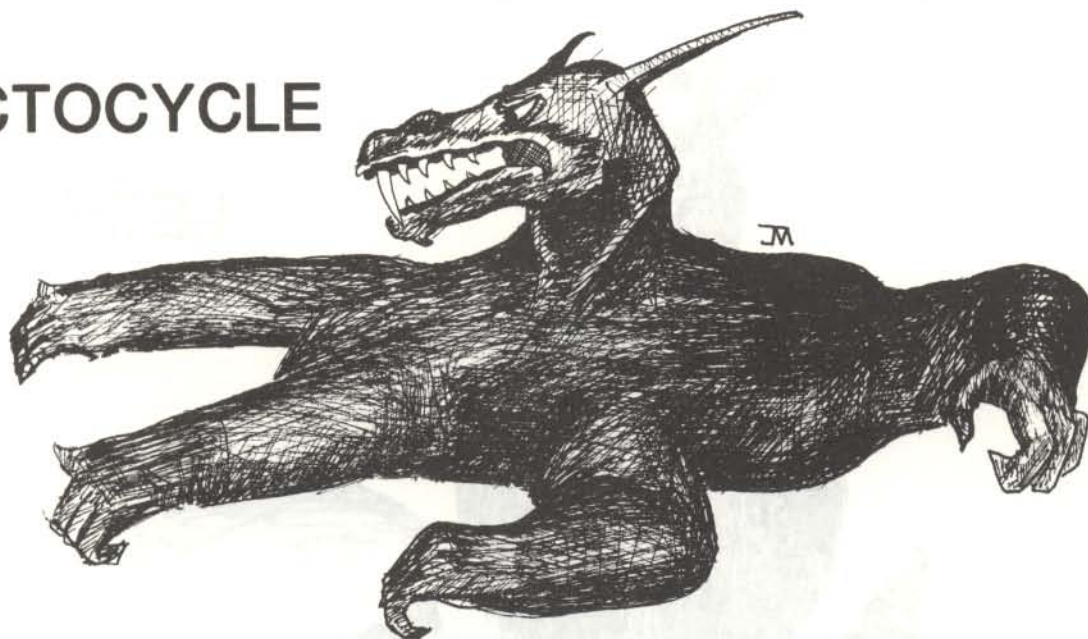
ANIMAL DATA

The Octocycle

The Octocycle measures 1 meter tall when maneuvering and ½ meter when at rest. It has five flexible but strong limbs with four clawed digits on each limb. The clawed digits are used for digging as well as for defense. On top of the round body, a serpent-like head has two long fangs protruding from the corners of the mouth which has two rows of sharp teeth. It has two slitted eyes, and two tentacles on the top of the head act as receptors of sound. Octocycles are omnivorous and will eat anything in sight. They give birth by laying eggs once every four years. The Octocycles of Level Four of the Axly rebels' cave have access to an underground river and to the outside of the cave through small tunnels. Level Four has always been the den of the Octocycle, and it is here that they lay their eggs and raise their young. They have never been known to enter other levels of the cave.

Number		Animal Type	Weight	Hits	Armor	Wounds & Weapons		
Animal	Encountered							
Octocycle	1D	Eater	200 kg	20/13	None	11/10	Teeth/Claws	A 5+ F10+ S2

OCTOCYCLE

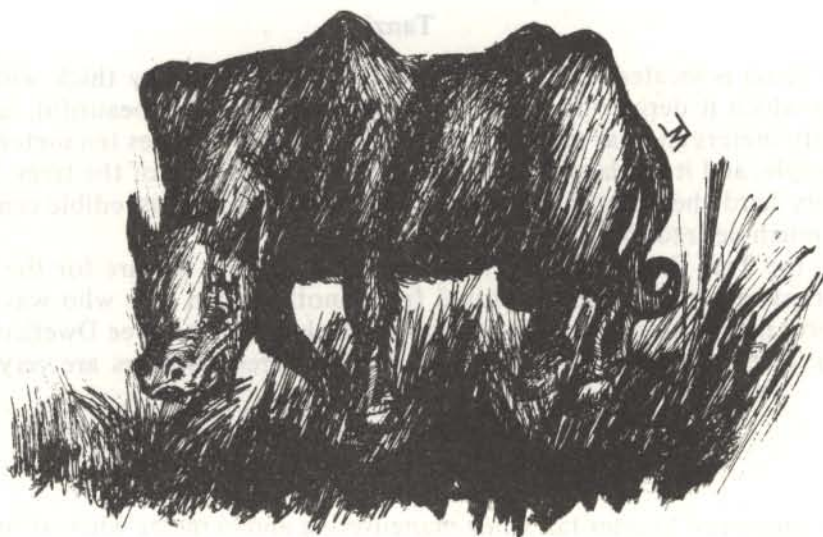


Gashee

The Gashee is 1.1 meters tall and 1.6 meters long. This mammal is an herbivore and is very gentle. They are used for food on Waspwinter and kept in enclosures at the edge of the city. The large body of the Gashee is supported by four jointed limbs which have hooves. They have large, erect ears, large eyes, and sharp, protruding teeth. They are covered with green fur. The Gashee give birth to four young every year.

Number		Animal Type	Weight	Hits	Armor	Wounds & Weapons		
Animal	Encountered							
Gashee	2D - 2	Intermittent	200 kg	17/8	None	9/4	Hooves/Teeth	A10+ F 9+ S2

GASHEE



Leth

The Leth is 1.2 meters tall and weighs as much as 50 kg when fully grown. The head has two long ears, small eyes, a short beak, and two horns protruding from the crown. It has two short, thick limbs for maneuvering about. The Leth make good eating, as do the eggs that they lay each day. They are covered with a soft, purple down.

Animal	Number	Animal Type	Weight	Hits	Armor	Wounds & Weapons
Leth	Encountered 3D	Intermittent	50 kg	11/6	None 6	As Blade - 1 A10+ F 9+ S2

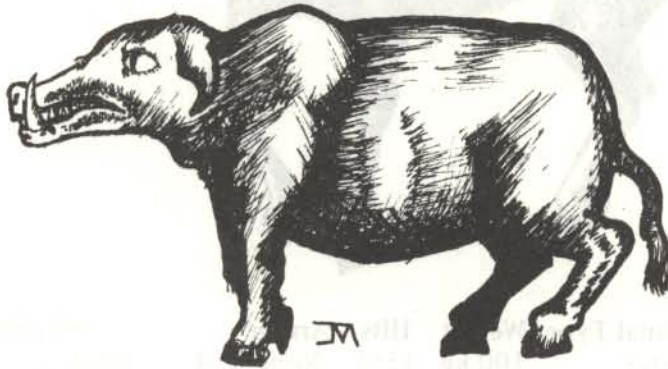


LETH

Medsa

The Medsa has a solid, stout body with little hair on its hide. It is red in color with large, round eyes, small ears, a long snout, and an extra-large mouth filled with razor-sharp teeth. It gives birth to young twice a year. The Medsa will attack any time they are aroused or frightened. They are carnivorous and are found in mountainous areas.

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons		
Medsa	2D + 2	Chaser	200 kg	20/9	None	8	Teeth	A+	F 9+ S2



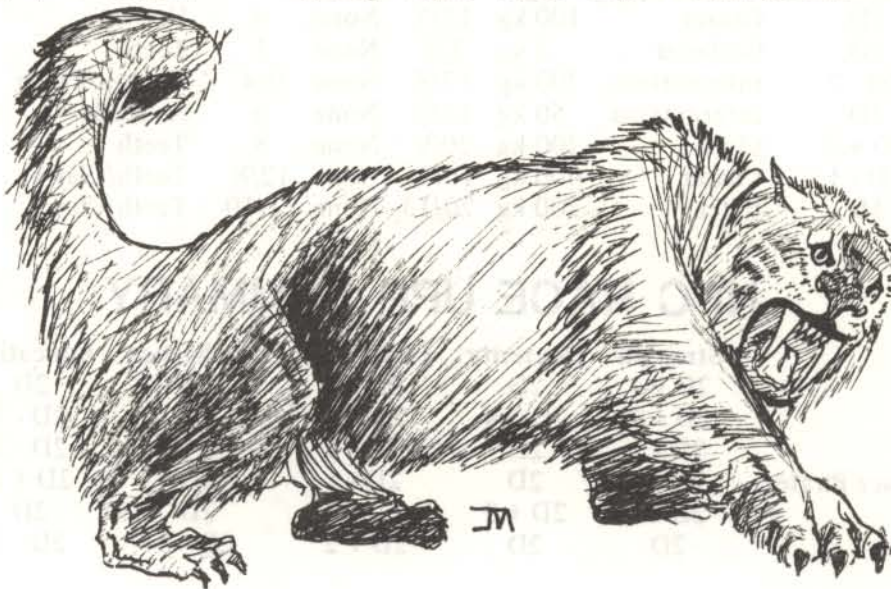
MEDSA

Trinx

The Trinx is the largest known cat-like animal on the planet Waspwinter. There are many breeds, each attaining a length of about 4 meters. The Trinx is very powerful and quite ferocious. They usually dwell near a water course and are adept swimmers. These large, carnivorous feline-like creatures fight ferociously and with great courage when aroused or bothered during mating season. The Trinx bear live young, usually one every year. They have light blue fur and enormously long upper fangs which they use to penetrate the thick, or tough hides of other animals.

The Axly Rebels took the sensors that the masters had put in their heads and placed them in the heads of Trinxes so that they could be controlled. They use the Trinx to ride upon while making raids or going on journeys. When they are not being used, they can be found around the waterfalls, preying on the other animals in the area.

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons		
Trinx	1D - 1	Chaser	400 kg	16/11	None	12/8	Teeth/Claws	A+	F 9+ S3



TRINX



ISHDAR

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons		
Ishdar	2D	Grazer	100 kg	15/7	None	4	Hooves	A 8+ F 5+	S2

Ishdar

The Ishdar is a beautiful animal standing 2 meters tall when fully grown. It has two heads which resemble those of camels. It has three hooved limbs for maneuvering. It is covered with soft, black fur and has a long, bushy tail. Ishdar give birth to one or two young a year.

Gauly

The Gauly is encountered very often in both its wild and domesticated forms all over the temperate and tropical areas of Waspwinter. It is a small herbivore, appearing somewhat like a half-cat, half-rabbit. It is fairly intelligent, easily trained, and quite friendly. While raised as a meat animal in the past, the Gauly now serves primarily as a pet.

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons		
Gauly	2D	Gatherer	3 kg	3/2	None	1	Teeth	A 9+ F 8+	S1

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons		
Ishdar	2D	Grazer	100 kg	15/7	None	4	Hooves	A 8+ F 5+	S2
Gauly	2D	Gatherer	3 kg	3/2	None	1	Teeth	A 9+ F 8+	S1
Gashee	2D - 2	Intermittent	200 kg	17/8	None	9/4	Hooves/Teeth	A10+ F 9+	S2
Leth	3D	Intermittent	50 kg	11/6	None	6	As Blade - 1	A10+ F 9+	S2
Medsa	2D + 2	Chaser	200 kg	20/9	None	8	Teeth	A+ F 9+	S2
Trinx	1D - 1	Chaser	400 kg	16/11	None	12/8	Teeth/Claws	A+ F 9+	S3
Octocycle	1D	Eater	200 kg	20/13	None	11/10	Teeth/Claws	A 5+ F10+	S2

NPC RACE UPP SUMMARY

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Ixtuves	2D + 1	2D	2D - 1	2D - 1	2D	2D - 2
Axly	2D + 2	2D + 4	2D + 2	2D	2D - 1	2D - 5
Sandrone	2D - 1	2D	2D + 1	2D - 3	2D - 3	2D - 3
High Priests (Space Pirates)	2D - 1	2D	2D - 1	2D	2D + 1	2D + 3
Fidion	2D - 1	2D + 3	2D - 2	2D	2D	2D - 1
Tree Dweller	2D	2D	2D + 2	2D - 2	2D - 3	2D - 3

Fauna

The planet, Waspwinter, teems with an abundance of wild and domesticated animal life, ranging from the gentle pet, Gauly, which resembles half cat and half rabbit, to the most feared Trinx with their enormously long upper fangs. Some breeds of animals are raised for food, such as the Leth and the Gashee. The marine life of Waspwinter is quite plentiful, and fishing the waters here is relaxing, enjoyable, and, often, rewarding. Wild fowl make the mountainous regions their homes, and many species are killed for food by the citizen hunters.

Plains

Many types of vegetables and fruit orchards are grown on the clear plains of Waspwinter. Vineyards are abundant, growing the different varieties of grapes used in preparing wines. Irrigation methods are used in supplying water to the fields where the slaves work.

Flora

Approximately 7,000 species of plants grow without cultivation on Waspwinter. Many varieties of shrubs, trees, ferns, and flowers are found in the forests and mountainous regions. Great forests rise in the south, containing many different types of trees. The Glivz tree grows to 50 meters tall and bears a large, cigar-shaped fruit. To get to the edible part of this fruit, a hard, outer shell must first be ruptured with a stone or other heavy object. The Opzi grows to a height of 10 meters and has a beautiful purple foliage with red and white blossoms that are $\frac{1}{2}$ meter in diameter. The Limby is shaped like a giant mushroom and is also edible. Containing rainbow colors, it has a most pleasant scent of vanilla and butterscotch. The top of the Limby is very sweet, and the trunk tastes like Cheddar cheese. Its mushroom shape makes for good shelter from the rains. The roots of the Lelo shrub taste like potatoes and are eaten in many different ways by the citizens of Waspwinter. The largest flower, the Nixi, is 2 meters tall with a blossom that measures 1 meter across. The stem is a bright red with blossoms of every imaginable color. The Nixi is a truly beautiful sight. Approximately 4,000 of the plants, trees, shrubs, and flowers are edible on Waspwinter.

Terrain

Terrain on Waspwinter is very mountainous, especially in the north, east, and central parts. Many streams create great waterfalls in the mountains. There is an area of flat, smooth plateaus used for growing crops in the warm seasons. The forests are mostly in the south, but trees and shrubs can be found all over the planet. A large section of the east coast is covered with quicksand and is very hazardous. A large river runs north and south and empties into the ocean.

Mountains

Mountains on the planet are numerous, rising up to the height of 5,000 meters and stretching many kilometers in any direction. Mountain streams are fed by the great quantity of snow that falls and is always present on the mountain tops. Many fish inhabit these streams, and some types are edible. Large trees grow abundantly in the mountains of Waspwinter, as do many types of plants and ferns. Wild fowl and animals roam freely here.

Oceans

About 60% of the surface of Waspwinter is covered by oceans. The main vegetation in these oceans is a large, yellow, fern-like weed growing from its floors. An abundance of marine life thrives here. Waspwinter has two moons, creating strong and irregular tides.

Meteorological

The temperature ranges from very cold in the winter to not more than 80 degrees in the warm season. Much snow in the winter and rain in the summer continually replenish the fresh water supply. The two moons keep the ocean tides churning violently, and strong winds occasionally bring storms from the water inland.

ENCOUNTER TABLES

PLAINS

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reactions
2	3D Reducer	12 kg	3/9	None	2/1 Teeth/Stinger	A 10+ F 8+ S2
3	1D Hunter	100 kg	7	None	7 Stinger	A Bigger F 8+ S2
4	Hijacker	12 kg	11/10	None	4/1 Teeth/Stinger	A 7+ F 8+ S2
5	1D Hunter	200 kg	13/9	None	8 Teeth	A 6+ F 8+ S2
6	2D Grazer*	25 kg	9/4	Cloth	2 Teeth	A 8+ F 5+ S2
7	EVENT	---	---	---	---	---
8	Filter*	400 kg	26/11	Jack	8 Horns	A Poss. F 8+ S-
9	4D Grazer*	800 kg	26/8	Cloth	13 Horns	A 8+ F 5+ S2
10	Pouncer	200 kg	22/14	None	9 Teeth	A Sup. F Spd. S2
11	Chaser	100 kg	17/4	None	3/6 Hooves/Teeth	A Sup. F 9+ S2
12	Trinx	400 kg	16/11	None	12/8 Teeth/Claws	A More F 9+ S3

* In civilized territory, becomes encounter with Ishdar (1 - 2), Gashee (3 - 4), or Leth (5 - 6).

MOUNTAINS

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reactions
2	1D Intimidator	1 kg	6/0	None	1/1 Teeth/Claws	A 8+ F 7+ S2
3	Gatherer	100 kg	4/11	Cloth	15 Broadsword	A 5+ F 10+ S1
4	Hijacker	1 kg	4/0	None	4/1 Teeth/Stinger	A 7+ F 8+ S2
5	1D Hunter	800 kg	22/9	None	22/12 Claws/Teeth	A Bigger F 8+ S2
6	4D Grazer	25 kg	12/10	None	7 Broadsword	A 8+ F 5+ S2
7	EVENT	---	---	---	---	---
8	Filter	100 kg	17/9	None	15 Pike	A Poss. F 8+ S-
9	Intermittent	3 kg	5/1	None	1 Horns	A 10+ F 9+ S2
10	2D + 2 Medsa	200 kg	20/9	None	8 Teeth	A More F 9 S2
11	Siren	200 kg	21/9	None	3 Teeth	A Sup. F 10+ S-
12	Killer	1 kg	1/0	None	1 Teeth	A 6+ F 11+ S1

OCEAN

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reactions
2	Swimming Hijacker	3 kg	4/6	None	1/1 Teeth/Stinger	A 7+ F 8+ S2
3	Swimming Gatherer	3 kg	3/2	None	7 Claws	A 9 F 8 S1
4	Swimming Reducer	1 kg	5/0	None	3/1 Teeth/Stinger	A 10+ F 8+ S2
5	1D Triphibious Eater	3 kg	4/5	None	5 Body Pistol	A 5+ F 10+ S2
6	Swimming Grazer	3 kg	1/2	None	1 Body Pistol	A 8+ F 5+ S2
7	EVENT	---	---	---	---	---
8	Amphibious Intermittent	1 kg	1/0	Jack	1 Teeth	A 10 F 9 S2
9	2D Amphibious Grazer	1 kg	4/0	None	6 Blade	A 8+ F 5+ S2
10	Amphibious Siren	1 kg	1/0	None	1 Stinger	A Sup. F 10+ S1
11	Flying Chaser	1 kg	4/0	None	4/1 Hooves/Teeth	A Sup. F 9+ S3
12	3D Amphibious Chaser	1 kg	5/0	None	4/1 Hooves/Teeth	A Sup. F 9+ S3

FOREST

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reaction		
2	4D Intimidator	1 kg	6/0	None	1/1 Hooves/Teeth	A 8+	F 7+	S2
3	1D Hunter	3 kg	1/3	None	10 Halberd	A Big	F 8+	S2
4	1D Reducer	3 kg	2/5	None	2 Teeth	A10+	F 8+	S2
5	Gatherer	1 kg	5/0	None	1 Body Pistol	A 9+	F 8+	S1
6	2D Flying Intermittent	6 kg	5/9	None	4 Body Pistol	A10+	F 9+	S2
7	EVENT	---	---	---	---	---	---	---
8	5D Grazer	12 kg	4/8	Jack	7 Stinger	A 8+	F 5+	S2
9	2D Grazer	1 kg	2/0	None	1 Horns	A 8+	F 5+	S2
10	Chaser	12 kg	10/4	None	2 Stinger	A Sup.	F 9+	S3
11	Flying Chaser	12 kg	7/3	None	9 Pike	A Sup.	F 9+	S2
12	3D Chaser	6 kg	6/6	None	12 Thrasher	A Sup.	F 9+	S3

WETLANDS

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reaction		
2	3D Amphibious Reducers	3 kg	1/2	None	2/1 Teeth/Thrasher	A10+	F 8+	S2
3	1D Hunter	800 kg	25/12	None	14 Broadsword	A Bigger	F 8+	S2
4	2D Amphibious Intimidator	1 kg	6/0	None	8 Teeth	A 8+	F 7+	S2
5	1D Amphibious Eater	50 kg	19/9	None	1 Teeth	A 5+	F10+	S2
6	4D Grazer	6 kg	3/6	None	1 Teeth	A 8+	F 5+	S2
7	EVENT	---	---	---	---	---	---	---
8	5D Grazer	1 kg	2/0	None	5 Body Pistol	A 8+	F 5+	S2
9	Intermittent	18,000 kg	32/17	None	27 Teeth	A10+	F 9+	S2
10	Chaser	400 kg	13/12	None	12/4 Hooves/Teeth	A Sup.	F 9+	S3
11	Chaser	6 kg	6/10	None	1 Stinger	A Sup.	F 9+	S2
12	Killer	12 kg	3/6	None	11 Halberd	A 6+	F11+	S1

ICE CAP

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reaction		
2	1D Carrion Eater	6 kg	1/9	None	1 Teeth	A11+	F 8+	S1
3	Eater	100 kg	18/8	None	5 Body Pistol	A 5+	F10+	S1
4	1D Reducer	1 kg	4/0	None	1 Teeth	A10+	F 8+	S2
5	1D Eater	100 kg	16/8	None	6 Claws	A 5+	F10+	S1
6	Grazer	400 kg	18/7	None	10 Horns	A 8+	F 5+	S2
7	EVENT	---	---	---	---	---	---	---
8	5D Grazer	6 kg	5/4	None	1 Horns	A 8+	F 5+	S2
9	Intermittent	400 kg	21/9	Cloth	9 Hooves	A10+	F 9+	S2
10	Trapper	800 kg	30/12	None	10 Horns	A Sup.	F 9+	S-
11	Killer	800 kg	22/15	None	18 Stinger	A 6+	F11+	S2
12	Killer	50 kg	19/3	None	3 Teeth	A 6+	F11+	S2

Events Table

Plains

- 1 Streambed/Ravine
- 2 Rocky Ground
- 3 Sinkhole
- 4 High Vegetation
- 5 Gullies
- 6 Soft Ground

Ocean

- 1 Rough Waters
- 2 Turbid Waters
- 3 Reefs
- 4 Strong Current
- 5 Strong Waves
- 6 Debris

Wetlands

- 1 Fallen Trees
- 2 Soft Ground
- 3 Sulfur Springs
- 4 High Vegetation
- 5 Magnetic Variation
- 6 Soft Ground

Mountains

- 1 Deep Snow
- 2 Falling Rocks
- 3 Crevasse/Ravine
- 4 Avalanche
- 5 Narrow Valley
- 6 Temperature Drop

Forest

- 1 Fallen Trees
- 2 Dense Underbrush
- 3 Natural Snare
- 4 Open Glade
- 5 Magnetic Variation
- 6 Tangled Trees

Ice Cap

- 1 Open Ground
- 2 Blizzard
- 3 Deep Snow
- 4 Concealed Gulley
- 5 Crevasse/Ravine
- 6 Crevasse/Ravine

Encounters

Avalanche: The side of the mountain above and to the left/right/front/rear of the party is crumbling and sliding down towards the party. Throw Dexterity or Intelligence (whichever is higher) on 2D for each character on foot to take cover. If the throw is unsuccessful, throw Endurance or less on 2D to avoid 2D hits in injury. Flying vehicles may avoid avalanches with a throw of 4+ on 2D (Pilot Skill DM applicable). Ground vehicles may avoid avalanches with a throw of 9+ on 2D (Vehicular Skill DM applicable). If unsuccessful in avoiding, throw 3D to determine the extent of the avalanche; each pip indicates 20 minutes work by one person to free the vehicle. If the result is greater than 8, the Judge may apply an appropriate vehicle malfunction (Judge adjust probability for ruggedness of vehicle construction). Players maintaining alertness for avalanches decrease speed to 2/3 and gain an additional DM of 3 on avalanche avoidance rolls.

Blizzard: A severe snowstorm occurs suddenly, forcing a halt to all forward progress. Each individual throw 10+ for exposure (2D hits) unless protected by a warm vehicle or other suitable protection.

Concealed Gully: Snow has drifted smooth and conceals a deep gully in front of the group. Ground vehicles throw 2D for effects of the impact (- DMs for Vehicular Skill and -2 DM for slow speed may apply). Result of 6 or less means only a severe jolt is suffered. Results of 7, 8, or 9 indicate minor damage, repairable within an hour. Results of 10 or 11 indicate heavy damage, repairable within 1D + 2 hours. A result of 12 indicates the damage is not repairable with normal emergency tools. Characters on foot or riding animals throw Dexterity or Intelligence (whichever is greater) to avoid falling in. If unsuccessful, suffer 1D in injury. On foot, passage around the gully may be found with 3D minutes of searching.

Crevasse/Ravine: The terrain ahead has crevasses and/or ravines. Throw 2D; on a roll of 8 or less, ground travel is slowed to double the normal time for the next 2D kilometers. On a roll of 9 or greater, 1D + 1 hours must be spent traveling along the crevasse to find a passable place for vehicles or riding animals. Foot passage can be found in 1D minutes' search. Successful crossing is accomplished by throwing Dexterity or less on 2D. Failure incurs 1D hit points in injury.

Debris: Washed up/floating ahead is a pile/tangle of debris. Characters on foot or riding animals may find a way through with an extra 1D x 20 minutes added to the travel time. Ground vehicles/water craft may detour around with 1D hours added to the travel time. On a roll of 6+ on 2D, the debris also has an animal encounter.

Deep Snow: Deep snow covers the area ahead for the next 3D kilometers. Ground travel time, except for ground effect vehicles, is doubled.

Dense Underbrush: The area ahead for the next 1D kilometers is overgrown with thickly tangled vegetation. Characters on foot or riding animals have travel time increased by one-half. Ground vehicles have travel time doubled. An animal encounter will also occur on a 5+ on 2D.

Fallen Trees: The area ahead for the next 1D kilometers is blocked by an interwoven tangle of trees. Characters on foot may pass through with travel time doubled. Throw Dexterity or less on 2D to avoid 1D of injury through a bruising miss-step. Ground vehicles and riding animals may detour around with 1D + 3 hours additional travel time. An animal encounter will also occur on 6+ on 2D.

Falling Rocks: Above the party, 2D large rocks have been dislodged and begin falling. Judge throws 10+ on 2D for each rock to hit a vehicle or individual. Each rock does 2D hit points of damage (-1 for every Planetary Size below 5, +1 for every Planetary Size above 8).

Gullies: The terrain ahead for the next 4D kilometers is highly eroded. Double all ground travel times.

High Vegetation: Tall grasses and bushes become much thicker for the next 4D kilometers. Ground travel time is increased by one-half. An animal encounter will also occur on a roll of 5+ on 2D.

Magnetic Variation: The planetary magnetic field undergoes a slight fluctuation which alters magnetic compass readings by 2D degrees. Throw 1D; if odd, alter in clockwise direction; if even, alter in counter-clockwise direction. This event is not announced to the party.

Narrow Valley: A narrow valley with steep sides permits travel in only one direction. Throw on the Directional Rosette to determine directions up and down the valley. Ground vehicle travel time is increased by 1D minus Vehicular Skill hours.

Natural Snare: 1. The lead individual or vehicle is surprised by a natural trap formed by a large tree and its branches. The snapping effect will incapacitate a vehicle pending repair or inflict 2D hits on an individual. 2. The lead individual or vehicle is surprised by a natural trap formed by a large, dead tree and its branches. The snapping effect will inflict 1D hits on an individual or animal. Roll 2D minus DM of Vehicular Skill. On a result of 6 or less, the vehicle is pinned in place for 1D x 20 minutes of work. On a result of 7, 8, or 9, the vehicle is pinned and suffers damage requiring 1 hour of repair work. On a result of 10 or 11, the damage will require 1D + 1 hours of repair work. On a result of 12, the damage is not repairable with the emergency equipment carried on board.

Open Glade: The trees ahead open out into a glade. Deduct 1D - 2 hours from ground vehicle travel time through this hex. An animal encounter will also occur on a roll of 8+ on 2D.

Open Ground: The snow/ice cover thins out and reveals frozen ground/rock for the next 2D kilometers. Travel time is unaffected.

Reefs: The water shoals ahead and reefs poke through the surface of the sea. Travel time is doubled. In poor visibility (Judge's option), roll 2D minus DM of Vehicular Skill. Result of 6 or less indicates a minor bump with no damage. A result of 7, 8, or 9 indicates minor damage repairable in one hour. A result of 10 or 11 indicates severe damage, and a further roll of 2D minus DM of Vehicular Skill is made. A second result of 9+ indicates the Vehicle sinks; 8 or less is treated as major damage.

Rocky Ground: 1. The terrain turns extremely rocky, and vehicle traction is considerably reduced. Throw 9+ to avoid becoming stuck, and reduce speed to one-half. 2. Rocky areas ahead for the next 2D kilometers add one-half to the travel time of characters on foot, riding animals, or in tracked ground vehicles. Other ground vehicles double travel time. An animal encounter will also occur on a roll of 8+ on 2D.

Rough Water: The water forms whitecaps ahead as rapids/crosscurrents appear. Watercraft pilot must roll 2D minus DM of Vehicular Skill. On a result of 6 or less, the vehicle makes successful passage and is only tossed about. On a result of 7, 8, or 9, the craft makes passage but suffers minor damage which can be repaired in an hour. On a result of 10 or 11, the passage is made, but the heavy damage suffered takes 1D + 1 hours to repair. On a 12, the vehicle suffers extensive damage during passage, and a further throw of 2D minus Vehicular Skill is required. On a result of 10+, the vehicle sinks; 9 or less is treated as heavy damage.

Sinkhole: An opening in the ground 3D + 2 meters across is encountered. If encountered by surprise, characters on foot throw Dexterity or less on 2D to avoid. Ground vehicle drivers 7 + Vehicle Skill DM or less to avoid. The sides are sheer, 2D + 2 meters deep, and, on a throw of 6+ on 2D, there will be 2D meters of water at the bottom. It opens into a cavern 5D meters across and has 1D passages leading off to the sides. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild Ready Ref Book.

Soft Ground: Areas of terrain ahead are soft due to water/dust for the next 4D kilometers. Amphibious tracked/wheeled ground vehicles add one-half to travel time. Ground effect vehicles are unaffected. Other ground travel time is doubled. On a throw of 9+ on 2D, the area is impassable to ground vehicles other than hovercraft.

Stream Bed/Ravine: The ground ahead drops suddenly into a stream bed/ravine. Characters on foot or riding animals take 1D x 5 minutes to find a crossing place. Ground vehicles take 1D x 10 minutes to find a crossing place. An animal encounter will also occur on a roll of 7+ on 2D.

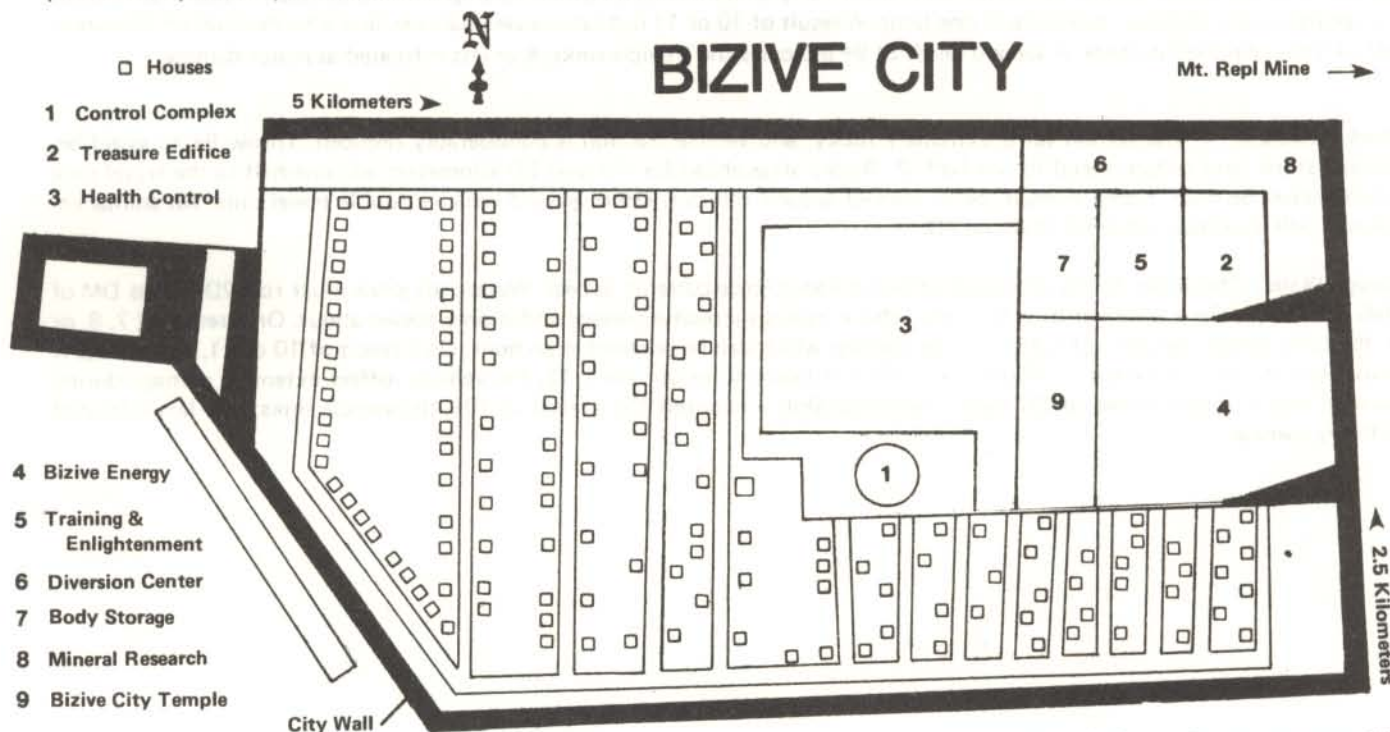
Strong Currents: Strong ocean currents push the vehicle one hex in a random direction (roll on Directional Rosette). Strong river currents add 10 kilometers per hour down stream for the next 5D kilometers. Roll 2D minus Vehicular Skill to avoid damage. A result of 9+ indicates minor damage requiring one hour to repair.

Strong Waves: Strong waves toss the craft/smash it on the beach/shore. In the open ocean, the only result will be a rough ride with possible sea-sickness. Throw Endurance or less to avoid temporary (1Day) loss of 1 point. Attempts to drive a vehicle through strong surf will need to roll 2D minus DM of Vehicular Skill. A result of 6 or less indicates the passage was successful. A result of 7 or 8 indicates minor damage was incurred, requiring an hour to repair. A result of 9 or 10 indicates that moderate damage was incurred, requiring 1D hours to repair. A result of 11 or 12 indicates the vehicle was swamped and will require major repairs, 2D + 2 hours to fix. On a result of 7, 8, 9, or 10, successful passage is still made on a roll of 8+ on 2D in spite of the damage.

Sulfur Springs: An area of hydrothermal activity is encountered which extends over 3D x 100 meters. Scattered pools seethe and bubble with activity. Some pools emit vapors which smell strongly of brimstone (sulfur). Animals avoid this area, and encounters are unlikely here.

Tangled Trees: The trees ahead are set so closely together that a vehicle cannot pass between them for the next 1D kilometers. Vehicle passage may be cleared at one manhour of work per kilometer per 3 tons of vehicle. Characters on foot or riding animals are not affected. A way around may be found with an additional 1D hours of travel time. Characters trying to clear a way through will have one animal encounter every hour.

Turbid Waters: A "Bloom" of microorganisms stains the waters ahead a brilliant orange/red/blue/green/yellow for the next 5D kilometers. Native marine life gorges on these creatures/plants, but it causes them to be extremely distasteful to human palates. They will be poisonous on a throw of 10+ on 2D. On an 8+ on 2D, the organisms will also glow in the dark.



description of map on page 11



USCEEN CITY

100 Meters



Doors

Houses

description of map on page 17

Gold Mine

Treasure
Security

Display
Assembly

SANDRONE CITY

description of map on page 15

100 Meters



Doors
Houses

SANDRONES' HOMES

5

4

FOOD STORAGE

1

WORSHIP TEMPLE

3

TREASURE EDIFICE

2 GAME ARENA

LAKE

SINKING SANDS

TREASURE

VAULT



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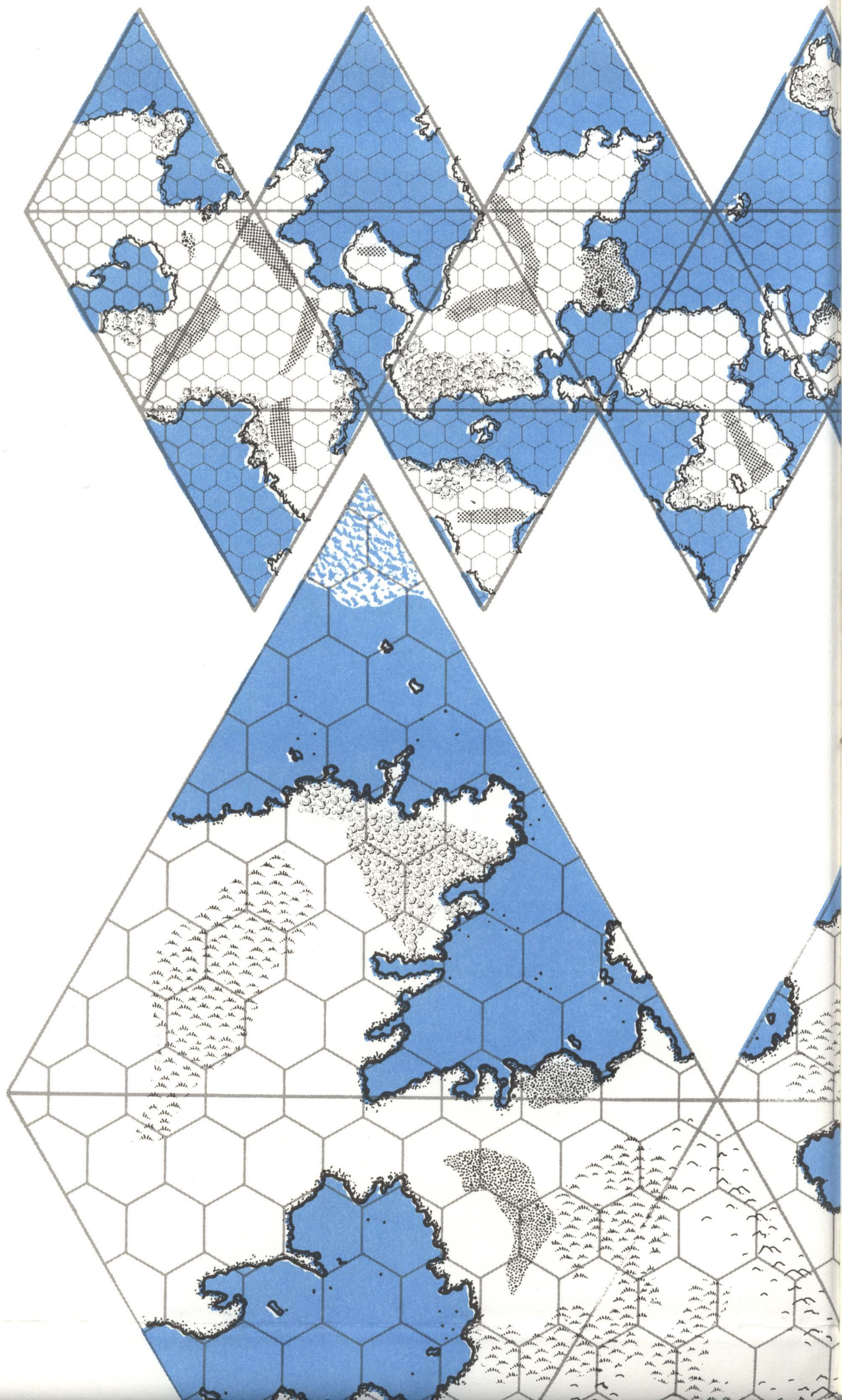


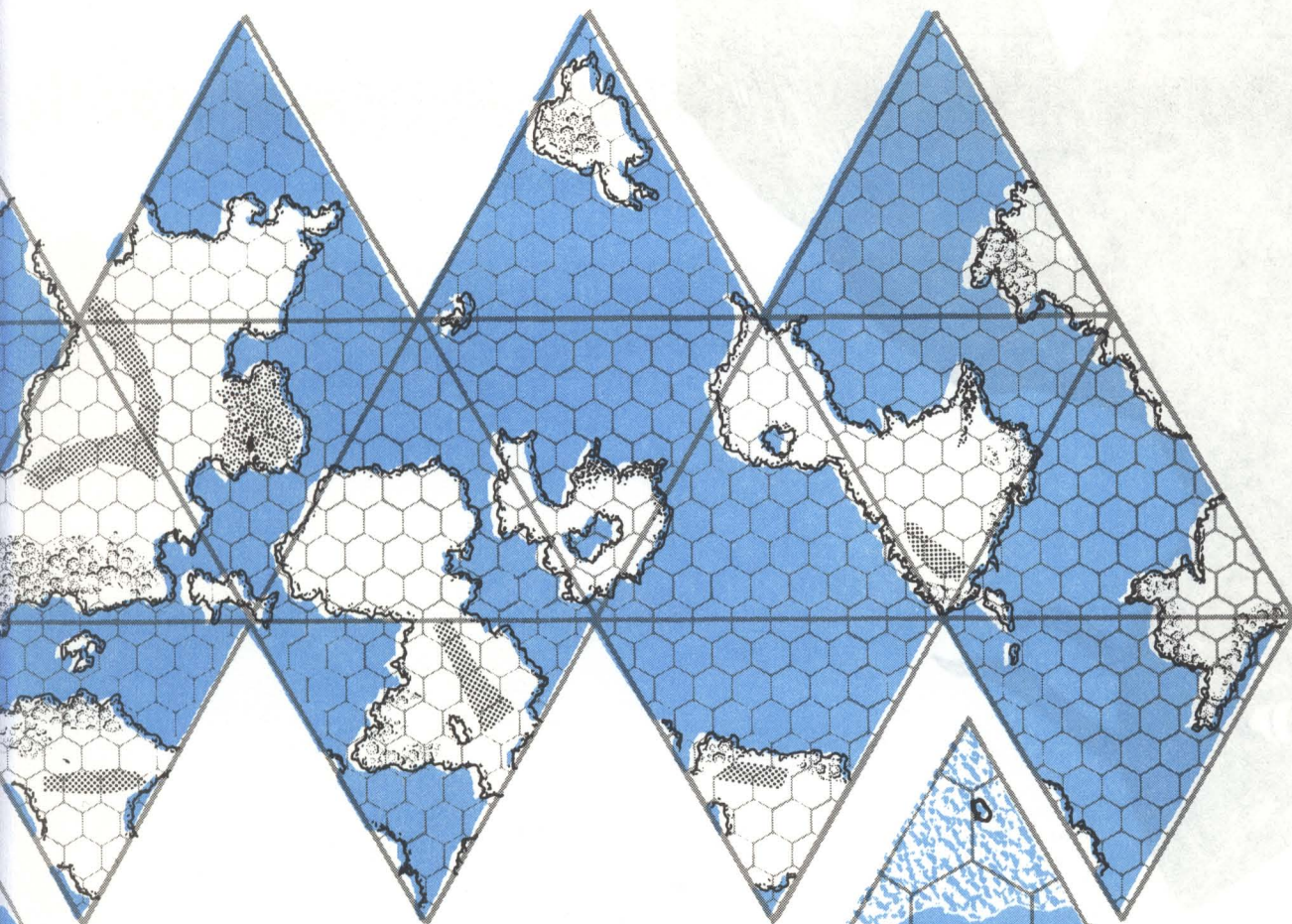
description of map on page 11

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Land of the Mountain God

Players Map





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PIRATE BASE

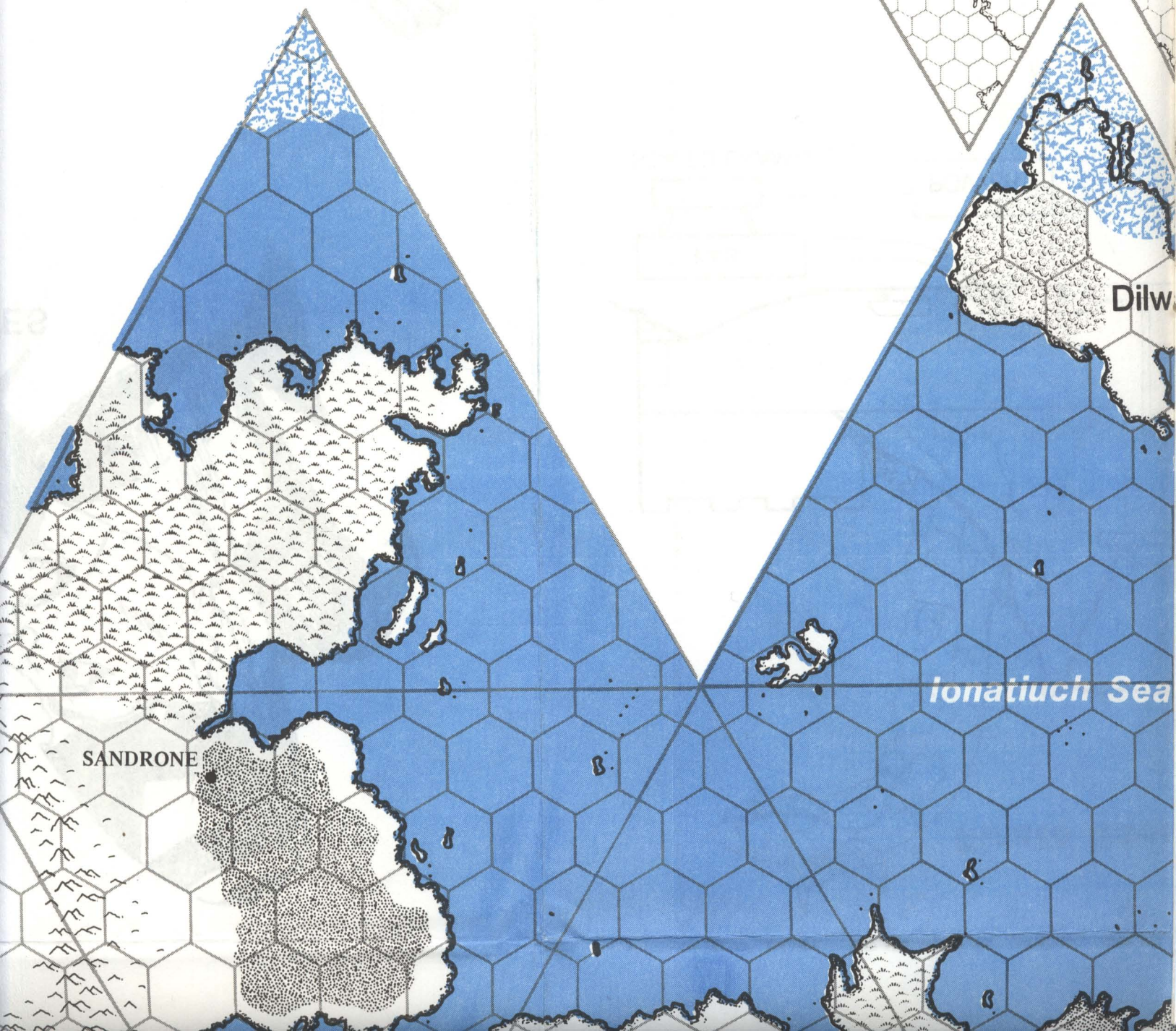
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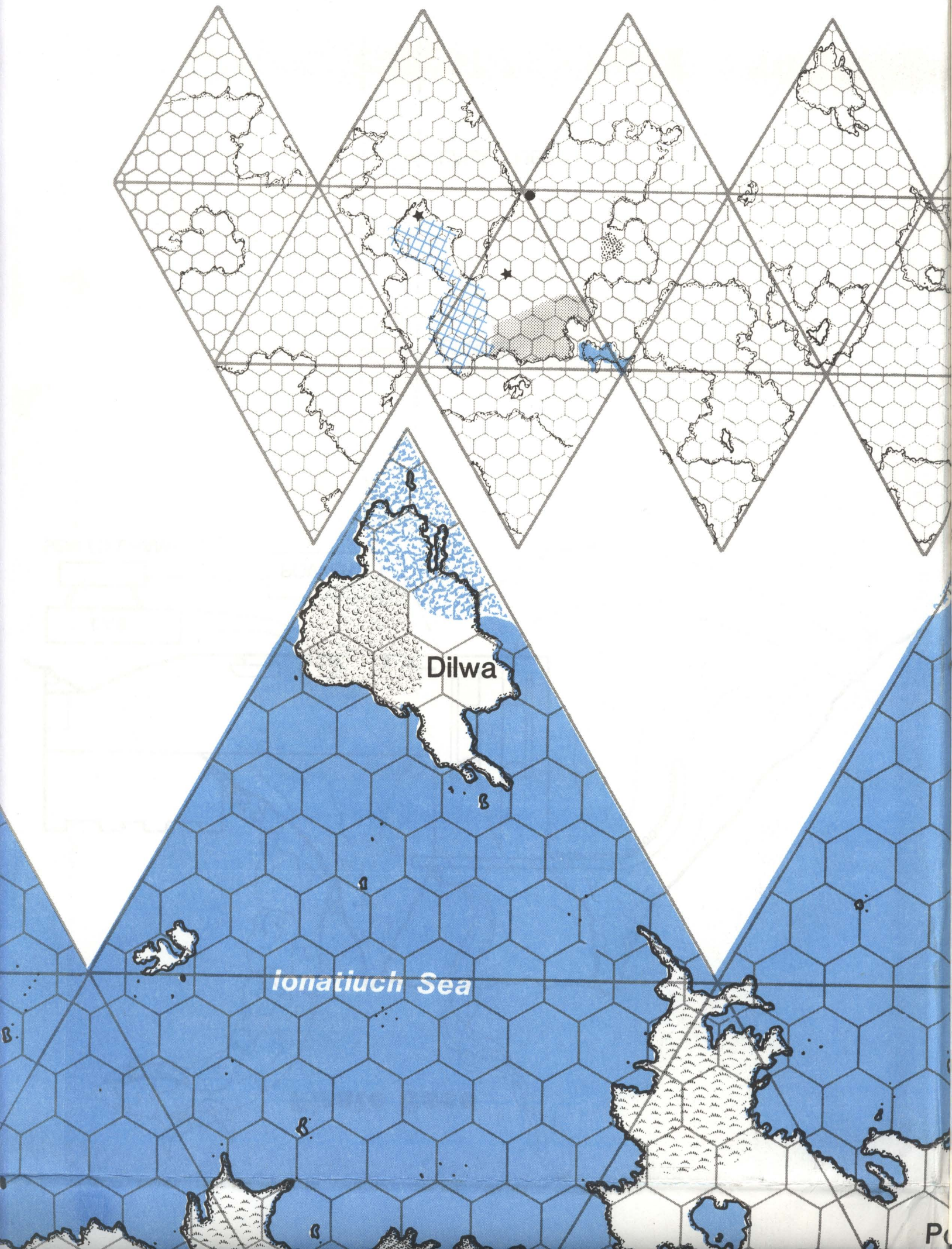


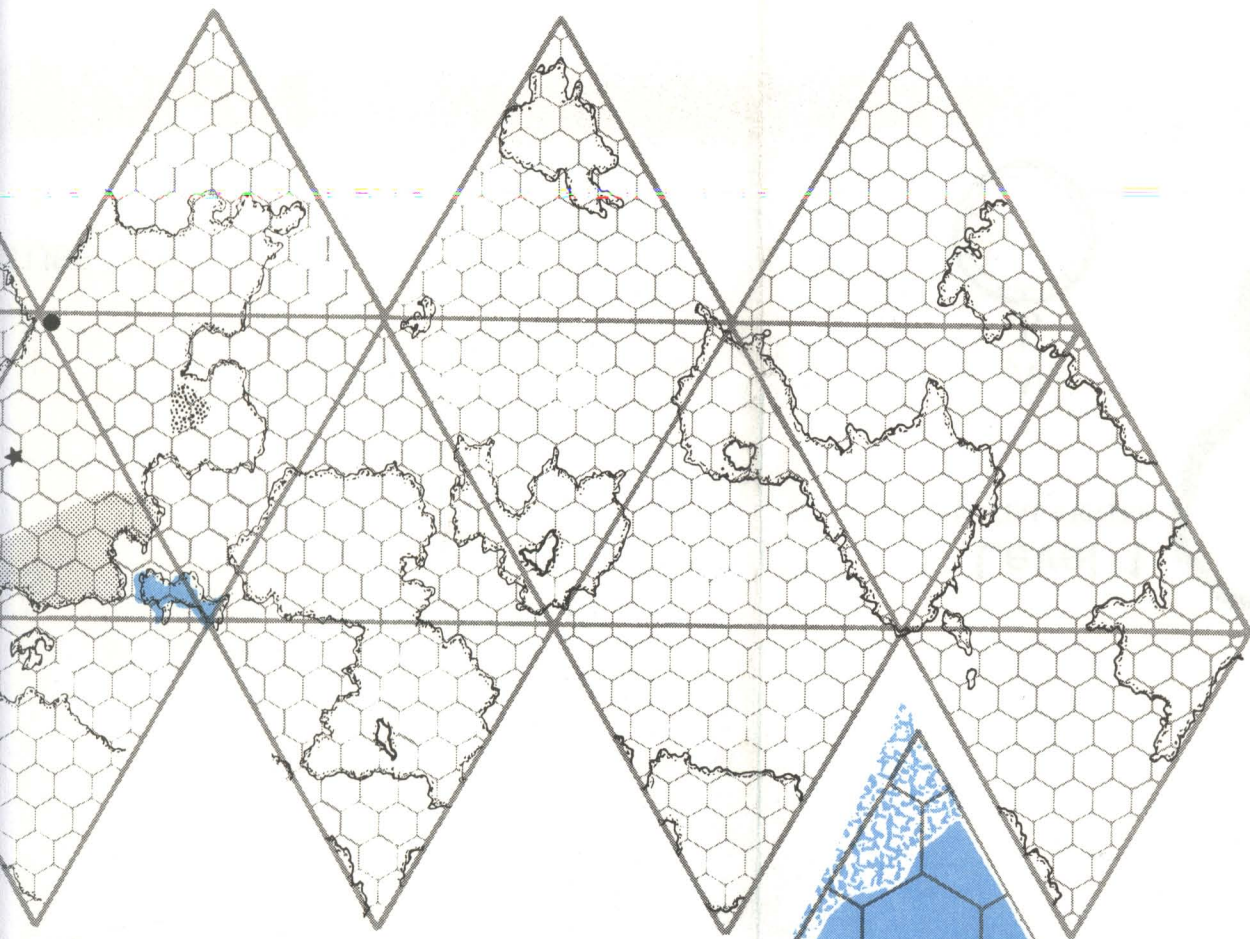
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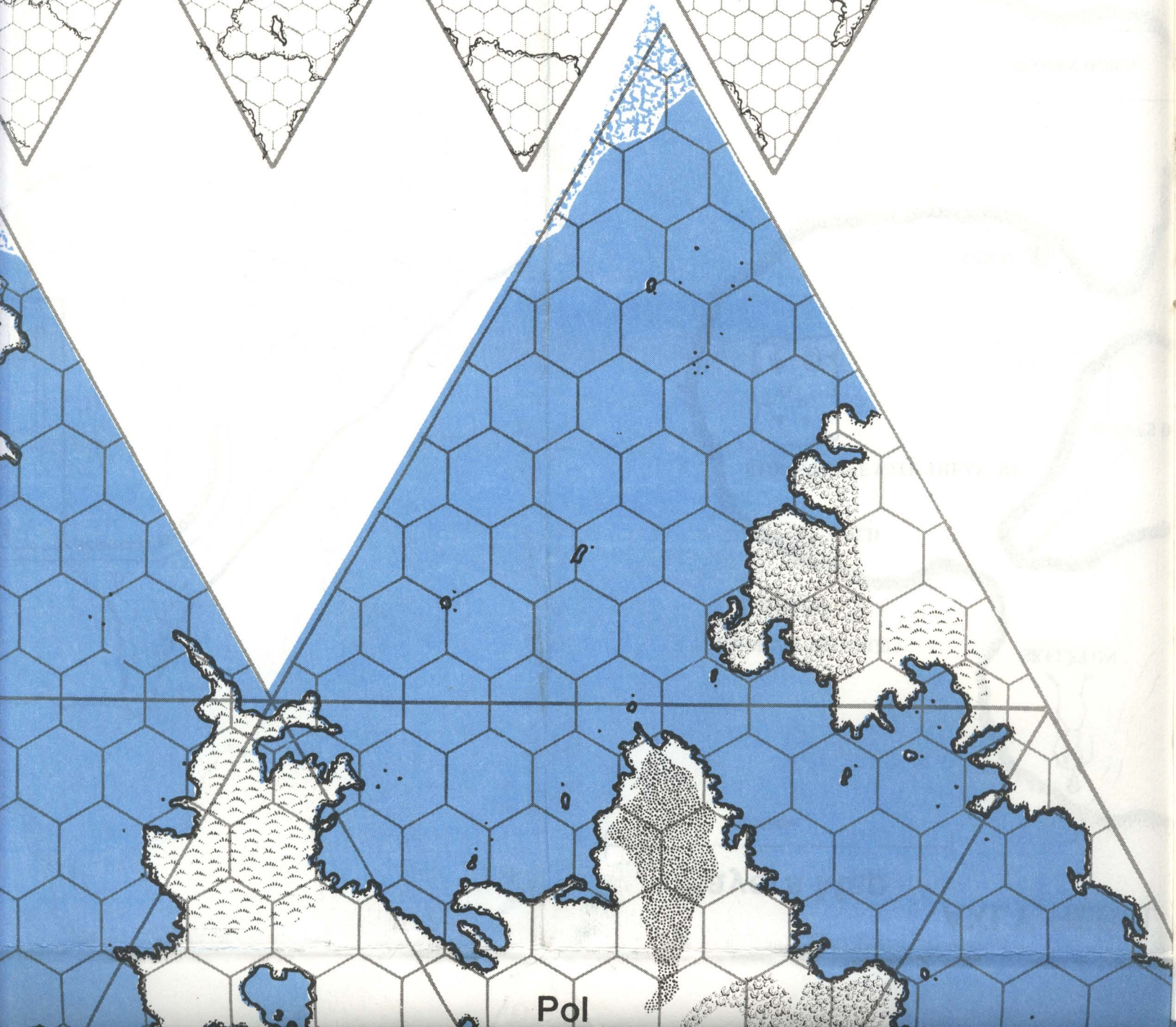
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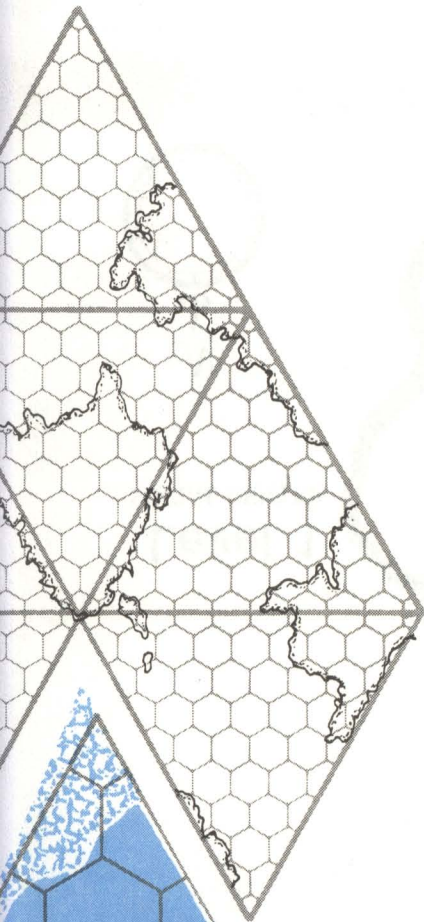
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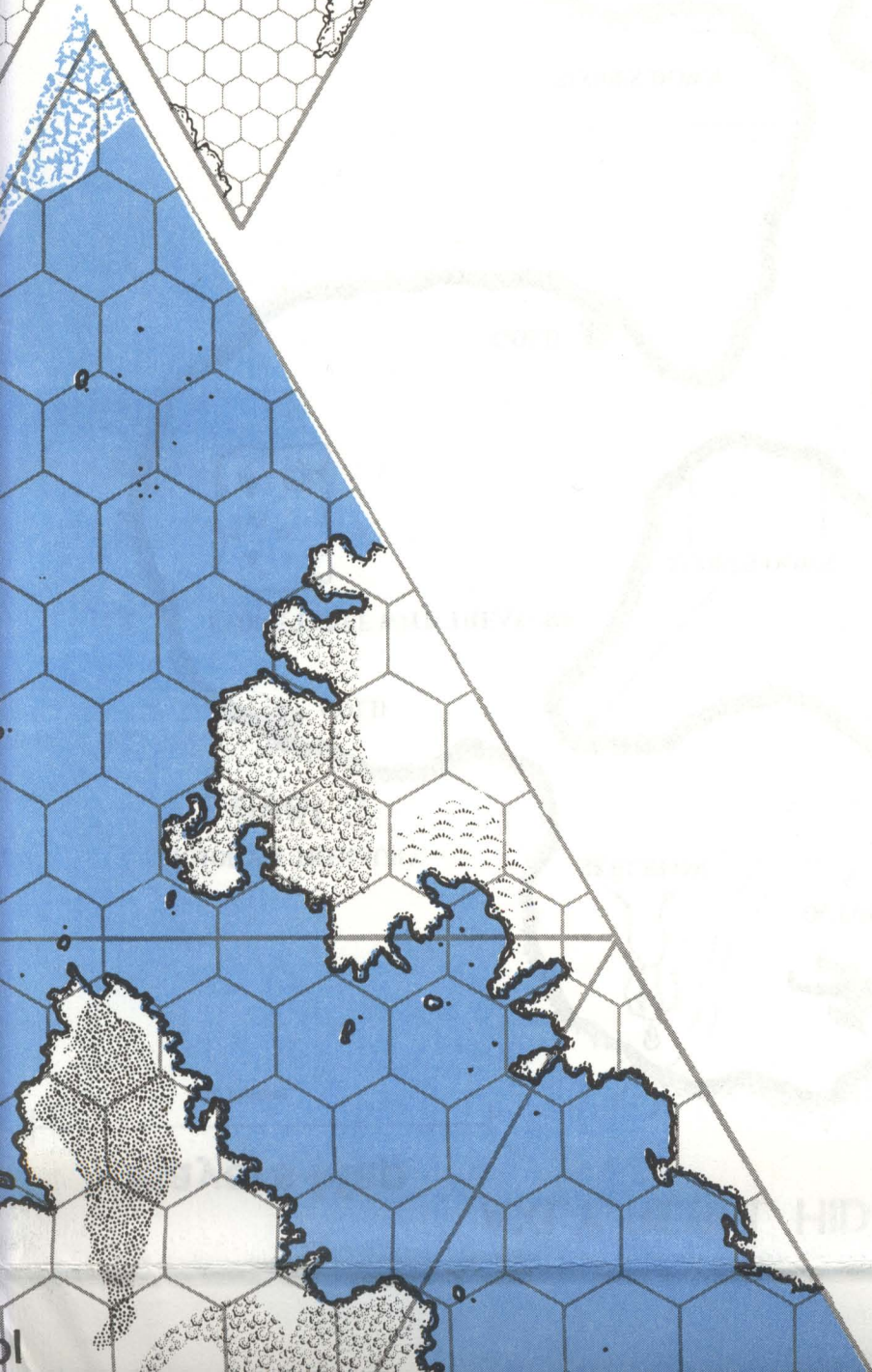
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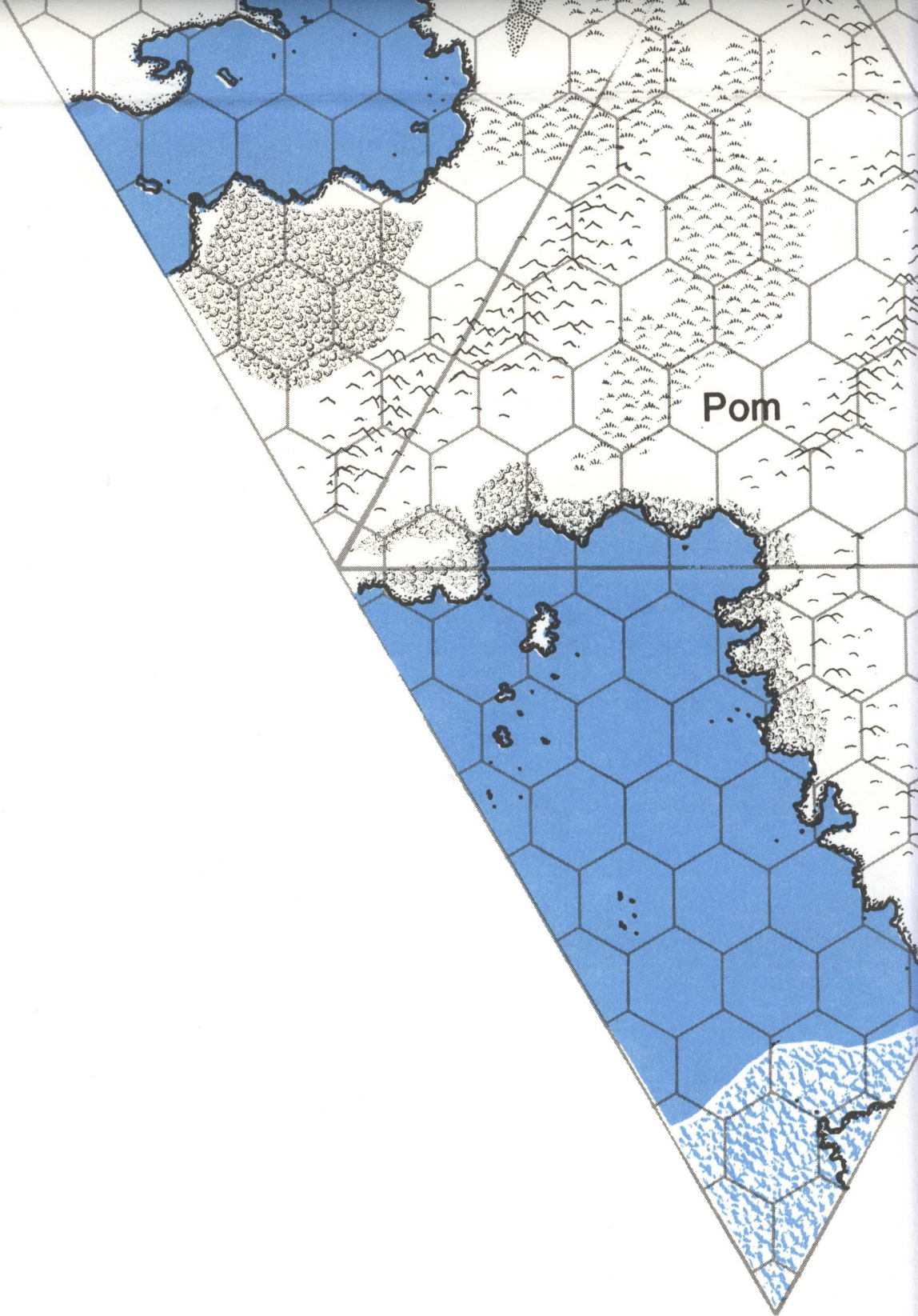


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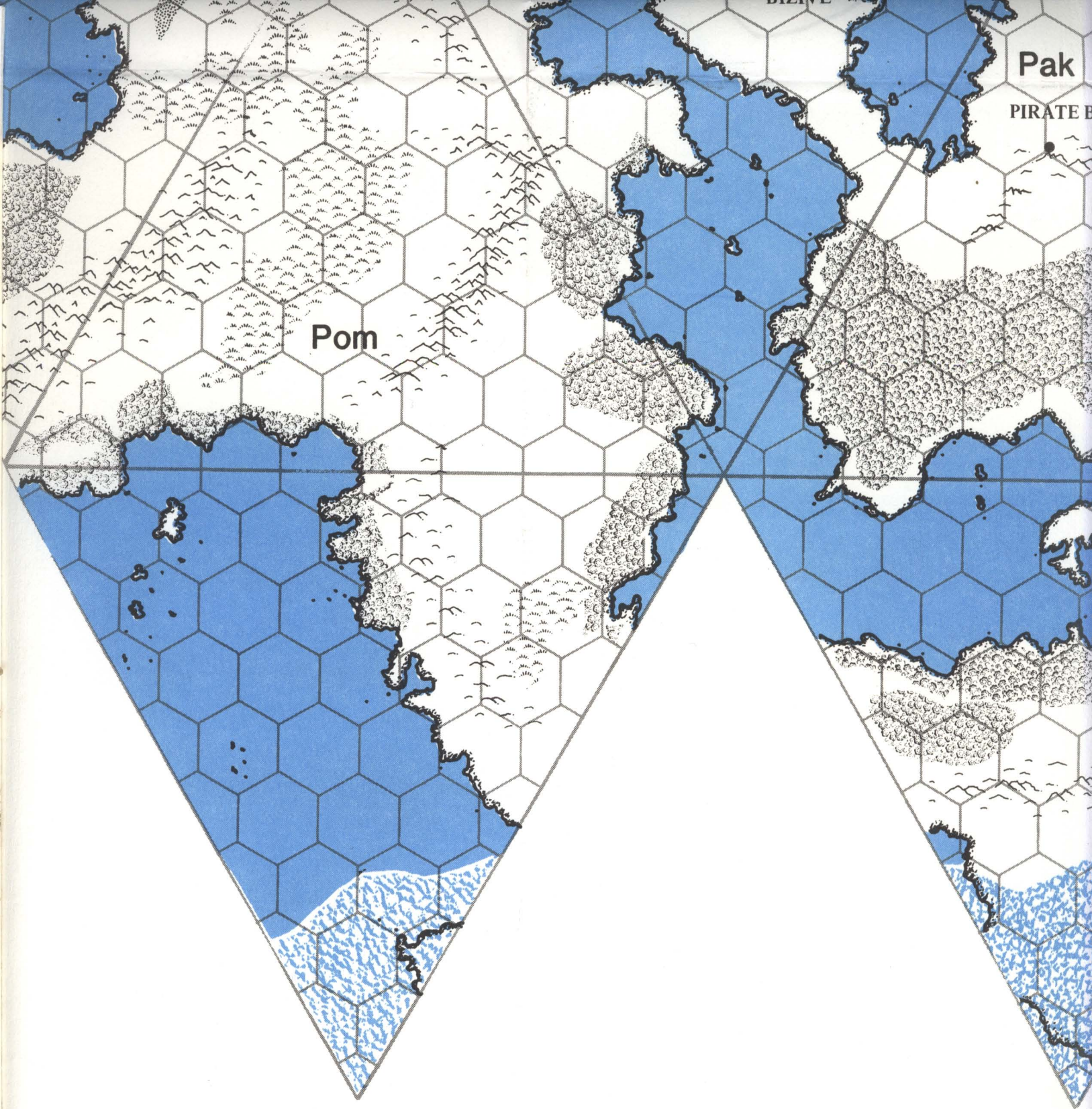


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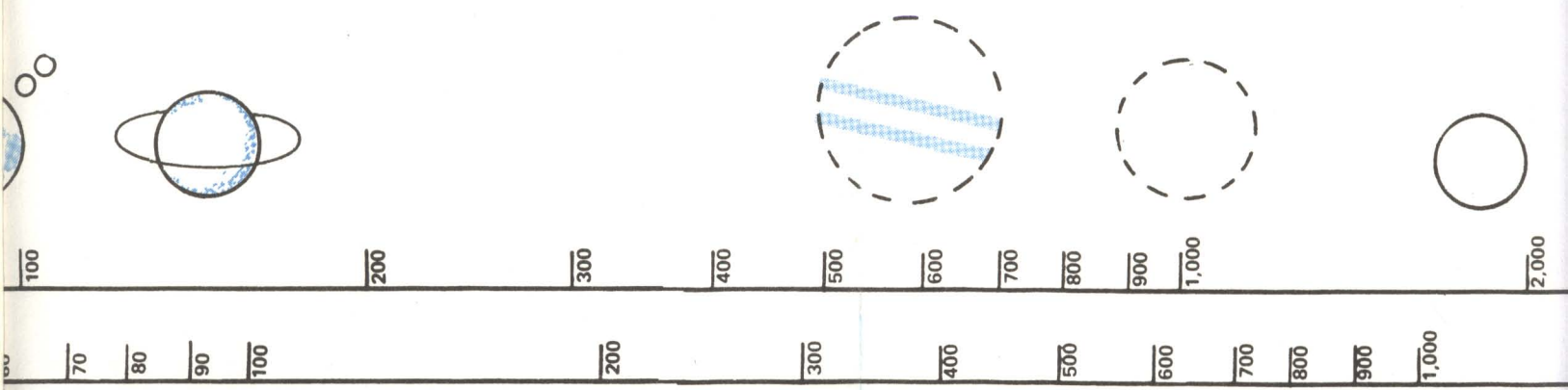
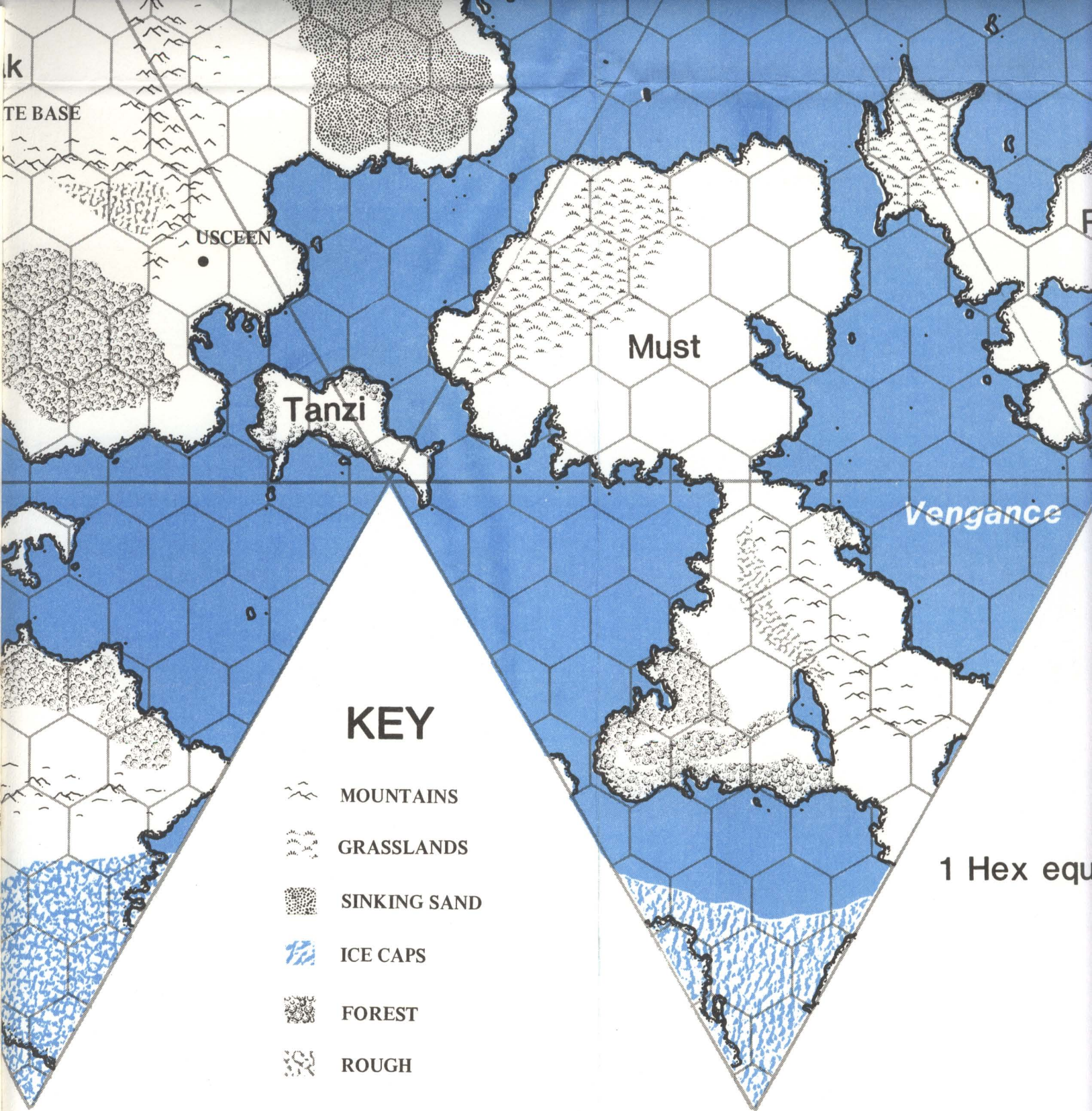


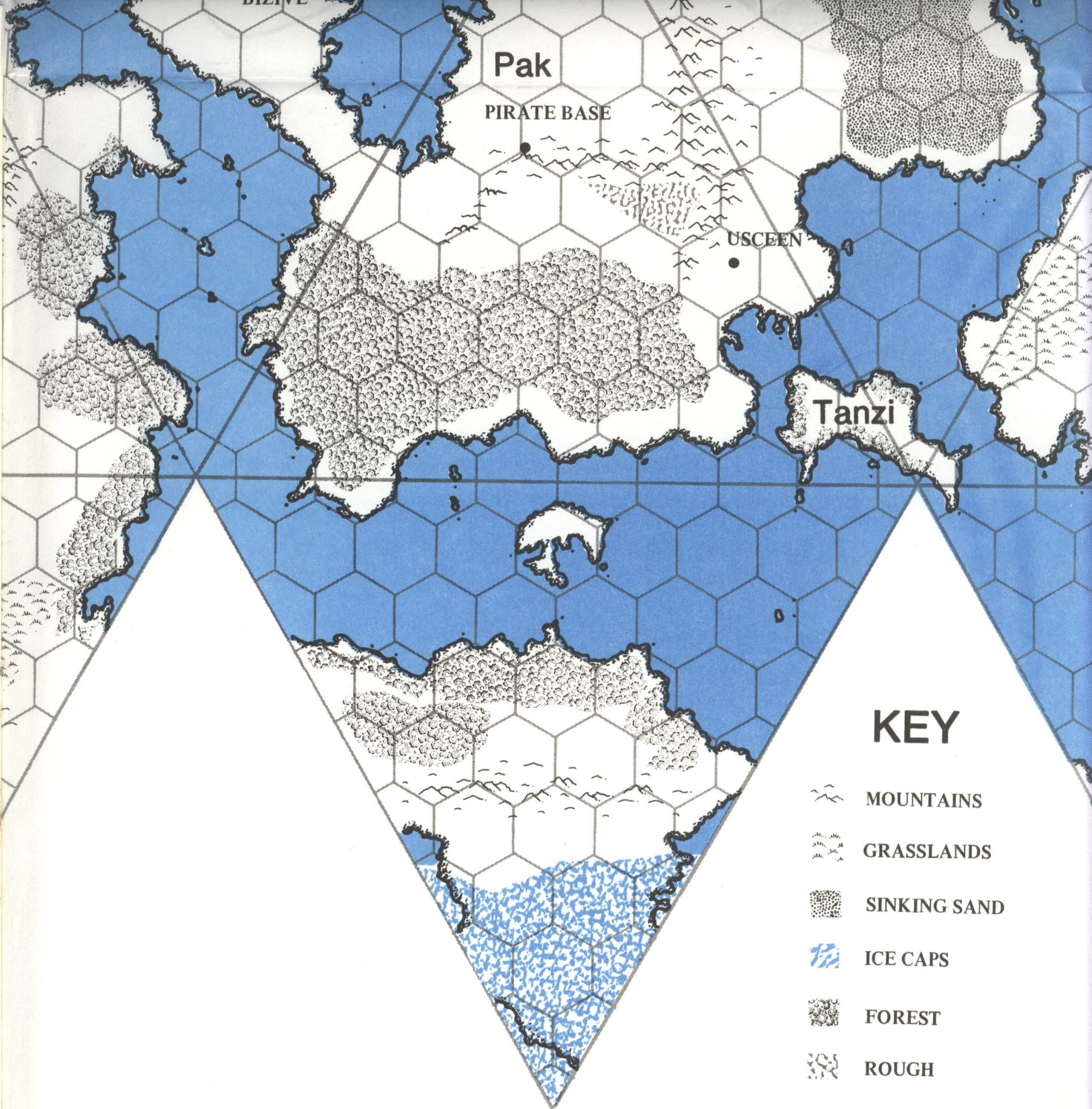
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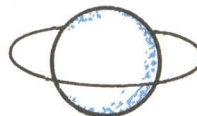
SOLAR SYSTEM CONFIGURATION

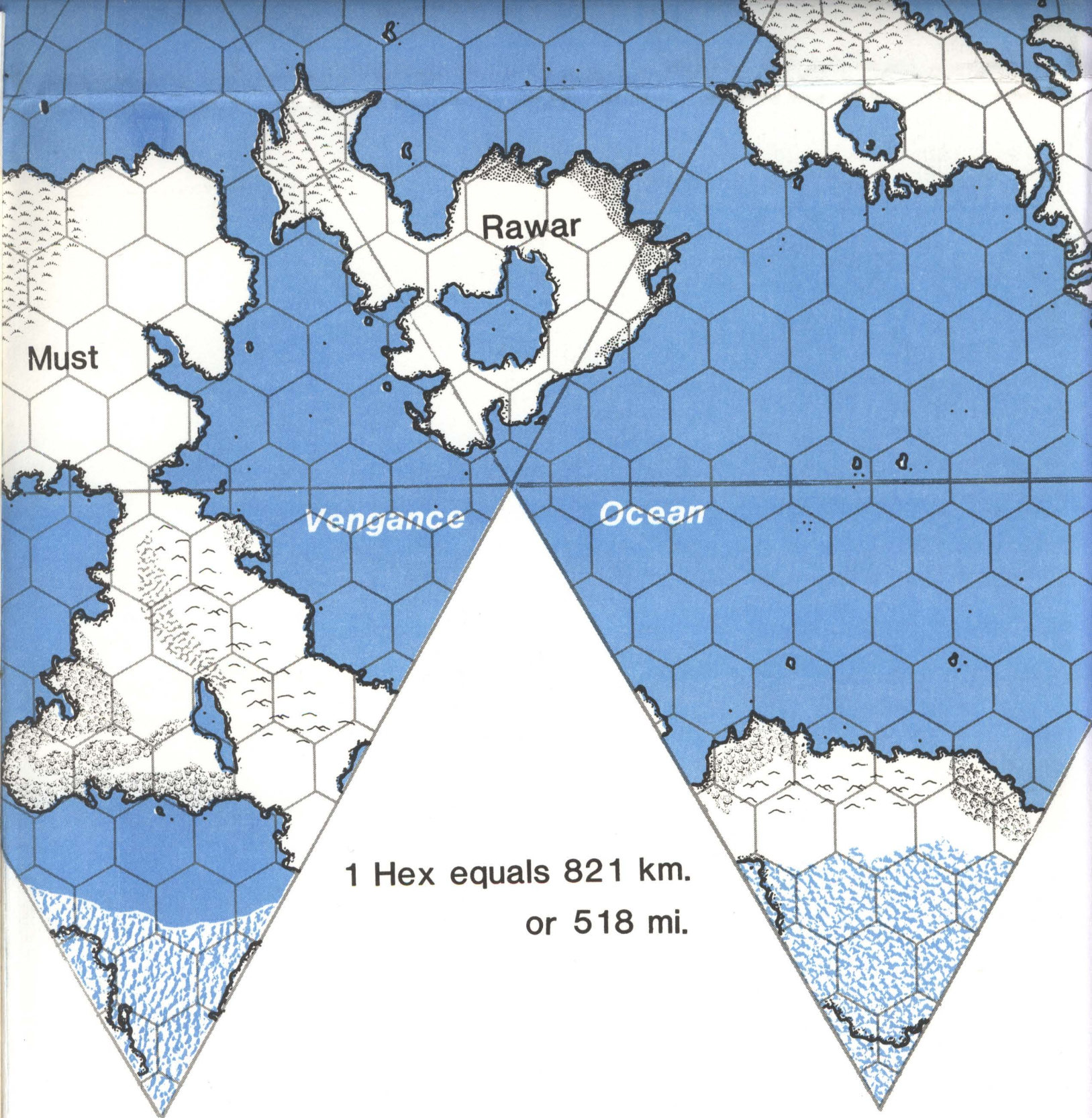




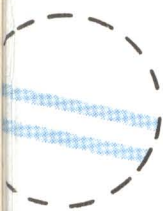


ONFIGURATION





1 Hex equals 821 km.
or 518 mi.

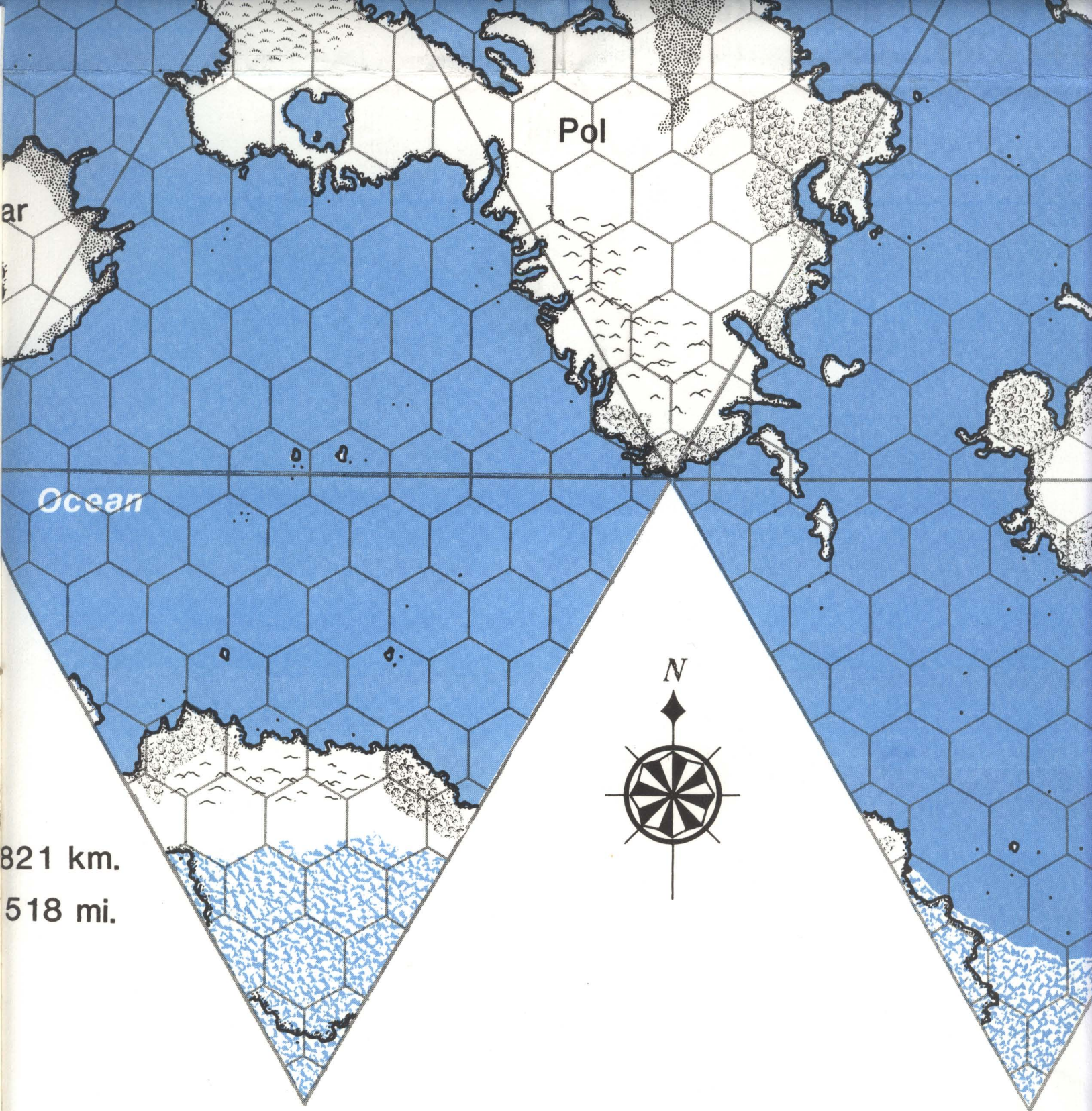


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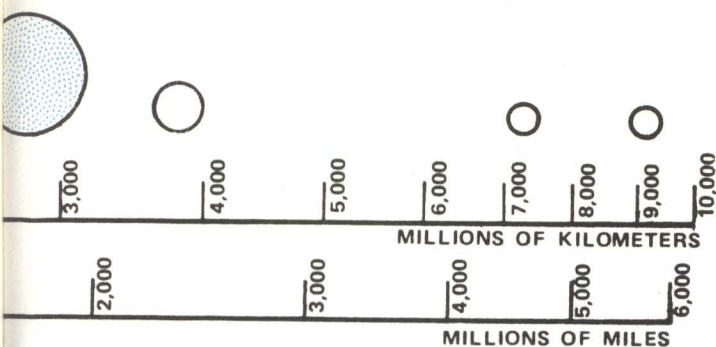
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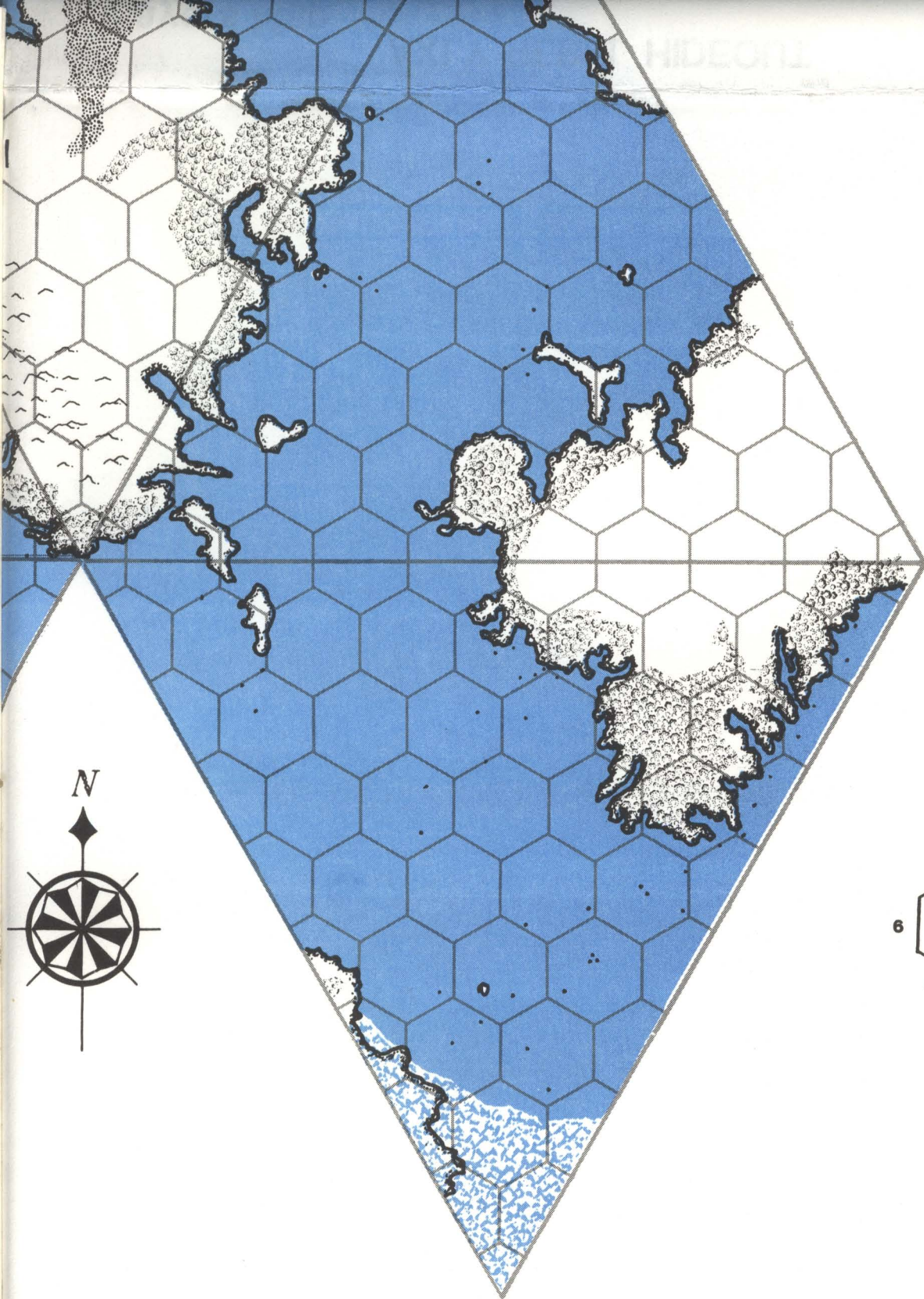


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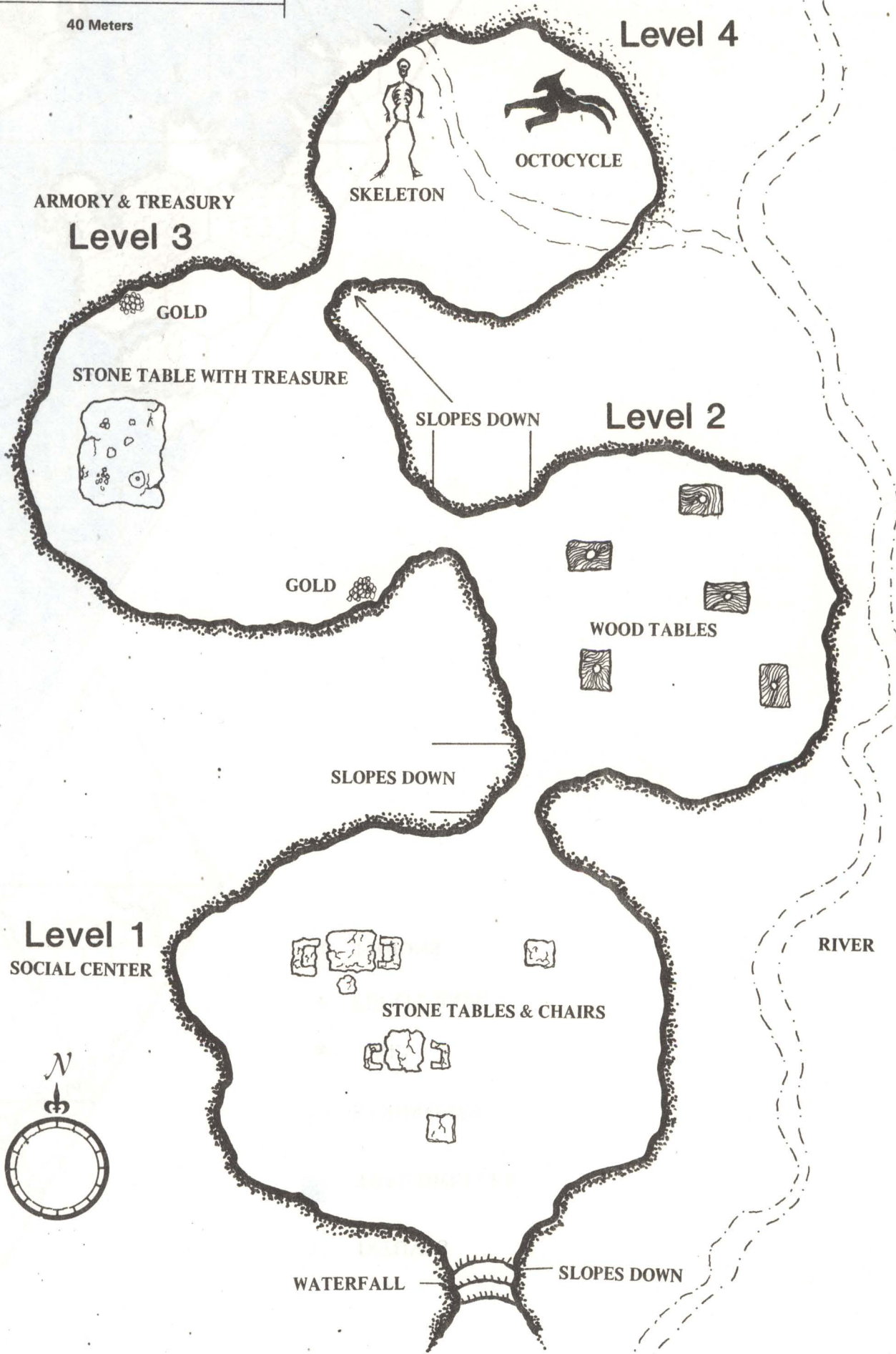
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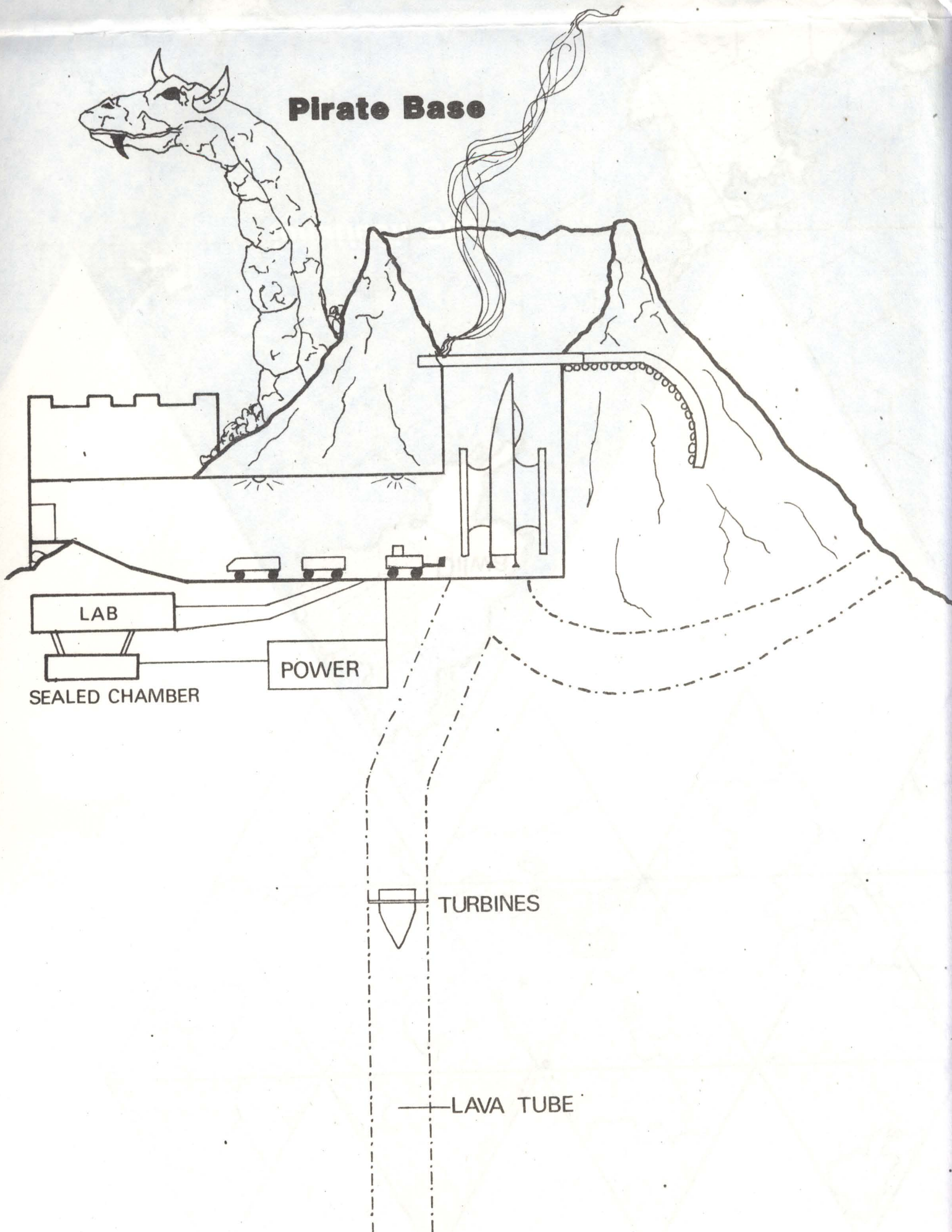
AXLY REBEL HIDEOUT

Players Map

40 Meters

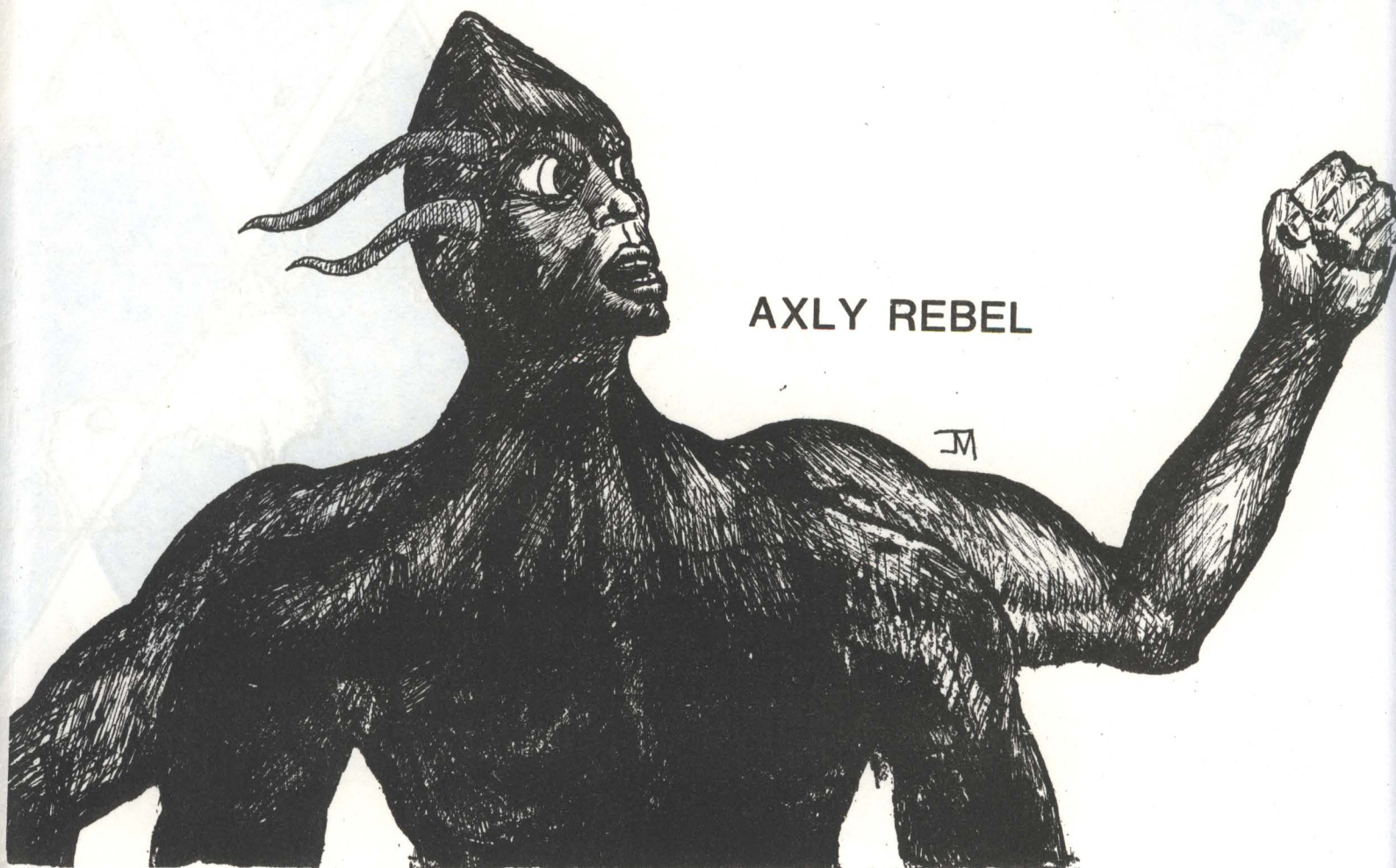


Pirate Base





SPACE PIRATES



AXLY REBEL