

## The Wilderness

1 HEX = 1 MILE



Raging River

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Woodlands

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Black Stream

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Lake Oest

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Marsh

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Low Mountains

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Med. Mountains

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High Mountains

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Road

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Villages

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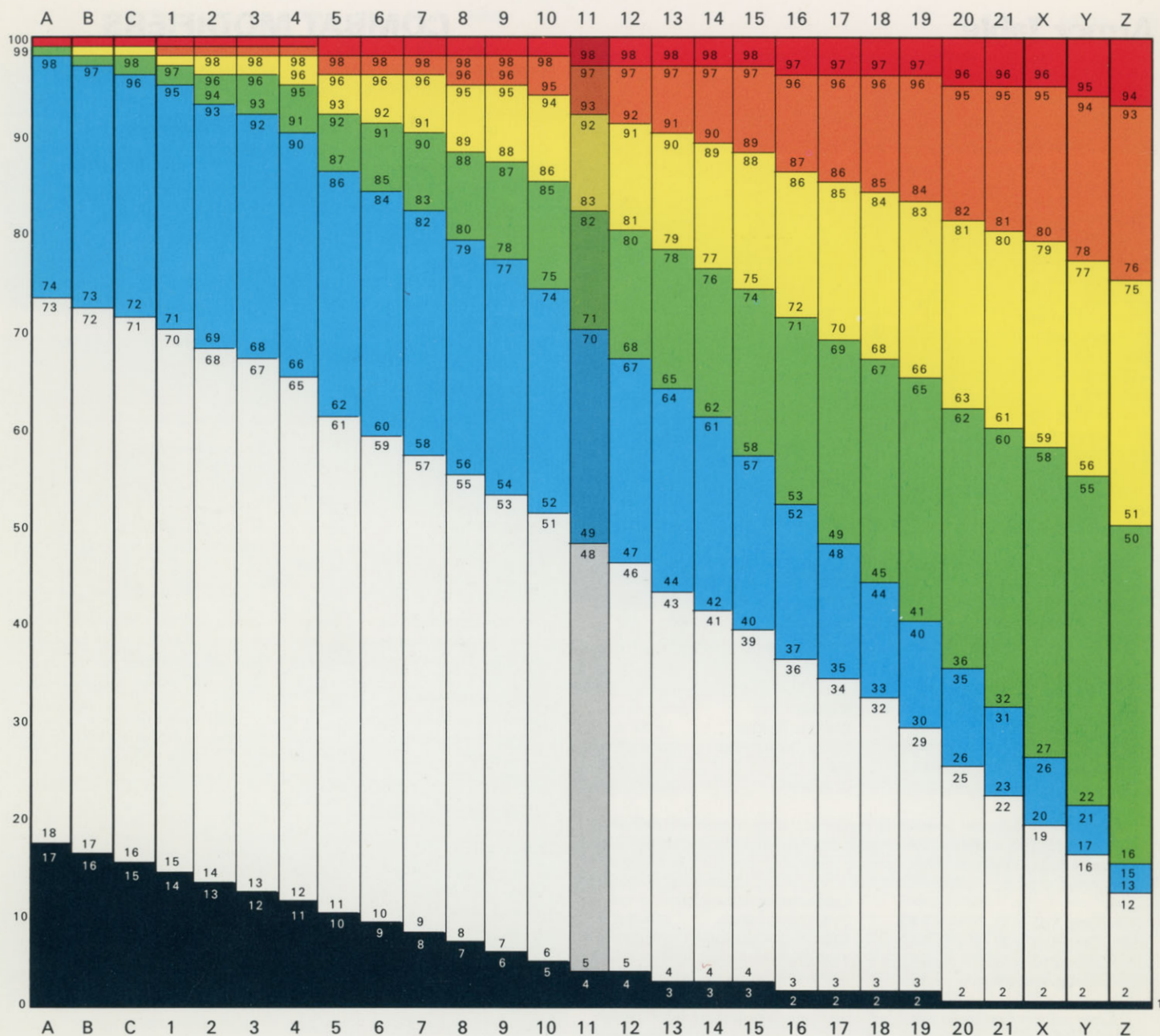


The Grove

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# ACTION TABLE (ACT)



## Special Ranges

A = -26 or less  
 B = -6 to -25  
 C = 0 to -5  
  
 X = 22 to 120  
 Y = 121 to 600  
 Z = 601 or more

## Skill Levels

Level 1 = Col 11  
 Level 2 = Col 12  
 Level 3 = Col 13  
 Level 4 = Col 14  
 Level 5 = Col 15

## Ability Modifiers

Score	Modifier
A	Penalty of 6
B	Penalty of 5
C	Penalty of 4
1 to 3	Penalty of 3
4 to 6	Penalty of 2
7 to 9	Penalty of 1
10 to 12	None
13 to 15	Bonus of 1
16 to 18	Bonus of 2
19 to 21	Bonus of 3
X	Bonus of 4
Y	Bonus of 5
Z	Bonus of 6

## Combat Results

Slam	Difficulty Factor	Aiming Size	Ranges	Durations
Avoided	Challenging	1 cm	Lucky Shot	-5 CS for One Turn
Staggered	Difficult	10 cm	Extreme, -3 RF	One Turn
Stunned	Average	50 cm	Long, -2 RF	1d6 Turns
Pushed Back	Fair	1 m	Medium, -1 RF	1d6 Minutes
Knocked Down	Easy	2 m	Short	1d6 Hours
Slammed	Automatic	5 + m	Point Blank, +1 RF	1d6 Days
Knocked Out	Bad Break	Bad Break	Jam/Misfire	Permanent



**Raa**



**Ren**



**Wroll**



**Sheesh**





# WEAPONS

Type	Tech	Mod.	Base		Effects	Ammo		
			Damage			Base Range	or Power	Wt.
Blowgun	A I	CN	2	Poison		8	30	1
Blunt Weapon	N	PS	5-10	Stun		5	—	10 +
Bola	C I	DX	5	Tangle		10	—	5
Bow, Short	A I	DX	8/4	—		25	20	5
Club/Baton	A I	PS	6/3	(Stun)		—	—	5
Dagger	A I	PS/DX	4/2	(Critical)		PS	—	1
Javelin	A I	PS	5	—		PS	—	1
Lasso	C I	DX	5	Tangle		3	—	2
Net	C I	DX	1/rd	Tangle		2	—	5
Noose/Garrote	C I	DX	1	Fatal		—	—	1
Slingstones	B I	DX	2/4	(Critical)		15	20	6
Spear	A I	PS/DX	5/10	—		2	—	3
Torch	A I	DX	2	Burn *		—	—	5
Battle Axe	A II	PS	10	—		—	—	12
Crossbow	B II	DX	10/5	—		50	30	12
Flail/Chain	B II	PS	10/20	—		—	—	10
Handaxe	A II	PS/DX	6/3	—		PS	—	4
Lance (mounted)	C II	PS	10/20	Slam		—	—	15
Lance (swung)	B II	PS	5/10	Knock Down		—	—	15
Mace	A II	PS	10/5	—		—	—	14
Morning Star	B II	PS	12/6	—		—	—	5
Pole Arm	B II	PS	15	—		—	—	15
Sap (Black Jack)	A II	DX	2	Knock Out		—	—	1
Sling bullets	B II	DX	4/8	(Critical)		20	20	8
Sword, Long	B II	PS	8/16	—		—	—	10
Sword, Short	A II	PS	6/12	—		—	—	8
Sword, Two-Handed	B II	PS	10/20	Slam		—	—	25
War Hammer	A II	PS	8/4	(Stun)		—	—	10
Auto Pistol	C III	DX	12	Stun(Crit)		12	7	2
Auto Rifle	C III	DX	20(15)	Stun(Crit)		40	30	15
Concussion Bomb	D III	IN	5	KO (12R)		PS	—	15
Damage Pack—A	E III	IN	15	Comp. C(6R)		—	—	20
Damage Pack—B	F III	IN	25	Comp. C(6R)		—	—	30
Damage Pack—Small	C III	IN	8	Comp. A (3R)		PS	—	10
Fire Extinguisher	C III	DX	0	Cold *		—	10	20
Flamethrower	D III	DX	8	Burn*/Ignites		2	12	30
Flaregun	D III	DX	10	Burn*/Ignites		2	3	8
Grenade, Chemex	D III	PS	15	Burn *(2R)		PS	—	2
Grenade, Frag.	C III	DX	8	Stun (2R)		PS	—	5
Grenade, Tear Gas	C III	DX	5	Irritant(2R)		PS	—	5
Hose, Fire	B III	DX	7	Slam		2	Pump	20
Musket	C III	DX	8	(Critical)		35	30	10
One-shot Pistol	B III	DX	5	Stun		—	—	1
Revolver	C III	DX	8	Stun (Crit)		6	5	6
Rifle (bolt action)	C III	DX	12	Stun (Crit)		30	5	12
Scattergun	C III	DX	20	Scatter		5	2 or 5	18
Surface Missile	F III	IN	40	Crit(35R)		12,000	—	500

Type	Tech	Mod.	Base		Effects	Ammo		
			Damage			Base Range	or Power	Wt.
Bomb, Fission(Clean)	H IV	IN	75	Critical(200m)		—	—	10
Bomb, Fission(Dirty)	H IV	IN	100	Radiation15 (200m)		—	—	10
Bomb, Fusion	H IV	IN	30	Burn *(12R)		—	—	80
Bomb, Mutation	F IV	IN	15	Mutate (6R)		PS	—	10
Bomb, Negation	F IV	IN	5	Power Drain (6R)		PS	—	10
Bomb, Neutron	F IV	IN	35	Fatal (60R)		—	—	200
Bomb, Trek	E IV	IN	30	Disintegrate		—	—	1
Energy Mace	D IV	DX	8	Electrical *		—	C 20mn	1
Fusion Rifle	E IV	DX	10	Radiation 18		90	A 10	15
Grenade, Energy	E IV	DX	10	Electrical *(2R)		PS	—	2
Grenade, Photon	D IV	PS	30	Fatal (2R)		PS	—	2
Grenade, Poison Gas	D IV	PS	4	Fumes (2R)		PS	—	2
Grenade, Stun	D IV	DX	1	Paralysis (2R)		PS	—	5
Laser Pistol	D IV	DX	8	Hits +1RF		35	H 10	1
Laser Rifle	E IV	DX	12	Hits +1RF		100	H 6	8
Mark V Blaster	D IV	DX	12	Disintegrate		30	H 6	5
Mark VII Rifle	E IV	DX	15	Disintegrate		90	2H 6	15
Matter Bomb:Alpha	E IV	IN	20	Comp. C(2R)		PS	—	20
Matter Bomb:Beta	E IV	IN	40	Comp. C(6R)		PS	—	30
Matter Bomb:Delta	F IV	IN	80	Critical(12R)		PS	—	40
Micromissile	E IV	DX	12	Stun (3R)		300	1	5
Minimissile	E IV	DX	20	Slam (6R)		500	1	10
Needler	D IV	DX	3	Poison **		12	30	1
Paralysis Rod	D IV	DX	1	Paralysis		—	—	3
Robotic Tentacles	G IV	—	5-10	Tangle		—	—	—
Slicer	E IV	DX	9	Critical		10	8	9
Slug Pistol (A)	C IV	DX	10(8)	(Critical)		50	H 50	5
Slug Pistol (B)	C IV	DX	15(10)	(Critical)		100	H 30	4
Slug Pistol (C)	C IV	DX	15	(Critical)		150	H 12	3
Stun Ray Pistol	D IV	DX	Stn 2	Knock Out		10	S 10	6
Stun Ray Rifle	D IV	DX	Stn 4	Knock Out		70	S 6	12
Stun Whip	D IV	DX	2	Paralysis		—	—	5
Torc Grenade	C IV	DX	25	Sonic *(3R)		PS	—	8
Vibro Blade	D IV	DX	12	Ignore AC		—	—	8
Vibro Dagger	D IV	DX	4	Ignore AC		—	—	1
Black Ray Pistol	F V	IN	40	Fatal		20	C 4	1
Drone Weaver	H V	IN	2	Subsonics *		12	—	8
Flying Blades	H V	IN	11	AC Critical		10	1	1
Harmonic Disruptor	J V	IN	8	Disintegrate		50	6	20
Lamprey Disk	G V	IN	—	Power Drain		—	—	1
Neural Bite	F V	IN	1	Domination		—	—	1
Popper Pellet	E V	DX	10	Field Negate		10	1	6
Slither Helix	H V	IN	8	Prog. Damage		2	1	1
Smart Dart	G V	IN	12	Seeker		25	1	6
Stinger Crystal	E V	IN	15	Intercept		100	—	1
Tender Touch	F V	IN	9	Delirium 20		—	—	1
Whammer	G V	IN	12	Slam		6	10	2
Wrapper	G V	IN	5	Tangle		—	—	1
Zapper	G V	IN	6	Short Out		1	1	1

## Abbreviations Used

### Tech Level:

A-J = This is the success box on the Artifact Experiment Chart

N = This item is of natural origin.

Mod: This notes the ability score that modifies the use of each item. If two scores are noted, either one may be used.

Base Damage: This number is multiplied by the result factor. The number in ( ) is the base damage when firing a burst.

#/# Two numbers are listed for some melee weapons: the first number is the base damage to man-sized or smaller targets, the second is the base damage caused to targets larger than man sized.

This does not cause damage, only drains power.

# The damage for this weapon is halved for each range beyond short range.

Stn # No damage is caused, this is the base number of rounds that the victim is stunned. No save is allowed.

Effects: These are mostly special effects. On a hit, an Ability Check may be made to avoid the effect by rolling a color result equal to or higher than the color result of the attack.

\* These are not special effects, but rather define the type of damage to recall special rules, such as electrical damage causing x 2 damage to those wearing metal.

\*\* Needler ammunition can be doped with a variety of poisons at the GM's choice; standard choices are a paralytic poison (I12) or a fatal poison (I17).

( ) These effects only occur on a red result.

(#R) This is the radius (in meters) of the area of effect.

Base Range: This number is used to determine the range factor to a target and the color result needed to hit that target. Short range is from the attacker to the base range distance, medium range is from the base range to two times the base range, long range is from two times the base range to three times the base range, and extreme range is from three times the base range to four times the base range.

Point blank range is always less than two meters away.

### Ammo and Power

C = Chemical Cell

H = Hydrogen Cell

S = Solar Cell

A = Atomic Cell



# DEFENSES

## Armor Table

Type	Tech	AC	Field	Damage Reduced	Power	Wt.
No Armor	—	0	—	—	—	—
(Apply natural modifiers & cover)						
Heavy Clothes/Furs	A I	1	—	-5	—	5
Bark	N	2	—	-10	—	20
Leather Armor	A I	2	—	-10	—	10
Studded Lthr. Barding	B II	2	—	-10	—	25
Partial Carapace	N	3	—	-15	—	15
Sheath Armor	C III	3	—	-15	—	10
Studded Leather	A I	3	—	-15	—	15
Chainmail Vest	B II	3	—	-15	—	10
Ring Mail	B II	4	—	-20	—	20
Chainmail Barding	C II	4	—	-20	—	30
Plate Mail Vest	B II	4	—	-20	—	15
Force Field Belt	F IV	—	-1 RF	—	H 30hr	5
Chainmail	B II	5	—	-25	—	20
Fiber Armor	B I	5	—	-25	—	10
Plate Barding (steel)	C II	5	—	-25	—	50
Total Carapace	N	6	—	-30	—	35
Plate Armor (steel)	C II	6	—	-30	—	30
Plastic Armor	D III	6	—	-30	—	15
Powered Plate Barding	E IV	6	—	-30	A 50hr	200
Inertia Armor	F IV	6	—	-30	2A 60hr	40
Powered Plate Armor	E IV	7	—	-35	A 60hr	100
Energized Armor	E IV	7	—	-35	A 40hr	20
Powered Alloy Plate	E IV	8	—	-40	A 40hr	40
Powered Scout Armor	F IV	8	-1 RF	-40	2A 60hr	250
Powered Battle Armor	G IV	9	-1 RF	-45	2A 50hr	300
Powered Attack Armor	G IV	10	-2 RF	-50	2A 40hr	450
Powered Assault Armor	G IV	10	-3 RF	-50	3A 50hr	500

## Shield Table

Size		Material	
Small (buckler)	0	Wood or Leather	0
Medium (chest)	-1 CS	Plastic or Carapace	-1 CS
Large (body)	-2 CS	Metal	-2 CS
		Duralloy	-3 CS *

\* The duralloy defensive bonus only applies vs. energy attacks; the defensive value of duralloy vs. a physical blow equals that for the shield size only (e.g., a medium duralloy shield = -4/-1).

Cover *		Concealment (Examples)	
25% (Dmg Red. x 1)	-1 CS	25% (Glare, Mist)	-1 CS
50% (Dmg Red. x 2)	-2 CS	50% (Fog, Curtains)	-2 CS
75% (Dmg Red. x 3)	-3 CS	75% (Foliage, Grass)	-3 CS
100% (Dmg Red. x 4)	-4 CS	100% (Darkness)	-4 CS

\* Cover reduces damage by a multiple of the material's damage reduction factor (see below).

### Damage Reduction Factors for Various Materials (Multiply by cover factor to get damage reduction)

Wood or Vegetation	5	Stone	12
Plastic	5	Metal	15
Earth, Gravel, Sand	4	Duralloy	20
Glass, Ceramic, Ice	10	Reinforced (any material)	x2

## COMBAT MODIFIERS

Ability Modifier = CS

Skill Level = add to Rank & Dmg

Weapon Modifier = CS

Tech Difference = CS

### Quick and Easy Modifiers

Attacker tries tricky stunt (uses two weapons, attacks several targets in one turn, attacks while diving for cover, etc) -5 CS

If attacker has better position +2 CS

If defender has better position -2 CS

If either attacker or defender moves more than half maximum rate -1 CS

For every 25% cover target has (dam. reduct. of -5 points/turn) -1 CS

### Detailed Modifiers

#### Attacker Modifiers

Scopes: treat each range as next lower one, two, or three

Attack Modifiers		Position Modifiers *	
Aiming/Resting	+1 CS	Prone (on belly)	+/-3 CS
Weapon **		Supine/Knocked Down	+/-2 CS
Firing a Burst	-1 CS/target	Sitting	+/-2 CS
Using Alternate/Injured Hand	-2 CS	Kneeling/Crouching	+/-1 CS
Using Two Weapons	-5 CS each	Standing	0
Additional Attacks	-5 CS each		

\* These modifiers are + if engaged in missile fire, but - if engaged in melee.

\*\* Can only aim at a target that is in short range. The size of the target defines the difficulty factor for determining if the attack is successful.

#### Condition of Attacker

Blinded (Melee only)	x 1/2	Moving less than 1/2	0
Drugged (per dose)	-1 CS	Moving Sudden/Swiftly	-2 CS
Exhausted	x 1/2 or Col A	Off balance	x 1/2
Injured (50% +)	-2 CS	Stunned	x 1/2

#### Defender Modifiers

Target Size		Speed of Target	
Tiny (Less than 50 cm)	-2 CS	Very Fast	-2 CS
Small (50 cm up to 1 m)	-1 CS	Fast	-1 CS
Man (1 m up to 2 m)	0	Average	0
Large (2 m up to 5 m)	+1 CS	Slow	+1 CS
Huge (Greater than 5 m)	+2 CS	Dodging	-2 CS

#### Position Modifiers

Prone (on belly)	+3 CS	Kneeling/Crouching	+1 CS
Supine/Knocked Down	+2 CS	Crawling/Swimming	+1 CS
Sitting	+2 CS	Standing	0

#### Condition of Defender

Attacked from the side	+1 CS	Drugged (per dose)	+1 CS
Blinded	+2 CS	Invisible	x 1/2
Bound	Certain	Struggling w/Foe	+1 CS





## Ren

(Pure Strain Human)

Physical Strength 11 (melee, brawling, and strength actions)  
Dexterity 18 (+2 missile fire and agility actions)  
Constitution 13 (+1 survival resistance)  
Mental Strength 15 (+1 mental attacks and defense)  
Intelligence 12 (artifact use and surprise)  
Charisma 13 (+1 response)

Ren's village of pure strain humans is at Tech Level III (able to use any Tech III item without figuring it out first) and they add a +2 to the die roll for comprehending artifacts.

**Rank:** 5 (Talents are not used in this adventure.)

**Hit Points:** 100

Ren suffers a -2 column shift (-2 CS) when using Tech I and Tech V items and a -1 column shift (-1 CS) when using Tech II and Tech IV items.

Ren stands two meters tall and is all muscle. He has been a leader of expeditions to the south for the last five years. He is a man of action who sometimes gets into trouble for acting without thinking things through.

**Armor:** Inertia armor (see the "Armor" section in the Rule Book for more details). The armor absorbs the first 30 points of physical damage done to the character in an action turn (he has enough power packs for 72 hours of operation and will have to keep track of when it is on or off during the adventure. It takes 15 minutes to make the armor fully operational.). He also has a medium duralloy shield (-4 CS against energy attacks, -1 CS against physical attacks).

**Weapon of Choice:** Slug pistol (type C, Tech IV, Dm 15)—see the "Combat" section in the Rule Book for details. The weapon has a 12-shot clip in it and Ren has two extra clips.

**Other items:** Combat knife (Tech II, Dm 6/3), two blue hydrogen and two yellow chemical energy cells (Tech IV), backpack, bedroll, canteen, iron rations, metal cookware, glow cube (Tech IV), binoculars (Tech III), and extra clothes and boots.

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## Sheesh

Plant Creature

Physical Strength 16 (+2 melee, brawling, and strength actions)  
Dexterity 9 (-1 missile fire and agility actions)  
Constitution 18 (+2 survival resistance)  
Mental Strength 17 (+2 mental attacks and defense)  
Intelligence 10 (artifact use and surprise)  
Charisma 9 (-1 response)

Plant creatures are at Tech Level I (able to use any Tech I item without figuring it out first). Sheesh uses Tech II items with a -1 CS, Tech III with a -2 CS, Tech IV with a -3 CS, and Tech V with a -4 CS. Plant characters are ignored by nonintelligent life unless the plant attacks.

**Rank:** 5 (Talents are not used in this adventure.)

**Hit Points:** 90

**Mutations:** Duality, hands of power (with its plant vines, Dm 15), four manipulation vines, telekinetic arm (vine). See the "Mutations" section in the Rule Book for explanations of these mutations.

Sheesh is an intelligent plant whose remote ancestors were willow trees. His vision, sense of smell, and vocal cords are as good as a human's and are located in various parts of his trunk. His root system is mutated so that he can move slightly faster than a man can run. He stands five meters tall, but can bend his body to fit into a two-meter-tall space if there is room for his bulk. Every time it rains or the party finds a large source of water, Sheesh can gain back half of his lost hit points (only once per 24-hour period).

**Armor:** Bark (absorbs 10 points of damage per turn, -3 CS when attacked)

**Weapon of Choice:** When not using mutations, Sheesh fires two crossbows at the same time (Tech II, Dm 10/5) at no penalty.

**Other items:** Combat knife (Tech II, Dm 6/3), 100 quarrels, pruning shears, backpack, watering can, telescope (Tech III), and two hydrogen energy cells (Tech IV).

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## Raa

(Tiger-woman Humanoid)

Physical Strength 10 (melee, brawling, and strength actions)  
Dexterity 17 (+2 missile fire and agility actions)  
Constitution 16 (+2 survival resistance)  
Mental Strength 12 (mental attacks and defense)  
Intelligence 13 (+1 artifact use and surprise)  
Charisma 9 (-1 response)

Raa's humanoids are at Tech Level II (able to use any Tech II item without figuring it out first). Raa suffers a -1 CS when using Tech I and Tech III items, a -2 CS when using Tech IV items, and a -3 CS when using Tech V items.

**Rank:** 5 (Talents are not used in this adventure.)

**Hit Points:** 100

**Mutations:** Anti-life leech, displacement, electrical generation (Dm 10). See the "Mutations" section in the Rule Book for explanations.

Raa is a humanoid whose remote ancestors were tigers. She relies on tools and equipment, but she will attack physically when she has no other weapon (claws cause Dm 4, fangs Dm 6).

**Armor:** Powered Alloyed Plate. The armor absorbs the first 40 points of physical damage in an action turn. With power packs for 48 hours of the adventure, it is important to keep track of when the armor is on. It takes 15 minutes to make it operational. Raa also has a medium metal shield (-3 CS). See the "Armor" section in the Rule Book for more detail.

**Weapon of Choice:** Energy Grenade (Tech IV, Dm 10). She has 10 of these (in this module, the players can only use grenades if they can activate them on the first action turn of a combat—only if the players are not surprised and have initiative on that first turn). Her alternative weapon is a long sword (Tech II, Dm 8/16).

**Other items:** Combat knife (Tech II, Dm 6/3), crossbow (Tech II, Dm 10/5), 30 quarrels, three gasoline flasks (Dm 8), claw-sharpener utensil, backpack, bedroll, wine skin, dried meat rations, metal cookware, three torches, a pack of 20 matches, 100 feet of nylon cord, and two orange chemical energy cells (Tech IV).

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## Wroll

Mutated Wolf

Physical Strength 18 (+2 melee, brawling, and strength actions)  
Dexterity 16 (+2 missile fire and agility actions)  
Constitution 10 (survival resistance)  
Mental Strength 18 (+2 mental attacks and defense)  
Intelligence 10 (artifact use and surprise)  
Charisma 3 (-3 response)

Mutated animals are at Tech Level I (able to use any Tech I item without figuring it out first). Wroll understands the usefulness of technology, but has never taken the time to learn to use the few items it can handle. Mutated animals are ignored by artificial intelligences (classified as pets unless they attack).

**Rank:** 5 (Talents are not used in this adventure.)

**Hit Points:** 100

**Mutations:** Absorption (immune to electric attacks), chameleon powers (-2 CS when attacked with missile weapons), force field generation (-1 RF, goes down for 24 hours if hit with a red result), genius capability (military, +1 CS for hitting, +1 to figure out military artifacts), mental blast (Dm 12), taller, kinetic absorption (negates first 10 points of damage from blunt weapons in an action turn; halves damage from piercing weapons), gamma eye (forces victim unconscious), telepathy. See the "Mutations" section in the Rule Book.

Wroll is a huge wolf, two meters tall at the shoulders. It is as intelligent as a human and thus it prefers the company of other intelligent creatures.

**Armor:** Wroll relies on speed and quick thinking to keep from getting hit in battle.

**Weapon of Choice:** Wroll attacks with its massive jaws (Dm 8). It never attacks robots or totally armored enemies physically, relying on its mutations to pull it through against those opponents.

**Other items:** Wroll has a special double pack strapped to its back. The pack enables Wroll to remove things with its jaws. Through the years Wroll has acquired two medi-kits (Tech IV, see "Equipment" for details).

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